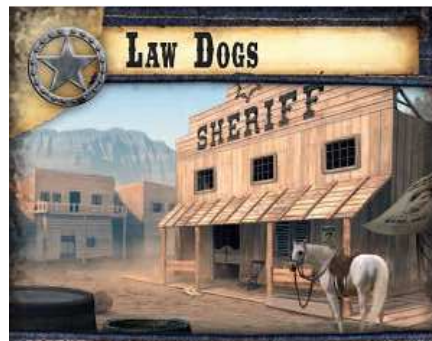




THE FOURTH RING

React, Boot: After your dude succeeds at a spell pull while not at home, you may discard a card from your hand to gain 1 ghost rock and draw a card.

19 3



LAW DOGS

Noon, Boot: Choose a dude. Boot your dudes with a total influence greater than the chosen dude's influence to raise that dude's bounty by 1.

19 3



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



THE SLOANE GANG

Noon, Boot: Boot your dude in the town square. If that dude is still in the town square during the Sundown phase, either gain 1 ghost rock per other player, or your dude permanently gets 1 control point if they do not already have one.

18 3



MICAH RYSE

Huckster 0

Noon: Boot a Hex on Micah to move him (*without booting*).
"Does he ever smile?"
"I don't think you'd want to see the kind of thing that makes him smile."

5 0



MONGWAU THE MIGHTY

Huckster 1

Shootout: Discard a Hex from Mongwau to make him a stud.
"Step right up and see the mystic fortitude of my mighty magic... you damned ignorant buffoons."

5 1



BOBO

Abomination

Bobo gains a bullet bonus equal to the highest Huckster skill rating in play.
I don't know where he came from, but that clown creeps me out.

1 3



ARNOLD MCCADISH

React, Pull, Boot: When a dude is discarded (*not aced*) as a casualty in a shootout, if the pull is higher than the dude's value, send that dude home booted instead.
"You know what they say... 37th time's the charm."

5 0



THE GHOSTLY GUN

Abomination

Resolution: Put The Ghostly Gun into your draw hand; he becomes the suit and value of your choice. Discard a card from your draw hand.
"He is a man of few words, but his guns speak volumes." —Ivor Hawley

7 1

10 **AVIE CLINE**



Harrowed • Huckster 0

"Pancho's been at that circus three times this week. Boy must really love clowns." —Fred Aims

3 **2**

J **KEVIN WAINWRIGHT**



Noon: Move Kevin (without booting) to the same location as a Huckster. Kevin becomes a stud.

"Little guy follows Mr. Hawley everywhere he goes. It'd be adorable if it wasn't so darned creepy." —Lucy Clover

5 **1**

J **TYXARGLENAK**



Abomination

Other players cannot choose or affect your Hucksters at this location with action cards if they could legally choose to affect Tyxarglenak instead.

"Come on now Tyx. There's work to be done." —Ivor Hawley

4 **1**

Q **JIA MEIN**



Huckster 1

Shootout: Attach a Hex to Jia Mein (paying all costs) to make him a stud.

"You must be strong enough to control the powers you call forth. Let the mask on your scarred face be a constant reminder of your weakness." —Ivor Hawley

7 **1**

K **IVOR HAWLEY**



Abomination • Huckster 2

While he has a Hex, Ivor gets +1 bullets, +1 influence, and +1 Huckster skill.

"Here in the fourth ring you will see wonders that will change you forever! Come one, come all, to our traveling circus!"

9 **2**

A **LUCINDA "LUCY" CLOVER**



If your opponent in Lucy's shootout reveals a cheatin' hand, raise the bounty on each dude in their posse by 1 (including from 0 to 1).

"The storm took everything from that girl. Not much scares her anymore." —Abram Grothe

2 **1**

2 **JUDGE HARRY SOMERSET**



Deputy

Noon Job, Boot: Harry leads a job that marks a wanted dude. If successful, ace the mark.

6 **2**

2 **PHILIP SWINFORD**



Deputy

Each time a player reveals a cheatin' hand and your hand is legal, you may discard a card from your play hand to draw a card.

"This town'll take the shine offa him soon enough." —Dave Montreal

3 **0**

3 **TOMMY HARDEN**



Deputy

If your opponent in Tommy's shootout reveals a cheatin' hand, raise your draw hand rank by 1 for this round. If your draw hand is also legal, raise your hand rank by 2 instead.

"Sweetrock had plenty of guys like Tommy on the payroll. Some of them actually worked for the company, too." —Max Baine

5 **0**

4 **PRESCOTT UTTER**



Prescott's bullets and influence are equal to the number of Law Dogs at his location (including himself).

"It seems everyone has a vice in this town. At least Mr. Utter's doesn't keep him from doing what's right." —Abram Grothe

5 **1**

5 **ANDREAS ANDREGG**



Deputy • Mad Scientist 0

"Claims he was a beekeeper back East, but I've never heard of a beekeeper who could handle a gatling pistol like that." —Abram Grothe

5 **1**

9 **XIONG "WENDY" CHENG**



Deputy

Shootout, Boot: Send an opposing dude home booted.

"Poor girl's lost every happiness imaginable. All that's left for her is to make sure no one suffers the same fate." —Abram Grothe

6 **1**

10 **CLYDE OWENS**



Noon: Clyde calls out a dude at his location. A wanted dude cannot refuse the call out.

"It's a shame Clyde can't control his drinking. He'd have my job if he could just keep sober." —Dave Montreal

7 **2**

J **ABRAM GROTHE**



Deputy

Noon Job, Boot: Mark a Holy Ground deed. If successful, discard all Abominations and wanted dudes at that deed.

"Why a sword? Easy... swords never run out of bullets."

5 **1**

K **SHERIFF DAVE MONTREAL**



Deputy

If your opponent in Dave's shootout reveals a cheatin' hand and you do not, your dudes cannot be casualties this round.

"It's taking all be has to hold this town together. Let's see what happens when we start pulling on threads." —Jonah Essex

9 **2**

A **IRVING PATTERSON**



When Irving joins a posse, gain 1 ghost rock.

"Them beeves sell big no matter where ya go. Makes ya wonder what they put in the feed." —Tommy Harden

3 **0**

4 **PROF. EUSTACE TRUE**



Mad Scientist 1

Noon: Discard a Gadget from Eustace to move him to another location (without booting).

"If Mrs. Morgan wants this done on time, tell her I need to be left alone to do my work!"

5 **1**

6 **ELANDER BOLDMAN**



Mad Scientist 2

Shootout, Pull: Choose your dude with a Weapon Gadget in this shootout. If the pull is a club, discard that dude. Otherwise, that Gadget gets +3 bullets.

6 **0**

7 **JAMES GHETTY**



1
2

Mad Scientist 0

When James enters a posse, place 4 ghost rock on him. The ghost rock may be used to pay for Shootout abilities (*it is not a bounty*). Discard his unused ghost rock after the shootout.

"He always seems to have a trick up his sleeve." —Max Baine

7 **1**

8 **JON LONGSTRIDE**



2
1

Noon: Unboot Jon's Horse.
You may use the Horse's ability an additional time.

"Mrs. Morgan hired me to take care of the horses, Mr. Baine. I need you to approve my request for a new stable."

4 **0**

8 **LANE HEALEY**



1
3

Lane gets +2 bullets while he has a Horse.

"Max, I understand the need for security, but if Healey keeps interfering with the law, he's gonna end up on the wrong side of it."
—Dave Montreal

6 **2**

9 **JARRETT BLAKE**



2
1

Shootout: If Jarrett has a Horse, swap him with one of your dudes in the posse (*Jarrett joins the posse. The other dude moves to Jarrett's location and is no longer in the posse.*)

"No matter how far we progress, men like Jarrett will always be the heart and soul of this company." —Max Baine

5 **1**

10 **HAROLD AIMSLEE**



1
3

Mad Scientist 2

Noon, Boot: Discard a card from your hand to get a non-Weapon Gadget from your discard pile. Show the card and add it to your hand.

9 **2**

J **RÉMY LAPOINTE**



1
2

Shootout, Pay 1-4 Ghost Rock: Rémy gets +1 bullets for each ghost rock spent, to a maximum rating of 5 bullets.

"Mon pistolet parle la langue universelle."

7 **1**

Q **MAX BAINE**



2
4

Max is worth 1 control point while you control 2 or more Ranches.

Your other dudes at Ranches get +1 influence and +3 value.

"Nathaniel Morgan's legacy is brimming with potential. And it's the greatest hope this town has of a future."

6 **3**

A **ALLIE HENSMAN**



2
0

Noon, Boot: If Allie is at the town square, she permanently gets 1 control point.

"Stay in the town, blend in. You're worth more as a pair of eyes than a gun." —Jonah Essex

2 **0**

2 **FRED AIMS**



2
?

Fred's influence is equal to his bounty.

"I don't rob banks because I need the money. I do it cause it ticks off those rich, uppity types. The money's just a nice bonus."

4 **0**

3 **LAWRENCE BLACKWOOD**



Noon, Boot: If Lawrence is at a deed you do not own, he is worth 1 control point while he stays at that deed.

"An ex-Confederate scout. Only match for his skill at getting out of trouble is his skill at getting into it." —Jonah Essex

3 **0**

4 **MARION SEVILLE**



Marion gets +2 bullets while he is wanted.

"Last man to point out that 'Marion' sounds like a girl's name had to go find himself a girl's name."
—Pancho Castillo

3 **1**

4 **SANFORD TAYLOR**



Noon, Boot: Call out a dude at this deed. If Sanford is wanted, the call-out cannot be refused.

"Sanford has it out for lawmen. Rumor has it he met Ghost Creek's former sheriff on the road, and gunned her down for fun." —Jonah Essex

5 **1**

5 **BARTON EVEREST**



If you reveal a cheatin' hand in Barton's shootout, raise your draw hand rank by 1 for this round.

"The real crime is letting a fool keep his money."

4 **1**

5 **PANCHO CASTILLO**



"I don't think the madame was too upset that I stole her jewels. Her heart? That's a different story."

5 **2**

6 **JONAH ESSEX**



Huckster 1

Other wanted dudes in Jonah's posse get +1 bullets.

"True power is not in a name or a bauble, but in your resolve. Yes, we follow you because you are Sloane. But you are Sloane because we follow you."

6 **2**

8 **SILAS AIMS**



Silas's bullets are equal to his bounty.

"My brother might not care about the enemies he makes. That's because I do it for him."

2 **0**

K **SLOANE**



Sloane's bounty cannot be reduced below 1.

Sloane and your other dudes at her location do not boot when forming or joining a posse.

"She wants this bellhole so badly, I've half a mind to give it to her."
—Dave Montreal

8 **3**

A **CLEMENTINE LEPP**



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

"I have yet to make headway with her, but, give me time."
—Pancho Castillo

3 **0**

2 **OLIVIA JENKS**

That schoolmarm don't take no guff. She's as good with a gun as she is with the kids.

3 **1**

3 **RAMIRO MENDOZA**

Whenever Ramiro joins a posse, pay 1 ghost rock. If you do not or cannot pay, discard him.

"Hired guns aren't anything new. Never met one who charges by the bullet before." —Lane Healey

3 **1**

4 **STEELE ARCHER**

Huckster 2

"For the right price, I can get you the information you need."

5 **1**

5 **TRAVIS MOONE**

Grifter (You may only have one Grifter in your starting posse.)

React, Boot: At the start of the game, shuffle your play hand into your deck and draw 5 cards.

"Oops, I messed that trick up! Lemme try again."

2 **0**

7 **ANDROCLES BROCKLEHURST**

Noon, Boot: Choose another player's dude at a deed you own but don't control. Gain ghost rock equal to that dude's influence.

"You have a court date in front of Judge Somerset? I'm afraid I will have to double my rate."

4 **1**

8 **STEVEN WILES**

"Sometimes you need an extra set of guns. I learned not to ask about his past. Just pay him, thank him, and walk away. But no man ends up like him without a story."

—Dave Montreal

1 **6**

9 **DR. DAWN EDWARDS**

Mad Scientist 0

If you discard Dawn as a casualty, you may search your deck for Eve Henry (if you don't already have her in play), and play her for free at this location.

Shuffle your deck.

5 **1**

J **CLINT RAMSEY**

"I do believe you are right, Kevin. That is the same man we saw in the North." —Ivor Hawley

5 **1**

Q **EVE HENRY**

Abomination

If you discard Eve as a casualty, you may search your deck for Dr. Dawn Edwards (if you don't already have her in play), and play her for free at this location.

Shuffle your deck.

5 **2**

A **BANK OF CALIFORNIA**

Public

Players cannot take ghost rock from the Bank's controller.

Would you care to make a deposit?

5 **3**

A **PONY EXPRESS**

Public

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

"It appears that Mrs. Morgan is on her way back, and that the claims were legitimate." —Max Baine

4 **2**

2 **GOMORRA PARISH**

Private • Holy Ground

Controller Noon, Boot: Ace a card from your hand to gain 1 ghost rock.

"Reverend Inbody can stir the soul like no other." —Abram Grothe

3 **1**

2 **THE TOWN HALL**

Government • Public

Controller React, Boot: At the start of the Upkeep phase, choose a dude at this location. Lower that dude's upkeep by their influence.

"Now all we need is a Mayor to run it." —Dave Montreal

5 **2**

3 **1ST BAPTIST CHURCH**

Private • Holy Ground

Raise the controller's hand size by one.

"We are the servants of the God of heaven and earth, and build the house that was builded these many years ago." —Exra 5:11

3 **0**

3 **YAN LI'S TAILORING**

Private

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

3 **2**

4 **B & B ATTORNEYS**

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).

Not sure who's more hated here... the criminals or those who defend 'em.

2 **1**

4 **DEAD DOG TAVERN**

Private • Saloon

Determine control of this deed using bullets instead of influence.

"Keep runnin' your mouth and the 'dog' won't be the only one dead." —Clyde Owens

4 **2**

5 **CHARLIE'S PLACE**

Public • Saloon

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

"Charlie Landers? He's mostly retired. He owns the saloon, but he spends most of his time on the road. Says this town has too many bad memories."

3 **2**

5 ♦ **PEARLY'S PALACE**



1 ♦

Public • Saloon

Controller React, Boot:
After a shootout starts but before any player makes a Shootout play, make a Shootout play.

5 ♦ **+3**

DTX 643-46

6 ♦ **KILLER BUNNIES CASINO**



1 ♦

Public • Saloon • Casino

The controller of this deed may discard one additional card each Sundown phase.

"The drinks might be a bit watered down, but Clementine more than makes up for it with her beauty."
—Pancho Castillo

4 ♦ **+2**

DTX 651-46

6 ♦ **STAGECOACH OFFICE**



1 ♦

Public

Controller React, Boot:
When you bring a non-token dude into play, place that dude at any location you control.

Drivers Wanted

1 ♦ **+0**

DTX 662-46

7 ♦ **BLAKE RANCH**



0 ♦

Private • Ranch
Out of Town

"My family has been raising horses since my great-grandfather. And lemme tell ya Elander, that mechanical monster is no horse."—Jarrett Blake

4 ♦ **+3**

DTX 671-46

7 ♦ **CATTLE MARKET**



0 ♦

Private • Ranch

This deed has 1 control point if another Ranch is in play.

All dudes have their value raised by 3 while at this deed.

4 ♦ **+2**

DTX 681-46

8 ♦ **CIRCLE M RANCH**



1 ♦

Private • Ranch

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

3 ♦ **+2**

DTX 691-46

8 ♦ **PAT'S PERCH**



0 ♦

Private • Strike
Out of Town

"No one is sure who Pat is, but there seems to be activity out there."
—Dave Montreal

1 ♦ **+1**

DTX 701-46

9 ♦ **BUNKHOUSE**



1 ♦

Private

Dudes with 0 or 1 influence, excluding any modifiers from this deed, have +1 influence while at this deed.

2 ♦ **+1**

DTX 711-44

9 ♦ **MORGAN RESEARCH INSTITUTE**



1 ♦

Private

Controller Noon, Boot:
Raise or lower the skill rating of a dude at this location by 2 (the skills are Huckster, Blessed, Shaman, and Mad Scientist).

5 ♦ **+3**

DTX 720-46



2 **BLUETICK**



Sidekick (This card can be discarded to cover one casualty.)

Noon, Boot: Move this dude to the same location as a wanted dude.

"One of those fellers gets your scent, you ain't gettin' away lest you shoot it. Of course you do that, you may as well get your own rope."—Silas Arms

2 DTE 83/46

2 **PEACEMAKER**



Weapon

This dude cannot be changed to a draw, and cannot have their bullets lowered by another player's Shootout ability.

"I wish I could say it brings me peace, or that it brings it to those I am forced to use it on. The one thing it brings, is justice."—Abram Grothe

2 DTE 83/46

3 **SHOTGUN**



Weapon

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

3 DTE 84/46

4 **WHISKEY FLASK**



Noon, Boot: Boot this dude and discard a card from your hand to draw a card.

"Just a little nip will keep you going all day."—Pancho Castillo

1 DTE 85/46

5 **MUSTANG**



Horse

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

"Mustangs like to roam. I do my best to raise them that way."—Jarrett Blake

3 DTE 86/46

5 **PEARL-HANDLED REVOLVER**



Weapon

This dude is a stud.

"I took this from a deputy I killed down south. The trigger is so smooth you barely even have to squeeze."—Sanford Taylor

1 DTE 87/46

6 **ROAN**



Horse

React, Boot: Prevent this dude from booting when they join a posse (this does not allow a booted dude to join a posse).

"Let the horse guide you. He knows the way better'n you do."—Jon Longstride

1 DTE 88/46

7 **AUTO-REVOLVER**



Weapon • Gadget • Difficulty 7

You may equip this Gadget as a Shootout play (pay all costs).

While this Auto-Revolver is in a shootout and you are forming a draw hand, when you redraw after discarding at least one card, you may draw one extra card.

1 DTE 89/46

7 **PINTO**



Horse

Shootout, Boot: Move this dude into a posse (without booting; this can move a booted dude).

2 DTE 90/46

8 **FLAME-THROWER**



Weapon • Gadget • Difficulty 8

This dude is a stud.

Shootout, Pay 1–3 Ghost Rock, Boot: Raise the bullets on this Gadget by 1 for each ghost rock spent. Each round's loser takes 1 extra casualty.

2

8 **FORCE FIELD**



Gadget • Difficulty 5

Repeat Resolution, Pay X Ghost Rock: Raise your draw hand rank by X for this round, but not to exceed your opponent's hand rank.

"Mr. Ainslee, do you think you can make them bigger? Big enough to protect a coach, or even a herd?" —Max Baine

1

8 **QUICKDRAW HANDGUN**



Weapon

Cheatin' Resolution, Boot: If you have a legal draw hand, exchange draw hands with the cheatin' player. Cheatin' cards cannot be played on you for this round of the shootout.

"Olivia carries hers everywhere, Dove. Gunsorr is dangerous." —Wylie Jenks

2

9 **MECHANICAL HORSE**



Horse • Gadget • Difficulty 5

Repeat Noon, Pay 2 Ghost Rock: Move this dude.

React, Boot: Prevent this dude from booting when they join a posse (*this does not let a booted dude join a posse*).

1

9 **TIN STAR**



Wanted dudes cannot refuse a call-out from this dude.

"I follow the path of truth and honor. If I ever stray, this badge and God's word will lead me back." —Abram Grothe

1

10 **DOYLE'S HOYLE**



Mystical

React, Boot: After this dude makes a pull, discard the pull to replace it with this card.

Resolution Boot: Discard a card from your draw hand to replace it with this card. If the discarded card was a 2, raise your hand rank by one.

3

J **BUFFALO RIFLE**



Weapon

If this dude is adjacent to the location of a shootout or a job's mark, they can join a posse, without moving or booting, even if booted.

2

Q **LEGENDARY HOLSTER**



Weapon • Mystical • Unique

Shootout Pull, Boot: If the pull is lower than this dude's bullets, ace one dude in the opposing posse.

"Remember the holster is a tool to make you stronger. But your strength within must be far greater." —Jonah Essex

4

K **AUTO CATTLE-FEEDER**



Improvement Gadget • Difficulty 7

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

Controller Noon, Boot: Gain 1 ghost rock.

"Who cares if it's safe? It works and it makes us money." —Eustace True

0

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 DTR 193-144

3 **ACE IN THE HOLE**



Hex

React Hex 6, Boot: When you reveal your draw hand in a shootout, boot this Huckster. Ace a card in your draw hand. Replace it with a card from your play hand.

"Things are not always what they seem, friend." —Steele Archer

0 DTR 193-144

10 **SHADOW WALK**



Hex

Noon Hex 7, Boot: Move this Huckster to any location.

Shootout Hex 7, Boot: Move this Huckster to join your posse. You may make another Shootout play.

0 DTR 193-144

Q **BLOOD CURSE**



Hex

Noon Hex 9, Boot: A dude at this or an adjacent location gets -1 influence and -1 bullets.

Shootout Hex 9, Boot: One opposing dude gets -2 bullets.

"Feelin' queasy there, pardner?"

1 DTR 193-144

K **RAISING HELL**



Hex

Shootout Hex 8, Boot: Ace a card from your play hand. One Abomination from your Boot Hill enters play (pay all costs) and joins this Huckster's posse. Ace this card.

0 DTR 193-144

A **ESTABLISHIN' WHO'S IN CHARGE**



Noon Job: Mark an in-town deed. If successful, the deed permanently gains 1 control point.

"You're right, a little piece of paper from the bank isn't what makes this land mine. It's that little piece of paper and my friends with the guns." —Lane Healey

1 DTR 193-144

A **HIRED GUNS**



Noon: Place a dude from your discard pile into your hand.

"Their aim don't matter if there's enough of 'em."

1 DTR 193-144

A **LADY LUCK**



Noon: You can discard as many of your cards as you like during Sundown.

"It seems that Lady Luck was smiling upon me. Turns out that she was just leading me on before shooting me in the back." —Steele Archer

0 DTR 193-144

2 **BOTTOM DEALIN'**



Cheatin' Resolution: Discard the cheatin' player's draw hand and replace it with the top five cards of your deck (those cards still go to your discard pile).

0 DTR 193-144

2
♣ **MAKE THE SMART CHOICE**



Shootout: Reduce a dude's bullets by their influence. The dude's controller may move them home booted (even if already booted).

"The best way to win a fight is to avoid the fight altogether."
—Dave Montreal

0
DTR 112-146

2
♣ **TRESSPASSIN'**




Noon: Choose a Private deed you own. Other players' dudes there must move home booted, or gain 1 bounty each.

"Fred, next time we need to hole up someplace, we should probably make sure whoever's there ain't worse than the law." —Silas Aims

0
DTR 110-146

3
♣ **AUCTION**



Noon: Choose a deed in play. It becomes Private. If you own and control that deed, gain 1 ghost rock for each dude controlled by another player at that deed.

0
DTR 111-146

3
♣ **THE STAKES JUST ROSE**



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

"You didn't expect the sheriff to come alone, did you?" —Lucy Clover

0
DTR 112-146

3
♣ **SUN IN YER EYES**



Shootout: Choose a dude in this shootout. That dude gets -2 bullets (minimum 0) and becomes a draw.

*Duel at high noon? Make it six a.m.
I do my killing before breakfast.*

0
DTR 113-146

4
♣ **AMBUSH**



Noon Job, Boot: Mark a dude. If the mark is not wanted, raise the bounty on each dude in your posse by 1. If successful, ace the mark.

"Going somewhere, Hoss? The boss wants to talk to you." —Fred Aims

4
DTR 114-146


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.

0
DTR 115-146

4
♣ **WAR PAINT**



Noon: One of your dudes gets +2 bullets.

"They do it to intimidate their enemies. Since you are taking the herd the long way around to avoid them, it obviously worked." —Jon Longstride

0
DTR 116-146

5
♣ **BAD COMPANY**



Noon: Choose a wanted dude. That dude gets +3 bullets and is a stud. If any player collects bounty on that dude this turn, they gain 4 extra ghost rock.

"They'd never have put such a bounty on my head if they thought anybody'd live to claim it." —Jonah Essex

0
DTR 117-146

5
♣ **HIDING IN THE SHADOWS**



Noon: Choose one of your dudes. Other players cannot choose or affect that dude with Shootout abilities.

0 DTR 178-149

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*).

"Why waste the bullet?"
—Wendy Cheng

0 DTR 179-148

6
♣ **CONCEALED WEAPONS**



Noon: Your dudes may attach goods and spells (*as Shoppin'*) at any location, and as Shootout plays.

"What else have you got under that dress?" —Pancho Castillo

0 DTR 179-149

6
♣ **HOT LEAD FLYIN'**



Headline
React: After you take casualties for losing a round of a shootout, pull. For each dude you discarded or aced as a casualty this round with a value higher than the pull, the winner takes 1 casualty.

"The more people you have shooting, the more chance of someone getting hit."
—Steven Wiles

0 DTR 179-148

6
♣ **ONE GOOD TURN...**



Noon: Draw a card.

Cheatin' Resolution:
Gain 3 ghost rock.

0 DTR 179-148

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.

"Welcome to the circus!" —Bobo

0 DTR 179-148

7
♣ **PINNED DOWN**



Shootout: Choose a dude. They must be selected as the first casualty. If that dude is chosen as the shooter, they get -3 bullets (*minimum 0*).

"Pokin' out your head is liable to get it blown clean off."

0 DTR 179-148

7
♣ **RUN 'EM DOWN!**



Noon: Choose any number of your dudes, each with a Horse, at one location. Move them to an adjacent location that has an opposing dude without a Horse. Boot that dude. You may call that dude out.

"You can run, but—actually, scratch that. You can't run." —Lane Healey

0 DTR 179-148

8
♣ **BOUNTY HUNTER**



Noon: A 2-stud Gunslinger token enters play at a wanted dude's location. The Gunslinger calls out that dude, who cannot refuse. Remove the Gunslinger token from the game after the shootout.

2 DTR 179-148

8
♣ **RESERVES**



Noon: Gain 1 ghost rock.

"Even in these forsaken parts, I find it pays to sock something away for a rainy day." —Max Baine

0
DTC 172-146

8
♣ **RUMORS**



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

"A crazed gunman, a wild dog, a shambling horror—those I can handle. Venomous words like these, I stay far away from." —Abram Grothe

0
DTC 128-146

9
♣ **CHEATIN' VARMINT**



Resolution: Pay 5 ghost rock to lower a player's draw hand by 2 ranks.

Cheatin' Resolution: Lower a player's draw hand by 2 ranks.

0
DTC 179-146

9
♣ **FRESH HORSES**



Noon: Unboot all your Horses at one location. Any abilities on the Horses that have been used can be used an extra time.

"I don't know what they're feeding those horses at the Morgan ranches, but it's given them the persistence of Death himself, plus the glossiest coats I've ever seen." —Pancho Castillo

0
DTC 170-146

9
♣ **MAGICAL DISTRACTION**



Cheatin' Resolution: Discard a spell from your dude in this posse and pull. Your draw hand rank equals the value of your pull (to a maximum rank of 11).

0
DTC 171-146

10
♣ **EXTORTION**



Noon: Choose a deed that you control but do not own. Gain ghost rock equal to its production.

"Give a dimwit a gun and he thinks he's king of the whole danged world." —Philip Swinford

0
DTC 172-146

10
♣ **RECRUITMENT DRIVE**



Noon Job: Mark the town square (any player may oppose the job). If successful, put a dude or deed into play from your discard pile, reducing its cost by 5 ghost rock.

"I always have work for hardy folk who don't ask a lot of questions." —Ivor Hawley

1
DTC 155-146

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.

I told you, I do my killing before breakfast.

0
DTC 134-146

J
♣ **A COACH COMES TO TOWN**



Noon Job: Mark the town square. If successful, gain 4 ghost rock. If not, each player with a dude in the opposing posse gains 4 ghost rock.

"Mr. Baine, Lane Healey is doing an excellent job defending our shipments. I just wish we didn't need the likes of him." —James Gberty

0
DTC 05-146

J
♣ **HEX SLINGIN'**



Resolution: Discard a Hex from your dude in this posse to raise your draw hand rank by 2.

"Power comes not in might, but in knowing how to overcome might." —Jia Mien

0
DTR 176-146

J
♣ **THIS IS A HOLDUP!**



Noon: Boot your dude at a deed you don't own to take ghost rock from the owner up to the production of that deed. Raise the bounty on your dude by the amount of ghost rock taken.

0
DTR 177-146

Q
♣ **CLEAR OUT!**



Noon: Move your dude to a deed that you own but do not control.

"I'm getting sick of these freaks! Can't a man get a moment of peace around here?" —Tommy Harden

0
DTR 178-146

Q
♣ **MISSED!**



Shootout: Unboot one of your dudes in this posse.

"It ain't often you get a second chance like this. Try not to waste it." —Jonah Essex

0
DTR 179-146

Q
♣ **TAKIN' YA WITH ME**



React: After you take casualties for losing a round of a shootout, your opponent takes 1 casualty unless each dude in their posse has higher bullets than the highest bullets among your casualties.

0
DTR 180-146

K
♣ **GOOD STIFF DRINK**



Noon: Choose a dude's ability that has been used. That ability can be used another time.

"Got anything stronger?" —Prescott Utter

0
DTR 181-146

K
♣ **POINT BLANK**



Resolution: Boot your stud dude in this posse. Your opponent must ace a dude in their posse with lower bullets than your dude's bullets.

"At that kind of range, you're sure to hit something."

0
DTR 182-146

K
♣ **A SECRET TUNNEL**



Noon: Move your dude from one in-town deed you own to another in-town deed you own (*without booting*). Make another Noon play.

"It's a hoot watchin' the schoolmarm chasin' them 'Jackalope Gang' kids around town!" —Prescott Utter

1
DTR 183-146

JOKER



This card can only be used for draw hands and pulls. You choose its suit and value. Ace the joker after use.

0
DTR 144-146

