

Forming a Posse for a Shootout

My dudes are	Can they join?	Do they need to boot?
Unbooted at the location of the shootout	Yes	No
Booted at the location of the shootout	Yes	No
Unbooted and adjacent to the location of the shootout	Yes	Yes
Booted and adjacent to the location of the shootout	No	n/a

Once posses form, all dudes in posses move to the location of the shootout, Rules o' Play page 21.
For rules on shootouts, Rules o' Play page 21.

Forming Posses for Jobs

My dudes are	Can they join the leader's posse (trying to do the job)?	Can they join the mark's posse (defending against the job)?	Do they need to boot?
Unbooted at the location of the mark	Yes	Yes	No
Booted at the location of the mark	Yes	Yes	No
Unbooted and adjacent to the location of the mark	Yes	Yes	Yes
Booted and adjacent to the location of the mark	No	No	n/a
Unbooted at the location of the leader	Yes	No	Yes
Booted at the location of the leader	No	No	n/a
Unbooted and adjacent to the location of the leader	Yes	No	Yes
Booted and adjacent to the location of the leader	No	No	n/a

Move all dudes in both posses to the mark. This does not boot them, though most will already be booted, Rule o' Play page 27.
If there are opposing posses, start a shootout, Rule o' Play page 27.
For rules on Jobs, Rules o' Play page 27.

Hand Ranks

11. Dead Man's Hand: *Exactly* 8♠, 8♣, A♠, A♣, J♦
10. Five of a Kind: *Example* A♠, A♥, A♦, A♣, A♥
9. Straight Flush: *Example* 8♣, 7♣, 6♣, 5♣, 4♣
8. Four of a Kind: *Example* K♠, K♣, K♦, K♥, 2♦
7. Full House: *Example* J♠, J♣, J♦, 3♥, 3♣
6. Flush: *Example* 10♠, 8♠, 7♠, 6♠, 4♠
5. Straight: *Example* Q♠, J♦, 10♠, 9♠, 8♠
4. Three of a Kind: *Example* 5♣, 5♦, 5♠, 2♣, 3♥
3. Two Pairs: *Example* Q♦, Q♣, A♠, A♥, K♠
2. One Pair: *Example* 7♣, 7♦, K♣, 10♠, 3♦
1. High Card: *Example* K♣, 10♠, 7♣, 3♥, A♦

Sequence o' Play

- ★ Gamblin' Phase (Lowball)
- ★ Upkeep Phase
- ★ High Noon Phase
 - ★ Actin'
 - ★ Callin' Out
- ★ Shootout – Formin' Posses
- ★ Breakin' and Enterin'
- ★ Slingin' Lead
 1. Make Plays
 2. Pick Yer Shooter
 3. Draw!
 4. Reveal and Resolve
 5. Take Yer Lumps
 6. Run or Gun
 7. Chamber another Round
- ★ Movin'
- ★ Shppin'
- ★ Tradin'
- ★ Sundown Phase

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Movement

Only unbooted dudes can use the Movin' play during High Noon.

An unbooted dude can move from any location to any other location in or out of town. That move boots them (*even if the location is adjacent*).

Exception: If an unbooted dude is moving from one location to another in the direction of the green arrows (and only in that direction) that move does not boot them. These are the only Movin' plays that does not boot dudes.

For rules on Movement, Rules o' Play page 18.

