

Wild West Countdown Deck

This deck of playing cards is primarily designed for Wild West-themed Savage Worlds settings. It offers the following special features:

1. Four jokers instead of the usual two, each with a suit. This will make your Savage Worlds games even crazier!
2. Prominent “countdown numbers” at the top of each card. These can be used for determining initiative order, without having to worry about suit precedence: just count down from highest to lowest.
3. A location illustration in the center of each card (except jokers). Use these locations to build a random frontier town map by drawing cards and laying them face up in a grid. Ace cards represent locations slightly outside of town, and should be placed at the edge of the map. Jokers can represent special events. This map can also be used for urban shootouts using the “Dogfights & Duels” Chase rules described in Savage Worlds.
4. A unique “wild symbol” at the bottom of each card. This symbol can be used as an improvisational prompt—for example, a “pawprint” might indicate a wild animal, tracks, hunters, or even a supernatural predator. These symbols can also provide inspiration for Dramatic Tasks, Chases, Interludes, random complications, generating adventures, and so on.

Credits and Legalese

Wild West Countdown Deck © 2019 Richard Woolcock. The character illustrations (on the four joker cards) are by Jeshields. Some map icons from “*Cityographer Western City Map Icons*” by artist Keith Curtis. Card background textures from Lord Zsezse Works. The wild symbols are by Delapouite, Lorc, Skoll and Willdabeast, available from <https://game-icons.net> under the CC BY 3.0 license.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.