

THE QUICK AND THE UNDEAD

Rule Book

Ride into West Fort, a small Town in the Wild West overrun with Undead, and show the inhabitants you mean business. Gain more Notoriety than your fellow Outlaws, take control of the Town, and claim it as your own. Plan your actions carefully to

maximize their effect and prepare to duel over common goals. Earn, steal, and shoot your way to Notoriety whether in-game, by controlling unique buildings, or by clearing out the Undead plaguing the Town.

SHOOT FIRST, ASK NEVER

Objective

To have the most Notoriety at the end of the game. Notoriety is collected in three ways: Notoriety tokens, through the killing of Undead, and the control of buildings.



Components

Coin tokens **48x**

Outlaws (6 per player colour) **36x**

Bullet/Casing tokens **39x**

Notoriety tokens **1** **30x**

Notoriety tokens **5** **10x**

8-sided dice (d8) **6x**

Critical tokens **6x**

Targeting cards **6x**

Undead cards **18x**

Building cards **20x**

Law badge **1x**

Game board **1x**

Rule book **1x**

Index

- Setup 2
- Game Overview 3
- Day Overview 4
- Turn Overview 4
- Duels 4
- Abilities 5
- Shootouts 6
- Critical Token 7
- Graveyard | Boot Hill 7
- Income 7
- Buildings 8
- End of Round | End of Day 8
- High Noon | End of Game 8
- Action Space Clarification 9
- 2-Player Variant 9
- Solo Variant 10
- Buildings Explained 12

Questions or comments?

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Setup

1 Place the game board in the center of the table. Shuffle all* building cards and place one card faceup in each building slot on the game board for your player count. Player count is marked in the corner of each building slot on the game board. Return extra building cards to the box.

*If playing with 1-3 players, remove all five 4+ Buildings from the game.



2 Shuffle all Undead cards and create Boot Hill – a stack of cards equal to 3 times the number of players – facedown in the Graveyard (A).

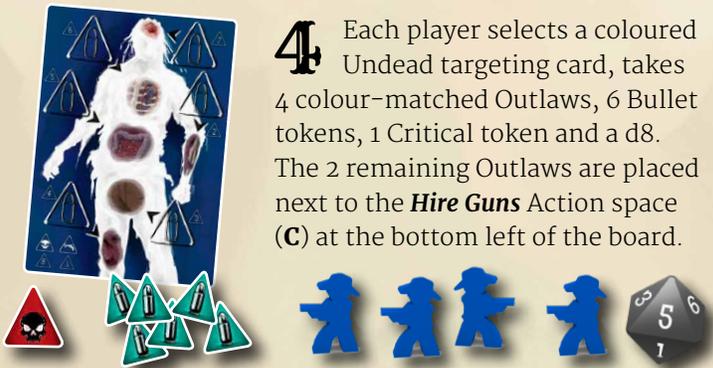
From Boot Hill, draw Undead cards one at a time and tuck them faceup under a number of buildings equal to the number of players. Undead are placed starting at the building with the highest Notoriety and continuing in descending value (use higher coin value to break ties). Then add one final Undead to the street (center of the board – B). There should now be Undead cards on the board equal to the player count plus one.



3 Place all Notoriety (5 & 1), Coins, and Bullets next to the board to create the Town's Supply. Add a single resource to each building in play by referencing the icon in the building slot.



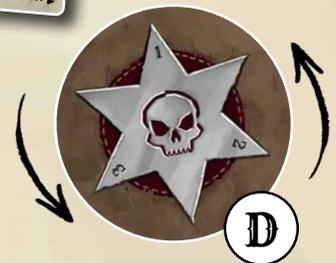
4 Each player selects a coloured Undead targeting card, takes 4 colour-matched Outlaws, 6 Bullet tokens, 1 Critical token and a d8. The 2 remaining Outlaws are placed next to the **Hire Guns** Action space (C) at the bottom left of the board.



5 Players place one of their Bullet tokens, Casing side up, on each of the six slots on their Targeting card. Next players simultaneously choose 3 starting resources (any combination of Bullets, "1" Notoriety, and/or Coins).



Anytime a Bullet is "gained," players must immediately choose which targeting slot to activate. The token on that slot is flipped from the Casing side to the Bullet side. This signifies their ability to target that area. Players can never have more, or less, than 6 Bullet/Casing tokens. Coins and Notoriety are kept in each player's personal stash, which must be in view of all other players.



6 Choose a starting player who gets the **LAW badge (D)**. The Law will be responsible for announcing the stages of the round, and will act as the starting point for turn order if ever multiple players are involved in the same action. The badge will pass clockwise each round, and can be rotated to keep track of the three rounds in a day.

Game Overview

The game is played over **days** and each day is broken into 3 rounds of actions. Each round begins with players simultaneously, and secretly, selecting 1 of the 8 action spaces by setting their d8 on the table in front of them, hidden by their hand, with the chosen action's number shown on top.

Before revealing the dice, the player holding the LAW badge asks if any player is **Hiring Guns**.

The **Hire Guns** action (C) is not numbered as players will place their **die** on this space, not an Outlaw.



The LAW badge will pass to the left, and round 2 of the day will begin with players again selecting their action space number in secret. The same steps are repeated for round 3.

After round 3, the day is over and players collect all Outlaws used on action spaces (not those in buildings) and return them to their stash. Outlaws that have been killed are left in the Graveyard and are not collected. Any player controlling a building must discard one bullet per building to maintain control, or they must return their Outlaw to their stash.

High Noon will be triggered when all Undead have been removed from the Town, not including Boot Hill.

This final round will allow all players one final turn to make their most cunning attempt at victory.

When High Noon is over, players will add up Notoriety from tokens taken, Undead killed, and buildings owned **if that building has been cleared of Undead**. The player with the most notoriety wins.

In the event of a tie, the player with the most Coins wins. If still tied, the tied players duel to the death (see **Duels** p. 4).

Then the LAW tells all players to reveal their dice and announce their number. Players place an Outlaw from their stash onto the action space matching their die action number.



Players will take their turns in descending numerical order, starting with **Hire Guns**, then action space **8** and continuing down to **2**. A **1** goes last and is wild (see **Day Overview** #3 p. 4).

If two or more players have a **Outlaw** standing on the same action space, they will duel.

Surviving players will use their action space's ability to Intimidate, Hunt, Fight or Steal and then earn resources from its Income.

At the end of a player's turn, if they have enough Coins, and there are no Undead in the street (**B**), they may purchase a building (see **Buildings** p. 8).

If there is already a Outlaw in the building, the purchase price is halved, rounded up, and those players may have a shootout for control (see **Shootouts** p. 6).

After all action spaces have resolved, the **round** ends and all Outlaws on action spaces should be laid down. (Outlaws are laid down to show which actions were taken earlier in the day. Players cannot return to an action space occupied by one of **their** Outlaws from earlier in the same **day**.)

Day Overview

1 Players may use the **Round Start** abilities listed on buildings they control, regardless if there are Undead present. A building's **ongoing** ability (without an "!") may be triggered multiple times during the round.

2 In secret, players choose a numbered action space with their d8. (Players may not show their die to any player before the reveal.)

3 If applicable, **Dice** are placed at **Hire Guns**, and then all remaining dice are revealed. Outlaws are placed on available action spaces. (A **1** may be placed on any action space not occupied by a **standing** Outlaw, but if more than one player chooses **1**, all of these players will lose their turn.)

4 Action spaces are resolved: Hire Guns, 8, 7, 6, 5, 4, 3 and 2. (See **Turn Overview** adjacent and **Action Space Clarification** p. 9.)

5 Pass the badge clockwise and repeat steps **1-5** for rounds 2 and 3, and then the day ends.

6 At day end, players must discard one bullet per building they control or return that Outlaw to their stash. **This is regardless if there is, or isn't, an Undead in the building.**

7 Repeat steps 1-6 until High Noon is triggered: **All Undead have been removed from the Town, not including Boot Hill.**

Turn Overview

If multiple players share an action space and survived the duel, they take their turn in clockwise order starting with the **LAW**, if they are involved.

1 Players may **choose** to preform their action space's ability, if possible (see **Abilities** p. 5), or they may skip this step. **These icons are above the line.**



2 Players collect from the Town's Supply any resources given to them by their action space's income (see **Income** p. 7). **These icons are below the line.**

3 If there are no Undead in the street, players may use Coins from their stash to purchase 1 building per round (see **Buildings** p. 8).



When a building is purchased, players move their current Outlaw from the action space to the building. (If there is already an Outlaw in the building see **Shootouts** p. 6.)

Duels

If 2 or more players choose the same action space on the same round, they will Duel.

(If 3 or more players are dueling, players announce their target, in turn order starting with the **LAW**, if involved.)

Then all duelists will simultaneously take **one** shot at their target by rolling their d8.

If the number rolled matches a slot on their Targeting card containing a Casing, they have missed.

If the number matches a Bullet, they have hit their target. (All hits happen at the same time.)

(If players targeting each other both roll the **same** hit value, they will both be killed. If players roll different hit values, the player who has the **highest** hit value wins.)

The loser will not spend their bullet.



This icon means that Outlaws will not duel. It is on action space **7**, and the **Saloon**.



Defeated players will send their Outlaw to the Graveyard and the shooter will gain 1 Notoriety. The player whose Outlaw died, draws an Undead from the top of Boot Hill and adds it to Town (any building, or the Street — both may have multiple Undead).

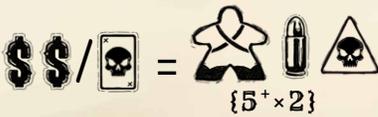
Surviving players will take their turn in clockwise order starting with the **LAW** if involved.

Players may duel at game end if their Notoriety and Coins are tied. Players cannot avoid this duel, and the winner of the duel wins the game. If any player is Dueling at game end and doesn't have a Bullet, **all** Dueling players receive an extra bullet.

Abilities

If ever an Outlaw can't, or doesn't use their action space's ability, they simply skip to income.

An action space's ability is listed above the line. It will allow players to **Hire Guns**, **Intimidate**, **Steal**, **Hunt**, or **Fight**. Icons separated by a slash / means the player may choose to use only one of these abilities.

Hire Guns  = $\{5^+ \times 2\}$

This action space is the only way players can gain more Outlaws, and the only action space players do not send an Outlaw to. Instead, players will place their d8 here when the LAW announces "Hiring Guns".

When they take their turn, players must spend either 2 Coins **or** 1 Notoriety to gain an Outlaw, a Bullet and flip their Critical token to the Skull side (See **Critical Token** p. 7). (With 5+ players, 2 Outlaws are gained instead of 1 — without an increase in cost).

Players cannot have more than 6 Outlaws, and may only gain Outlaws matching their colour. If no more Outlaws remain out of play, players may draw from the Graveyard. **Players may have less turns per day if their number of available Outlaws drops below 3.**

(New in town? – If a player has no remaining Outlaws and not enough Notoriety or Coins to pay to Hire Guns, they may place their die here and still gain an Outlaw, but they will not gain the Bullet or reset their Critical Token.)

Intimidate

8·7·6·4·3·2

5·4·3·2

8·7·6·5

Numbers above the line allow you to Intimidate other Outlaws. **Players may choose not to Intimidate if they want.**

To Intimidate, call out any Outlaw who is **standing** on one of the matching numbered action spaces.

Your target must now choose to **Pay Up** or **Walk Out**.

- **Pay Up** – The target gives you any two resources of their choice from their stash (Coins, Bullets, and/or Notoriety).

When a Bullet is given as part of the Pay Up action, the Intimidation **target** selects one of their Bullet tokens on their Targeting card and flips it to the Casing side. The active player then selects any Casing token on their Targeting card and flips it to the Bullet side. Once full, extra Bullets cannot be loaded and are lost.

- **Walk Out** – The target gives you nothing, which allows you to take one shot at them (see **Shootouts** p. 6).

If you hit the target when it's **Walking Out**, its current Outlaw is killed and it is immediately sent to the Graveyard. (See **Graveyard** | **Boot Hill** p. 7).

If you miss, or the target chose "Pay Up," they survive.

Either way, continue your turn by collecting the income listed below the line on your action space. If a player attempts to Intimidate but triggers a Critical Miss while attempting to shoot their target, they immediately return their **own** Outlaw to their stash and their turn is over.

Steal Resources



This icon allows you to take one of the resources depicted from any other player.



Steal a "1" Notoriety token.



Steal 1 Coin.



Steal 1 Bullet from any slot of any player. It can be placed in any of your slots.

When a Bullet is stolen, the **active player** selects any one of their target's Bullet tokens from their Targeting card and flips it to the Casing side. Then they select any Casing token on their own Targeting card and flip it to the Bullet side. A player may "steal" a Bullet even if they are already full – that Bullet is simply lost.

Hunt Undead



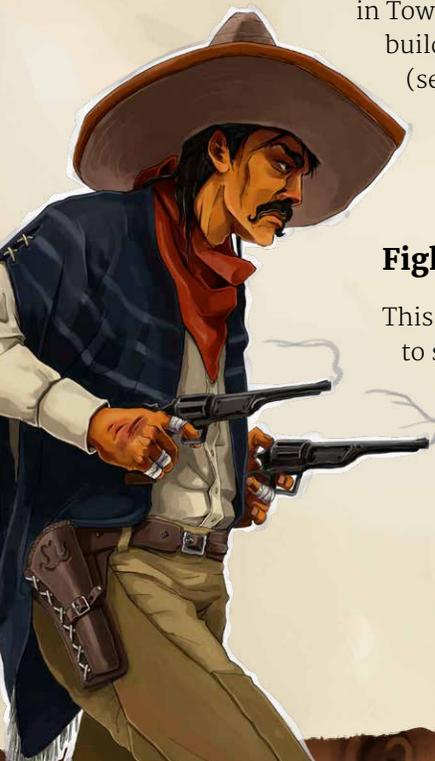
This icon allows you to shoot at **any** Undead in Town, whether in any building or in the street (see **Shootouts** p. 6).

Fight Undead



This icon only allows you to shoot at the Undead occupying the **street**.

It does not allow you to target Undead in buildings.

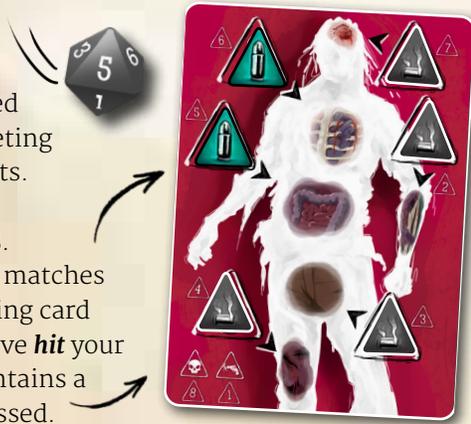


Shootouts

Any time a Bullet is shot, whether hit or miss, it is flipped to its Casing side.

Whether shooting at another player or Undead, you will need Bullets on your targeting card's numbered slots.

To shoot roll your d8. If the number rolled matches a slot on your targeting card with a Bullet, you have **hit** your target. If the slot contains a Casing, you have missed. (For an **8** or a **1**, see **Critical Token** opposite.)



The following rules apply in all Shootouts between players:

- If multiple players roll a hit, the player with the higher hit value wins.
- Any player whose Outlaw gets shot will move it to the Graveyard, draw an Undead from the top of Boot Hill, and add it anywhere in Town. The shooter gains **1** Notoriety from the Town's Supply. The loser **does not** spend a bullet.
- All players who trigger a Critical Miss return their Outlaw to their stash, unless they are shot first.

Building control (fight to the death)

If a building's original occupant decides to stand their ground when another player buys into it, these Outlaws will have a shootout for control.

The defending player rolls first and wins ties.

If the defender uses a Critical Hit, the attacker is killed instantly and does not get to roll.

The players will continue to shoot until one Outlaw is killed, or a Critical Miss is triggered — the last Outlaw standing controls the building.



Intimidation (1 shot only)

If the target decide to "Walk Out" instead of "Paying Up," the active player will get **1** shot to try and hit them.

If you hit your Target, they will immediately send their Outlaw to the Graveyard, possibly losing their turn.

If you miss, the target has escaped unharmed.

An Outlaw laying down from a previous round cannot be a target for Intimidation.

Dueling (1 shot only)

Players announce their target in turn order, starting with the LAW if involved.

All duelists roll at the same time.

Survivors play in turn order.

A target cannot "Pay Up" to avoid a duel.

Shooting Undead (Shoot until doubles)

Each Undead has certain weak points, which are listed at the top of the card. To kill an Undead, you only need to hit **one** of these numbers.

To begin, announce which Undead you are targeting. **Once declared you may not switch targets, but you may decide to stop shooting at any time.**

You may shoot as many times as you wish, but you must stop if you roll a number for the **second** time during the same attempt, or if you trigger a Critical Miss.

To keep track of the numbers you roll during an attempt, remove the Bullet/Casing token from each Targeting slot as you roll them. Once you succeed or fail, replace those tokens on their slots with the Casing side faceup.

Bullets which are shot are used (flipped), even if it doesn't kill the Undead.

If you kill an Undead, collect that card and keep it in your stash for endgame scoring.



Critical Token

When rolling, each d8 has a number corresponding to a Critical Hit and a Critical Miss.

8 is a Critical Hit



You can only chose to trigger a Critical hit, after rolling an 8, if your Critical token has the “Skull” side faceup. The target is killed immediately, without needing or expending a Bullet.

If you choose to trigger this ability, flip over your Critical token to the “Backfire” side.

If you choose not to trigger it, treat this as a miss.

1 is a Critical Miss



It is triggered *automatically*, after rolling a 1, if your Critical token has the “Backfire” side faceup.

If triggered, your Outlaw is immediately returned to your stash and your turn is over, *but* you may flip your Critical token so that the “Skull” is faceup.

Your Outlaw is not killed, so an Undead is not placed.

If you roll a 1 and your Critical token has the “Skull” side faceup this is simply a miss.

If a player triggers a Critical Miss but their opponent shoots them, they are sent to the Graveyard, not to their stash.

Graveyard | Boot Hill

Any time a player places their Outlaw in the Graveyard they draw an Undead from the top of Boot Hill and add it to the Town (either a building or the street — both can have multiple Undead, which can be targeted in any order).

When Boot Hill is exhausted, no more Undead will be placed when a Outlaw is sent to the Graveyard.

In either case, the shooter will gain 1 Notoriety token from the Town’s Supply.

Income



An action space’s income is listed below the line.



Icons separated by a slash means the player may choose to take only one of these resources.



Icons shown without a slash means the player receives all the resources listed.



Coins and Notoriety are taken from the Town’s Supply and added to a player’s stash.

(“5” Notoriety tokens are used to track larger sums. They cannot be taken/given as part of an action but can always be exchanged for five “1” Notoriety tokens.)



For each Bullet gained, the active player flips over a Casing token of their choice on their targeting card, so its Bullet side is faceup.



A player cannot have more than 6 Bullets – when full, any extras gained are lost.

Resources in Town are finite; if they ever run out, you won’t be able to take more of that kind, but it won’t affect you from taking other resources granted by the same action space.



Buildings

The number of buildings used in each game is dependent on the player count.

With the exception of the **Saloon**, only one Outlaw can control a building at a time.

If there are no Undead in the Street, players may use Coins from their stash to purchase 1 building at the end of their turn. They return a number of Coins equal to the building's cost to the Town's Supply and move their Outlaw from their action space to the building.

The first player to buy a building will receive the bonus resource that was placed there during setup. **Bullets gained this way are tracked on your Targeting card, and this extra token is returned to the box.**



If there is already an Outlaw in the building when another player wishes to purchase it, its cost is halved, **rounded up**.

The original Outlaw may vacate the building by choice, returning to their stash, or stand their ground and enter a shootout for control (see **Shootouts** p. 6).

At the end of the **Day** (3 rounds), players should spend 1 Bullet to retain control of each of their buildings.

A building's ability may only be used by the controlling player — who may use it regardless of whether or not Undead are present.



Buildings will only grant their Notoriety bonus at the end of the game if all Undead occupying that building have been removed (regardless of who killed them).

End of Round | End of Day

At the end of each round, lay down Outlaws on their action spaces and pass the LAW badge clockwise to begin the next round of the day.

(The badge itself can be rotated to keep track of the round.)



A player **may** remove their Outlaw from a building at the end of any round if they are low on Outlaws and would like to use it for the next round's action space selection but they will lose control, and the building's bonus.

After 3 rounds, the day is over and players return to their stash all Outlaws that were laid down during the previous three rounds. Do **not** return Outlaws from the Graveyard.



At the end of the day, players must flip over one Bullet token (to the Casing side) per building they control. If they don't, they must vacate that building, returning their Outlaw to their stash.

High Noon | End of Game

High Noon is triggered at the end of a **round** in which all Undead have been removed from the Town, **not including Boot Hill**. Once it is triggered it cannot be stopped, even if more Undead are added to Town.

High Noon is one final **round** where players can position themselves best for victory.



Once High Noon is over players will calculate Notoriety to determine the winner. Add the value of each Notoriety token to the Notoriety value of each Undead collected and each building controlled (**which is cleared of Undead**).



In the case of a tie, the tied player with the most Coins wins. In the case of a further tie, tied players duel to the death (see **Duels** p. 4).

If all dueling players are killed by rolling the same hit number, the living player with the highest Notoriety wins.

This could result in a second round of duels if more players are tied.

DON'T PLAY WITH GUNS

Action Space Clarification

Action spaces are resolved: Hire Guns, 8, 7, 6, 5, 4, 3 and 2.

All spaces (except Hire Guns) allow players to buy into a building - if the Street is cleared of Undead.



Multiple players may place a meeple on **7 Stalk** or their die on **Hire Guns**— it will not result in a Duel.



Hire Guns

ABILITY: Place a die here and spend 2 Coins **or** 1 Notoriety to gain 1 Outlaw (or 2 if 5+ players)

INCOME: Gain one Bullet and reset your Critical token to the Skull side.



8 - Scout

ABILITY: Hunt Undead **or** Intimidate 5, 4, 3, or 2.

INCOME: Gain 1 Coin **or** 1 Bullet **or** 1 Notoriety.



7 - Stalk

ABILITY: Hunt Undead.
INCOME: Gain 1 Coin **or** 1 Bullet.

Outlaws will not duel on this space.



6 - Extort

ABILITY: Steal 1 Bullet (from any player) **or** Fight the Undead in the **street**.

INCOME: Gain 1 Coin **or** 1 Notoriety.



5 - Outfit

ABILITY: Intimidate 8, 7, 6, 4, 3, or 2 **or** Fight the Undead in the **street**.

INCOME: Gain 2 Bullets.



4 - Intimidate

ABILITY: Intimidate 8, 7, 6, or 5 **or** Fight the Undead in the **street**.

INCOME: Gain 1 Coin, 1 Bullet, **and** 1 Notoriety.



3 - Loot

ABILITY: Steal 1 Coin from any player.

INCOME: Gain 3 Coins.



2 - Hijack

ABILITY: Steal 1 Notoriety from any player.

INCOME: Gain 2 Coins **and** 2 Notoriety.

1 - Wild Card

A **1** goes last and is wild. Place an Outlaw on any action space not occupied by a **standing** Outlaw. If more than one player chooses **1**, these players will...

...ALL LOSE THEIR TURN !

2-Player Variant

If you are looking to add more gunfights to your game, each player can set up and control 2 Outlaw bands. Each band will start with 3 resources of your choice and they will share Coins and Notoriety. **They do not share Bullets.**

During set up you should also layout the buildings and prepare Boot Hill as if for a 4-player game.

The LAW badge will move clockwise between each of the 4 Outlaw bands, not just between the two players. After High Noon combine both your bands scores to see which player is victorious.

Solo Variant

Setup

Shuffle building cards (**removing those for 4+ players**) and fill all slots on the board as if for a 6-player game.

Do **not** add starting resources to the Buildings.

Remove three Undead cards with value of “6” and shuffle the 15 remaining cards. Place one Undead in the street, none in the buildings, and the remaining facedown at the Graveyard to create Boot Hill.

Set up your Outlaw band as per “Setup -4” on page 2.

Dead Ranger (the AI) starts the game with all 6 Outlaws in the Graveyard, no coins or notoriety, but with 1 Critical token and Bullets on each slot of its targeting card. **These Bullets signify its strength, so each will need to be removed to kill it and win.**

Objective

To **win**, you must kill the Dead Ranger by removing each Bullet from its Targeting card. When this happens his Outlaws scatter and you spend your days cleaning up West Fort of any remaining Undead...

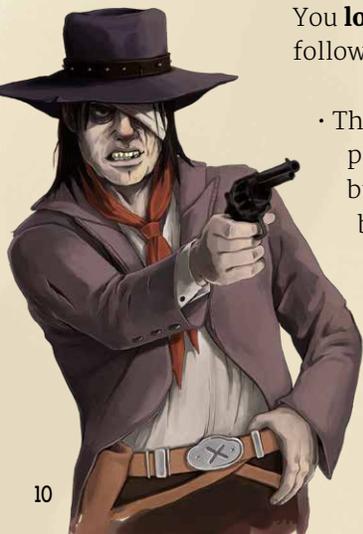
You **may** score your game using the following formula:

- Add up your Notoriety from tokens gained,
- +2 for each building clear of Undead,
- +5 (-1) for each Undead Outlaw still on an action space,
- + the Notoriety value of any building you control that is cleared of Undead
- -1 for each of your Outlaws in the Graveyard

When you kill an Undead, it is **not** collected, instead it is placed on the bottom of Boot Hill to create an unending supply of walking dead.

You **lose** the game if one of the following occurs:

- The Town is overrun - You need to place an Undead from Boot Hill, but all spaces in Town are occupied by Undead (buildings and street). **In the solo mode, only one Undead may be present per building/street.**
- You die - At the end of a round all your Outlaws are in the Graveyard.



Changes to Gameplay

You will always be the LAW and start each turn by placing one of your Outlaws on an available action space of your choice. Roll a d8 to determine where Dead Ranger sends one of its Outlaws.

Dead Ranger will always take its Outlaws from the Graveyard and return them there when killed. If all the Undead Outlaws are on the board and Dead Ranger has to place a new one, it will move the Outlaw on the lowest Action space to the new one. **If there is already one of its Outlaws on an action space, it will reactivate that Outlaw by standing it back up.**

Dead Ranger does not use the “income” portion of the action spaces. Any resources it steals from you are returned to the Town’s Supply and any resources you steal are taken from the Town’s Supply.

On action space “6,” Dead Ranger will always steal from your highest Targeting slot containing a Bullet.

Regardless of whether an Undead Outlaw is **standing or laying** on the action space, when **you add** an Outlaw, a duel is triggered. Roll a d8 for yourself, and another one for Dead Ranger, resolving hits as normal.

However, Dead Ranger will never spend any Bullets.

When an Undead is to be added, add it to the street, or if occupied, to the first building clockwise from the Graveyard (skipping any that already have an Undead present — as each may only contain **one** Undead).

If Dead Ranger adds an Outlaw to an Action space where you have an Outlaw **laying down** a Duel is not triggered as the Undead was too slow to get you.



End of Day:

After 3 rounds, collect your Outlaws as normal, but not those of Dead Ranger. Its Outlaws remain on the board, as the only way to remove these nuisances is to kill them.

Killing Dead Ranger:

Dead Ranger does not spend Bullets when it attacks you, so its strength will only decrease with successful intimidations (see **4 Intimidate** next).

To defeat Dead Ranger, you must remove all the Bullets from its targeting card!

If you trigger a Critical hit while Intimidating, remove any Bullet token you wish.



Modification of Action Spaces

Hire Guns: Dead Ranger never uses this action as its Outlaws are always returned to the Graveyard when killed.

7 Stalk

Unlike the standard rules, when you share this space with an Undead Outlaw, it **will** result in a duel.

4 Intimidate

The Undead are slow – if an Undead Outlaw is **standing or laying** on an Action space, you can select them as an Intimidation target.

Conversely, Dead Ranger can only select your **standing** Outlaw as an Intimidation target.

If you are Intimidated, you may decide to Pay Up or Walk Out. If you pay up return those resources to the Town's Supply. If you decide to walk out, roll a d8 to determine if Dead Ranger attacks you – if it is successful, do not discard the Bullet.

If you Intimidate, Dead Ranger's Outlaws will never back down. **If your attack is successful, return the Outlaw to the Graveyard and remove a Bullet from Dead Ranger's targeting card that matches your roll.**

This is the **only** way to remove a Bullet from Dead Ranger's targeting card.

Gain 1 Notoriety and add an Undead as explained in **Changes to Gameplay**.

1 Wild Card

If Dead Ranger rolls a 1, it sends an Outlaw to your current action space to duel! (If you are at Hire Guns re-roll to send the Outlaw to a different action space.)

For a horde-er Game

Make 1 or more of the changes below:

- **The Horsemen** – Do not remove the three “6” Undead from the deck when creating Boot Hill.
- **Reinforcements** – When Dead Ranger sends an Outlaw to action space “7,” draw the top Undead card from Booth Hill and place it following the placement instructions above.
- **The Horde** – On action space “8,” if Dead Ranger cannot Intimidate one of your Outlaws due to their placement, add an Undead to a space following the placement instructions above.
- **The Undead are fast?!** – Dead Ranger can now also Intimidate Outlaws laying on an action space.



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.

THE QUICK AND THE UNDEAD

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