

# 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**

### Components

Coin tokens **48x** 

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

Bullet tokens **36x** 

Notoriety tokens 1 **30x** 

Notoriety tokens 5 **10x** 

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

Targeting cards **6x** 

Undead cards **18x** 

Building cards **20x** 

Law badge **1x** 

Game board **1x** 

Rule book **1x** 

### Index

- Setup ..... 2
- Overview ..... 3
- Day Overview ..... 4
- Turn Overview ..... 4
- Duels ..... 4
- Abilities ..... 5
- Shootouts ..... 6
- Critical Hit / Critical Miss ..... 7
- Graveyard / Boot Hill ..... 7
- Income ..... 7
- Buildings ..... 8
- End of Round / End of Day ..... 8
- End of Game ..... 8
- Action Space Clarification ..... 9
- Solo Variant ..... 10

### Questions or comments?

Please contact us at [info@insideupgames.com](mailto:info@insideupgames.com)  
 To keep updated on us and our games, follow us on Facebook, Instagram & Twitter: [@insideupgames](#)



## Setup

- 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.
- Shuffle all Undead cards and deal out 3 cards per player, facedown to the Graveyard (A) to create Boot Hill. From Boot Hill, draw Undead cards one at a time and place them faceup above 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 - D). There should now be Undead cards on the board equal to the player count plus one.
- 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 on the building slot.

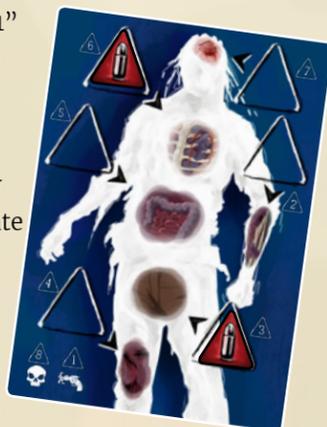


- Each player selects a coloured Undead targeting card, takes 4 colourmatched Outlaws, and a d8. The 2 remaining Outlaws are placed next to the Hire Guns Action space (B) at the bottom left of the board.



- Players simultaneously choose 3 starting resources (any combination of Bullets, "1" Notoriety, and/or Coins).

- Choose a starting player. This player gets the LAW badge (C). The badge will rotate clockwise each round.



## 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 liberated buildings.

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

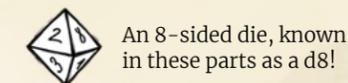


Any time a bullet is acquired, players must immediately assign the bullet to a numbered space on their Targeting card, which signifies their ability to target that area. Coins and Notoriety are kept in each player's personal stash, which must be in view of all other players.



## Game Overview

The game is played over **days** and each day is broken into 3 rounds of actions. Each round begins with all 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**. Any player doing so must place their die on the **Hire Guns** action space. (See **Hire Guns** 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 cannot return to an action space occupied by one of **their** Outlaws from earlier in the same **day**.



An 8-sided die, known in these parts as a d8!

A 1 goes last and is wild. The player can place a Outlaw on any action space not used this round. However, if more than one player chooses 1, all of these players will lose their turn.

The **Hire Guns** action (B) is not numbered. Players will place their d8 on this space, not an Outlaw.

Players will take their turns in descending numerical order, starting with **Hire Guns**, then action space 8 and continuing down to 2. Players will use their action space's ability (see **Abilities** p. 4) to Intimidate, Hunt, or Steal and then earn loot from its Income (see **Income** p. 6).

If two or more players have a **Outlaw** on the same action space, they will duel (See **Duels** p.5).

At the end of a player's turn, if they have enough Coins, and there are no Undead in the street (D), they may purchase a building. 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 being purchased. If they are the first Outlaw in the building, they gain the resource that was placed there during set up.

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.5).

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 may not return to an action space if they already have an Outlaw there. The 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. **This is regardless if there is, or isn't, an Undead card at the building.**

**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 (see **Duels** p.5).



## Day Overview

- 1 Players may use the **Round Start** abilities listed on buildings they control, regardless if there are Undead present.
- 2 In secret, players choose a numbered action space with their d8.
- 3 **Dice** are placed at **Hire Guns**, if applicable, and then all dice are revealed. Outlaws are placed on available action spaces. 1 is placed last and is wild; however, if more than one player chooses 1, all of these players will lose their turn. Action spaces are resolved in order: 8, 7, 6, 5, 4, 3, and 2.
  - A) Buildings may be bought if there are no Undead in the street.
  - B) A building's **constant** ability may be triggered multiple times.
- 4 Pass the badge clockwise and repeat steps 1-4 for rounds 2 and 3, and then the day ends.
- 5 At day end, players must discard one bullet per building they control or return that Outlaw to their stash.
- 6 Repeat steps 1-5 until High Noon is triggered: All Undead have been removed from the Town, not including Boot Hill.

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.

## Duels

If 2 or more players choose the same action space on the same round, they will Duel. Dueling players will announce their target (in turn order if multiple players are shooting) and take one shot by rolling their d8. If the number rolled matches a slot on their Targeting card containing a Bullet token they have hit their target. If the number matches an empty slot they have missed. If players targeting each other both roll a hit, the player who has the highest hit number wins. **The loser will not spend their bullet.**

Players may duel at game end if Notoriety and Coins are tied. Players cannot avoid this duel, and the winner of the duel breaks the tie to win the game as the ultimate Outlaw.

A target cannot Pay Up to avoid a duel.

## Turn Overview

8·7·6·5 / 

\$×1 ×1 ×1

A building's **constant** ability may be triggered multiple times, and at any time during the game.

Players may declare which action space they plan on taking, but they may not show their die to any player before the reveal. Players are not obligated to tell the truth when declaring.

- 1 Players may **choose** to preform their action space's ability, if possible (see **Abilities** below), 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.6). **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. 6).
- When a building is purchased, players move their current Outlaw from their action space to the building. If there is already a Outlaw in the building, the building's cost is halved, rounded up. The original Outlaw may vacate the building by choice, returning to thier stash, or stand their ground and these Outlaws will have a shootout for control (see **Shootouts** opposite).



This icon is only on action space 7. It means that Outlaws will not duel for this action, no matter how many are placed here.



Players do not duel on **Hire Guns**, action space 7, or in 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 anywhere in 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.

If any player is Dueling at game end and doesn't have Bullets, **all** players receive an extra bullet to Duel.

## Abilities

If ever an Outlaw can't, or choses not to, use their action space's ability, they simply skip to gaining 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** \$×2 / ×1 =  {5+×2}

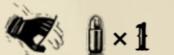
This action space is the only way players can gain more Outlaws, and the only action space players do not send an Outlaw to. Instead, players will place their d8 here when the LAW announces **Hiring Guns**. When they take their turn, players must spend either 2 Coins or 1 Notoriety to gain an Outlaw, a bullet and to reset their "Critical token" (See **Critical Token** p. 6) 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. With 5+ players, 2 Outlaws are gained instead of 1 (for the same cost). **Players may have less turns per day if their number of available Outlaws drops below 3.**



Take a 1 Notoriety token.



Take 1 Coin.



Take 1 Bullet from any slot. It can be placed in any slot.



### Hunt Undead

This icon allows you to shoot at any Undead in Town, whether in any building or in the street.



### Fight Undead

This icon allows you to shoot at the Undead occupying the **street**. It does not allow you to target Undead in buildings.

### Intimidate

8·7·6·4·3·2

5·4·3·2

8·7·6·5

Numbers above the line allow you to Intimidate one player who is using an action space corresponding to those numbers. Players may choose not to Intimidate if they want. To Intimidate, call out any player with an Outlaw **standing** on an action space in the range shown on your Intimidation ability. Your target must now choose to **Pay Up** or **Walk Out**.

- **Pay Up** – The target gives you any two single resources of their choice from their stash (Coins, Bullets, or Notoriety).
- **Walk Out** – The target gives you nothing, which allows you to take one shot at them (see **Shootouts** opposite).

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. 6). If you miss, the target survives. Either way, continue your turn by collecting the income listed below the line on your action space. If a player attempts to Intimidate but rolls 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.

# Shootouts

Bullets shot in any of the ways below, whether hit or miss, are returned to the Town's supply.

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

To shoot, you will roll your d8. If the number rolled matches a slot on your targeting card with a Bullet token, you have **hit** your target. If the slot is empty, you have missed. (For 8 or 1, see **Critical Token** p. 6.)



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.

Any time a player sends an opponent's Outlaw to the Graveyard, they gain 1 Notoriety token from the Town's Supply.

## Building control (fight to the death)

If there is already an Outlaw in a building when it is purchased, and they decide to stand their ground, these players will have shootout for control.

*The defending player will roll first and wins ties.*

These players will continue to shoot until one Outlaw is killed, or a Critical Miss is rolled. If both players roll a hit, the player with the highest hit number wins. The loser will send their Outlaw to the Graveyard but does not spend a bullet. The living Outlaw gains a Notoriety token and controls the building.

## Dueling (1 attempt only)

All duelists roll at the same time. If players targeting each other both roll a hit, the player who has the highest hit number wins.

The loser will not spend their bullet. Surviving players take their turn in order. All players who roll a Critical Miss return their Outlaw to their stash, unless they are shot — this could result in all duelists losing their turn!

## Intimidation (1 attempt only)

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.

## Shooting Undead (Shoot until doubles)

Each Undead has certain weak points, which are listed at the bottom of the card. To kill an Undead, you must **hit one** of these numbers. You may shoot (roll) as many times as you wish, but you must stop if you roll a number for the second time during the same attempt.

Bullets which are shot are spent, 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

The target is killed immediately, without needing or expending a Bullet. If the player chooses to use this hit they must flip over their Crit Token to the "Cassing" side. If not, they treat this as a miss.

## 1 is a Critical Miss

It is only possible if your Crit Token has the "Cassing" side faceup. Your Outlaw's gun misfired, and they've injured themselves. The Outlaw is immediately returned to your stash and your turn is over, but you may reset your Crit Token. This Outlaw is not killed, so an Undead is not placed.

If a player rolls a Critical Miss when their opponent successfully shoots them, they are sent to the Graveyard, not returned to their stash.

# Graveyard / Boot Hill

Any time a player loses an Outlaw to 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).

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's income is listed below the line.

 × 1 /  × 1 /  × 1

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

 × 1  × 1  × 1

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



Coins, Bullets, and Notoriety are all taken from the Town's Supply.

Coins and Notoriety are added to a player's stash, whereas Bullets are added to slots on the player's targeting card. Each slot has room for only 1 Bullet.

If at the end of their turn a player has more bullets than slots, they must discard the extra bullet tokens.

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 are dependent on the player count. With the exception of the **Saloon**, only one player can control a building at a time.



Players use Coins from their stash to purchase buildings. When they purchase a building, they immediately move their Outlaw from their action space onto the building card. The first player to

buy a building will receive the bonus resource that was placed there during setup.

Players may only have 1 Outlaw per building.

If there is already an Outlaw in the building when another player wishes to purchase it, its cost is halved, **rounded up**, and those players will enter a shootout for control if the original Outlaw chooses to stand their ground. The shootout will not end until a player is killed or rolls a Critical Miss.

(The defending player wins ties.) If the defender uses a Critical Hit, the attacker is killed instantly and does not get to roll. The loser will not spend their bullet. The remaining player controls the building.



Players who control a building may use its ability — regardless of whether or not Undead are occupying it.

However, 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 rotate the Badge clockwise to begin the next round of the day.



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 in buildings or in the Graveyard.



At the end of the day, players must discard one bullet per building they control. If they don't, they must vacate that building, returning their Outlaw to their stash.

## End of Game | High Noon

High Noon is triggered at the end of a round in which all Undead have been removed from the Town, not including Boot Hill.

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 empty 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. If any player doesn't have any Bullets, all players gain one before the duel.

If all dueling players are killed simultaneously, 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

Actions are resolved in the order below.



### Hire Guns

ABILITY: Place your die here and spend 2 Coins **or** 1 Notoriety to return one of your Outlaws to your stash  
INCOME: Gain one Bullet and reset your Crit Token.



### 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.



### 6 - Extort

ABILITY: Steal 1 Bullet (from any player and slot of your choice) **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.

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



### 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 -**

Place your Outlaw on any unoccupied action space after all other players have placed theirs, then take your turn in regular turn order. If multiple players choose this number, they will...

...ALL LOSE THEIR TURN

# 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.

Shuffle all 18 Undead cards and place 1 in the street, none in the buildings, and the 17 remaining on Boot Hill.

Take a targeting card of your desired color, 4 of its matching Outlaws (placing the remaining 2 next to "Hire Guns"), and 3 starting resources of your choice.

Dead Ranger (the AI) starts the game with all 6 Outlaws (none at Hire Guns), no coins or notoriety, but with bullets on each slot of its targeting card. **These Bullets signify its health, so each will need to be removed to kill it and win.**

## Objective

To **win** the game you must accomplish the following:

### Easy

Kill Dead Ranger.

### Normal

Kill Dead Ranger and control a building.

### Difficult

Kill Dead Ranger, control a building, and eliminate all Undead Outlaws.

### Very Difficult

Kill Dead Ranger, control a building, eliminate all Outlaws **and** eliminate Undead from the Town.

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

- All buildings in the city are occupied by Undead.
- You need to draw an Undead card and Boot Hill is empty.
- 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. 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 simply reactivate that Outlaw by standing it back up.**

Actions are resolved in descending numerical order (8 to 2). Dead Ranger does not use any resources during the game, so any resources he collects, from the action space or by stealing from you, are returned to the Town's Supply.

Any resources you steal are taken from the Town's Supply.

Regardless of whether or not an Undead Outlaw is standing or laying on the action space, when you add an Outlaw, a **duel** is triggered. Simply roll a d8 for yourself, and one for Dead Ranger. If you lose, **gain a Bullet** token, place your Outlaw in the Graveyard, and add an Undead card. **Whenever an Undead card is to be placed on the board, add it to the street, or if occupied, to a vacant building closest to the victim.**

If you win, remove the Undead Outlaw and replace it with an Undead card as explained above.

**For the solo variant, only one Undead may be present per building/steet.**

## End of Day:

After three rounds, collect your Outlaws as normal, but not those of Dead Ranger. Its Outlaws remain on the board, as the only way to remove an Undead Outlaw is to kill it.

## Killing Dead Ranger:

As your opponent does not use Bullets to attack you, its health will only decrease with successful intimidations (see below). To defeat it, you must remove all the Bullets from its targeting card and end its days with one final hit!

Once Dead Ranger is eliminated, any Outlaws killed are placed in the Graveyard and do not come back into play.

## Modification of Action Spaces

**Hire Guns:** Dead Ranger never uses this action as its Outlaws are always returned to its reserve when killed. For you, this action's cost is **increased** to \$2 **and** 1 Notoriety.

## 7 Stalk

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

## 4 Intimidate

If you are Intimidated, you may decide to pay up or walk out. If you decide to walk out, roll a d8 to determine if Dead Ranger attacks you – If it is successful, **do not** discard a Bullet from its targeting card (it attacks you with its bare hands!)

If you Intimidate, Dead Ranger's Outlaws will never back down. If an Undead Outlaw is standing or laying on the Action space, you can shoot at them.

**If your attack is successful, you remove the Outlaw from the board and 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. Add an Undead card as explained above.

If you roll an 8, remove any Bullet token you wish.

**- 1 -**

If Dead Ranger rolls a 1 when placing Outlaws, it sends an Undead Outlaw to your current Action space to duel.





## Credits

Design by:  
Daryl Andrews & Adrian Adamescu

Developed by:  
Conor McGoey

Art & Graphic Design by:  
Magda Pixi Husar & OmashOne

Edited by:  
Dan Mansfield

## Legal

© 2019 Inside Up Games  
P.O.Box 26033 Memorial PO  
Thunder Bay, Ontario  
P7B 0B2 Canada

**insideUP**  
GAMES