

J **SOPHIE LACOSTE**



Repeat Noon: Pay 1 ghost rock. If Sophie is in a Public location, one of your other dudes at this location gains +1 influence.

"You know how to catch someone's eye? Tell them to look away."

4 **1**

5 **"CRAZY" MIKE DRAKSIL**



When Mike calls out a dude with lower influence, the mark's controller must discard a card as an additional cost to refuse the call out.

"He's loyal, but the chip on his shoulder makes him a bit top-heavy."
—Chief Stephen Seven-Eagles

5 **1**

8 **HORACE MANSE**



Transient

React: After Horace enters play, take an Abomination from your Boot Hill into your play hand and discard a card.

"Try to rest, friend. It will all be over soon."

1 **2**

Q **JIA MEIN**



Experienced 1 • Huckster 1

Noon: Play a Condition Noon action, reducing its cost by 2, to make Jia a stud.

Noon: Boot a spell on Jia and pay 1 ghost rock to take a Condition from your discard pile into your hand.

7 **1**

3 **JANOSZ PRATT**



Deputy • Mad Scientist 1

Shootout, Boot: Choose a Gadget Weapon in your discard pile. Janosz invents that card without booting, reducing its cost by 2. If successful, attach it to any of your dudes in the shootout. Discard it at the end of the turn.

3 **0**

8 **VASILIS THE BOAR**



Deputy

While Vasilis is in a shootout, each wanted dude in the opposing posse has -2 value.

Shootout: Use the Shootout ability of a Weapon on Vasilis (even if that ability has already been used), ignoring any boot cost, then ace that Weapon.

"Guess they don't make guns like they used to."

4 **2**

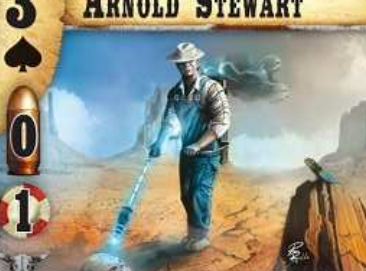
2 **LUKE, THE ERRAND BOY**



Noon/Shootout: Move a Gadget from your dude in this or an adjacent location to another of your dudes in this or an adjacent location.

1 **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.

"No prospect too big or too small."

4 **0**

J **RICK HENDERSON**



React, Boot: After a dude goes home booted from this shootout, their owner must give you 1 ghost rock or discard them.

"That's right, everything in the wallet. And I'll take that stash in yer boot too!"

4 **1**

6 ♠ **WILLA MAE MACGOWAN**

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

"That's enough, Esther! I will not listen to any more of your childish stories about cookie-stealing goblins!"

1 **0**

3 ♦ **THE ORPHANAGE**

Private • Government

Controller Noon, Boot: All deeds with 2 or more control points have -1 control point and +2 production until after the next Upkeep phase.

2 **+1**

6 ♦ **THE PLACE**

Public • Saloon

Increase the production of the leftmost deed in each other street by 2.

"If you need to ask what it's called, chances are you can't afford it."

—Lula Morgan

4 **+4**

2 ♥ **HAWLEY'S ROSE**

Attire

This dude gains the Abomination keyword.

During Sundown, this dude has +1 influence, and +1 additional influence if there's an opposing dude at this deed.

"So rare... but delightfully useful."

—Ivor Hawley

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7 ♥ **LEMAT REVOLVER**

Weapon

Cheatin' Resolution, Boot: Increase your hand rank by this dude's bullet rating.

Resolution, Boot: Only use this ability if this dude is a stud. If, by including the top card of your discard pile with your draw hand, you have three pairs (of different values), increase your hand rank by this dude's bullet rating.

2

J ♥ **YAGN'S MECHANICAL SKELETON**

Weapon • Attire • Horse Gadget • Difficulty 9

This dude gains the Gadget keyword and has +3 value.

Opposing cards cannot boot or move this dude.

2

4 ♥ **FOOL'S GOLD**

Hex • Seedy

React Hex 5, Boot: Use after all players ante for lowball, if this dude is in the town square. If successful, move 1 ghost rock from the pot into your stash and increase this dude's bounty by 1.

"You can't lose what you don't put on the table."

1

5 ♥ **MOTHER BEAR'S RAGE**

Spirit • Totem

Noon Spirit 5, Boot: A 2-stud Nature Spirit comes into play at this location or an adjacent deed and calls out a dude there.

"It seems a sound thrashing is the only way anyone learns anything around here."

—Kabeda Hakurei

1

A ♣ **FOCUSING CHI**

Feat • Technique

If revealed for a Technique pull, you may unboot this dude, look at the top three cards of your deck, and discard any of them. Return the rest to your deck in the same order.

Noon/Shootout Technique: Place this card on top of your deck, or draw a card.

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♣ **MUGGING**



Noon Job: Mark an opposing dude. Boot up to two cards attached to the mark. If the job succeeds, send the mark home booted, and you may ace up to two booted cards attached to the mark.

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9
♣ **SIGNING OVER THE STORES**



Noon Job: Mark the town square. If successful, discard up to five cards from the top of your deck, then attach up to three different goods cards from your discard pile to your dudes (*as shoppin'*), reducing their cost by 2 each. If this job was unopposed, unboot your leader.

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10
♣ **NO FUNNY STUFF**



Headline (*only one headline may be played per shootout*)

Shootout: Shootout, React, and non-Cheatin' Resolution abilities cannot be used during this shootout. As a Shootout play, any player may discard two random cards from their hand to end this effect.

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