

7 **SHIZENG LU**

Kung Fu 1

While your stash has less ghost rock than each other player and another player owns this location, Shizeng Lu is worth +1 control point, and this location has -2 control points and does not unboot during the Sundown phase.

2 **0**

9 **FORSTER COOKE**

While Forster is at a Saloon or Casino, your other dudes have +1 bullets and +1 value.

"I hear more confessions than a priest. Those kinds of secrets can come in handy."

4 **1**

4 **JOSEPH DUSTY HILL**

Shaman 1

While Joseph has a Spirit, he has +1 influence.

While Joseph has an Attire, he has +1 bullets and +2 Shaman skill.

"He's lookin' sharp and lookin' for trouble."
—Richard Faulkner

3 **1**

7 **MARIEL LEWIS**

Shootout: If your posse has higher total influence than the opposing posse, remove a dude from the opposing posse and send them home without booting.

"Tondzaosha's body wasn't even cold when they spat on his memory. I'm a Warden now, because I won't be Shosbone."

5 **1**

10 **THE TATTOOED MAN**

Abomination • Huckster 3

Whenever an ability discards a Hex on The Tattooed Man, you may place it into your hand instead.

Whenever an ability aces a Hex on The Tattooed Man, you may place it into your discard pile instead.

"Long before you knew me, you were wishing me on someone else."

7 **1**

7 **RIORDEN O'LITHEN**

Blessed 1

Noon: Boot a spell on Riorden to give a dude at this or an adjacent location 1 bounty. Discard the spell if the dude was not wanted when you used this ability.

"Let this wicked town not drag you into sin! Judgment awaits the quick and the dead!"

5 **1**

6 **"LUCKY" SKY BORNE**

Mad Scientist 1

You may include a Sidekick goods in your starting posse as if it were a dude, and attach it to Sky at the start of the game. If it's a Gadget, shuffle your deck, and Sky invents it as normal.

"Magnificent specimens, aren't they, Martin?"

2 **1**

4 **MIRANDA CLARKE**

While Miranda has a control point, she has +2 influence.

While Miranda has at least 2 bounty, she has +2 bullets.

"What can I say? A gal just needs to feel wanted."

3 **1**

6 **ELLIOT SMITHSON**

React: After Elliot goes home booted following a successful job initiated by a dude's ability or an action card, unboot the leader and gain 1 ghost rock.

"Makin' the money's almost as fun as spending it!"

4 **0**

2 **SHELBY HUNT**

2 **0**

Shootout: If a dude in the opposing posse has higher bullets than Shelby, Shelby gains +1 bullets, is a stud, and cannot be affected by other players' Shootout abilities.

"I thought everything was bigger in Texas... until I saw my first Maze Dragon."

4 **0**

A **THE JOKER'S SMILE**

0

Private • Casino • Saloon

Whenever a joker is aced during lowball, the controller gains 1 ghost rock.

Controller Noon, Boot: Discard a joker to gain 1 ghost rock and draw a card.

Controller Noon, Boot: Pay 1 ghost rock to move a joker from your Boot Hill to your discard pile.

1 **+0**

9 **OLD MARGE'S MANOR**

1

Private

The controller can use ghost rock on this deed to pay for action cards or gadget abilities during shootouts.

React, Boot: Before making a play, move all ghost rock counters (*not bounty*) from a card you control to this deed.

Noon, Boot: Place 1 ghost rock on this deed.

2 **+1**

5 **XEMO'S TURBAN**

+1

**Experimental • Attire
Gadget • Difficulty 8**

Repeat Noon, Boot: Pull. If the pull is not a club, you may pay 1 ghost rock to draw a card, discard a card, and unboot Xemo's Turban.

A relic from the past may reveal the future.

0

J **BLIGHT SERUM**

1

While this card is attached to a deed, after a dude moves here, move that dude home booted and ace this card.

Noon, Boot: Attach this card to this deed.

*"All smell is disease."
—Sir Edwin Chadwick*

1

Q **GUIDE HORSE**

Horse

Noon, Boot: Move this dude to the town square.

*"The horses know the route. If I could just train them to drag their riders out of saloons, we'd be all set."
—Jon Longstride*

1

Q **MARTY**

Sidekick

Can only attach to a Mad Scientist. This dude has +1 Mad Scientist skill.

React, Boot: After this dude boots to invent a gadget, unboot him.

"Yes, Dr. Borne. Whatever you say, Dr. Borne."

2

A **RIGHTEOUS FURY**

Miracle

Shootout Miracle 8, Boot: If you win this round, your opponent suffers two additional casualties.

Shootout Miracle 12, Boot: Your opponent suffers two additional casualties this round. Ace this card.

2

7 **OWL'S INSIGHT**

Spirit

Cheatin' Resolution Spirit 5, Boot: Attach any number of goods or spells from your play hand (*as shoppin'*) reducing the cost of each by 1. Draw cards until your hand is at its maximum size.

0

J

♣

OUTGUNNED

Resolution: If your posse has a higher total bullet rating than the opposing posse, boot your shooter to increase your hand rank by two.

"Peace through superior firepower."
—Elander Boldman

0

FP 2/21

Q

♣

MARTYR'S CRY

Resolution: Discard a Miracle from a dude in your posse to reduce your casualties by three. If your opponent has an illegal draw hand, reduce your casualties by five instead.

0

FP 2/21

K

♣

DELIBERATE INFECTION

Condition

This dude has +1 upkeep and -1 influence.

Cheatin' Resolution: The cheatin' player attaches this card to one of their dudes. Send that dude home booted. If this is a shootout, you choose the dude.

"Here, Lillian dear... use my handkerchief."
—Lula Morgan

2

FP 2/21