

10 **EL ARMADILLO DE HIERRO**



Kung Fu 3

While in a shootout, El Armadillo has +1 bullets for each Technique successfully performed at his location during the shootout, or that moved him into a posse.

"¡Viva el pueblo de Gomorra!"

6 **2**

J **JIM HEXTER**



Shootout: Pay 1 ghost rock to the controller of the opposing posse's leader or mark to make Jim a stud.

"He's a master burglar like you've never seen. Of course, with all the bribe money he paid out, I think Morgan just about broke even."
—Tou Chi Chow

4 **1**

6 **THE MIXER**



Shootout: Choose a dude. For the duration of this shootout, that dude ignores all bullet modifiers except from attached goods.

"This should work... but I'd stand back if I were you."

4 **0**

8 **HUPIRIKA SUE**



Shaman 1

React: After your dude moves to a deed using a Noon Spirit ability, the dude may immediately call out an opposing dude at their new location. Your dude has +2 bullets for the duration of the shootout.

5 **1**

6 **THE HARVESTER**



Abomination

In a starting posse, The Harvester counts as three dudes. The Harvester cannot enter play through the use of a Shoppin' play. The Harvester can only move to adjacent locations or home.

"Ivor says we can let him out... as long as we're careful."
—Kevin Wainwright

6 **1**

6 **LUCY CLOVER**



Deputy • Experienced 1

Repeat React: After both posses are formed for a shootout, if the opposing posse contains 2 or more bounty, Lucy becomes a stud until the end of the shootout.

"We got bigger problems than bounties today, Sloane!"

5 **1**

J **BUCKIN' BILLY BALLARD**



While Billy has a Horse attached, he has +1 bullets and +1 influence.

Noon/Shootout: Boot Billy's Horse to draw a card. You may boot a dude at this location.

6 **1**

J **ANTOINE PETERSON**



Transient

React: After Antoine enters play, search your discard pile for an action card that starts a job and put it into your hand. Discard a card. You may unboot your dude at home and give them 2 bounty.

3 **3**

J **DENISE BRANCINI**



Denise cannot be in a starting posse. Denise has +X bullets and +X upkeep, where X is equal to the number of jokers in all boot hills.

If Denise is discarded during upkeep, all other players may shuffle all jokers from their boot hill into their deck.

"There are no rules anymore!"

1 **0**



4 **SIEGE OF THE ORPHANAGE**



Headline

Shootout: All dudes controlled by the owner of this location are studs. Those dudes cannot flee the shootout. For the remainder of the shootout, the owner of this location suffers one less casualty each round.

0 AGE 19/21

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5 **LIGHTING THE FUSE**



Cheatin' Resolution: Return a deed owned by the cheatin' player to their hand. If played during lowball, the cheatin' player may instead boot two of their dudes, moving them to that deed (*if they are not already there*).

"Did you think me idle, just waiting for you to put the pieces together?"
—Ivor Hawley

0 AGE 20/21

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K **ONE FIGHTS AS MANY**



Technique

Noon Job, Boot: Mark the town square and ace this card. If successful, each Kung Fu dude in your posse makes a technique check, adding 4 to the pull. Each dude who succeeds permanently gets 1 control point.

1 AGE 21/21

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