Buildings Explained

Round Start
Gain 1 Coin per round.

Round Start
Gain 1 Notoriety per round.

Round Start
Gain 1 Bullet per round.

Round Start
Reset your Critical token from Backfire to Skull.

Round Start
If this Building has no Undead, add one from Boot Hill.
Only if occupied.

Round Start
You may spend 1 Coin to gain either 1 Bullet or 1 Notoriety.

Round Start
Roll a d8:
1/2/3: Gain 1 Coin
4/5/6: Gain 1 Bullet
7/8: Gain 1 Notoriety

Round Start
You may move your Bullets from and to any Targeting Number slot.

Round Start
Roll a d8:
1: Lose 1 Coin (if able)
2/3: Gain nothing
4/5/6: Gain 1 Coin
7/8: Gain 2 Coins
Multiple occupants will not result in a duel.

Ongoing
Your Coins cannot be stolen.

Ongoing
Your Notoriety cannot be stolen.

Ongoing
Your Bullets cannot be stolen.

Ongoing
During your Steal action, you may take one more of the resource you are stealing.

Ongoing
The cost to buy this building is always 5 Coins.

Ongoing
Gain 1 Notoriety per Undead killed by any player.

Round Start
Spend 1 Notoriety to send one Undead from Boot Hill to any building that does not have one.

Ongoing
Give 1 Coin to an opponent to avoid a Shootout.
Cannot use after High Noon.

Ongoing
During your Income, you may take one more of the resource you are gaining.

Ongoing
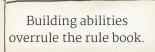Gain 1 Notoriety everytime you are involved in a Shootout.
Regardless if you survive or not.

Ongoing
Add 2 to your die roll during a Shootout at this Building.
Ex. If you roll a 5 and have a Bullet on that slot, it counts as a 7.

Building abilities overrule the rule book.