



## DUELING SUMMARY

Duels last exactly **three** rounds. Before the start of the first round, give each duelist a **Hole Card**, face down.

**Round 1 & 2:** Deal Action Cards as usual to participants and any bystanders who want to get involved. They can perform actions (except make an actual attack).

**Round 3:** At the start of this round, don't deal Action Cards to the duelists (deal bystanders in normally). Instead, both simultaneously reveal the Hole Card of their choice. That's their Action Card for this round.

**Tests in a duel:** Distracted and Vulnerable conditions remain until the *end* of the third round. With a raise the target is not Shaken. Instead, the "attacker" can either draw an extra Hole Card for himself or force the foe to randomly discard one of his (as long as he has more than one). A Critical Failure when making or resisting a Test also gives the foe an additional Hole Card. Allies don't get to affect either duelist's Hole Cards.

**Death & Damage:** If the attacker has additional Hole Cards higher than his foe's Action Card, he adds a d6 bonus due to the damage of first shot. The Grim Reaper loves a good duel, so no one in a duel can Soak Wounds from anyone else in the duel. You gotta stand there and take it. It's the law of the West. After the third round of the duel, treat the carnage and bloodshed as normal combat.

posse's resolve.

This is a *major* event that steals a automatically gain Conviction.

and anyone who Supports her and lowers the local Fear Level, she the Tale-Teller Edge successfully

**Conviction:** When a hero with actually increases by +1!

afraid of the dark—the Fear Level sends the wrong message and does little more than reinforce the notion that people *should* be Failure on the Persuasion roll

With success the local Fear Level is reduced by 1. A Critical

rouseing tale of the victory.

Fear Level penalty to narrate a Performance roll modified by the and make a Persuasion or

When the posse defeats a sufficiently nasty critter, the heroes can round up the locals

## TALE-TELLIN'

Fear Level	Penalty
3	-1
4	-2
5	-3
6	-4

## FEAR LEVEL MODIFIERS

## DEALING WITH THE DEVIL

HAND	CARDS	EFFECT
Ace High	One Ace	2 Power Points
Pair	Two cards of the same value (e.g. 7 of hearts and 7 of clubs)	3 Power Points
Jacks or Better	As above, but the two cards must be Jacks or higher	4 Power Points
Two Pair	Two sets of two paired cards (e.g. pair of 5s and a pair of Kings)	5 Power Points
Three of a Kind	Three cards of the same value (e.g. 6 of hearts, 6 of spades, 6 of clubs)	6 Power Points
Straight	Five sequential cards (e.g. 3, 4, 5, 6, 7 of various suits)	8 Power Points
Flush	Five cards of the same suit (e.g. 2, 6, 8, Queen, Ace of diamonds)	10 Power Points
Full House	Three cards of one value, two of another (e.g. three 5s and two Kings)	10 Power Points, 2x damage, effect, or duration
Four of a Kind	Four cards of the same value (e.g. four Kings)	15 Power Points, 2x damage, effect, or duration
Five of a Kind	Five cards of the same value (requires use of a Joker)	15 Power Points, as above (see <i>Deadlands</i> )
Straight Flush	Five sequential cards of the same suit (e.g. 4, 5, 6, 7, 8 of spades)	As above and the huckster gains Conviction

## RAISE CALCULATOR

To use the Raise Calculator, locate the base Target Number (TN). The numbers to the right of that TN are its raises. If the TN is 9, for example, the next number (13) is one raise, then 17, 21, and so on.

1	5	9	13	17	21	25	29	33	37	41	45	49	53
2	6	10	14	18	22	26	30	34	38	42	46	50	54
3	7	11	15	19	23	27	31	35	39	43	47	51	55
4	8	12	16	20	24	28	32	36	40	44	48	52	56