

**108 DRUNKEN MASTERS**

Deeds at the ends of each street have the Saloon keyword.

**React, Boot:** After you reveal a pull for a Technique, reduce the pull by the amount of Saloons you control. If you succeed by 5 or more, you may add the pulled card to your hand.

19 BMR 5:40 +3

**GATEWAY TO BEYOND**

**Holy Ground**

**Noon, Boot:** Choose a number of your Spirits up to the number of Holy Grounds you control. Unboot them. You can use their abilities an additional time this turn.

18 BMR 5:40 +3

**FULL MOON BROTHERHOOD**

**Noon, Boot:** Choose an opposing non-token dude that is adjacent to one of your dudes. That dude loses all traits, cannot move via card effects, and cannot refuse callouts. If that dude leaves play, either draw two cards or gain 2 ghost rock.

19 BMR 5:40 +3

**JUSTICE IN EXILE**

When an opposing player reveals an illegal hand, they must raise the bounty on one of their dudes by 1. If your hand is legal, you choose the dude.

**React, Boot:** After an opposing wanted dude at the location of one of your Deputies leaves play during High Noon, gain 2 ghost rock. If they were discarded, you may ace them instead.

18 BMR 5:40 +3

**MORGAN REGULATORS**

When checking for victory, if there has not been a shootout this turn, each player's influence total at each location is limited to 5.

**Noon, Boot:** Choose your dude. Move them to the town square. That dude becomes a stud. If they have a Horse, unboot them.

19 BMR 5:40 +3

**PROTECTION RACKET**

**Noon, Boot:** Boot your dude at a deed to gain ghost rock equal to the number of deeds you control but do not own. If your opponents own fewer than three deeds total, gain 2 ghost rock. If you control at least three deeds you do not own, that dude gains a permanent control point and 1 bounty.

18 BMR 6:40 +3

**A ZUI WAI DAN**

**Abomination**

**Shootout:** Boot your Saloon to give your dude +2 Kung Fu.

"No, it ain't the forbidden elixir of eternal life. But it'll get you full as a tick!"

1 BMR 7:40 +1

**5 MR. OUTANG**

**Kung Fu 2**

Each of your Kung Fu dudes at this location with a Whiskey Flask or Baijiu Jar attached has +1 Kung Fu and is a stud.

"That monkey's drunk half this town under the table. S'good thing I don't make drinkin' a competition."

—Ulysses Marks

3 BMR 8:40 +1

**Q STEVIE LYNDON**

**Blessed 0**

While casting Hymns, Stevie has +4 Blessed skill.

"Some say I musta sold my soul for musical talent. Perhaps they're right, but every day, I pay the good Lord some interest on that investment."

2 BMR 8:40 0



**A** **WEI XU**

**Kung Fu 1**

While in a shootout, Wei Xu has +2 influence and +5 value.

*"I appreciate the Spiritual Society sending me a bodyguard. But I'm not sure picking fights with every person who looks my way is helping my reputation."*

—Chief Stephen Seven-Eagles

4 0

**2** **EVA BRIGHT EYES**

**Shaman 4**

Eva can only cast Totem and Sidekick Spirits.

**Shootout:** Boot Eva's Horse to send her home booted.

*"The tribe took care of me when no one would. But I've got to make my own path now and the Wardens are the best way to do that."*

2 0

**7** **MICK ADULADI**

While at a Holy Ground location, Mick is a stud.

**Noon:** Move Mick to a Holy Ground location.

*"How dare you defile this place!"*

6 1

**4** **ABSALOM HOTCHKISS**

**React:** After Absalom moves to the location of an Abomination, move one of your other dudes to his location.

*"There is strong game here. The others will be pleased."*

4 0

**5** **CHRISTINE PERFECT**

**Noon:** Move Christine to the location of the opposing dude with the highest grit (you choose in case of a tie). That dude gets -5 value.

*"Tally-ho! Try to keep up boys! This ought to be a hunt for the ages!"*

1 0

**5** **FATHER TOLARIOS**

**Deputy • Blessed 2**

**Noon:** Discard a card. Choose an opposing wanted dude at this or an adjacent location. Lower that dude's bounty by 1 to search your deck or discard pile for a non-Unique Miracle or non-Unique Mystical goods, reveal it, and add it to your hand.

4 1

**Q** **HATTIE DELORRE**

**Deputy**

**Shootout:** One opposing wanted dude gets -5 bullets.

*"Question him all you want, but the answers might not be as edifyin' as you'd hope after I bust those teeth outta his mouth."*

4 0

**7** **DIEGO LINARES**

**Mad Scientist 0**

While inventing a Horse or a Sidekick, Diego has +4 Mad Scientist skill.

*"He's a master of blending the beauty of nature with the power of the new science. I've never been so disgusted."*

—Jon Longstride

3 0

**Q** **POST-A-TRON**

**Gadget • Difficulty 6**

You can include POST-A-TRON in your starting gang. If you do, you must invent it after shuffling your deck, waiving the ghost rock cost of inventing. Discard POST-A-TRON if you fail to, or cannot, invent it.

**Noon, Boot:** If POST-A-TRON is at the town square, gain 3 ghost rock.

3 1



**Q** **JIMMY "THE SAINT"**

While Jimmy is at a deed you control, you gain the production of that deed during Upkeep. If that deed is a Casino, it gains an additional +1 production.

*"Nice place you got here. Be a real shame if something were to happen to it."*

**4** **1**

**K** **MARIO CRANE**

**Harrowed • Experienced 1**

Mario counts as Sloane for Uniqueness.

**Resolution, Repeat:** If your hand is illegal, reduce your casualties this round by two. If your opponent has a legal hand, you take a minimum of 1 casualty. You can only use this ability once per shootout round.

**8** **2**

**A** **THE CARETAKER**

**Abomination**

While the Caretaker is at a location you own and has not moved this turn, he has +4 bullets, +4 value, and is a stud.

*"I'm really gonna miss this place. Take care of it for the family, won't you, child?"*  
—Nicodemus Whateley

**3** **0**

**6** **NICKEL NIGHT INN**

**Private • Saloon**

**Controller Noon, Boot:** Boot a dude with a value of 3 or less at this or an adjacent location.

*"Where everybody knowz my name!"*  
—Pancho Castillo

**4** **+2**

**7** **SHERMAN MORTGAGE**

**Public**

Boot this deed when a shootout starts.

While unbooted, increase the cost of each other player's deeds by 1 for every four deeds that player owns (round down).

**5** **+3**

**9** **GOMORRA GAMING COMMISSION**

**Private • Casino • Out of Town**

**Controller Cheatin' Resolution, Boot:** This deed gains a permanent +1 production. Draw a card unless the cheatin' player pays you 1 ghost rock.

*"I'm not sure what you'd have to do to pass inspection 'honestly'. Nobody's ever tried."*  
—Clementine Lepp

**1** **+0**

**Q** **CLIFF'S #4 SALOON**

**Public • Saloon**

**Controller Noon, Boot:** Your dude at this location, or an adjacent location you control, becomes a stud.

*"They say it's the stiffest drink in town, and buddy, they ain't kidding!"*  
—Clyde Owens

**2** **+1**

**A** **BALJU JAR**

**Attire**

While at a Saloon, this dude has +3 value and +1 influence.

**Shootout, Boot:** Discard three cards to draw four cards.

*Fine, distilled spirits brewed in accordance with five thousand years of tradition. Also good for degreasing locomotive parts.*

**1** **1**

**3** **BOWIE KNIFE**

**Melee • Weapon**

You may attach this card to your dude in a posse (paying all costs) as a shootout play. This dude is a stud. If there is an unbooted non-Melee Weapon in the opposing posse, Bowie Knife provides no bullet bonus and does not make this dude a stud.

*"The difference between Francine and a woman? Francine's never left my side."*  
—Marion Seville

**1** **1**



**7** **HYDRO-PUNCHER**



**Melee • Weapon • Gadget • Difficulty 5**

This dude can attach two Weapons. If this dude is not a Gadget, both Weapons must be Melee. While this dude has two Weapons attached, they are a stud.

**Shootout, Boot:** Choose an opposing dude. Boot the dude and one of their attached cards.

**1**

**7** **RANCHER'S LARIAT**



While this dude is at a Ranch, that deed gains +2 production. It cannot receive a bonus from more than one Lariat.

**Shootout, Boot:** Choose an opposing dude. The dude cannot use their printed abilities. You may boot a Weapon on that dude.

*"A rope in the hands of a cowboy can be a thing of beauty. And like many beautiful things, there comes a time when you're better off just lettin' go."*  
—Jarrett Blake

**2**

**9** **DE ANNULOS MYSTERIIS**



**Noon:** Ace this card to search your discard pile for an action card that starts a job marking a location. Play the card, making this dude the leader if able. While leading the job, this dude has +1 bullets and is a stud.

*"I'm hoping the author stopped writing before his discoveries drove him mad."*  
—Valeria Batten

**1**

**3** **HEARTSEEKER**



**Hex**

**Shootout Hex 5, Boot:** Reduce your opponent's casualties by three this round. If you win this round, ace the opposing shooter. This aching effect cannot be prevented (even if the shooter is Harrowed).

**0**

**6** **TSE-CHE-NAKO'S WEAVING**



**Spirit • Totem**

This deed gains the Holy Ground keyword and does not unboot during Sundown.

**Noon Spirit 7, Boot:** Move one of your dudes to a location adjacent to this Shaman. You may unboot this deed to give this Shaman 1 control point until they move.

**1**

**Q** **AMAZING GRACE**



**Miracle • Hymn**

**Noon Miracle 6, Boot:** This Blessed gets +1 influence and does not go home booted the next time they refuse a callout. Your other dudes get +1 influence for purposes of controlling locations. Your dudes cannot have their influence reduced by opposing abilities.

**0**

**3** **BURN 'EM OUT**



**Noon Job, Boot:** Mark an opponent's home. Raise the bounty of each dude in your posse by 1. If successful, look at that opponent's play hand and ace a card from it.

*"No more messing around with the law. Everything burns. Everyone dies."*  
—Mario Crane

**1**

**4** **SHINY THINGS**



**Noon:** Choose an opposing dude. That dude gains +2 influence, +7 value, and cannot be called out this turn. Boot the chosen dude.

*"I'll take her where she needs to go."*  
—Pancho Castillo

**0**

**4** **WE GOT A BEEF!**



**React:** After an unbooted dude accepts a callout, but before posses are formed, swap the location of either the mark or leader with a dude at an adjacent location controlled by the same player. The chosen dude replaces the original mark or leader in the shootout.

**1**



**6** **GREAT SAGE MATCHING HEAVEN**



**Technique**  
**Tao of Bull Demon King**  
**Shootout Tao Technique:** This dude gets +1 Influence and gains the Harrowed keyword. **Combo** if your posse has equal or higher influence than the opposing posse.

**0** BMB 33/40

**7** **TWO HUNDRED FIFTY ROUNDS**



**Technique**  
**Tao of Bull Demon King**  
**Shootout Tao Technique:** Reduce your casualties this round by one. **Combo** if you control this location.

**0** BMB 33/40

**10** **MOVING FORWARD**



**Cheatin' Resolution:** Search your deck and discard pile for an in-town deed and play it, reducing its cost by 5. If this card is played during lowball, pay ghost rock equal to the deed's production or discard it.

**0** BMB 33/40

**J** **THE LAW GOES UNDERGROUND**



**Resolution:** Boot or discard your stud dude. If that dude was a Deputy, send the opposing shooter home booted. Send all dudes in your posse home booted.

**0** BMB 33/40

**6** **"THUNDER BOY" NABBE**



**Deputy**  
**Repeat Shootout:** If there is a wanted dude in the opposing posse, Nabbe gets a bullet bonus equal to his influence and becomes a stud. You can use this ability once per shootout.

**3** **1** BMB 33/40

**7** **DAVE "SLIM" GORMAN**



**Huckster 1**  
**React:** After Dave casts a shootout Hex, you may discard the Hex to have all dudes in the shootout become draws for this round.

*"He clawed his way up from nuttin'. And if he has his way, that's what we'll all become."*  
 —Clementine Lepp

**5** **1** ANL 10/21