

TINHORN

(A GUIDE FOR NEW PLAYERS)

Say, haven't ah seen you somewhere before mister? No? So yer new in town eh? Well before you go runnin' off gettin' into all kinds o' trouble, and believe me, trouble's somethin' we've got plenty of out here, you do the smart thing and talk to ol' Charlie here. This town ain't quite like other towns out here in the West. What do yer mean "what do I mean?" Tell me somethin' fella, ever been to a town where some fella plugs a dog, an' the next day that dog's all running around peeing on the wheels of the coach like nothin' had happened, only now he's got this funny look in his eye? Or where both the Rangers **and** them Agency fella's from the North are poking around like there was somethin' buried here, and they don't want no-one to find it. Nope, didn't think so. You heard of Elijah? Well you're gonna hear of him mighty soon, an' if you cross him and those crazy folk with him, you'll be sleeping outta town by tonight...in a wooden box!

You sure I don't know you...?

Anyway, you just ask away, and ol' Charlie'll set you straight. Sure we got rooms available, best damn rooms in town, an' almost no lice! Put down yer coat and pick up a drink...you gotta lot o' learnin' to do.

You ever been to the circus...?

This contains:

A Quick Overview of the game for complete beginners

A Beginners guide to Deckbuilding, not updated since Episode 3 - it's comin' goddamit!

A Beginners guide to starting Dudes, be Eric Jome

A Sample job/shootout

A QUICK TUTORIAL V1.1

By CEDRIC CHN

1. What's the object of the game?

The objective is to have more Control over the town than your opponent's Influence. Influence indicates the charisma, personality, and intimidation of the people (called Dudes) in your faction. Control typically means the number of places in the town that your faction controls -- but not necessarily owns!

Influence points are indicated by the total number on the Red chips of your Dudes. Control are indicated by the total number on the Blue chips of the Deeds you Control. You need to have more Control points than the opponent with the most Influence points. (This means that you have the town on your side and are able to run it the way you want!)

If you put a Deed into play, you'll Own it. But an opponent's Dude can walk in and take over Control of it! Squatter's rights! (The Dude with the highest Influence controls the Deed. If there's a tie, the Owner of the Deed has Control over it.)

Not surprisingly, conflicts over Control of a Deed leads to most of the combat in the game. Equally unsurprising is that to have more Control than your opponent has Influence, you can simply hunt down and gun his Dudes down...

2. Why is this game so difficult to learn?

To be fair, most CCGs require someone to teach you the mechanics. New CCGs have the problem of having to be different enough in concept to be interesting, but not being too different in mechanics to be learned. Doomtown certainly has some very different conceptual mechanics from most CCGs. You'll have to un-learn a few conventional gaming mechanics. Here follows an explanation to some common conceptual questions.

2.1 You start out with up to five Dudes in play.

Decisions, decisions. And don't screw up. Very few CCGs allow you to start with key cards in play. Thankfully, the FAQ and many web sites suggest which Dudes to start out with in a Starter Pack. Roughly, you should start with three Dudes with 1-2 Influence and three Dudes with 1-2 Bullets; two or so of these Dudes will have both Influence and Bullets. Don't pay more than two Upkeep per turn!

2.2 A one-shot effect doesn't lead to Booting.

Think of Booting not as a trigger or cost of an effect, but merely as record-keeping of what the card cannot do. Make sure you know which common game mechanics (such as calling out another Dude) do not trigger Booting.

2.3 Deeds are Owned and Controlled -- with different results.

In most games, the player of the card, token, or counter controls what it does. In some games, another player can take control of the card, and either takes complete control of it, or only negates its play.

A Deed Controlled by an opponent is something of everything. The Opponent Controls the Deed and thus gains its Control point (the Blue chip) and any Special effects of the card. BUT he does not gain Ghost Rock from it; he must also Own it (the Owner is typically the one who put it in to play). (I suspect the latter rule is for game mechanics more than any other reason.)

3. Any suggestions for learning the mechanics s-l-o-w-l-y-?-?-?

Sure. Here's a tutorial version of the game. Thanks to the FAQ and Rulebook.

3a. Start with factions that do not rely upon supporting cards.

Several factions require supporting cards such as Gadgets (Collegium) and Spells (Whateleys, Sioux Union, and the Flock). They're fun, but play with them later. These supporting cards require learning additional rules.

3b. Learn ta Draw!

3b1. Stud vs. Stud

Each player takes a Stud (a Dude with a Silver bullet) and has a one-on-one Shootout. Remember that a Stud draws his Bullet rating then discards down to a five-card poker hand.

3b2. Stud vs. Draw

One player takes a Stud, and the other a Draw (a Dude with a Brass bullet) and has a one-on-one shootout. A Draw discards a number of cards up to his Bullet rating, then fills his hand. Notice the advantage that a Stud has over a Draw!

3b3. Posse vs. Posse

Each player takes a Stud and a few other Dudes and has a posse-to-posse shootout. Choose your best shooter (such as your Stud with the highest Bullet rating). The other Dudes in your posse don't contribute their Bullet ratings: For each Stud in your posse (other than your shooter), draw an extra card. For each Draw in your posse (other than your shooter), you can discard one card and draw one card to replace it. Decide on five cards to keep and show off your poker hand.

For example, suppose your posse has a 3-Stud as its shooter, and the rest of your posse consists of one Stud and two Draw Dudes. In addition to your normal hand of five cards, you draw three additional cards for your shooter's 3 Bullet rating, and an additional card for your other Stud. After looking at the cards, you can discard up to two of them (one for each Draw Dude) and draw one card for every one you discarded. Keep five cards and hope for the best!

4. Okay, play already.

Play the game, only playing Dudes and Deeds. With Dudes, only use the Bullet rating, Influence, Cost, and Upkeep. All Dudes are non-Unique (each player may have one copy of the card in play). With Deeds, only use the Control, Cost, and Production of the card, and whether or not the card is In-town or Out-of-town. Ignore the special text and the other boldface attributes (Uniqueness, Experienced, Wanted, Harrowed, Abomination, etc.). Also do not play Reactions (Clubs), Goods, Spells, or Events (Hearts), or Jobs. Ignore your Outfit's special abilities. Don't worry -- you'll still have plenty of rules to learn.

Note that Sweetrock's Production is +3, not +5.

Remember the Movement rules: You always boot your dude when you move, with two exceptions:

1. If you're moving a Dude from your own Home to an adjacent location.
2. If you're moving a Dude from the Town square to an adjacent location except your own Home - if you wish to move there, you must boot.

Remember how Ownership and Control works. The Owner is the player to played the Deed. The Control is the player with Dudes with the most Influence at the Deed. In case of a tie (or if the Dudes there have zero Influence), the Owner Controls the Deed.

1. To collect Ghostrock, you need to Own and Control the Deed.
2. To possess the Deed's Control, you need only to Control it.

To win, if it's the start of Nightfall and you have more Victory Points plus Control Points than the Influence total of any single player, then you've won and own Gomorra. Congratulations -- sucker!

A BEGINNERS GUIDE TO DECKBUILDING

BY GERRY CROWE

Like most collectible card games, Doomtown has its own distinct approach to building a deck, and like most games, it can be quite difficult when first starting out. In this article I hope to give a few pointers to help you start building your decks while avoiding a few of the more common pitfalls. This will do no more than get you started...once you start playing, you will discover for yourself which cards fit in with your playing style, and those which are necessary against that of your opponents.

Although Episode 4 has become available since the time of writing, I have not yet updated this article with notes on Hexes. This will follow shortly.

OUTFITS

The first thing you have to decide is which outfit you're going to play, so lets start by looking at the outfits currently available.

LAW DOGS

The Law Dogs are tough hombres with good bullet ratings and several stud dudes. Seven of their nine dudes have influence so they can quickly take control of deeds around town. They tend to stay in town, dominating the town square, and try to avoid getting caught alone. They are not generally very subtle, relying on brute force to see them through. They are very effective against Wanted dudes, giving them an inherent advantage over the Black Jacks.

BLACK JACKS

The Jacks rely on manoeuvrability to see them through. They tend to stay out of town where the Law can't get to them, and employ hit and run tactics on any stranded opponents. Only five of their nine dudes have influence, so they often need to employ Drifters for help. They are blessed with the meanest baddest dude in town, and if and when he appears, the threat of Black Jack will send a chill down the spine of many an opponent. The Black Jacks are arguably the hardest Outfit to play effectively, as they require careful timing and manoeuvring to catch their opponents.

COLLEGIUM

These guys are vulnerable until they manage to build their gadgets. But once those weird gizmos appear, they can be deadly. They have good cheap influence spread across several dudes, but suffer from very poor bullet ratings...they currently have no Stud dudes at all. The Collegium generally plays a waiting game, building their strength until they are in a position to challenge their opponents. If allowed to do so, beware those Rocket Packs...you'll be chasing shadows for the rest of the game. They can even attempt to 'turtle up', relying solely on building difficult gadgets to win the game.

SWEETROCK

Ghastrock talks and Sweetrock is shouting loudly. They have by far the greatest influence available, but have only one natural gunfighter in their ranks. That doesn't stop them hiring the big guns from other outfits, and when the ghastrock starts to roll, they really kick in to gear. Like the Collegium, this requires a waiting game while they build up their supply of ghastrock. They can even win the game without stepping out their front door by waiting for the right moment and then putting two or more big

strikes into play.

DUDES

Once you have selected the Outfit you wish to play, the first thing you should look at is who is going to join your gang.

There are currently around 10 dudes available for each outfit and you will generally want to play with most of them in your deck. All the dudes within an outfit are designed to compliment that outfit, allowing you to make the most of it's modus operandi. For example certain members of the Black Jack gang have abilities allowing them to enter or exit a shootout outside of the normal sequence, giving you that extra mobility. Several Sweetrock dudes increase the production of a strike; improving your income and even making smaller strikes big enough to provide precious control points. And so on...

A few general rules when selecting dudes.

Look for any cheap dudes with 1 or more influence, as these often make excellent starting dudes. By cheap I mean having a cost of 4 or less, with no upkeep. Examples include Father Juan Navarro for the Black Jacks, Sandra Harris for Sweetrock, Rev Simon MacPherson for the Law Dogs and Meredith Singleton for the Collegium.

Look for cheap stud dudes, or dudes with high Draw values. Again, these make good starting characters. Examples would include T.C. for the Law Dogs, or Spike Dougan for the Jacks.

Use Drifters to plug any gaps in your available dude. For example, the Black Jacks suffer from limited influence among their weaker dudes. Sweetrock and the Collegium have few natural gunfighters, although there are only a few drifters who fall into this category.

Some of the more useful Drifters...

- Charlie Landers. Cheap influence, and invulnerable to calling out. Use him to sit on a deed forcing your opponent to use 2 influence just to take control.
- Cassidy Greene. Cheap influence, and a useful ability (although it can't be used at home).
- Arizona Jane. Cheap 3 bullet dude with an excellent ability.
- Ezzie. Very powerful against weak dudes. Also Harrowed, so she is difficult to kill
- Billy No-Neck. Exceptionally cheap Stud dude. Currently earns the MVD award.
- Vampiric Dance Hall Girl. Usually employed by the Collegium, she is a Stud dude, has influence, and gets tougher the more she fights. Give her a Ray Gun and a Rocket Pack, and she's really kicking.

In total, look to have around 9 to 12 dudes in your deck, depending on cost and abilities.

One thing you must take into consideration is uniqueness. If a dude is non-unique, you can always put him into play even if your opponent already has one. If you have a unique dude in your deck and someone else plays him first, the only way to get yours out is to somehow get the other copy discarded. There are many ways to ace a dude, but very few ways to discard him. In other words, when considering whether to start with Charlie Landers (1 influence for 1 ghostrock) or Cassidy Greene (1 influence for 2 ghostrock), you can be sure that you'll start with Cassidy. If both you and opponent start with Charlie, you're leaving it to chance.

Finally, here are some pointers on selecting starting dudes...

- you should always start with at least 2 influence, and generally it should be at least 3. Any less and you run the risk of losing the game on the first turn if someone plays a 3 Control Point deed

such as the 1st Bank of Gomorra.

- Don't put all your eggs into one basket...if you just start with Black Jack, and he gets hit with a Lynch Mob on the first or second turn, you're not going to last much longer.
- Try to leave enough starting ghostrock in your vault to pay for the majority of your deeds (around 6 should be enough).
- Finally, always make sure that your home income is more than your starting dudes upkeep...in general, you should have a net income of at least 2 ghostrock after paying upkeep on your dudes.

DEEDS

Deeds provide 3 basic resources in the game.

- Income from ghostrock
- Control Points
- Special abilities

Deeds are usually your primary source of income, so you want to put a reasonable range of cards in your deck. As a starting guide consider the following

- Look to put some small low-cost deeds in that you can easily play during your first turn, to start generating income from turn one. Around 3-5 should be enough.
- Add some medium deeds that you should be able to afford after a couple of turns, that give a good return and that may or may not give other benefits. 2-4 of these is about right.
- Finally, consider adding a few big expensive deeds with high returns...but not too many. You don't want to be stuck with several of these in your hand that you can't play. 0-3 is probably enough.

These numbers will vary considerably depending on how much income you need, and how much you have coming in from other cards. Alternatives are the Events 'A Coach comes to Town' and 'Founders Day', and the Actions 'Raid' and 'Graverobbin'.

Obviously the more expensive your cards, the higher your income should be. Too little and you can't afford to play any cards, and as you can only discard one per turn it can take a long time to rectify this situation. Too much, and you have cards in your deck that are wasting precious space.

In most cases, deeds will also be your main source of Control Points...the main exception being the Collegium. Again, try to have some small deeds with 1 Control Point, and a few with 2 or more. You will find that these follow a similar pattern to income, so the expensive deeds also tend to have higher Control Points.

With regards to abilities, they are many and varied. Some deeds have actions or abilities that are fundamental to an outfit's victory path. Examples include the Orphanage for Sweetrock, the Jail for the Law Dogs, and to a certain extent Bobs Fixit Shop for the Collegium. You should certainly consider having at least one copy of these deeds in your deck if you're playing one of these outfits, although don't have more than two.

Some provide additional income in an indirect way, for example the Scrapyard for the Collegium or the Equipment Shop for Sweetrock.

Some provide specialised actions for certain decks, for example the Claims Office for a ghostrock denial (GRD) deck...i.e. a deck that denies your opponent ghostrock, thus preventing him playing

cards.

Finally, some deeds are just generally useful in just about any deck. For example Sam's General Store reduces the cost of goods (present in most decks) and also has a very high income to cost ratio.

Here are some more general rules regarding deeds.

- As a general rule, you should try to have a net income of around 6 ghostrock per turn, not including lowball. This will pay for many cards in one turn, and for virtually all of them in two.
- For a 2 player game, try to aim for at least 10 Control Points in your deck, whether they be from deeds or elsewhere (this number can be reduced if you are playing against more than one opponent). Don't rely on simply taking control of your opponents deeds...if he's playing Collegium he may not have any at all, and even if he's not, you run the risk of him playing them when you are not in a position to take control of them. In other words, always have a victory path within your own deck...don't leave it to others. If you are playing the Law Dogs, you can possibly expect to get some Victory Points from acing dudes, but again, don't assume that will be enough.
- The same uniqueness rules apply to deeds as dudes. Unique deeds are cheaper, but that's no good to you if someone else gets there first. Use a mixture of both.
- Again, don't put all your eggs in one basket. If you only have a few large deeds with several Control Points each, and one or two get destroyed or taken over, winning the game becomes much harder.
- In Town or Out of Town. In-town deeds are generally much easier to defend, because you can easily move your dudes there, often without booting. The down side is that so can your opponent, so they're easier to attack. Out of Town deeds (strikes) have a much higher income to cost ratio, but are very vulnerable to hit and run attacks such as Arson. There are also cards that specifically target strikes, which can negate their benefits (e.g. Cave In).

EVENTS

Events are generally random in nature, as you cannot play them from your play hand. They only resolve if they appear in a lowball hand, and only then if someone else hasn't already played the same event earlier in the Gambling Phase. This haphazard nature is balanced by the relative power each event provides. There are events that bring dudes back from the dead, events that restrict most movement for that turn, and even events that allow you to take control of another players dudes.

These are some of the more useful events that you should consider including in your deck.

- Eureka. Any card that allows you to increase your handsize, especially by 2 cards, is an extremely useful addition to most decks. More cards means more options available to you in a turn, and also makes it less likely that you will be stuck with a handful of cards that you cannot play
- Founders Day. Very useful for topping up your income if you play with fewer deeds. As it does not ace itself after use, it will recycle round every time you shuffle your deck.
- Full Moon. A card that enables you to take over an opponent's dude is a potent weapon indeed. Use him to call out his former allies and carry out dangerous actions on your behalf.

There are even some events that can have decks built around them.

- It Was A Mountain Lion. An unpopular deck style, it can also be quite deadly if your opponent is not ready for it. It involves having dudes of either very low or very high value, and the remainder of cards being the opposite. At times powerful, don't expect to make too many

friends with this one.

- Heavy Rain. As strikes are never adjacent to another location, some decks store up ghostrock, wait till this card appears, and then play several big strikes. As opponents can't reach them due to the Heavy Rain, the only counter is hope they can increase their influence high enough in the turn to match the Control Points, thus negating the win.

Both these deck styles are generally played by the Sweetrock outfit, as their ability to draw an extra card during lowball gives them a certain amount of control over when an event appears.

The only general rule I would apply to events is 'don't include too many of them'. While they have their uses, you don't have too much control over when they appear, so they can sometimes do more harm than good. The last thing you want is to spend ages trying to ace your opponent's Black Jack, only for an Easter Sunday to appear in your lowball hand the following turn.

GOODS

There are very few decks that won't find a use for a few goods of some description. Goods give your dudes abilities that they wouldn't normally have, and unlike Action cards, these abilities are available every turn, or at least as long as the Goods card remains in play.

Goods come in the following general categories

- Horses. These give a dude much greater mobility around town, whether by preventing the dude from booting during movement, or giving a dude the option to escape shootouts.
- Weapons. These either increase a dude's Bullet Rating, or change him from a Draw bullet to a Stud bullet, both of which are very important in shootouts. Note that there is a current ruling in effect that states that weapon bonuses to bullet ratings **only** apply during a shootout, and not at any other time. Therefore whenever a dude's bullet rating is checked outside of a shootout, the weapon does not count. An example of when this situation occurs is the Action card Lynch Mob.
- Explosives. These allow you to destroy deeds, denying an opponent income, Control Points, and any special abilities.
- Other. There are various other goods that you will find very useful in your decks. Two of the best are New Hats and the Still. Using New Hats to increase a dude's influence is very important, as not only does it make it harder for your opponent to win the game (he needs more Control Points), but it also makes it easier for those dudes to take control of deeds. The Still is used to Boot opposing dudes...if a dude is booted, his options for that turn are severely limited.

Finally, there are Gadgets. These are a specialised type of Goods card, and can only be built by Mad Scientists, so you'll really only be using them in a Collegium deck. There is nothing to stop you using them in decks for other outfits, but the only non-unique Scientist currently available is the Drifter Benny Hibbs. If you select a unique Scientist and come up against the Collegium, you're unlikely to have an opportunity to ever play him or her.

The advantage of Gadgets is that, to borrow a phrase, you get more bang for your buck. Gadget weapons are more powerful than ordinary weapons, Gadget horses have more options open to them, and so on. The down side is that the Scientist has to boot to build them, depriving him of most other actions for that turn, and he must make a Pull. If the Pull is not successful, the Gadget is discarded, but you must still pay its cost to the bank. In other words, you take risks when building Gadgets, but the rewards can be excellent.

Finally, remember that as a Collegium player, the more difficult gadgets provide you with precious

Control Points. You shouldn't really rely solely on them to win the game, as they are quite vulnerable to certain cards, but they do give you an additional path to victory. Also remember that you do not need to control the Gadget to receive the Control Points...any Gadgets in play count towards your total.

ACTIONS

Actions are what drive the game, so you will usually want to include quite a few of them in your deck. Like Goods, Actions can be broken down into several categories

- Shootout actions
- Resource Denial & Control actions
- Jobs
- Others

SHOOTOUT ACTIONS

Shootout actions are obviously actions that can be played during a shootout. When I refer to shootout actions, I actually include both Shootout actions themselves and also Reactions that affect shootouts. There are currently very few actions that improve the quality of your dudes in the shootout...the vast majority target opponent dudes, penalising them or even removing them completely from the shootout. Either way, the purpose is to assist you in winning the shootout while minimising your own casualties.

Some of the more useful shootout actions you should consider are

- Crack Shot. This is the one and only action card that improves dudes in your posse, but it is an excellent card. Turn those Draw dudes with high bullet ratings into Studs. Good targets are the Law Dog Nate Hunter, and the outlaw Spike Dougan. Remember, the more cards you draw in the Draw Phase of a shootout, the better hand you can expect to build and therefore the more likely you are to win.
- Pinned Down. Prevent a powerful opposing dude from taking part in the shootout. If your opponent loses by enough ranks, this dude must still be aced.
- Out of Ammo. If you are facing one of the big guns in the town such as Black Jack, J.P. Coleman, or Jim McNeil, use one of these to turn him into a Draw dude. A 5 Draw dude is **substantially** weaker than a 5 Stud dude, so this can cripple him. Don't forget that this won't affect a Draw dude who is wielding a Pearl Handled Revolver or a Flamethrower: weapons are not chosen until **after** all shootout actions have been played, which is when these dudes become Studs. To prevent this, you need...
- Caught With Yer Pants Down. Vital against any deck that relies on Goods cards to improve the quality of its dudes, which is most of them. No Goods can be used for the entire shootout (including Gadgets), so this can really cripple a Collegium deck. Prevents enemy dudes from using Pearl Handled Revolvers to improve their shooting and horses to escape the shootout (including Rocket Packs).
- Pistol Whip. Remove an enemy dude completely from the shootout. Often your opponent will either have no-one left, or a much weaker dude left for you to gun down.
- Sun In Yer Eyes. Reducing the bullet rating of an enemy dude makes this an all-round useful card. Can also be used to ace The Twitch without even drawing cards.
- Just a Graze. Save an important dude in your posse when things go bad. Make sure you have the 3 ghostrock in your vault when you enter a shootout with this in your hand.
- Stray Lead. Combines well with the previous card. Send a lone dude into battle against a big

posse, and when he gets gunned down, use Just a Graze to save him and hit your opponent with a Stray Lead. Do this often enough, and he becomes very nervous about calling you out at all!

- Ignore 'Im. If you ever get caught in a shootout that you really don't want to be in, use this card to make good your escape. Black Jack found himself 'Out Of Ammo'? Erik Zarkov lost the use of his Flamethrower and Rocket Pack after being 'Caught With his Pants Down'? Use this card to retrieve the situation.

There are many more good card to be used in shootouts...take your time to look through them and see which fit your deck

RESOURCE DENIAL & CONTROL

These actions are used to deny opponents resources (i.e. ghostrock), or Control Points. An example of a resource denial card is Haunting. It reduces an opponent's income, which restricts the number of cards that he can play in the turn, in other words cutting off his actions at the source.

Control cards include those such as Extortion. These allow you to maintain control of enemy deeds until a specified time, which may or may not be fixed. Not only does this give you any Control Points the deed may provide, but it also denies your opponent income from the deed until he regains control.

These latter cards can be particularly effective. Bear in mind that by denying your opponent income, you reduce his offensive capabilities, which in turn makes it harder for him to retrieve the deed. If he is slow to climb out of this vicious circle, you can build up a commanding lead, which he will struggle to overcome.

JOBS

Jobs are actions that allow you to directly attack an opponent, usually directed either against his dudes or his deeds.

Jobs allow you to make hit and run attacks, without having to individually move each of your dudes to the target location. They allow you to target 'turtling' opponents, who sit at home building up their strength, under the impression that they cannot be touched. You can also use them to destroy enemy deeds, often without even getting into a shootout.

Among the most useful jobs available are

- Arson. Destroy an opponent's deed. Use this to destroy a Sweetrock player's big mines the moment he plays them, as he won't have anybody adjacent to defend. If you're the Black Jacks, destroy the Jail as soon as it appears. Don't let the Collegium earn income from the Blacksmith...burn it down! And so on...
- Ambush. Ace an opposing dude. This card is 50% of the most despised combo currently used in the game. Ambush a lone dude, send a couple of weak dudes out on the job, and then, for your first shootout action, Pistol Whip the target dude. Because he is sent home, your job is successful, so the opposing dude is aced (even though he was sent home by you!)

One important point to remember about jobs is that dudes in your posse are actually moved to the target location. Therefore if a dude is not allowed to move to a location, he cannot take part in a job there. This includes non-Terror dudes attacking the Abandoned Mine, and also means you cannot Ambush an opposing dude in his home.

Jobs are one of the more complicated areas of the game, so be sure to read the rules carefully. Also available is the excellent [JOB FAQ](#), written by David R Henry, that takes you step by step through the process of carrying out a job.

OTHERS

There is a variety of other cards available that can be of use. Examples include

- Shortcut. Move somewhere unbooted when your opponent least expects it. Although there are Goods cards that allow you to do this each turn, using an action card gives you the element of surprise. Goods cards can also be destroyed, whereas there is no direct counter to an Action card.
- Lynch Mob. Ace an opposing dude without ever getting into a shootout. With the current ruling that Weapon bullet bonuses only apply during a shootout, this card is deadly. Use it with Warrant and Framed to great effect.
- Bad Tequila. Dudes can do very little when they are booted, making this card very effective.
- Dust Devil. Destroy enemy goods before he can put them to good use. Pricey, but worth every chunk.
- Lady Luck. Because you can normally only discard one card per turn during Nightfall, dumping a poor hand is very difficult. Use Lady Luck to clear it out and start again.
- Snake Eyes. If you play with cards requiring pulls (particularly Gadgets and Hexes), this card is invaluable.
- Cheatin' Cards. There are a variety of cheatin' cards you can use in your decks, and the number you include will be dictated by the amount of cheatin' done by your opponents. If they stack their decks heavily using just a few numbers, load your deck with several cheatin' cards, particularly Run Outta Town and Cheatin' Varmint. The former is particularly good in lowball, as you can try and force the discard of one of his dudes each time he cheats during lowball. If your opponents do not blatantly stack their decks, 1 or 2 cards should suffice...any more and you'll never have a use for them.

When thinking about how many of each action to put in your deck, remember that Action cards are usually recycling. Very few of them are aced when played, so every time you shuffle your deck you stand a good chance of drawing them again. Because of this, you rarely need more than 2 copies of any one Action card in your deck. Any more and they will clog up your Play Hand, particularly as your deck size is reduced after you start playing deeds and dudes. Occasionally you will want to add more, but that is usually only the case when you have built your deck around a particular card, and you want to see them as often as possible. An example of such a card is Lynch Mob. You can put 4 of these, some Warrants and Framed cards, and ace your opponent's dudes without ever getting into a shootout.

Use action cards to fill any gaps in your dude's abilities, and to restrict those of your opponent. You will probably have more actions than any other card type, so choose them carefully.

HEXES

To follow.

A BEGINNERS GUIDE TO STARTING DUDES

BY ERIC JOME

Q: How many should I start?

A: You always want to start as many Dudes as you possibly can. The game limit is 5 and that is what you should shoot for. Now, the other guidelines given here will restrict that number, but never start fewer than 3 dudes no matter what. The more dudes you can start, the more "tuned" your deck will be for pulls, shootouts, and lowball. Also, it will be harder for the opponents to wipe out all your starting dudes with Spells or Events.

Q: How much should my starting dudes cost?

A: Every outfit has a starting ghost rock total and, after paying for your starting dudes, you should always have at least 1 ghost rock left. This is to avoid starting "in the hole" by having to borrow from the bank on the first turn. It is much better, however, to have enough ghost rock left to buy a basic ghost rock producing deed such as Callahan's Ditch or The Green-eyed Saloon on your first turn. While the exact amount varies from deck to deck, shoot for 3 or 4 spare ghost rock after buying your starting dudes.

Q: What about upkeep on my starting dudes?

A: A classic problem in Doomtowntown is starting with too much upkeep. You should follow a policy of "making 1 a turn" at almost all times. This means that, assuming you lose every lowball, you still get ahead by making 1 ghost rock a turn. If you have to, include some easy ghost rock deeds like the "cost 0, produce 1" strikes to help improve your ghost rock production. So, if your outfit makes 2 Production, start with no Upkeep. For 3 Production, you can start 1 Upkeep. For 4 Production, you can start 2 Upkeep. But 0 Upkeep is always the best.

Q: How much influence should my starting posse have?

A: Your total starting influence should always be at least 4. You can sometimes start 3 in restricted formats like Bicycle, but 4 is better there too. Many outfits can manage 5 or sometimes 6 while still staying inside the upkeep/production guidelines. Note that it is important to start with the influence as spread out as possible. Every dude having 1 influence is excellent, but if you can fit in a dude with 2 that can be very helpful. If you are expecting to lose a dude early, such as to an early shootout, try to make that a dude with no influence.

Q: What kind of dudes should I have in my starting posse?

A: It depends on exactly what your deck is meant to do, but a simple rule of thumb is to have a main stud, a backup stud, and at least two influence dudes. A main stud is a stud dude with at least 2 bullets; this dude is your shooter for early shootouts and offers some defense against fast attacks. A backup stud is a stud dude, but his bullet rating is less important; this dude will provide an extra card with your main stud and act as security in case something happens to your main stud, like an unexpected Out of Ammo. The two influence dudes are just that, dudes with at least one influence each, where bullet ratings are not important. They back each other up in preventing you from losing the game early and they help keep control of your first few deeds. These basic roles are useful in almost any deck; if your deck needs

additional roles, such as Hucksters for Hexes, make sure the dudes you choose fill those roles in addition to these basic roles.

Q: Are there any particular dudes I should be thinking about starting?

A: Without getting into too many specifics, there are a few guidelines which help to recognize good dudes. First, stud dudes with influence and no upkeep are always very good; if your faction doesn't include any, try Cain Regen and/or Abel Owens. Second, you almost always want to try to start Mr. Bones to limit your opponent's chance to cheat, but he does have 1 Upkeep, putting a strain on choices for most outfits. Lastly, if the particular events It Was A Mountain Lion and Los Diablos Stampede are in common use where you are, it can be a very good idea to make sure all your starting dudes have a low value.

As of Eye For An Eye, here is a short list by faction of some good choices for starting dudes;

THE AGENCY

Windows Derek
Joseph Nicolai Rocescu
Sister Mary Jebediah
Raymond Armstrong
Lord Ripley Scorene
Johnny Quaid

BLACKJACKS

Alfred Barkum, Jr.
Andrew Garret
Father Juan Navarro (exp or inexp)
Ely Parker
Victor Navarro (exp)
Mae Parker

COLLEGIUM

Barney Brash
Alice Chamberlain
Gunther Hapworth
Prof. Susan Franklin
Pierre Fontaine
Peevie

DRIFTERS

Abel Owens
Cain Regen
Cassidy Greene
Charlie Landers (exp or inexp)
Mr. Bones
Mad Dog Campbell

FLOCK

Envy
Lechery
Miss Lily
Mary the Wanderer

LOST ANGELS

Deputy Tophet
Guardian Angel
Lilith
Gnosis
Moloch
Cain Regen exp

LAW DOGS

Jessie Radcliffe
Jessie Fremont
Charlie Flatbush
Jenny Cooper
Reverend Simon MacPherson
Tao Cheng

MAZE RATS

Freddy Fast Hands exp
Min Su Tao
Sin Je
Chao Li
Chin Wei Lun
Harold Longfellow exp

SWEETROCK

Adrian Townsend
Max Baine
Mick Caples
Sandra Harris
Byron St. James
Mortimer Jones

SIOUX UNION

Benjamin Nightsinger
Little Mountain
Tioga Joe
Billy Iron Horse

Feather-In-His-Hair
Singing Feather

TEXAS RANGERS

Bobo LeVeux
Camille Sinclair
Father Terrance exp
Bartholomew Prospectus
James Hastings
Mark Preston

WHA-TELEYS

Basil Whateley
Silas Peacock exp
Astoreth Whateley
Jebediah Whateley
Nebuchadnezzar
Jack Brash

"BURNIN' DOWN THE HOUSE"

A SAMPLE SHOOTOUT IN DOOMTOWN

This the sample job/shootout originally printed in the rulebook. I've updated it to only include Dudes available in the Boot Hill edition, as well as including some other effects that were missing in the original example.

Bob's Outfit is the Law Dogs; Alice's is the Collegium. Alice has brought The 1st Bank of Gomorra into play. Bob decides to start a job to Arson the 1st Bank. If you don't know what a card in this example does, look it up at the [Schoolhouse](#):

All Dudes are the non-experienced version.

Roundin' Up Poses

Bob has Charlie Flatbush at Home with Nate Hunter, who has a Pearl-Handled Revolver. Bob plays Arson, names The 1st Bank, and appoints Hunter to lead the posse on the job. Bob also has Billy No-Neck in the Town Square, which is adjacent to Hunter, so Bob boots Billy and Flatbush to join the posse.

Alice sees what's comin', and she decides it's time for the big showdown. If she can win it, she'll have a bunch o' Control Points (from The 1st Bank), and Bob's Influence total will go down a whoppin' 4 points. She'll likely win the game.

Alice gathers some Dudes to defend The 1st Bank. The non-Experienced Erik Zarkov and his Ray Gun are at 'er Home (adjacent to The 1st Bank), so they boot to join the defensive posse. Hangin' Judge Gabriel with some Miracle Elixir is at The 1st Bank, so he joins up - he doesn't need to boot to join the posse 'cos he's already at the bank. The non-Experienced Gerald Klippstein (armed with a Flamethrower) and Marcus Perriwinkle are over at the Dispatch Office, two locations away. They're not adjacent to The 1st Bank, so they ain't close enough to join the posse. All Dudes in both posses now move to the 1st Bank for the start of the shootout. As it's a public place, none of Nate's posse become wanted.

Round One

Alice is the Winner this turn, so she gets to play the first shootout action. She uses Zarkov's ability to try to overcharge the Ray Gun. She pulls a 7♣, so the Ray Gun malfunctions and Zarkov gets blown to bits. Alice puts him and the remains of his Ray Gun in her Boot Hill pile.

Bob, with no Shootout actions, passes indefinitely.

Alice now boots Klippstein and uses his ability to drive him and Perriwinkle to The 1st Bank to join her. She then plays Caught with Yer Pants Down on Hunter, who goes from a 5-Stud to a 4-Draw. Then she pays 1 ghost rock to activate Klippstein's Flamethrower. When done, she passes, too.

Both players declare shooters: Alice declares Klippstein as hers; Bob declares Hunter as his.

Klippstein is a 3-Stud, so Alice draws eight cards. She gets 3♥, 3♣, 4♠, 4♣, 5♣, 8♥, 8♦, and K♦. Alice has three Draws in her posse but only discards two cards: the 5♣ and the K♦. She draws a 5♠ and a 7♠. She discards the 5♠, 7♠, and 3♥ to get her Draw hand o' Two Pairs: 3♣, 4♠, 4♣, 8♥, 8♦.

Bob's shooter isn't a Stud, but he has a Stud in his posse, so he draws six cards: 2♣, 2♣, 3♥, 8♣, 10♠, and K♣. Since he has a 4-Draw shooter and another Draw in his posse, he can discard and redraw up to five cards. He keeps just the Pair o' 2s. He draws 4♦, 9♣, 9♠, and a Joker! He discards the 4 to make a Full House: 9♣, 9♠, Joker, 2♣, 2♣.

Bob's hand is currently beating Alice's by four ranks, but Bob's hand includes two cards o' the same suit and value: it's illegal! Alice plays Cheatin' Varmint, lowerin' Bob's hand to a Three of a Kind.

Bob now only beats Alice by one rank, so Alice only has to ace one Dude. She opts to ace Gabriel—because she won't have to: she aces his Miracle Elixir instead. Gabriel goes Home booted. Bob aces the Joker (as per its instructions). Both players discard their Draw hands. Since both think they see victory ahead, neither has any Dudes run Home.

With Gabriel at home, Bob now has more influence at the 1st Bank, and therefore takes control of it. Alice reluctantly hands over half her ghostrock, as per the instructions on the bank.

Round Two

Alice used up all o' her good actions, so she passes, and so does Bob. They declare the same shooters as in the first round, then draw again.

Klippstein's Flamethrower is still in effect, but Alice gets one less discard without Gabriel. She ends up with a Full House: 3♥, 3♣, 5♣, 5♥, 5♠. Bob gets a Three of a Kind: Q♣, Q♦, Q♥, 5♠, 3♦.

The three-rank difference means Bob's whole posse'll be wiped out, but he can fix that. He pays 3 ghost rock and plays Just a Graze, dropping his casualties to two. He aces Billy and Flatbush. Both players have the same amount of Influence left at the 1st Bank, so Control of it returns to Alice as she is it's owner. This time the tables are turned and Alice takes half of Bob's total ghost rock. Even worse for Bob, Alice has just aced a Stud Dude using a gadget weapon - checking the Collegium home ability, that gives Alice 1 Victory Point.

Alice now has 3 Control Points and 1 Victory Point, while Bob only has 2 Influence in play - Alice is in a winning position. With Alice's victory in sight, and with no other Dudes in his Play hand, Bob has no choice - Hunter must continue the job and try to destroy the Bank. As the lead starts to fly again, we leave these two outfits to their fate...