

7 **CARLTON "MIN" RUTHERFORD**

Kung Fu 2

Noon, Pay 1 Ghost Rock:
If you have less ghost rock in your stash than each other player, unboot Carlton.

"I learned more in one day with Master Fu than in all my time at Oxford."

6 **0**

10 **LUCRETIA FANZINI**

Blessed 1

While in the town square during an in-town shootout, Lucretia may use abilities on her Hymns as if she were in your posse.

"If she ever sang a dirge, folks'd be lining up to die."
—T'ou Chi Chow

4 **1**

2 **RHONDA SAGEBLOSSOM**

Shaman 0

Rhonda's Horse has the Sidekick keyword.

Whenever you discard a Sidekick from Rhonda to cover casualties, you may return it to your hand instead.

2 **1**

8 **FRANCISCO ROSALES**

Noon Job, Boot: Mark the town square. If successful, search your discard pile for a Sidekick or Horse and attach it to one of your dudes, reducing its cost by 2.

"No one knows why critters like him so much. Must just have one of those faces."
—Laughing Crow

5 **0**

7 **AMBROSE DOUGLAS**

Noon: Discard a card to give Ambrose +1 influence. If you discarded a spell or Mystical goods, you may unboot your outfit and its abilities may be used an additional time.

"For this sort of transaction, I don't take... money."

2 **0**

4 **CONSTANCE DAUGHTRY**

Deputy

During High Noon, Constance has +1 influence while at a Government deed.

React: After you resolve an ability printed on your outfit, unboot Constance.

"Why, oh why, couldn't I have found a quiet little library to run?"

4 **1**

J **TALLULAH "LULA" MORGAN**

Experienced 1

If your outfit is ♣, Lula has -1 upkeep per control point you have.

Whenever you gain ghost rock from an ability during High Noon, gain 1 ghost rock.

"Ah told ya this company'd be mine. Now, what to do next..."

7 **2**

6 **DARRAGH MÈNG**

Huckster 3

After Darragh successfully casts a spell and the spell is still in play, discard the spell.

"The card tables in Gomorra have truly become an assembly of the strange lately."
—Steele Archer

1 **0**

4 **OL' HOWARD**

Abomination • Grifter

A deed with this card attached has 0 production and 0 control points, which cannot be modified.

React: At the start of the game, search your deck for a deed and play it, paying all costs. Ol' Howard attaches to that deed, and permanently becomes a Condition and not a dude.

"YOU CAN HAVE NOTHING!"

2 **0**

4 **THEO WHATELEY-BOYER**



Huckster 0

React, Pay 1 Ghost Rock: When you discard a lowball hand containing a joker, attach the joker to Theo (*do not ace it*).

Resolution: Boot a Hex on Theo to discard a card from your draw hand and replace it with an attached joker.

"We need you, Nic. Your family needs you."

5 **"MAHOGANY" JACKSON**



Kung Fu 1

Whenever Mahogany joins a posse, discard the top two cards of your deck.

She's a one woman wrecking crew... and Gomorra ain't gonna know what hit it!

7 **TRAVIS MOONE**



Grifter • Experienced 1

React, Boot: After an opponent draws a card (*into their play hand*) from a card effect, draw two cards.

"And here y'all thought I was a one-trick pony. But I've always known... I'm the real deal."

10 **HENRY MORAN**



Seedy

If Henry is unbooted when you would reveal an illegal draw hand during lowball, boot Henry, discard the illegal hand, and reveal the top five cards of your deck as your hand instead.

*"He makes Bob Bidwell look like the luckiest duck there ever was."
—Xiong "Wendy" Cheng*

A **GOMORRA LOT COMMISSION**



Private • Core

You may start with this deed in play in place of one dude.

Controller Noon, Boot: Discard a deed from your hand to gain 1 ghost rock. You may move one of your dudes to a deed with a name that matches the discarded deed.

2 **WAGNER MEMORIAL RANCH**



Ranch • Private • Core

You may start this deed in play in place of one ♠ dude.

Controller React, Boot: Before your dude makes an invention skill test at this deed, reduce its difficulty by 2. If successful, unboot the dude. If the invented Gadget was a Horse or Improvement, this deed gains +1 production permanently.

3 **NOTARY PUBLIC**



Private

Controller Noon, Boot: Boot a Government or Public deed that you own or control on this street. If you booted a Government deed, give a dude 1 bounty. If you booted a Public deed, you may move one of your dudes (*without booting*).

4 **MARKET STREET**



Public

While this deed is unbooted, increase the difficulty of skill tests made at this or adjacent locations by 1.

Controller Noon: Boot this deed.

8 **COMPANHURST'S**



Public • Saloon • Core

You may start this deed in play in place of one ♠ dude.

While you are tied for the lowest ghost rock, you are considered to have less ghost rock than all other players.

9 ♦ **EPIDEMIC LABORATORY**



0

Public

Controller Noon Job, Boot: Your skilled dude leads a job marking this deed. If successful, this deed gains +1 control point and +1 production permanently.

"There are no such things as applied sciences, only applications of science."
—Louis Pasteur, Revue Scientifique, 1871

2 ♦ **+0**

10 ♦ **WALTERS CREEK DISTILLERY**



1

Private

Controller Noon, Boot: Boot a Saloon or Casino that you own or control on this street. If you booted a Casino, gain 2 ghost rock. If you booted a Saloon, you may discard a card to draw a card.

"That's the real fuel that runs this town."
—Clementine Lepp

3 ♦ **+1**

Q ♦ **SILENT SIGIL**



1

Private • Holy Ground

The number of cards you can discard at Sundown is reduced by one.

Controller React: After you refill your hand during Sundown, draw a card.

4 ♦ **+2**

3 ♥ **AUTO-GATLING**



2

Improvement • Gadget • Difficulty 5

After this is invented, attach it to your home or to a deed you control.

This card's owner has a +2 stud bullet bonus during shootouts at this location.

Unbooted dudes not controlled by this card's owner get -1 influence while at this location.

2 ♥

4 ♥ **SUNDAY BEST**



1

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*).

"Well ain't you just precious!"

1 ♥

4 ♥ **TUSK**



1

Weapon

After this card enters play, draw a card.

This dude has +5 value for opposing card effects.

"You can kill with any old thing. A weapon like that just does it with class."
—Shelby Hunt

1 ♥

6 ♥ **MOUNTAIN LION FRIEND**



2

Sidekick

Your posse has a +1 draw bonus while this dude is in a shootout.

React: Before you take casualties, if this dude is in your posse, ace this card to reduce your casualties by two.

"The heart of a wild beast is the same as a tame one. It's the claws you have to watch out for."
—Three-Eyed Hawk

2 ♥

9 ♥ **SPIRIT STEED**



2

Mystical • Horse • Sidekick

Can only attach to a Shaman.

Noon, Boot: Move this dude to the location of a Spirit (*without booting*).

Noon, Repeat: Boot a Spirit on this dude to move them to another location.

2 ♥

2 ♥ **CRAFTY HARE**



1

Spirit • Sidekick

Shootout Spirit X, Boot: X is the highest value among opposing dudes in this shootout. This shaman leaves the shootout and moves to another location. If this shaman was the mark of a job, the job automatically fails after the shootout ends.

1 ♥

2 **ONWARD CHRISTIAN SOLDIERS**



Miracle • Hymn

Shootout Miracle 4, Boot: All dudes in your posse get +1 bullets, and cannot have their bullets reduced or changed to a draw by other player's card effects.

1 "We're marching as to war!"
—Abram Grothe

3 **TURTLE'S GUARD**



Spirit

Resolution Spirit 4, Boot: All dudes in your posse gain the Harrowed keyword until the end of this round. If your opponent has an illegal draw hand, a 2-stud Nature Spirit enters play and joins your posse, and gains the Harrowed keyword.

0

K **SIGHT BEYOND SIGHT**



Hex

Noon Hex 7, Boot: Look at one or two random cards in an opponent's hand. You may ace this card to ace a non-unique card you looked at.

0 "Doctor... Hawley is behind it all... and it's far worse than we thought."
—Lillian Morgan

2 **REQUIEM FOR A GOOD BOY**



Resolution: Discard a Sidekick in your posse to reduce your casualties this round by two. Unboot the Sidekick's dude. Send an opposing dude home booted.

0 "Nooooo!!!" —Lucy Clover

3 **FOOL ME ONCE...**



Condition

While attached to your home, each other player draws a card whenever you reveal an illegal draw hand.

Cheatin' Resolution: Attach this card to the cheatin' player's home and draw three cards.

0

5 **FIDDLE GAME**



Condition • Con

While this card is attached to your home, it has +2 production. Discard this card from your home after a Cheatin' Resolution ability is used against you.

Noon, Job: Mark your home. If successful, attach this card to your home.

1

6 **PIGGING OUT**



Technique

Shootout Technique: Discard the top five cards of your deck. Search your discard pile for a Tao of Zhu Bajie and add it to your hand. Whenever this dude uses a Technique that reduces an opposing dude's bullets, influence, or value, reduce it by an additional 1.

0

6 **TECHNOLOGICAL EXHIBITION**



Noon Job: Your Mad Scientist leads a job that marks an in-town location. If successful, choose a Gadget in your hand or discard pile. Your leader invents it without booting, reducing its difficulty and cost by 5. If you marked the town square, the Gadget permanently gets 1 control point.

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7 **A PIECE OF THE ACTION**



Noon: Play a dude from your hand, reducing their cost by 4 to a minimum of 4; the cost cannot be reduced further. You may search your discard pile for a non-Gadget goods and attach it to that dude, reducing its cost by the amount this card reduced the dude's cost.

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