



DEAD LANDS

TM

Two-Player Intro Set

Shootout at High Noon

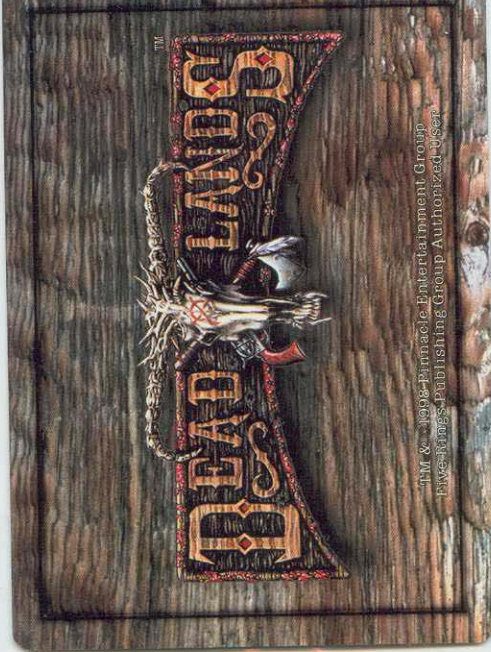
TM



Contains 100 cards and rules



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BLACKJACKS

Noon: Boot one of your Blackjacks Dudes to gain 2 ghost rock. The Dude becomes Wanted if he or she was not already Wanted. This action can be taken any number of times per turn.

19
+2

Illustration by Pete Venters

3 FATHER JUAN NAVARRO

Non-Unique

Father Juan Navarro cannot boot to perform the Blackjacks Outfit's ability.

Shootout: Boot Father Juan Navarro to withdraw him from any shootout. He returns home.

"Good and evil are not as clear-cut as you make them out to be, señor. You must trust in God to show you the difference."

2 0

Illustration by Lysianne Lake

5 FLINT PARKER

Non-Unique

Boy came in fer a beer once. It took me a week ta get the stains off the bar. And we ain't even gonna talk about the glass he used. -CL

2 0

Illustration by William O'Connor

9 EDDIE BELLOWS

Experienced

Eddie Bellows can boot to join a shootout even if he's not adjacent to the shootout's location.

"Hunter so much as flinches, an' I'll put a bullet right through his eye."
-Eddie Bellows' last words

6 1

Illustration by Pete Venters

Q RACHEL SUMNER

She's got a burr in her saddle, that's fer sure. I think she joined Black Jack more ta rankle the Law Dogs than anything else. -CL

8 2

Illustration by Mark Peole

K BLACK JACK

Experienced - Black Jack is always Wanted and cannot become un-Wanted. You always perform the first Shootout action instead of the lowball Winner when Black Jack is in your posse, continuing to the player on your left.

"I don't feel like lettin' you arrest me today."

10 3

Illustration by Gupton Hoover

A CHARLIE LANDERS

Charlie cannot be called out or move to a location you do not control.

Noon: Boot Charlie when he is in a Saloon to dispense free drinks, resulting in a -1 Bullet penalty (minimum 0) until Nightfall, for all other Dudes in the same Saloon as Charlie.

I still miss the circus sometimes, but after bartendin' in Gormra. It was just too boring.

1 0

Illustration by Pogge Paronhe

5 LILITH VANDEKAMP

Noon: Boot Lilith to gain 2 ghost rock if she is in a Saloon or Brothel.

Things have been quiet around Lilith's place lately, and I haven't seen any of her girls come in fer a drink - not in the daytime, that is. -CL

4 1

Illustration by Heather Branton

7 BILLY NO-NECK

Billy cannot have any Weapons.

"The owners say you're causin' a fuss, so I'm gonna have to hurt you now. Nothin' personal."

4 0

Illustration by Mark Peole

8 ♠ **"GORDO" ANDRADE**

Illustration by *Deh Frazier*

Gordo can use a second Weapon during a shootout.

"Two hands, two guns. It is as God intended it, no?"

7 1

2 ♥ **MARTYR'S CROSS**

Illustration by *Lissanne Lake*

Mystical

Whenever one of your Dudes is aced, the Martyr's Cross provides a +1 Bullet and a +1 Influence bonus until after Nightfall to this Dude. This effect is cumulative.

"Every man you butcher gains new life in my faith."
—Sister Mary Jebediah

3

2 ♥ **WINCHESTER RIFLE**

Illustration by *Alihan Pollack*

Weapon

"Lock and load, Sweetrock. We've got some business to take care of."
—Nash Bilton

1

3 ♥ **NEW HAT**

Illustration by *Wyrd Creation*

"Looks are everything."
—Hector Casparo

2

5 ♥ **SHOTGUN**

Illustration by *Mike Kimble*

Weapon

Shootout: Ace any opposing Dude whose value is less than or equal to this Dude's current Bullet rating.

"Come on, you fagin' sissies! I got twelve-gauge stomach aches fer every one o' yal!"
—Cletus Peacock's last words

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3

9 ♥ **PAIR OF SIX-SHOOTERS**

Illustration by *Mark Poole*

Weapon

Shootout: Look at the top five cards of your deck. You can either discard all five or place them back on top of your deck in the same order.

"I like the odds when both my hands are firin'."

1

9 ♥ **PEARL-HANDLED REVOLVER**

Illustration by *Illym Strac*

Weapon

This Dude is a Stud in shootouts.

"Amazin' how a big, shiny gun makes a man feel secure." —Rachel Summer

1

Q ♥ **BOWIE KNIFE**

Illustration by *Frederick Haas*

This Dude has a +1 Bullet bonus at all times but cannot get bonuses from more than one Bowie Knife at a time.

That pigsticker o' Scooter's is scarier than any of the critters he fillets with it. —CL

2

K
♥

QUICK-DRAW HOLSTER




Illustration by Frederick Haas

When this Dude is the shooter in a shootout, your hand is considered one rank higher (and the worst hand of that rank). Multiple Quick-Draw Holsters are not cumulative.

"If we're going up against Black Jack, the only chance we'll have is to shoot before he does."
—Nash Bilton

3

A
♣

OUT OF AMMO




Illustration by Charles Keegan

Shootout: A target Stud Dude in this shootout becomes a Draw.

"Well, we can always throw rocks at 'em..."

0

2
♣

CRACK SHOT



Illustration by Fosse Parente

Shootout: One Dude's Draw bonus is changed to a Stud bonus until the end of this shootout.

It ain't how fast you can draw; it's how fast you can aim. —CL

0

2
♣

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Shootout: One Dude's Draw bonus is changed to a Stud bonus until the end of this shootout.

It ain't how fast you can draw; it's how fast you can aim. —CL

0

3
♣

IT'S JUST COAL...



Illustration by William O'Connor

Noon: Target one player, who loses 2 ghost rock. Ace this card.

"That's okay, buddy. I've got a bridge in Brooklyn you can buy with this stuff..."

0

4
♣

SEDUCTRESS



Illustration by Anthony Grubbs

Noon: Boot any one Dude in play.

"Men would be funny if they weren't so godawful thick"

5

5
♣

DUST DEVIL



Illustration by Paul (Pav) Heppner

Noon: Ace any one Goods card in play.

The stage kept comin', faster and faster, but the whirlwind was just too quick. When it finally died down, coach, team, and driver were nowhere to be seen. —CL

3

6
♣

DON'T LIKE YER LOOKS!




Illustration by Brian Shedy

Noon: Boot one of your Dudes in the Town Square or any Deed you control to call out any other Dude in the same location. They begin a shootout that can't be refused. No other Dudes can join the shootout.

"What're you lookin' at, paleface?"

0

6
♣

PISTOL WHIP



Illustration by Brian Shedy

Shootout: Lower the Bullet rating of one of your Dudes in this shootout by 1 (minimum 0) for the rest of the shootout to send home one of your opponent's Dudes in this fight booted.

Wendy learned how to coldcock fellas from watchin' Sheriff Coleman. I think she's even better at it than he was. —CL

0

7
♣ **BAD TEQUILA**

Illustration by Mike Reese

Noon: Boot any Dude in play with less than 2 Influence.

That fella's got another ten minutes 'r so before the sluices open wide at both ends... -CL

0

7
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0

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♣ **FRIENDS IN HIGH PLACES**

Illustration by Susan VanCamp

Noon: Boot one or more of your Dudes who have a combined Influence greater than the number of Control Points provided by the Deed at which they are located. You control the Deed until after Nightfall, regardless of other players' Influence totals.

*"Of course we'll help you. Sweetrock always looks out for the welfare of its neighbors."
-Howard Findley*

0

10
♣ **BURN 'EM DOWN**

Illustration by Paul Greaf Herberich

Shootout: Boot one of your Dudes in this shootout to reduce the Bullet rating of one opposing Dude by your Dude's Bullet rating number.

"Keep him pinned down, or else he'll kill us all!"

0

10
♣ **FRIENDS IN LOW PLACES**

Illustration by Lissanne Lake

Noon: Look at the Play hand of one of your opponents.

"We ain't cheatin'! We're stretchin' our resources to maximize the profits from our gamblin' investments. Ain't we?"

0

10
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0

10
♣ **RESERVES**

Illustration by Anthony Grapiski

Noon: You gain 1 ghost rock.

*"Werner assures me that the bank is safe now, but let's keep our usual percentage elsewhere... just in case."
-Howard Findley*

0

J
♣ **GRAVE ROBBIN'**

Illustration by Lissanne Lake

Noon: Collect 1 ghost rock for each Dude in Boot Hill.

Lots of folks 'round here think they can get rich stealin' from the dead. Trouble is, no one bothered to clear it with the dead first. -CL

0

J
♣ **RUMORS**

Illustration by Audrey Dornan

Noon: Target a Dude. That Dude has -1 Influence while at any location except home. The Dude's Influence returns to normal after Nightfall.

"And that's not the worst of it—the children were playing in the next room!"

0

K
♣

IGNORE 'EM

Illustration by Sam Wood

Shootout: Remove one of your Dudes from this shootout. The Dude is sent home booted.

"All right! Who's gonna taste the fury of my... hey, where'd everybody go? Guys? GUYS? I thought there was a fight on..."

0

2
♦

Deed

BUFFALO CHIP SALOON

Illustration by Eric Ren

Public

To call out a Dude in the Buffalo Chip Saloon, a player must pay 1 ghost rock to the Buffalo Chip's controller.

There's a cover charge at the door... but on the bright side, the whiskey stinks. -CL

7 +2

3
♦

Deed

THE INTELLIGENCE SHOP

Illustration by Lissanne Lake

Private

Controller Noon: Boot The Intelligence Shop to give a Dude +1 Influence until after Nightfall.

"You ever read anything, you ignorant possum? Try it; you might like it."

6

4
♦

Deed

SUNNYSIDE HOTEL

Illustration by Sharon Guest

Public · Brothel

"Do you charge by the hour or by the night?"

7 +2

6
♦

Deed

CASINO MORONGO

Illustration by Heather Hudson

Public · Dudes aced at any time during a shootout in the Casino Morongo do not go to Boot Hill—they go to their owners' discard piles instead.

"Leave yer fireams at the door. -The Management"

6 +2

6
♦

Deed

GOLDEN MARE HOTEL

Illustration by William O'Connor

Public · Brothel

The Golden Mare's owner gains 1 ghost rock each time a Dude is put into play from a Play hand.

The friendliest place in town, bar none. No one seems to notice that they charge by the hour. -CL

6 +2

8
♦

Deed

MISS COUTREAU'S

Illustration by Audrey Cornman

Private

"Ah, my dear, with this hat you'll be the envy of every girl in Gomorra... Say, you don't carry a gun, do you?"

4 +1

9
♦

Deed

CALLAHAN'S DITCH

Illustration by Robert Humble

Private · Strike

"It's not the ghost rock that should worry you boys; it's where the ghost rock comes from..." -Austin Stoker

2 +2

9
♦

Deed

LEGAL OFFICES OF

Illustration by Eric Ren

Private

Controller Noon: Pay 3 ghost rock to gain 1 Control Point until after Nightfall. A player cannot perform this action more than twice per turn.

The last guy lasted five days. I'm bettin' two to one that the next one gets plugged even earlier. -CL

5 1

9 ♦

Deed
SPIRIT OF KENTUCKY SHAFT




Illustration by Jim Crabtree

Private · Strike

Ten miners get buried alive up there, an' suddenly the Whateleys will pay any price to own it. —CL

4 +3

10 ♦

Deed
ON THE SIDE STRIKE



Illustration by Edward Fetterman

Private · Strike

Some o' the little strikes are too scared o' the Maze Rats to leave. If things don't ease up soon, they're gonna starve to death out there. —CL

2 +2

J ♦

Deed
THE GAPING MAW STRIKE



Illustration by Tom Fowler

Private · Strike

Sometimes the earth'll just swallow you whole. Only now, it's spittin' stuff back up, too. —CL

4 +3

Q ♦

Deed
HARLOT'S HAVEN STRIKE



Illustration by Edward Fetterman

Private · Strike

The old owner, he thought the name was pretty funny.. until Sweetrock buried him alive down there. —CL

0 +1

Q ♦

Deed
TOWN WELL


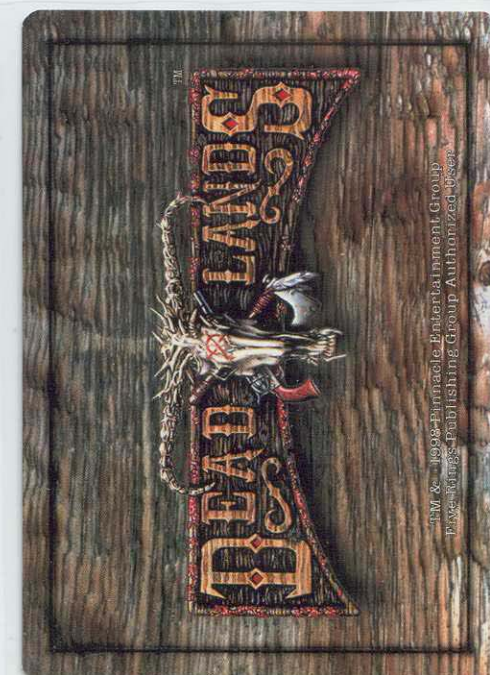
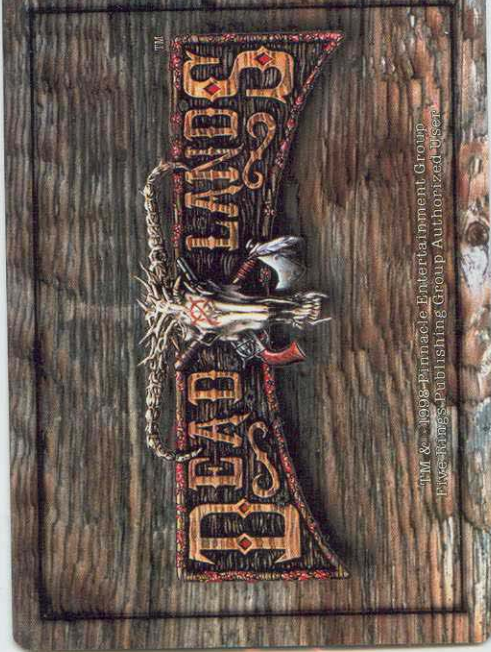


Illustration by Eilym Strac

Public

I'm telling you, the key to Gomorra is controlling the water supply. All those people out there can't drink ghost rock, now can they?" —Max Baine

3



LAW DOGS

Illustration by Paul (Prof) Herbert

You get 1 Victory Point every time you put another player's Wanted Dude into Jail and every time you ace a Wanted Dude who has more than 1 Influence.

19

+3

2 CHARLIE FLATBUSH

Illustration by Garen

"The sheriff's department needs respectability if we're ever going to tame Gomorra. And respectability begins with one's appearance."

4

0

2 WILLIAM OLSON

Illustration by Garen

Town Bailiff

William Olson gets a +2 Bullet bonus while in a shootout against one or more Wanted Dudes. William Olson gets a +2 Influence bonus while he is at The Courthouse or Jail.

"Jail ain't so bad; besides, fightin' the rats for dinner scraps builds character."

3

0

4 TAO CHENG ("T.C.")

Illustration by Anthony Grabski

Shootout: T.C. gets a +2 Bullet bonus in a shootout if none of his opponents is carrying a Weapon.

"Do not allow other men to limit you. To do so diminishes both you and them."

4

0

6 XIONG "WENDY" CHENG

Illustration by Anthony Grabski

Shootout: Send one Dude in the opposing posse home booted. Wendy has a -2 Bullet penalty (minimum 0) and becomes a Draw until Nightfall.

"What with the bank and Sheriff Coleman and all, you're gonna need all the deputies you can get. I reckon I can shoot an outlaw as well as my pa can."

5

1

7 DEPUTY JOHN TEMPLETON

Illustration by Dep Frazier

Templeton gets a +2 Bullet bonus while anyone in an opposing posse in a shootout has a lower value.

"If you don't quit yer whinin', I'm gonna bust yer chops somethin' good, sissy boy."

3

2

9 CORKY HENDRICKS

Illustration by Pete Veniers

Experienced

Shootout: Ace Corky. Your Draw hand for this round is considered two ranks higher than your actual draw. It is considered the worst possible hand of that rank.

"I love you." -Corky Hendricks' last words

7

1

10 NASH BILTON

Illustration by Todd Lockwood

Noon: Nash Bilton calls out one Dude at this location. He can take this action while booted.

"I've been a lawman for near twenty years now. I don't need some wet-nosed punk lecturin' me on right and wrong."

8

2

J NATE HUNTER

Illustration by Liz Danforth

"Listen, fellas, I don't want any trouble. Why don't we go to the sheriff's office and talk about this like reasonable men. No? Well, that is a pity..."

7

1

10
♠

HANGIN' JUDGE GABRIEL

Illustration by Ron Spencer

No warrants or bounties can be issued for Hangin' Judge Gabriel. Hangin' Judge Gabriel cannot be Wanted. **Noon:** Boot Hangin' Judge Gabriel to have him "claim" a Wanted Dude in the same or an adjacent location. That Dude is aced. Ace Hangin' Judge Gabriel after he claims a Dude.

"The ssssentence issss death..."

1 3 8 2

2
♥

MARTYR'S CROSS

Illustration by Inesanne Lake

Mystical
Whenever one of your Dudes is aced, the Martyr's Cross provides a +1 Bullet and a +1 Influence bonus until after Nightfall to this Dude. This effect is cumulative.

"Every man you butcher gains new life in my faith."
-Sister Mary Jebediah

3 1

2
♥

WINCHESTER RIFLE

Illustration by Allan Pollock

Weapon
"Lock and load, Sweetrock. We've got some business to take care of."
-Nash Bilton

1

3
♥

NEW HAT

Illustration by Wyrd Creation

"Looks are everything."
-Hector Casparo

1 2

3
♥

NEW HAT

Illustration by Wyrd Creation

"Looks are everything."
-Hector Casparo

1 2

5
♥

SHOTGUN

Illustration by Mike Kimble

Weapon
Shootout: Ace any opposing Dude whose value is less than or equal to this Dude's current Bullet rating.
"Come on, you fagin' sissies! I got twelve-gauge stomach aches fer every one o' yal!"
-Cletus Peacock's last words

1 3

9
♥

PAIR OF SIX-SHOOTERS

Illustration by Mark Poole

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Shootout: Look at the top five cards of your deck. You can either discard all five or place them back on top of your deck in the same order.
"I like the odds when both my hands are firin'."

1

9
♥

PEARL-HANDLED REVOLVER

Illustration by Elynn Strac

Weapon
This Dude is a Stud in shootouts.
"Amazin' how a big, shiny gun makes a man feel secure."
-Rachel Sumner

1

Q
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BOWIE KNIFE

Illustration by Frederik Haas

This Dude has a +1 Bullet bonus at all times but cannot get bonuses from more than one Bowie Knife at a time. That pigsticker o' Scooter's is scarier than any of the critters he fillets with it. -Cl

1 2

K
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QUICK-DRAW HOLSTER




Illustration by Frederick Haas

When this Dude is the shooter in a shootout, your hand is considered one rank higher (and the worst hand of that rank). Multiple Quick-Draw Holsters are not cumulative.

"If we're going up against Black Jack, the only chance we'll have is to shoot before he does."
—Nash Bilton

3

A
♣

OUT OF AMMO



Illustration by Charles Keegan

Shootout: A target Stud Dude in this shootout becomes a Draw.

"Well, we can always throw rocks at 'em..."

0

2
♣

SUN IN YER EYES



Illustration by Anthony Grabski

Shootout: Give one opposing Dude a -2 Bullet penalty (minimum 0) for this shootout.

When goin' into a fight alone, it always pays to have an edge. —CL

0

2
♣

SUN IN YER EYES



Illustration by Anthony Grabski

Shootout: Give one opposing Dude a -2 Bullet penalty (minimum 0) for this shootout.

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0

3
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IT'S JUST COAL...



Illustration by William O'Connor

Noon: Target one player, who loses 2 ghost rock. Ace this card.

"That's okay, buddy. I've got a bridge in Brooklyn you can buy with this stuff..."

0

3
♣

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Illustration by William O'Connor

Noon: Target one player, who loses 2 ghost rock. Ace this card.

"That's okay, buddy. I've got a bridge in Brooklyn you can buy with this stuff..."

0

5
♣

WARRANT



Illustration by William O'Connor

Noon: Target any Dude in play. Boot one or more of your Dudes who have a combined Influence greater than that of the target. The target Dude becomes Wanted.

Gettin' yer face on a wanted poster's no trick around here. Make the right people mad, and they'll find something to pin on ya. —CL

0

5
♣

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0

6
♣

PISTOL WHIP



Illustration by Brian Steady

Shootout: Lower the Bullet rating of one of your Dudes in this shootout by 1 (minimum 0) for the rest of the shootout to send home one of your opponent's Dudes in this fight booted.

Wendy learned how to coldcock fellas from watchin' Sheriff Coleman. I think she's even better at it than he was. —CL

0

6
♣

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Illustration by Brian Steddy

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0

7
♣

BAD TEQUILA



Illustration by Mike Raabe

Noon: Boot any Dude in play with less than 2 Influence.

That fella's got another ten minutes 'r so before the sluices open wide at both ends... —CL

0

7
♣

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Illustration by Mike Raabe

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0

8
♣

PINNED DOWN



Illustration by Mark Poole

Shootout: Target a booted Dude in the opposing posse. That Dude cannot be the shooter if another Dude can be. The target Dude does not provide a one-card Draw or Stud bonus to the shooter.

"Bastard. I gotcha now..." —Jim MacNeil

0

9
♣

FRIENDS IN HIGH PLACES



Illustration by Susan VanCamp

Noon: Boot one or more of your Dudes who have a combined Influence greater than the number of Control Points provided by the Deed at which they are located. You control the Deed until after Nightfall, regardless of other players' Influence totals.

"Of course we'll help you. Sweetrock always looks out for the welfare of its neighbors." —Howard Findley

0

10
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RESERVES



Illustration by Anthony Grabski

Noon: You gain 1 ghost rock.

"Werner assures me that the bank is safe now, but let's keep our usual percentage elsewhere... just in case." —Howard Findley

0

J
♣

RUMORS



Illustration by Audrey Corman

Noon: Target a Dude. That Dude has -1 Influence while at any location except home. The Dude's Influence returns to normal after Nightfall.

"And that's not the worst of it—the children were playing in the next room!"

0

J
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"And that's not the worst of it—the children were playing in the next room!"

0

K
♣

CLEAN UP THE TOWN



Illustration by Ron Spencer

Noon: Boot one of your Dudes to call out any Wanted Dude in town, at the Wanted Dude's location. If the Wanted Dude refuses, his or her Influence is permanently reduced to 0 and cannot be increased by any means for the rest of the game. If the Influence was already 0, the Dude is aced if he or she refuses.

"Coleman's murder has gone unanswered for too long." —Nate Hunter

0

K
♣

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*"Coleman's murder has gone unanswered for too long."
-Nate Hunter*

0

A
♦

Deed

GOMORRA GAZETTE

Illustration by Charles Dougherty

Private

Controller Noon: Boot the Gomorra Gazette to increase one Dude's Influence by 1 until after Nightfall.

Controller Noon: Boot the Gomorra Gazette and pay 2 ghost rock to decrease one Dude's Influence by 1 until after Nightfall.

8

+1

A
♦

Deed

THE COURTHOUSE

Illustration by Posse Parents

Public · Government

Only a Law Dog can move to The Courthouse.

Controller Noon: Boot The Courthouse to make a Dude un-Wanted.

Controller Noon: Boot The Courthouse to ace any Dude in Jail.

10

2

4
♦

Deed

LAD SALOON

Illustration by Tom Fowler

Saloon · Public · Any Dude called out while in the Lad Saloon has a +1 Bullet bonus for the shootout.

Nuthin' like liquorin' a fella up before sendin' him out ta meet his maker. -CL

7

+3

6
♦

Deed

THE DENTIST'S OFFICE

Illustration by Paul (Prof) Herbert

Private

"You know, this is really going to hurt..."

5

+2

6
♦

Deed

THE GILDED FEATHER

Illustration by Diana Vio

Public · Brothel

"Well, aren't you just the cutest little cowpoke we've ever seen? And no manure on your boots, either!"

5

+2

7
♦

Deed

THE LUCKY DOG LODE

Illustration by Al Skaar

Private · Strike

Them boys was just about ta hang up their spurs, when Eureka came along and led 'em straight to the vein. -CL

4

+3

8
♦

Deed

FU LENG'S LAUNDRY & TAILORING

Illustration by Mike Kimble

Private

Fu Leng's ghost rock cost is reduced by 2 if you have Tao Cheng in play.

"We can get the bloodstains out, but it will cost extra." -T.C.

6

8
♦

Deed

PONY EXPRESS

Illustration by Posse Parents

Private

Controller Noon: Boot the Pony Express to discard a card and draw a new one.

If you gotta get a message out of town and you don't want Sweetrock seein' it, this is about yer only option. -CL

5

+1

9 ♦

Deed

TOP OF THE WORLD LODE

Illustration by Paul (Prof) Herbert

Private • Strike

"They grub like weevils in the dirt, without any idea of the forces they are unleashing..." —Wilhelmina Whateley

4

+3

9 ♦

Deed

WATER'S EDGE STRIKE

Illustration by Lee Moye

Private • Strike

"The dead don't complain, they don't need pay, and they never ever stop. As employees, they're a dream come true."
—Max Baine

2

+2

10 ♦

Deed

THE BARBER'S SHOP

Illustration by Mike Kimble

Public

"Cut me once, pal, and I'll make you eat that razor." —Cletus Peacock

4

+1

Q ♦

Deed

THE DESERT ROSE LODE

Illustration by Elym Sirac

Private • Strike

"The Collegium views a steady supply of ghost rock as the single most important aspect of this misbegotten town. Without it, all hopes of civilizing Gomorra are for naught."
—letter from Oswald Hardinger to Sweetrock Mining

2

+2

K ♦

Deed

HENRY'S HOLE

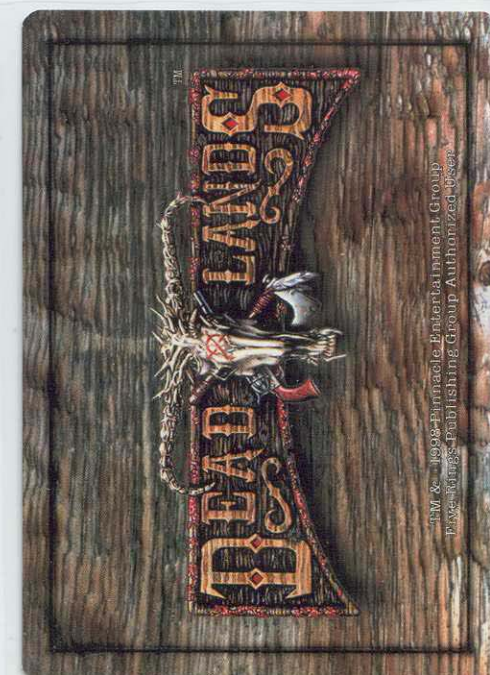
Illustration by Jim Pavelec

Private • Strike

I ain't sayin' the Whateleys got no reason to go trampin' around out there. I'm just wonderin' what a family that rich wants with ghost rock... —CL

0

+1





What're You Lookin' At?



Yer lookin' at the game that *InQuest* called the Best Game of '98:

Deadlands! Walk the dusty streets of Gomorra, California, meet spell-slinging hucksters in the Green Eye Saloon, face deadly undead gunslingers in the town square, and stalk horrid monsters with Sioux shamans.

This introductory set includes easy-to-learn rules and trading cards exclusive to this package. Now there ain't no more excuse:

Larn to Play!