

8 **CAITLIN McCUE**

While Caitlin is at a Public location, your dudes are considered to have 1 less bounty. While Caitlin is at a Government deed, your Public deeds have +1 production.

"I don't think anybody needs to serve these particular warrants..."

6 **BETHANY SHILLE**

Each of your dudes with an Attire has +1 influence, +1 bullets, and +1 value during High Noon.

"Did you really think looking this good was a one-man job?"
—Joseph "Dusty" Hill

K **TYXARGLENAK**

Abomination • Experienced 1

While Tyxarglenak is unbooted and has a Mystical goods, he has +2 bullets and all opposing Shootout actions must choose him if possible.

"We're gonna need a bigger gun."
—Drew Beauman

9 **DR. DAYL BURNETT**

Deputy • Mad Scientist 1

Noon: Remove 1 bounty from an opposing dude to invent a Gadget without booting, reducing the difficulty of the Gadget by 3.

"If these algorithms hold, I can invent a machine capable of predicting crime before it happens! Brilliant!"

10 **MAGGIE HARRIS**

Noon Job, Boot: Mark your home. If successful, search your discard pile for a Horse and attach it to any one of your dudes, reducing its cost by 1.

"That's a woman after my own heart."
—Jarrett Blake

9 **EMILIA VIVIRIAS**

Huckster 1

While Emilia is in a shootout, she gets a bonus to her bullets and Huckster skill equal to the number of Hexes she has attached. This bonus cannot exceed +4.

"If you can see the gold flecks in her eyes, it's 'cause she just took it all from ya."
—Old Man McDroste

5 **"PROFESSOR" DUNCAN**

Shaman 1

Duncan has +3 Shaman skill when casting Totems.

"I think the only time that fellow's been to university was to rummage through its garbage."
—Carlton Rutherford

A **THE HIGHBINDER HOTEL**

Private

Controller Shootout, Boot: Send your dude home booted.

"Sure, there may be wanted men here. The Queen of England may be here, too, but do you see me servin' tea?"
—Harry Highbinder

2 **2ND BANK OF GOMORRA**

Private

Controller Noon, Boot: Place 2 ghost rock (from the bank) onto this deed.

Controller Noon, Boot: Move all ghost rock from this deed to your stash.

"Now we got two banks to rob!"
—Marion Seville

K **HIGH STAKES HAVEN**



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Private • Casino • Strike • Out of Town

Whenever the controller reveals an illegal draw hand, that player either pays 1 ghost rock or discards a random card.

4 **+3**

JCK 10/21

3 **CULPABILITY SCIENTIZER**



Gadget • Difficulty 3

After this is invented, give a dude 2 bounty.

Noon: Discard this card to call out a wanted dude at this location. If this results in a shootout, make a shootout play before the Winner makes the first play.

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JCK 11/21

8 **ESPUELAS**



+2

Attire

While this dude has a Horse, they have +1 Influence.

Noon, Boot: If this dude has a Horse, move them to an adjacent location.

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JCK 12/21

Q **RISES OF THE SMOKING MIRROR**



Mystical

Noon: Ace this card to attach a Mystical goods to this dude (as *Shoppin'*), reducing its cost by 4. The goods enters play booted.

Noon/Shootout: Discard this card to unboot a dude with a Mystical goods at this location.

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JCK 11/21

K **ESSENCE OF ARMITAGE**



Mystical • Unique

Can only be attached to Abominations. While this dude is in a shootout, non-Abomination dudes in the shootout have -1 bullets.

React, Boot: After an opposing dude flees this shootout, this dude permanently gains 1 control point.

"Little guy wants out, doesn't he? He really hates it when I shake it like this..."
—Ambrose Douglas

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JCK 11/21

A **FESTERING GRASP**



Hex • Melee

You may not cast this spell if there is an unbooted non-Melee Weapon in the opposing posse.

Shootout Hex 13, Boot: Reduce an opposing dude's value by 6. If this would reduce their value below 1, ace them, then search your discard pile for a Sidekick and attach it to this dude, reducing its cost by 2.

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JCK 15/21

8 **SILVER PHEASANT'S BOUNTY**



Spirit • Totem

Attaches only to deeds. This deed has +1 production.

Noon Spirit 6, Boot: Boot this deed to gain 2 ghost rock.

"A wealthy little spirit borrowed from across the sea. Makes all sorts of ventures thrive."
—Laughing Crow

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JCK 16/21

7 **COMIN' UP ROSES**



Resolution: Choose a card in your draw hand with no duplicate value in that hand. Change that card to the suit of your choice.

Cheatin' Resolution: Change one or two cards in your draw hand to the suit and value of your choice. Their new values cannot match another value in that hand. For the rest of the shootout, while your hand contains a legal flush or straight, you have +2 hand rank.

"Pretty red faces all in a row. Beat these!" —Steele Archer

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JCK 17/21

7 **RUN RABBIT RUN**



Technique

Shootout Technique: Discard the top 5 cards of your deck. Search your discard pile for a Tao of the Jade Rabbit and add it to your hand. Whenever this dude moves during this shootout, they gain +1 bullets until the end of the shootout.

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JCK 19/21

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PUTTING THE PIECES TOGETHER

Condition • Con

Boot this card whenever you reveal an illegal draw hand. While this card is unbooted, increase your shootout hand rank by 1; if not, decrease it by 1.

Noon: Attach this card to your home, booted.

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"I know things about Hawkey... horrible things."
 —Valeria Batten

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SOMEONE ELSE'S PROBLEM

React: After you mark a location for a job, choose an opposing dude. That dude cannot join the mark's posse and is not affected by the job effects.

"That circus fella's been doin' something wrong with the sick all this time!"
 —Ulysses Marks

"So? The plague is Gomorra's problem, not ours."
 —Jonah Essex

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LOST TO THE PLAGUE

Condition

This dude can only move to adjacent locations and home, and cannot boot to pay the cost of abilities. Increase this dude's upkeep by 1 for each other Condition they have.

Noon: Attach to any dude with value 6 or lower.

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Noon: Attach to any dude with value 6 or lower.