

THE SANATORIUM

Noon, Boot: Choose your dude and another dude at the same or adjacent location. Your dude gets either +1 influence or +1 Huckster skill. The other dude gets -1 bullets and -1 value.

18

3

ABRAM'S CRUSADERS

Your Deputies with a Melee Weapon have +1 bullets.

Your Deputies with a Miracle have +1 influence.

Noon, Boot: One of your dudes gains the Deputy keyword.

18

3

DEN OF THIEVES

Your starting posse may contain up to two Grifters. Your Grifters each have their cost reduced by 1.

React, Boot: When draw hands are revealed, add 1 bounty to one of your Grifters to increase your hand rank by 1. Your hand is considered illegal. Gain 1 ghost rock.

17

3

ASAKICHI COOKE

Noon: Discard a card. Move one of your other dudes from this location (*without booting, even if booted*).

"When I saw what they did to that poor girl, I had to step in. She's been a daughter to me ever since."
—Forster Cooke

3

0

1

3

0

EMRE, THE TURKISH BEAR

Kung Fu 0

React: After any dude at this location pulls for a Technique, pull and use that value instead. Emre becomes a stud until the end of the turn.

5

2

1

3

1

MICHAEL "THE BADGER" DODGE

Kung Fu 0

While The Badger has a Melee Weapon, he is a stud.

Shootout, Boot: Boot an opposing dude. The Badger gets -3 bullets if the opposing posse has more unbooted dudes than your posse. Pull. If the pull is not a club, the dude you booted gets -3 bullets.

6

3

1

4

1

JIM CHEVEYO

While at the same location as a Spirit, Jim has +1 influence and is a stud.

"I never had the patience to commune with the spirits, but they seem to like me anyway."

6

2

1

4

1

ENAPAY

Shaman 1

Enapay has +2 influence during High Noon.

Noon, Boot: Another dude at this location gets +1 influence.

8

0

1

3

1

DANNY WILDE

Danny cannot be called out by dudes with lower influence (*not even through card effects*).

"I've danced the Ghost Dance alongside the Paiute, rode to war with the Apache and against them. Why would I care what you think about me?"

9

2

1

3

1

9 **DABNEY SCUTTLESBY**

1
2

Mad Scientist 2

Dabney can only invent Mystical Gadgets.

Dabney can invent Mystical Gadgets and trade them to other dudes while in the town square.

"It's excellently adapted to carry off superfluous bile, amend the appetite, and remove habitual costiveness for just \$5 a bottle."

4 **1**

K **IVOR HAWLEY**

2
3

Abomination • Experienced 1 • Huckster 3

If your outfit is , Ivor's cost is reduced by 1 (to a minimum of 0) for each Abomination in play and in any Boot Hill.

React: After Ivor enters play from your hand play up to two Hexes or Abominations from your Boot Hill. Reduce those cards' costs by 3 each.

"It's showtime."

9 **2**

10 **DEBORAH WEST**

3
1

Deputy • Union • Blessed 0

Deborah is a stud while she is the leader (during a job or callin' out).

"You don't need eyes to see how much you need help, Brother Abram. Ask and ye shall receive."

6 **1**

K **ABRAM GROTHE**

3
3

Deputy • Experienced 2 • Blessed 1

If your outfit is , Abram's cost is reduced by the total bounty on other players' dudes (to a minimum of 0).

Noon/Shootout, Boot: Unboot all your Deputies at this and adjacent locations.

"The Lord is on my side; I will not fear: what can man do unto me?"

10 **3**

8 **"DEAD" BILLY JONES**

3
1

Confederate • Harrowed

Noon: If you control a Ranch, choose a dude with a Horse in this or an adjacent location. Move that dude to another location.

"I ain't goin' near them... things. Billy can look after 'em."
—Jarret Blake

5 **1**

K **LILLIAN MORGAN**

1
5

Experienced 1 • Huckster 2

If your outfit is , Lillian's cost is reduced by 1 for each Horse and Ranch you control.

Noon/Shootout: Play an action from your discard pile (as if it were in your hand). After that card resolves, boot a spell on Lillian or ace that action.

10 **3**

7 **SAMANTHA "SAMMY" COOKE**

3
1

Noon, Boot, Pay 1 Ghost Rock: Discard a goods card attached to a dude at this location. Sammy gains 1 bounty. If the discarded goods card was a Horse, pull. If the pull is higher than the Horse's value, attach it to Sammy instead.

"If possession is 90% of the law, the other 10% is a fast horse. Now I have both."

5 **1**

K **SLOANE**

4
3

Experienced 1

If your outfit is , Sloane's cost is reduced by the number of wanted dudes you control.

When Sloane enters play, unboot each of your wanted dudes.

Sloane gets 1 bounty for each dude you unbooted.

9 **3**

6 **MARGARET HAGERTY**

2
1

Union • Mad Scientist 1

Margaret gets +3 to her Mad Scientist skill while inventing Gadget dudes.

Each Gadget dude at Margaret's location has -1 upkeep.

"Madness? No. This is the only thing that makes sense."

4 **1**

8 ♠ **THE WRETCHED**

Abomination • Mystical • Non-Unique
Gadget • Difficulty 9

The Wretched must be invented by a Mad Scientist. It enters play at the Mad Scientist's location (*but does not attach*).

After The Wretched enters play, ace a dude you own and control in the same location. The inventing Mad Scientist gains 2 bounty (*if still in play*).

2 **1**

"WHY?"

4 ♦ **THE EXTRA BET**

Private • Casino • Seedy

React, Boot: After all players ante for lowball, add 1 additional ghost rock from your stash to the pot. After you draw your lowball hand, you may discard a card from your draw hand and replace it with the top card of your deck.

4 **+1**

5 ♦ **MORGAN MINING COMPANY**

Private

This deed has +1 production for each Strike you control.

"Finally! A chance to make some real money in this stinkin' cowtown."
—Lula Morgan

3 **+1**

7 ♦ **QUARANTINE TENT**

Public

Dudes at this deed ignore all penalties to bullets, value, and influence (*the penalties resume when the dudes leave this location*).

Controller Noon, Boot: Boot your dude at this location to unboot your outfit. You may use its abilities an extra time this turn.

3 **+0**

8 ♦ **COOKE'S NIGHTCAP**

Private • Saloon

This deed has 2 control points while controlled by a player other than its owner.

"Our home away from home."
—T'ou Chi Chow

2 **+3**

2 ♥ **MUTANT CATTLE**

Sidekick • Gadget • Difficulty 9

After this card is discarded as a casualty for losing a round of a shootout, the winner pulls. If they have a dude in their posse with a value lower than the pull, they must take one casualty.

2

7 ♥ **MONTE BANK**

Cannot be traded.

Monte Bank's cost is reduced by 2 when attaching it to a Grifter. A dude cannot have more than one Monte Bank attached.

This dude gains the Grifter keyword (*after attaching*).

2 **+1**

9 ♥ **WENDY'S TEETHKICKERS**

Attire

React, Boot: After another player's dude goes home booted from this location, this dude gets +1 influence until the end of the turn. Unboot this dude.

2 **+1**

K ♥ **RICH MAN'S GUARD DOG**

Gadget • Difficulty 6

You may immediately play this Gadget when another player reveals an illegal draw hand. If this Gadget is invented while you are in a shootout, attach it to a dude in your posse.

Cheatin' Resolution: Pull. If the pull is equal to or higher than the value of the opposing shooter discard them, otherwise send them home booted.

2

3 **FIERY RHETORIC**

Miracle

Noon Job Miracle 6, Boot: Mark the town square. If successful, this dude gets control points (until the end of the turn) equal to the number of wanted dudes controlled by other players.

2

Illustration by: Mike Johnson, © 2015, AEG

4 **STRENGTH OF THE ANCESTORS**

Spirit

Noon Spirit 5, Boot: This dude gets +3 bullets, becomes a stud, and other players' card effects cannot boot them or send them home booted. These effects end if this dude leaves this location (or at the end of the turn).

"The journey of the warrior encompasses far more than physical strength." —Black Elk

0

Illustration by: Riccardo Ruffini, © 2015, AEG

6 **PHANTOM FINGERS**

Hex

Noon/Shootout Hex 6, Boot: Choose a goods card attached to an opposing dude in this or an adjacent location. Boot it, and it loses all traits, abilities, and bullet bonuses. If it's Mystical or a Gadget, draw a card.

"A flick of the wrist and they'll never know what hit them." —Ivor Hawley

0

Illustration by: Andrew Galt, © 2015, AEG

8 **DUMBSTRUCK**

Miracle

Noon/Shootout Miracle 9, Boot: This dude cannot be booted or moved by other players' card abilities. Unboot this dude.

"She can shoot a flea off a horse's ear at fifty yards... with her off hand."
—Abram Grothe

2

Illustration by: Mike Johnson, © 2015, AEG

9 **RED HORSE'S TAIL**

Spirit • Totem

Noon Spirit X, Boot: X is the value of a dude at this location. Boot that dude.

Shootout Spirit X, Boot: X is the grit of an opposing dude. Send that dude home booted.

1

Illustration by: Riccardo Ruffini, © 2015, AEG

K **FIRE OF NANAHBOZHO**

Spirit • Totem

Can only attach to a deed. This deed gains the Holy Ground keyword. Shamans get +2 to their Shaman skill while at this deed.

Noon/Shootout Spirit 10, Boot: Unboot a dude at this deed. Make another play.

0

Illustration by: Riccardo Ruffini, © 2015, AEG

A **CIVIL WAR**

Noon: Choose two dudes controlled by the same player in one location. Their controller moves one of those dudes to another location (without booting, and even if booted).

"I'll burn this company to the ground before I give any more of it to you!"
—Lillian Morgan

1

Illustration by: David Hume, © 2015, AEG

5 **RABBIT'S DECEPTION**

Technique • Tao of the Jade Rabbit

Shootout Tao Technique: If successful, send this dude home booted. If your dude was unbooted when you played this card, you may also send an opposing dude home booted. **Combo** if there is a stud in the opposing posse.

0

Illustration by: David Hume, © 2015, AEG

6 **A HERO'S PASSING**

Condition

Play only if a dude has been aced this turn.

While this card is attached to your home, increase your maximum hand size by one. Discard this card when a dude you own is aced.

Noon Job: Mark your home. If successful, attach this card to your home and draw two cards.

0

Illustration by: Riccardo Ruffini, © 2015, AEG

8
♣ **TUMMY TWISTER**



Condition
While attached to a deed, this card attaches to the first dude to move here (the winner chooses in case of a tie).
A dude with this card attached has +1 upkeep.
Noon: Attach this card to a deed.
1 "I ain't seen a doctor in 20 years, and I ain't gonna start now!" —famous last words

Illustration: Riccardo Buioli '04 & © 2011 AEG

9
♣ **BACKROOM DEALS**



React: Play when an opposing dude is discarded during the Upkeep phase. That dude remains in play instead. You control them until the end of the turn.
React: Play at the start of the Upkeep phase to give one of your dudes -2 upkeep until the end of the phase.
0 "Nice to meet a Morgan who shares my interests." —Lane Healey

Illustration: Morgan Deaux '04 & © 2011 AEG

Q
♣ **FORCED QUARANTINE**



Condition
Discard this dude at the end of the turn.
Noon Job, Boot: Mark an opposing dude whose current influence, bullets, or value are lower than their printed values. If successful, boot the mark, attach this card to them, and your leader gets one permanent control point.
0

Illustration: Morgan Deaux '04 & © 2011 AEG

DEVILS JOKER



This card is used only for draw hands and pulls. You choose its suit and value. While this card is in your draw hand, your hand is illegal. Increases your hand rank by 2. Ace the joker after use.
1

Illustration: Riccardo Buioli '04 & © 2011 AEG

DEVILS JOKER



This card is used only for draw hands and pulls. You choose its suit and value. While this card is in your draw hand, your hand is illegal. Increases your hand rank by 2. Ace the joker after use.
0

Illustration: Riccardo Buioli '04 & © 2011 AEG