

**5** **♣** **PISTOL WHIP**



**Shootout:** Boot your dude in this posse to send a dude in the other posse home booted. Your dude gets -1 bullets (*minimum 0*).

*"Sloane wanted me to send you this message personally."* —Alice Storwe

**0** **OP 1**

**A** **♦** **PONY EXPRESS**



**Public**

**Controller Noon, Boot:** Discard a card to draw a card.

*Neither snow nor rain nor heat nor gloom of night... but arrows are another story.*

**4** **OP 1** **+2**

**3** **♣** **THE STAKES JUST ROSE**



**Shootout:** Move one of your dudes into your posse. That dude becomes a stud.

*Come out, come out wherever you are!*

**0** **OP 1**

**8** **♦** **CIRCLE M RANCH**



**Private • Ranch**

**Controller Noon, Boot:** If you have 3 or fewer cards in your play hand, draw a card.

*"As you can see, Mr. Crowley, Morgan will do whatever it takes to reach the top, and we're always willing to help a friend do the same."* —Lillian Morgan

**3** **OP 2** **+2**

**6** **♣** **ONE GOOD TURN...**



**Noon:** Draw a card.

**Cheatin' Resolution:** Gain 3 ghost rock.

*"I sure do owe ya one, Mr. Grothe... too bad ya don't drink."* —Clementine Lepp

**0** **OP 6**

**10** **♦** **CARTER'S BOUNTIES**



**Private**

**Controller Shootout, Boot:** Move your dude into your posse from any location.

*"The price is good, but that's a bounty even I wouldn't pursue."* —Carter

**2** **OP 3** **+1**

**8** **♠** **STEVEN WILES**



**3** **3**

*"I found him there, like it'd just been any other night, and offered him a job on the spot. It was a shame he declined. Any man who can stand up to a Hangin' Judge was born to be a Ranger."* —Katie Karl

**1** **OP 1** **6**

**10** **♣** **UNPREPARED**



**Shootout:** Choose a dude. Boot that dude and their attached cards. That dude gets -1 bullets and cannot use their abilities. Their attached cards lose all traits, abilities, and bullet bonuses.

*"Tarnation, woman! Nothin' worse than bein' late for a killin'!"*

**0** **OP 1**

**4** **♦** **B & B ATTORNEYS**



**1**

**Private**

**Controller Noon, Boot:** Raise or lower the bounty on a wanted dude by one (*if the bounty goes to zero, the dude is no longer wanted*).

*"The best defense is a pouch full of ghost rock."* —Makaio Kaleo, Esq.

**2** **OP 2** **+1**



**Q** ♣ **It's Not What You Know...**



**Resolution:** Lower a player's draw hand by 1 rank.

**Cheatin' Resolution:** Lower a player's draw hand by 4 ranks.

*"Play the man, not the cards."*  
—Steele Archer

**2** OP 11

**3** ♦ **Yan Li's Tailoring**



**Private**

**Controller Noon, Boot:** Raise a dude's influence by 1.

*"I don't understand why people so upset. Whateley can't do much. Mayors, like gangs, bosses, and dreams... they come and go. Whoever owns this town, one thing for certain: They're going to want a nice shirt."* —Yan Li

**3** OP 13 **+2**

**8** ♣ **RUMORS**



**Noon:** Choose a dude. That dude gets -1 influence while at any location except home.

*"Well, I never!"*

**0** OP 15

**5** ♥ **MUSTANG**



**Horse**

**Noon, Boot:** Move this dude (without booting).

*"If you're ever lost, trust a mustang. He knows the way back."*  
—Jon Longstride

**3** OP 11

**10** ♥ **TELEPORTATION DEVICE**



**Experimental • Improvement Gadget • Difficulty 6**

After this gadget is invented, attach it to a deed that you control.

**Repeat Controller Noon, Pay 1 Ghost Rock:** Choose your dude at this location and pull. If the pull is a club, discard the dude. Otherwise, move your dude to another location (without booting).

**1** OP 14

**A** ♥ **SOUL BLAST**



**Hex**

**Shootout Hex X, Boot:** Choose a dude in this shootout. X is that dude's grit. If successful, send the dude home booted. If successful by 6 or more, ace the dude instead. If unsuccessful, move this Huckster home booted.

**1** OP 13

**JOKER** ★



**Cheatin' Resolution:** The cheatin' player must boot one of their dudes. If in a shootout, that dude gets aced instead. If you have a legal hand, you choose the dude to boot or ace.

*"Beware of snakes in the grass."*  
—Avie Cline

**0** OP 13

**4** ♣ **COACHWHIP!**



**Cheatin' Resolution:** The cheatin' player must boot one of their dudes. If in a shootout, that dude gets aced instead. If you have a legal hand, you choose the dude to boot or ace.

*"Beware of snakes in the grass."*  
—Avie Cline

**0** OP 13

**7** ♦ **BLAKE RANCH**




**Private • Ranch Out of Town**

*"I've been on drives since I was knee-high to a mustang. And lemme tell ya, ma'am, them cows ain't right."*  
—Jarrett Blake

**4** OP 22 **+3**



**7** **KIDNAPPIN'**



**Noon Job, Boot:** Mark a dude. Your posse must have more total bullets than the marked dude. Raise the bounty of each dude in your posse by 1. If successful, discard the mark.

*"Let's go for a ride." —Sanford Taylor*

0

**5** **CHARLIE'S PLACE**



**Public • Saloon**

**Controller Noon, Boot:** Raise or lower the bullets of a dude at this location by 2.

*"There's nothing in this town or its people so twisted or secret, that it can't be endured... if you have a good drink and someone to share it with." —Max Baine*

3

+2

**2** **A FIGHT THEY'LL NEVER FORGET**



**Headline** (Only one Headline can be played per shootout.)

**Shootout:** Each dude in your posse gets +1 bullets. After each time any dude is aced as a casualty, the shooter in the other posse permanently gets 1 control point. Ace this card.

*R.I.P. —David Orville Montreal*

0

**10** **BAIRD'S BUILD & LOAN**



**Private**

**Controller Noon, Boot:** Play a deed (as shoppin'), reducing its cost by 2 ghost rock.

*"A sizeable contribution indeed! The Master will be pleased, Lane. No need to look so dour." —Mr. Baird*

3

+1

**A** **JAKE SMILEY**



Jake has +2 influence during the Sundown phase.

*"Ugh... he is by far the biggest waste of a rose ever. The only one of my downs who has proven to be more useless after I claimed him!" —Ivor Hawley*

2

0

**3** **ARNOLD STEWART**



**Mad Scientist 1**

**Noon:** Boot a Gadget on Arnold to discard the top five cards of your deck. If one of those cards was an Out of Town deed, you may boot Arnold to place the deed into your hand.

*"I've made it this far by doing the right thing... I'm gonna keep doing the right thing."*

4

0

**A** **CLEMENTINE LEPP**



While in a Saloon you own, Clementine gets +1 influence and cannot be called out.

*"I eventually gave up on Clementine...." —Pancho Castillo*

3

0

**10** **SCOOP HOUND**



**Sidekick**

**Shootout, Boot:** Shootout plays cannot bring dudes into either posse or send dudes home booted (they remain in the posse without booting).

*ALEXIS MORGES*

2

PHF-XOXO

**7** **DAVE "SLIM" GORMAN**



**Huckster 1**

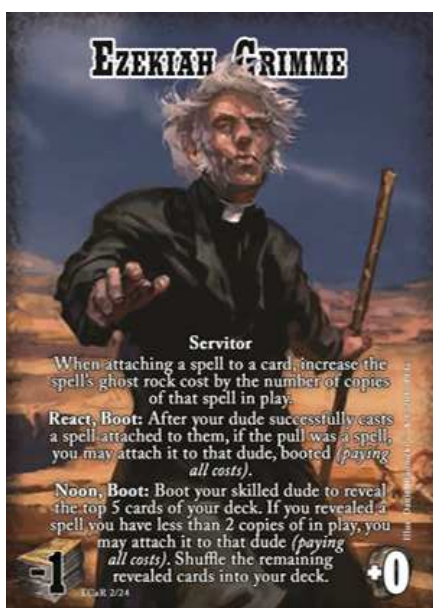
**React:** After Dave casts a Shootout Hex you may discard the Hex to have all dudes in the shootout become draws for this round.

*"He clawed his way up from nuthin'. And if he has his way, that's what we'll all become." —Clementine Lepp*

5

1











**J** **HELLSTROMME PLANT #9**



**1**

**Private • Ranch**

**Controller Noon/Shootout, Pay 1 Ghost Rock, Boot:** Choose a dude you own and control. Unboot a Horse or Gadget attached to that dude. You can use one of the abilities on that Horse or Gadget another time this turn.

*"Brew Unto Others"*

**3** **Yards Brewing, PAX Unplugged 2017** **+2**

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**4** **SUNDAY BEST**



**?**

**Attire**

This dude has +3 influence during the Upkeep phase.

**React, Boot:** At the start of the Upkeep phase, move this dude to an adjacent location (*without booting*).

**1** *"Be merciful unto me, oh God, be merciful..."*

PBP 21

**6** **WILLA MAE MACGOWAN**



**1** **0**

**Resolution:** Ace Willa to send all other dudes in your posse home booted.

*"The children here need protection from the terrors too, Lucy. And I'll always have their backs, come hell or high water."*

**1** **0**

PBP 22

**Q** **GENERAL STORE**



**1**

**Private**

**Controller Noon, Boot:** Attach a goods or spell, reducing the cost of that card by 2 ghost rock.

*"Mr. Earp, I will testify those are Frank Sitxwell's boots, but you tie him to that stagecoach robbery, you're gonna have more trouble from them cowboys."*

**2** **+1**

PBP 23

**3** **SHOTGUN**



**+1**

**Weapon**

**Shootout, Boot:** Choose and ace an opposing dude in this shootout with a value less than or equal to this dude's bullets.

*Sometimes natural selection does the job just as well as good marksmanship.*

**3**

PBP 24

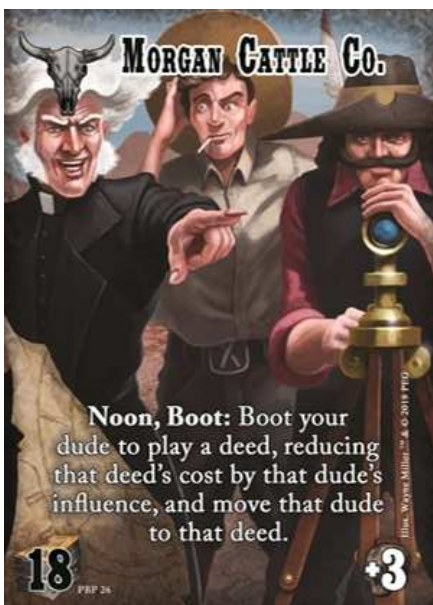
**JOKER**



*"Our ringmaster in Gomorra helped me when I had these problems, Curly Bill. This Stone fellow reminds me of him. If you truly seek Death, he's your answer."*

**PBP 25**

**MORGAN CATTLE CO.**



**Noon, Boot:** Boot your dude to play a deed, reducing that deed's cost by that dude's influence, and move that dude to that deed.

**18** **+3**

PBP 26

**10** **JAIL'S GUILT**



**+0**

**Mystical • Weapon • Melee**

**Cheatin' Resolution, Boot:** If your hand is illegal, you must boot this dude to use this ability. Your opponent boots or discards a dude in their posse, then boots or discards a dude in their posse. Non-wanted dudes cannot be chosen if there are wanted dudes that can be chosen.

**1**

PBP 27

**Q** **NO TURNING BACK**



**Noon:** Ace a dude you own and control to gain ghost rock equal to their cost.

**Resolution:** Ace a dude you own and control to reduce your casualties this round to zero. Choose a dude who gets +2 bullets and becomes a stud for the remainder of the shootout. Your dudes cannot flee this round.

*"I knew it was a fight for life."*  
—Wyatt Earp

**0**

PBP 28