

5 **SHI LONG PENG**



Blessed 1

Shi Long can use Techniques as if he had Kung Fu equal to his Blessed skill.

"A man with outward courage dares to die; a man with inner courage dares to live."
—Lao Tzu, Tao Te Ching

5 **0**

Q **SEAMUS McCaffrey**



While you have dudes in five or more different locations, reduce other players' control point totals by 2.

"I see the people's struggle for liberation involved you taking your shirt off... again."
—Abuelita Espinoza

2 **2**

10 **GENE NORTH STAR**



Shaman 0

Shootout: Discard a Spirit attached to Gene to give him +2 bullets.

"You can 'din boo, sui boo' all you want. I'm still gonna kick your tail."

4 **1**

Q **SPEAKS-WITH-EARTH**



Shaman 1

React, Boot: After an opposing dude moves to this location, boot that dude. You may unboot a Totem at this location, and its abilities may be used an additional time this turn.

"You wanna ask questions or you wanna save lives? Get moving!"

4 **2**

5 **QUIMBY R. TUTTLEMEIR**



Noon: Ace an Abomination with 1 or more influence that you own and control at this or an adjacent location. Quimby permanently gains 1 influence.

"I do so adore the frontier... so many unique flavor profiles."

5 **0**

4 **ERIN KNIGHT**



Blessed 4

Repeat Shootout: Boot one of your Deputies to have them join Erin's posse (moving if necessary).

"It were better that a millstone be hanged about his neck and cast into the sea, than that he should offend one of these little ones."
—Luke 17:2

7 **1**

8 **NICHOLAS KRAMER**



Nicholas has a bullet bonus equal to the number of Gadgets you control. This bonus cannot exceed +4.

"He's got a real passion for bein' prepared in every possible circumstance... and then some."
—Elander Boldman

5 **0**

10 **PANCHO CASTILLO**



Experienced 1

React: When Pancho enters play, move 1 bounty from each of your Wanted dudes to Pancho.

Shootout: Choose a dude with value equal to or lower than Pancho's bounty. Send that dude home booted.

"I don't like to be told what to think, Jonah... even if you're telling me I should only do it about myself."

7 **2**

7 **THE GREY MAN**



Abomination

Noon: Choose a dude at this location whose value is equal to or lower than The Grey Man's bullets. Send that dude home booted.

"Don't fear the things that go bump in the night. The silent ones are much more dangerous."
—Valeria Batten

2 **1**

3 ♦ **J.W. BYRNE, P.I.**



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Public • Seedy

Controller React, Boot: After drawing your lowball hand, but before revealing it, boot one of your Grifters at this location. Discard and redraw up to two cards from your lowball hand.

In Gomorra, nothing stays buried forever...

4 **+2**

Q ♦ **GRIMOIRES & MORE**



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Private • Experimental

Controller React, Boot: After your Huckster enters play, pull. If the pull is a club, send that dude home booted; otherwise, attach a Hex from your discard pile to that dude, paying all costs.

2 **+1**

5 ♥ **KNIGHT'S CHASUBLE**



+1

Attire • Mystical


This dude's value cannot be reduced.

Conditions cannot be attached to this dude.

React, Boot: After this dude is booted by an opposing ability, unboot them.

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8 ♥ **PEDRO**



Horse • Sidekick

This dude has -3 value.

This dude cannot be moved by opposing card effects.

"I'm surprised he moves fast enough to catch the grass."
—Jon Longstride

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10 ♥ **AETHERIC SHOCKWAVE INDUCER**



+4

Experimental • Weapon Gadget • Difficulty 6

Whenever this dude is declared as your shooter, pull. If the pull is a club, this card only provides +1 bullets this round (instead of +4).

"Well, it would take a scientist to explain. Just watch."
—Elander Boldman

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10 ♥ **THE GAMBLER'S GUN**



+1

Mystical • Weapon

After a Cheatin' Resolution is used against you, discard this dude.

Resolution, Boot: If this dude is your shooter, increase your hand rank by 2.

"Heck with holdin' and foldin'. Sometimes you just gotta shoot 'em."
—Travis Moore

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3 ♥ **GET BEHIND ME, SATAN!**



Miracle

Resolution Miracle 5, Boot: Reduce your casualties this round by this dude's Blessed rating. Choose an opposing Abomination dude, who provides nothing to the posse's stud and draw ratings during the next round of the shootout.

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Q ♥ **GHOSTLY COMMUNION**



Spirit

Noon Spirit 5, Boot: Move this dude to a Holy Ground location or to a location adjacent to one.

Shootout Spirit 7, Boot: This dude joins your posse at a Holy Ground location or a location adjacent to one. This dude becomes a stud.

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6 ♣ **CALLING THE CAVALRY**



Headline

Shootout: During this round's resolution, both players gain +1 hand rank for each Horse in their posse. One dude in your posse becomes a stud until the end of the shootout.

"You want this world? You'll have to go through us!"
—Sarah Meaquinee

0

8
♣ **RITE OF PROFANE ABSTERSION**



Headline

Shootout: Boot or discard a spell or Mystical goods from a dude in your posse. Send all A-value dudes and 0-bullet dudes home booted. Return all Sidekicks in this shootout to their owner's hand.

"Whatever blasphemy you're committin', commit it faster!"
—Nathan Shane

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J
♣ **SHOWBOATING**



Feat

If you pull this card for a skill test, you may immediately use its ability.

React: After one of your dudes successfully invents an Experimental Gadget, or succeeds with any other skill test by 5 or more, they permanently gain 1 control point.

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♣ **ALL OR NOTHING**



Noon Job: Mark a location. Dudes at that location can join the defending posse without permission from the mark. If successful, discard all cards attached to the location. If it's a deed or the town square, discard all wanted and Abomination dudes at the location, and send the rest home booted.

"The time for talk is over!"
—Abram Grotbe

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