



THE BATTLE FOR SLAUGHTER GULCH

A Fistful o' Answers

A list of common questions and answers edited and compiled by Kerry Jordan from the Deadlands: The Battle for Slaughter Gulch F.A.Q., posts to the DEADLANDS BG Yahoo! Group, and posts to the Deadlands: The Battle for Slaughter Gulch forum on <http://www.boardgamegeek.com>.

Last Updated: December 3, 2009

1. There is ghost rock listed on the "Train Comes To Town" card, but when you rob it you only get an item?

It does not affect game play as of yet, so ignore the ghost rock number for the time being.

Source: Kerry Breitenstein - August 20, 2009

2. The rules state that you roll Smarts for gadgets to develop but some cards state to roll Spirit. Which one is it?

Go by the cards.

Source: Kerry Breitenstein - August 20, 2009

3. To use the Gatling Gun when you are not a Mad Scientist, can you just use it even if there is a Mad Scientist on the square?

No. You can only use the Gatling Gun when there is no Mad Scientist guarding it on the square.

Source: Kerry Breitenstein - August 20, 2009

4. You are suppose to score victory points for the items, etc. on the right of your Town card. The Gatling Gun card is in the street, so do you still get victory points for it?

Yes, it is considered to be on the right of the town card even though the card itself is in the street.

Source: Kerry Breitenstein - August 20, 2009

5. When can you throw the Dynamite? As you move? After an action? In place of an action?

The card says "discard to use" and doesn't mention an action needed, so you can do it anytime. You gotta have some benefit for spending that much ghost rock and not be able to get any victory points.

Source: Kerry Breitenstein - October 10, 2009

6. Do you discard the Shotgun once you've used it twice, or can you hold onto it for a reload?

You can hold it. It will technically still be worth victory points even if not loaded as it stays on the right side of your screen.

Source: Kerry Breitenstein - August 23, 2009

7. **When I mesmerize another player's pawn, if I choose for them to do their action such as Rob or Shop, do I get to keep the ghost rock or items?**

No. Mesmerize allows you to control the pawn for one turn, keeping the action as already indicated. You get to choose the target or whether the dude does nothing at all. The mesmerized dude's player will reap the benefits or penalties of the action.

Source: Kerry Breitenstein - November 3, 2009

8. **An opponent has mesmerized another one of my dudes in the same room and I still have a Mesmerize action left. (I lost the roll off to see who goes first.) Can I mesmerize my own dude to regain control of his action? I can't mesmerize my opponent because he has already used his action and would still control my dude, correct?**

You can try to mesmerize your guy back. The person currently in control of him would roll for your mesmerized dude.

Source: Kerry Breitenstein - September 13, 2009

9. **Arrest in the rules states: "You can only arrest a dude if he robbed or shot someone earlier in the round, and you are in the same location." Can you arrest someone who fights (vs. shooting) using Strength?**

No.

Source: Kerry Breitenstein - October 17, 2009

10. **Can you arrest someone who is involved in the "High Noon" event? (One of the 2 "shooters?")**

Yes, but you would have to be on the same square with the action token when shooting takes place. Not an easy thing to do.

Source: Kerry Breitenstein - October 17, 2009

11. **Can you arrest someone who "shoots back" during a fight instead of running home?**

Yes.

Source: Kerry Breitenstein - October 17, 2009

12. **Controlling the Theater allows me to swap an encounter card. Where does the card come from?**

You draw a card from the Encounter deck and discard the card currently at the Theater. If there is no encounter card at the theater, you can't do the action.

Source: Kerry Breitenstein - August 20, 2009

13. **Controlling the Church allows me to move one NPC. Where can the NPC be located?**

The NPC must come from another building, the train, or the coach. The encounter card may be face up or face down, and you can look at the face down cards first to decide.

Source: Kerry Breitenstein - August 20, 2009

14. **Controlling the General Store allows me to pay two less ghost rock for an item. Can I purchase a two ghost rock item for free?**

Yes.

Source: Kerry Breitenstein - August 23, 2009

15. **What exactly does the phrase, "control for one turn," mean? Does this mean control from the start of the turn until the end? From movement until the end? Can you lose control during the turn but end in control?**

The entire turn: after movement until the start of the next movement.

Source: Kerry Breitenstein - August 23, 2009

16. When I use the Run token, where do I place the token?

You place it on the current location of the pawn. When it is your turn to do that action at the location, you move your pawn to a square up to four squares away. If you were wounded on that turn, you get no action at all.

Source: Kerry Breitenstein - August 20, 2009

17. The rule book states that all encounters in a building are turned face up when a dude takes an action in that building. If my dude enters a building and takes no action, are the face down encounter cards still revealed?

No. Actually, it would be an action that involves the NPCs, not just any action.

Source: Kerry Breitenstein - October 7, 2009

18. When I am attacked from someone who is inside a building, can I counterattack?

Nope. You can't shoot into a building yet...

Source: Kerry Breitenstein - August 20, 2009

19. I know it isn't technically in the rules, but when someone shoots at your dude when you don't have a gun item (so you can't shoot back), do you have the option of staying where you are located instead of running home?

Your only two options when someone is shooting at you are to shoot back or run home. You can't stay. You can't choose to fight. You also can't use a weapon that doesn't target the same square. These rules make logical sense. If someone is shooting at you, you don't have enough time to charge him to fight without being shot and you don't have enough time to aim with a rifle accurately. You can either draw your pistol and fire, sloppily fire your shotgun, or duck out of the building and run home.

Source: Kerry Breitenstein - October 10, 2009

20. Can you use the Heal action on anyone on the board?

No, the target must be on the same square. When controlling the Doctor & Undertaker, a Heal action can target anyone on the board.

Source: Kerry Breitenstein - August 20, 2009

21. "Graveyard Rising" states that anyone in the Graveyard is now harrowed. Is that anyone dead or alive?

It says "in" which means you'd have to be dead. You can be "on" the Graveyard, in which case you'd still be alive. So, you have to be dead to rise again.

Source: Kerry Breitenstein - August 20, 2009

22. If a character is harrowed, he can't be killed. Nothing is said about wounds, so playing as written, a harrowed character can be wounded (which would cause him to lose his action). Following the rules for making an arrest, a harrowed character who is wounded would still need to be healed before he could arrest someone, right?

If you are unfamiliar with harrowed in Deadlands, they appear like everyone else. Outside the fact that they can't be killed, they are treated like everybody else. They can be wounded and healed. They lose actions when they are wounded and they can't arrest if they are wounded either. If they go to the doctor or use bandages, they can arrest again.

Source: Kerry Breitenstein - October 6, 2009

23. Each of my outfits have 10 actions but not all have the numbers from 1 to 10. I have some that have multiple 4s, etc. Is this correct?

Yes. Not all outfits will have all numbers. This aided in the balance of the outfits.

Source: Kerry Breitenstein - August 20, 2009

- 24. My Mad Scientist does not have a "Fight" action disk and my Texas Ranger does not have a "Bible" disk. Is this correct?**

No. The preproduction copies were printed incorrectly and we have replacement disks for them. If this is the case with your copy, send an email address to todd.b@fuse.net and let us know which one or ones you do not have. This is the case for the copies that were bought at GenCon.

Source: Kerry Breitenstein - August 20, 2009

- 25. For the "High Noon" event, if I have someone in the street already do I have to move an additional person and do they lose their action for the turn?**

If you have someone in the street, you don't have to move an additional person. But anyone who moves to the street for the event will lose their action for the turn since they had to move an additional time.

Source: Kerry Breitenstein - September 29, 2009

- 26. If one of your pawns is dead in the Graveyard and another player uses "Raise the Dead," replacing your pawn with his, do you get the pawn back?**

Yes. It makes "Raise the Dead" way too powerful if you don't.

Source: Kerry Breitenstein - September 29, 2009

- 27. Could you explain line of sight?**

Because the sun is high in the sky, a character outside a building can never see into the building. A character on the street can see all street squares, the Mine, the Rail Station, the buildings on either side of his square, and the buildings diagonally adjacent to his square. He may be able to target other dudes on the street for an effect depending upon the range of the item, gadget, or spell. Since he can't see into a building, he may not target dudes in buildings from the street. (However, Dynamite may be thrown into a building from the street.) When in a building other than the Mine or Rail Station, a character can see the building across the street as well as the three street squares in front of the building (which may include the Mine or Rail Station). He cannot see buildings directly adjacent to his building. When in the Mine or Rail Station, a character can see all of the street, the building down the street, and the two buildings diagonally adjacent.

Source: Kerry Breitenstein - August 23, 2009

Source: Kerry Breitenstein - September 29, 2009

- 28. When casting spells, can I cast a spell into a building?**

If the spell targets a pawn, then no. If it targets a building, then yes.

Source: Kerry Breitenstein - September 29, 2009

- 29. The Misdirect spell mentions "bullet damage." What exactly is bullet damage? Is it ranged damage? Does it work against the Gatling Gun or Flamethrower?**

The Flamethrower doesn't have bullets. The spell protects against any weapon firing bullets.

Source: Kerry Breitenstein - August 23, 2009

- 30. The reward for a Shaman objective states "Make 1 of your spells anywhere in town." What does this mean?**

You don't have to go home to make a spell. You can stay in town.

Source: Kerry Breitenstein - September 13, 2009

- 31. Is this the same for the Mad Scientist reward of developing one gadget in town?**

Yes.

Source: Kerry Breitenstein - August 23, 2009

32. Is this reward the only way to get the Gatling Gun built in town for the other Mad Scientist objective?

Yes.

Source: Kerry Breitenstein - August 23, 2009

33. Is the Graveyard considered a building? Can I shoot from the street into the Graveyard?

It is not considered a building and you can shoot into the Graveyard from the street.

Source: Kerry Breitenstein - September 29, 2009

34. One objective of the Blessed is to control the Church or the Graveyard. However, the Graveyard tile states that it cannot be controlled. Which is correct?

Cards/tiles always trump rules. For the Blessed, they can determine control for the sole purpose of the objective. It doesn't do anything else.

Source: Kerry Breitenstein - October 10, 2009

35. Once the sheriff is dead... do you still send folks to jail? Do you still have to pay the d6 ghost rock to get someone out? How do I handle this situation?

You can still send folks to jail when he's dead, but an Agency or Texas Ranger dude better stay there to protect the jail. Bail can still be posted or the player fought to get him out. If a player dude isn't guarding the jail, you can go spring your people out of jail just by walking into the place. You can spring one or all out of jail. No action disk required.

Source: Kerry Breitenstein - October 2, 2009

36. When a card refers to a "character," does that refer only to an outfit's dude or can it also refer to an NPC?

It may be either a dude or NPC.

Source: Kerry Breitenstein - August 26, 2009

37. I move two dudes to a location with two different actions (for example, Arrest and Prospect). One of them dies/is removed from the location before either acts. Can I just pick which of the two actions is more important for the remaining dude? Or when a dude is removed, is his action removed before resolving actions?

You can use either action. The number of action disks isn't adjusted until the next move phase.

Source: Kerry Breitenstein - August 26, 2009

38. Does brainwashing count as recruiting for cards that require it (i.e., one of the Mad Scientist objectives)?

Yes, as the character is technically being recruited for your side.

Source: Kerry Breitenstein - November 3, 2009

39. Can you brainwash a neutral character?

No. The character must have the opposite alignment.

Source: Kerry Breitenstein - November 3, 2009

40. Can I still assign an action to a dude moving to the street from home?

The action disks indicate an action that is made when you move a character. Since the only restriction of moving from home is that you have to go to a street square, the action is up to you.

Source: Kerry Breitenstein - August 23, 2009

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