

Tequila Town Rulebook Outline — Final Current Master

1. Welcome to Tequila Town

Introduce the world, tone, and premise of the game.

Players are rival **Gang Leaders** competing to build the most dangerous gang in town, recruit notorious Outlaws, survive deadly Shootouts, collect Bounty money, manipulate the Town, bribe the Sheriff, and become the most feared name in Tequila Town.

Welcome to Tequila Town, where your next shot might be your last.

2. Game Overview

Tequila Town is played over **6 rounds**.

During each round, players:

1. Recruit Outlaws.
2. Visit Town Locations.
3. Enter a Shootout.
4. Survive the Door Phase.
5. Divide the Bounty.
6. Clean up and prepare for the next round.

After Round 6, players calculate their Victory Points.

The player with the most VP becomes the **Legend of Tequila Town**.

3. Components

The game includes:

- Gang Leader Cards
 - Outlaw Cards
 - Prop Cards
 - Wild Cards
 - Deadeye Dice
 - Player Boards
 - Town Board
 - Town Visit / Worker Tokens
 - Bullet Target Tokens
 - Recruit Tokens / Bid Chips
 - Recruitment Bonus Token
 - Shot Glasses / Doors
 - Shot Chips
 - Tequila Shelf / Shelf Shot Markers
 - Sheriff Bribe Markers
 - Peacemaker Token/Card
 - Bounty Money
 - Round Marker
 - First Player Marker
 - Reference Cards
 - Rulebook
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4. Key Terms

Gang Leader — Your main character and the leader of your gang.

Outlaw — A character recruited into your gang who may participate in Shootouts.

Recruit Token / Bid Chip — A numbered token used during Recruitment. The number is your bid, while the position where it is placed identifies the Outlaw you are trying to recruit.

Final Recruitment Bid — Recruit Token value plus any applicable Recruitment bonuses.

Town Location — A Town building that may be visited during the Town Phase.

Prop Card — An item, weapon, trick, or tactical advantage purchased from the General Store. Each Prop has its own printed cost.

Wild Card — A secret, one-time special ability chosen during Setup. It must be Powered Up using a Shelf Shot.

Deadeye Die — The custom die rolled during The Draw.

Sheriff Result — A Deadeye result that may shut down your active character unless you pay the appropriate bribe. It also triggers a Peacemaker Challenge.

Successful Shot — An attack whose final Attack Total is higher than the target's Attack Total.

Door Phase — The survival phase following the Shootout. For every opponent who successfully shot your character, you must choose one of that opponent's doors.

Full Shot — A Shot Glass containing a Shot Chip. Revealing one means the character survives that attack.

Empty Shot — An empty Shot Glass. Revealing one means the character fails that survival attempt.

Shelf Shot — A Shot stored on the Tequila Shelf and available to Power Up certain abilities and Wild Cards.

Consumed Shot — A Shelf Shot that has been spent and flipped to its Consumed side.

Bounty — The pool of Stolen Loot divided among eligible players following the Door Phase.

Peacemaker — A special challenge triggered by Sheriff rolls. The player holding the Peacemaker at game end scores **+5 VP**.

Out of Control — A gang in which a recruited Outlaw currently has higher Power than its Gang Leader.

5. Setup

5.1 Set Up the Town

Place the Town Board in the center of the table.

Set up the six Town Locations:

- Saloon
- Bank
- Hideout
- General Store
- Sheriff / Jail
- Hotel

Most Town Locations may only be visited by **one player per round**.

The **General Store** may be visited by multiple players.

5.2 Set Up the Bounty

Place:

\$10

into the Bounty Pool.

The starting Bounty is always **\$10 regardless of player count**.

Any Bounty that remains after a round carries over.

Before the following round, add another:

+\$10

to the existing Bounty Pool.

Example:

If \$4 remains after a round, the next round begins with:

\$4 + \$10 = \$14

5.3 Choose Gang Leaders

Each player chooses or receives one Gang Leader.

Gang Leaders normally begin with:

Power 5

unless their card states otherwise.

5.4 Prepare Player Boards

Each player receives:

- 1 Player Board
- 1 Gang Leader
- 1 set of Bullet Target Tokens

- 1 set of Recruit Tokens / Bid Chips
- 1 Sheriff Bribe Marker
- 1 Town Visit Token
- Any designated starting money

Player Boards contain areas for:

- Gang Leader
- Recruited Outlaws
- Prop Cards
- Captured Outlaws
- Tequila Shelf
- Sheriff Bribe Tracker

5.5 Prepare Shot Glasses

Each player has:

6 Shot Glasses

At the beginning of every round:

- Place a Shot Chip into exactly **3 glasses**.
- Leave exactly **3 glasses empty**.
- Shuffle/randomize all 6.

Every player therefore begins each round with:

3 Full + 3 Empty

Opponents should not know which is which.

5.6 Choose Wild Cards

Every player receives the **same identical set of 3 Wild Cards**.

Each player secretly:

1. Chooses **1 Wild Card to keep**.
2. Returns the other **2 Wild Cards**.

The chosen Wild Card remains secret until played.

Multiple players may secretly choose the same Wild Card.

5.7 Prepare Decks and Shared Components

Shuffle the Outlaw Deck.

Shuffle the Prop Deck and prepare the General Store display.

Place within reach:

- Recruitment Bonus Token
- Peacemaker
- Bounty Money
- Shelf Shots
- Round Marker
- Deadeye Dice

Choose a First Player.

6. How to Win

After Round 6, score Victory Points from:

- Stolen Loot
- Captured Outlaws
- Gang Leader wounds inflicted
- Unused Shelf Shots
- Consumed Shelf Shots
- Peacemaker
- End-game bonuses
- Card and Gang Leader abilities

An **Out of Control Gang** at the end of the game suffers a **–5 VP penalty**.

The player with the most Victory Points wins.

7. Round Structure

Each round follows this order:

1. **Recruitment Phase**
 2. **Town Phase**
 3. **Shootout Phase**
 4. **Door Phase**
 5. **Bounty Phase**
 6. **Clean Up Phase**
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8. Phase 1 — Recruitment

8.1 Reveal Available Outlaws

Reveal a number of Outlaws equal to:

Number of players + 1

Place them in numbered Recruitment positions.

8.2 Secretly Choose an Outlaw and Bid

Each player chooses one available Recruit Token and places it **face down on the numbered Recruitment position containing the Outlaw they wish to recruit.**

The number printed on the Recruit Token is the player's bid.

The position where the token is placed identifies the Outlaw being targeted.

8.3 Reveal Bids

Reveal all Recruit Tokens simultaneously.

If only one player bid on an Outlaw, that player recruits them.

If multiple players bid on the same Outlaw, compare their Final Recruitment Bids.

8.4 Final Recruitment Bid

Final Recruitment Bid = Recruit Token + Recruitment Bonuses

Recruitment bonuses may raise a bid above 6.

Example:

Recruit Token 6 + Recruitment Bonus 1 = **Final Bid 7**

8.5 Recruitment Bonus Token

The player holding the Recruitment Bonus Token may spend it during Recruitment to gain:

+1 to their Final Recruitment Bid

After use, return the token to the supply.

There is only **one Recruitment Bonus Token** in the game.

If another player visits the Hideout before the current holder uses it, the new visitor takes it.

8.6 Don Juan "El Maestro"

When Don Juan gains the Recruitment Bonus Token from the Hideout, it is worth:

+2 instead of +1

8.7 Tied Bids

If two or more players tie for the highest Final Recruitment Bid on the same Outlaw, resolve the tie with a **Deadeye Showdown**.

8.8 Losing Bidders

A player who loses their Recruitment bid:

- Does **not** recruit an Outlaw that round.
- Returns the Recruit Token they used to their Player Board.
- May use that Recruit Token again in a future round.

Only players who **successfully recruit** discard their Recruit Token.

There is no secondary recruitment opportunity.

9. Phase 2 — Town

Beginning with the First Player and proceeding clockwise, each player visits one Town Location.

Most buildings may only be visited once per round.

The General Store is the exception.

9.1 Saloon

Choose another player.

That player receives **1 Shot**.

In exchange, that player may not target you during this round's Shootout.

If they intended to target you, they must select another legal target.

Sugar Daddy Dean

When Sugar Daddy Dean visits the Saloon, he may give **2 Shots instead of 1**.

He may give those Shots to up to two different players.

Each player who receives a Shot from Dean cannot target him during that round's Shootout.

9.2 Bank

Immediately gain:

\$2 from the supply

9.3 Hideout

Take the shared Recruitment Bonus Token.

During a future Recruitment Phase, it may be spent for:

+1 to your Final Recruitment Bid

The token may increase a bid beyond 6.

If another player visits the Hideout before you use it, they take it from you.

9.4 General Store

Purchase one face-up Prop Card.

Each Prop has a **printed cost from \$1 to \$3**.

Rules:

- Pay the printed cost.
- Maximum **1 Prop purchased per round**.
- Maximum **2 Prop Cards in hand**.
- Multiple players may visit the General Store.

Replace purchased cards according to the General Store rules.

9.5 Sheriff / Jail

Choose **1 Prop Card held by another player**.

That Prop is shut down for the remainder of the round.

A shut-down Prop:

- Cannot be used.
- Is not discarded.
- Returns to normal during Clean Up.

9.6 Hotel

Restore:

1 hit

to your Gang Leader.

The Gang Leader's Power cannot exceed its starting Power.

10. Phase 3 — Shootout

10.1 Choose Your Fighter

Each player secretly chooses one active character:

- Their Gang Leader
- One recruited Outlaw

Every player's Gang Leader must participate in:

- The **first Shootout**
- The **final Shootout**

10.2 Reveal Fighters

Reveal all active characters simultaneously.

10.3 Play Eligible Props and Effects

Beginning with First Player and proceeding clockwise, resolve eligible Prop Cards and other effects with this timing window.

10.4 Choose Targets

Each player secretly takes the Bullet Target Token corresponding to the opponent they wish to attack and conceals it in a closed hand.

Call:

"Ready... Set... Aim!"

On "Aim," everyone reveals simultaneously.

Place the revealed Target Token in front of your Player Board.

Multiple players may target the same character.

All Saloon protection must be obeyed.

10.5 The Draw

Each player prepares their Deadeye Die.

Call:

"Ready... Aim... Fire!"

All players roll simultaneously.

10.6 Resolve Sheriff Results

For each Sheriff result:

1. Advance that player's Sheriff Bribe Marker.
2. Trigger the Peacemaker Challenge.
3. Determine the applicable bribe.
4. If the player does not or cannot pay, their active character is shut down.

10.7 Sheriff Shutdown

Unless the appropriate bribe is paid, the affected active character:

- Cannot attack.
- Cannot be attacked.
- Cannot participate in the Bounty Phase.

Any attack that had targeted that character has **no effect and is not redirected**.

A player who successfully pays the Sheriff bribe participates normally.

10.8 Calculate Attack Total

Attack Total = Character Power + Deadeye Result + Prop Bonuses + Ability Bonuses + Other Modifiers

10.9 Resolve Attacks

Attacks resolve simultaneously.

If your Attack Total is **higher than your target's Attack Total**, you successfully shoot them.

If your Attack Total is equal to or lower, the attack misses.

Multiple players may successfully shoot the same character.

A successful shot does **not** automatically cause a wound or elimination.

Instead, the successfully shot character enters the **Door Phase**.

10.10 Multiple Shooters

Track every player who successfully shoots each target.

Every successful shooter creates a separate survival attempt for that target during the Door Phase.

11. Sheriff & Bribe Tracker

11.1 First Sheriff Result

Advance the Sheriff Bribe Marker to space 1.

No bribe is available.

The active character is shut down.

11.2 Second Sheriff Result

Advance to space 2.

The Sheriff may be bribed for:

\$3

11.3 Third Sheriff Result

Advance to space 3.

The Sheriff may be bribed for:

\$4

11.4 Fourth and Later Sheriff Results

Advance to space 4.

The Sheriff may be bribed for:

\$5

The marker remains on the final space.

All future Sheriff results may be bribed for \$5.

11.5 Sheriff and Peacemaker

Every Sheriff result triggers the Peacemaker Challenge **even if the player pays the bribe**.

12. The Peacemaker

12.1 Trigger

Whenever one or more players roll a **Sheriff result during The Draw**, trigger a Peacemaker Challenge.

12.2 Participants

The challenge includes:

- Every player who rolled Sheriff.
- The current holder of the Peacemaker, if there is one.

No other players participate.

12.3 Challenge

Eligible players race to **finish a Shot**.

The first player to finish wins.

If the winner does not currently hold the Peacemaker, they take it.

If the current holder wins, they retain it.

If multiple players roll Sheriff during the same Draw, they all participate in the **same challenge**.

12.4 Scoring

The player holding the Peacemaker at the end of the game scores:

+5 VP

13. Phase 4 — Door Phase

The Door Phase determines whether characters who were successfully shot survive those attacks.

13.1 Who Enters the Door Phase?

Every active character who was successfully shot enters the Door Phase.

This includes:

- Gang Leaders
- Recruited Outlaws

If multiple opponents successfully shot a character, that character must face one survival attempt for **each successful shooter**.

13.2 Resolve Characters

Beginning with First Player and proceeding clockwise, resolve each successfully shot character.

13.3 Choose a Door From Each Successful Shooter

For every opponent who successfully shot your character, choose **one of that opponent's six Shot Glasses**.

Reveal it.

Example:

Red and Blue both successfully shoot Yellow.

Yellow must choose:

- One door belonging to Red.
- One door belonging to Blue.

Yellow must survive **both** attacks to advance to the Bounty Phase.

13.4 Full Shot — Survive

If the chosen Shot Glass contains a Shot Chip:

The character survives that attack.

If additional opponents successfully shot the character, continue resolving their doors.

A character must survive **every required door** to move on to the Bounty.

13.5 Empty Shot — Gang Leader

If a Gang Leader reveals an Empty Shot:

- The Gang Leader suffers **1 wound**.
- Their Power decreases by **1**.
- Their Power cannot fall below 1.
- The Gang Leader is never captured.

The player whose Empty Shot caused the wound records:

1 Gang Leader Wound

That wound is worth:

+1 VP at the end of the game.

A successful shot alone does not score the VP.

The target must actually reveal an **Empty Shot** and suffer the wound.

13.6 Empty Shot — Recruited Outlaw

If a recruited Outlaw reveals an Empty Shot:

- The Outlaw is eliminated.
- Remove the Outlaw from its gang.
- The player whose Empty Shot eliminated the Outlaw captures that card.

Once an Outlaw is eliminated, no additional doors need to be resolved for that Outlaw.

13.7 Multiple Gang Leader Wounds

A Gang Leader may suffer multiple wounds during the same Door Phase.

Example:

Three different players successfully shoot a Gang Leader.

The Gang Leader must face one door from each attacker.

If two of those doors are Empty:

- The Gang Leader suffers **2 wounds**.
- Their Power falls by 2, subject to the minimum of 1.
- Each player whose Empty Shot caused a wound records **+1 VP** for end-game scoring.

13.8 Reset Shot Glasses

At the end of every round:

- Return all Shot Glasses.
- Place Shot Chips into exactly **3**.
- Leave exactly **3 empty**.
- Shuffle/randomize all six.

Every round starts fresh at:

3 Full / 3 Empty per player

14. Phase 5 — Bounty

14.1 Who Reaches the Bounty?

To participate in the Bounty Phase, your active character must:

- Not have been shut down by the Sheriff.
- Survive **every required Door Phase survival attempt**.

If the character fails to survive all required doors, that player does not participate in the Bounty.

14.2 Successful Attack Bonus

Every eligible player whose active character successfully shot another active character during the Shootout takes:

\$1 from the Bounty Pool

Resolve these awards beginning with First Player and proceeding clockwise.

The \$1 is removed from the existing Bounty.

It is **not taken from the general supply**.

14.3 Distribute the Remaining Bounty

After all successful-attack bonuses are awarded, divide the remaining Bounty equally among all eligible players.

Any money that cannot be divided evenly remains in the Bounty Pool.

14.4 Bounty Carryover

All undistributed Bounty carries over.

After the round, add:

+\$10

to the remaining Bounty to form the next round's pool.

Example:

\$3 remains.

Add \$10.

Next round begins with:

\$13

Do not add another \$10 after Round 6.

15. Phase 6 — Clean Up

During Clean Up:

- Discard unrecruited Outlaws.
- Refill card displays.
- Return Town Visit Tokens.
- Remove Saloon protection.
- Restore Props shut down by the Sheriff / Jail.

- Return a used Recruitment Bonus Token to the supply.
- Leave an unused Recruitment Bonus Token with its holder.
- Remove temporary effects and modifiers.
- Reset every player's Shot Glasses to **3 Full / 3 Empty**.
- Shuffle/randomize the Shot Glasses.
- Leave undistributed Bounty in the pool.
- Add **\$10 to the Bounty** for the next round.
- Advance the Round Marker.
- Pass First Player clockwise.

After Round 6, proceed to Final Scoring instead.

16. Prop Cards

16.1 Buying Props

Prop Cards are purchased at the General Store.

Every Prop has its own **printed cost from \$1 to \$3**.

Pay the printed amount.

16.2 Purchase Limit

A player may purchase:

1 Prop per round

16.3 Hand Limit

A player may hold:

Maximum 2 Prop Cards

16.4 Playing Props

Each Prop is played according to the timing and instructions printed on the card.

16.5 Shut-Down Props

A Prop shut down by the Sheriff / Jail:

- Cannot be used for the remainder of that round.
- Is not discarded.
- Returns to normal during Clean Up.

16.6 Prop Sets

Current Prop Sets include:

- Rifle
- Saloon
- Contraband
- Horse

Set bonuses should be detailed on the cards and in the card appendix.

17. Wild Cards

17.1 Wild Card Setup

Every player receives the same identical set of **3 Wild Cards** during Setup.

Each player secretly chooses:

1 to keep

and returns the other two.

Wild Cards remain secret until played.

17.2 Powering Up a Wild Card

A Wild Card cannot be played unless it is first **Powered Up**.

To Power Up a Wild Card:

1. Spend 1 available Shot from your Tequila Shelf.

2. Flip that Shot to its **Consumed** side.
3. Reveal and resolve your Wild Card.

17.3 First Wild Card Wins

Each Wild Card type may successfully resolve only **once per game**.

The first player to play a particular Wild Card:

- Powers it up.
- Reveals it.
- Resolves its action.

Immediately afterward:

Every other player holding the same Wild Card must discard their copy.

Those players receive no effect.

17.4 Wild Card Timing

Wild Cards must be played during the timing window printed on the card.

The rules should use a defined player-order procedure whenever multiple players attempt to play the same Wild Card at the same timing point.

17.5 Wild Card Set

The current three Wild Cards are:

- Ambush
- Snitch
- Gatling Gun

Final effect wording should match the final printed cards.

18. Tequila Shelf

Each Player Board contains:

3 Tequila Shelf spaces

Players may never hold more than **3 Shelf Shots**.

Shelf Shots may Power Up:

- Wild Cards
- Gang Leader abilities
- Other card effects

18.1 Consuming a Shot

When a Shelf Shot is spent:

Flip it to its **Consumed** side.

A Consumed Shot remains on the Shelf but normally cannot be spent again.

18.2 End-Game Scoring

Each unused Shelf Shot scores:

+1 VP

Each Consumed Shelf Shot scores:

+3 VP

Iron Liver Will

Iron Liver Will scores:

+4 VP per Consumed Shelf Shot instead of +3 VP

19. Gang Leader Abilities

Each Gang Leader has a unique ability.

Some abilities may require a **Power-Up** using a Shelf Shot.

When required, spend one Shelf Shot and flip it to its Consumed side.

Unless otherwise stated, a powered Gang Leader ability may be used once per round.

Current abilities include:

Don Juan "El Maestro"

Hideout Recruitment Bonus = **+2 instead of +1**.

The Gavinator

Receives his special Gatling Gun bonus according to the final card text.

Sugar Daddy Dean

May give **2 Shots instead of 1** when visiting the Saloon.

Iron Liver Will

Consumed Shelf Shots score **4 VP each instead of 3**.

Mitch "El Gringo Malo"

If Mitch targets the same player who targeted him:

+2 Attack

Final card text should be added for the remaining Gang Leaders.

20. Out of Control Gang

A Gang Leader has to remain stronger than the Outlaws under their command.

If at **any point during the game** one of your recruited Outlaws has a **higher current Power than your Gang Leader**, your gang becomes:

OUT OF CONTROL

Being Out of Control does not immediately cost points.

The condition may be corrected during the game if Power values change.

At the end of Round 6, compare your Gang Leader's current Power to every recruited Outlaw still in your gang.

If **any Outlaw has higher Power than your Gang Leader**, your gang remains Out of Control and suffers:

-5 VP

The penalty applies **once**, regardless of how many Outlaws exceed the Gang Leader's Power.

If your gang is no longer Out of Control at game end, there is no penalty.

21. End-Game Scoring

After Round 6, calculate final scores.

21.1 Stolen Loot

Each \$1 is worth:

1 VP

21.2 Captured Outlaws

Score captured Outlaws by rank:

- Common = **1 VP**
- Notorious = **2 VP**
- Legendary = **3 VP**

21.3 Gang Leaders Wounded

For every wound you inflicted on an opposing Gang Leader during the Door Phase:

+1 VP

Remember:

Successful Shot ≠ automatic VP.

The Gang Leader must reveal an **Empty Shot** and actually suffer the wound.

21.4 Tequila Shelf

- Unused Shelf Shot = **1 VP**
- Consumed Shelf Shot = **3 VP**
- Iron Liver Will Consumed Shot = **4 VP**

21.5 Peacemaker

Current Peacemaker holder:

+5 VP

21.6 Biggest Gang

Player with the largest surviving gang:

+5 VP

21.7 Most Shots Consumed

Player who consumed the most Shelf Shots:

+5 VP

21.8 Most Eliminations

Player responsible for the most Outlaw eliminations:

+5 VP

Ties for any end-game bonus award the **full +5 VP to every tied player**.

21.9 Out of Control

If your gang remains Out of Control:

-5 VP

21.10 Final Score

Add:

- Stolen Loot
- Captured Outlaws

- Gang Leader Wounds
- Shelf Shot VP
- Peacemaker
- End-game bonuses
- Card/ability VP

Then subtract any Out of Control penalty.

Highest score wins.

22. First and Final Shootouts

Every player must use their Gang Leader in:

Round 1 and Round 6

Your Gang Leader started this fight. Now they have to finish it.

Gang Leaders resolve successful attacks through the Door Phase normally.

23. Tiebreakers

Current proposed tiebreakers:

1. Most Stolen Loot
 2. Most Captured Outlaws
 3. Highest remaining Gang Leader Power
 4. Deadeye Showdown
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24. Examples of Play

The finished rulebook should include examples for:

- Recruitment
- Losing a Recruitment bid

- Hideout Recruitment Bonus
 - Don Juan's +2 bonus
 - Saloon protection
 - Sheriff / Jail Prop shutdown
 - Hotel healing
 - Sheriff Bribe progression
 - Peacemaker Challenge
 - Multiple Sheriff results
 - Simultaneous target reveal
 - Attack Total calculation
 - Single successful shot
 - Multiple successful shooters
 - Gang Leader Door Phase
 - Multiple Gang Leader wounds
 - Recrutable Outlaw elimination
 - Bounty eligibility
 - Successful-attack \$1 Bounty award
 - Bounty carryover
 - Different Prop costs
 - Wild Card selection
 - Wild Card Power-Up
 - Multiple players choosing the same Wild Card
 - Shelf Shot scoring
 - Out of Control Gang
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25. Quick Reference

ROUND ORDER

Recruitment → Town → Shootout → Doors → Bounty → Clean Up

TOWN

Saloon — Give another player a Shot; they cannot target you.

Bank — Gain \$2.

Hideout — Take the Recruitment Bonus Token.

General Store — Buy 1 Prop at its printed **\$1–\$3 cost**.

Sheriff / Jail — Shut down 1 rival Prop for the round.

Hotel — Restore 1 hit to your Gang Leader.

SHERIFF

1st Sheriff: No bribe

2nd Sheriff: \$3

3rd Sheriff: \$4

4th+: \$5

No bribe = character cannot attack, be attacked, or collect Bounty.

PEACEMAKER

A Sheriff roll triggers the challenge.

Participants:

Sheriff roller(s) + current Peacemaker holder

Race to finish a Shot.

Winner takes or retains the Peacemaker.

+5 VP at game end

DOOR PHASE

For each opponent who successfully shot you:

Choose one of their doors → Reveal

Full = Survive

Empty = Fail

A character must survive **every required door** to reach the Bounty.

Gang Leader Empty Shot:

1 wound + lose 1 Power + shooter earns 1 VP at game end

Outlaw Empty Shot:

Eliminated and captured by that shooter

SHOT GLASSES

Each player begins every round:

3 Full + 3 Empty

Reset and shuffle every round.

BOUNTY

Game begins:

\$10

Successful eligible shooter:

Take \$1 from the Bounty

Then divide the remaining Bounty equally among eligible players.

After each round:

Remaining Bounty + \$10 = next round's Bounty

WILD CARDS

During Setup:

Choose 1 of the same 3

To play:

Spend 1 Shelf Shot → Power Up → Resolve

First player to play that Wild Card gets the effect.

Every matching copy held by another player is discarded.

TEQUILA SHELF

Maximum:

3 Shelf Shots

Unused = **1 VP**

Consumed = **3 VP**

Iron Liver Will Consumed = **4 VP**

OUT OF CONTROL

If any recruited Outlaw has higher Power than your Gang Leader at game end:

-5 VP

END-GAME BONUSES

Biggest Gang = **+5 VP**

Most Shots Consumed = **+5 VP**

Most Eliminations = **+5 VP**

Peacemaker = **+5 VP**

Gang Leader Wounds = **+1 VP each**

26. Designer Notes / Founder Credits

Include:

- Original playtesters
 - Founders Campaign acknowledgment
 - Community contributors
 - Artwork disclaimer, if applicable
 - Designer thank-you
 - Kickstarter credits
 - Meeple Mania Games credits
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27. Appendix / Card Reference

Include:

- Gang Leader Ability Reference
- Outlaw Ability Reference
- Prop Card Reference
- Prop Set Bonuses
- Wild Card Reference

- Town Location Reference
- Deadeye Icon Guide
- Sheriff / Bribe Reference
- Peacemaker Reference
- Door Phase Reference
- Scoring Reference
- Common Rules Questions
- Founder Credits