

DARIUS HELLSTROMME



Servitor

If you are the leader, your shooter has -2 bullets if they do not have a Gadget Weapon attached.

React, Boot: After an opposing dude is discarded or aced during a shootout, boot a Gadget Weapon in your posse to give your dude with a Gadget Weapon a permanent control point. If the opposing dude was discarded, they are aced instead.

1 **0**

EZEKIAH GRIMME



Servitor

When attaching a spell to a card, increase the spell's ghost rock cost by the number of copies of that spell in play.

React, Boot: After your dude successfully casts a spell attached to them, if the pull was a spell, you may attach it to that dude, booted (*paying all costs*).

Noon, Boot: Boot your skilled dude to reveal the top 5 cards of your deck. If you revealed a spell you have less than 2 copies of in play, you may attach it to that dude (*paying all costs*). Shuffle the remaining revealed cards into your deck.

-1 **0**

JASPER STONE



Servitor

Except at home, only your shooter contributes to your draw hand bonuses.

React, Boot: After posses are formed, choose a dude in the opposing posse. Your shooter has +2 bullets while opposing that dude, and while your posse has a non-token dude. If that opposing dude is aced, give your declared shooter a permanent control point and permanent +1 bullets.

-2 **0**

RAVEN



Servitor

If you are the leader, your posse has a -2 stud penalty if it has less bullets than the opposing posse. You have an extra control point during Sundown if you control equal or more in-town deeds that you do not own compared to each other player.

Noon, Boot: Choose an in-town deed. Your shooter has +2 bullets during shootouts there. The next time you win a shootout there, or if you control it during Sundown and do not own it, give your dude there a permanent +1 bullets if they do not already have a permanent bullet bonus.

-2 **0**

9 WANG MEN WU



Kung Fu 1

Your token dudes are ignored when checking the combo requirements of Techniques Wang Men Wu successfully performs.

React: After posses are formed, if you control the mark or are opposing a job, a 2-stud Gunslinger token joins your posse, booted. Before you declare your shooter, remove the Gunslinger from play.

5 **1**

J CHARGING BEAR



Shootout: If Charging Bear is unbooted, ace your token dude to send an opposing dude home booted and make Charging Bear a stud.

"The spirits guard these lands, I merely point out the enemy."

5 **1**

Q FEARS NO OWLS



Shaman 0

Noon: Move your dude to a Holy Ground location or a deed with a totem.

"I know what is coming. There will be a flood once more."

2 **1**

4 BLACK OWL



Shootout: An opposing dude gets +5 value. You may boot Black Owl to make the opposing player select that dude as their first casualty this round.

"I mark our prey for later."

3 **0**

7 ZEB WHATELEY-DUPONT



Huckster 0

If your outfit is , Zeb is a stud, and while he is opposing a dude with grit 11 or higher in a shootout, he cannot have less than 2 bullets and cannot be changed to a draw.

"Too easy. Bring on a real challenge!"

4 **1**

10 **ROSENBAUM'S GOLEM**



Abomination

Shootout, Boot: Choose an opposing dude. Boot that dude, and you may give them +5 value. If that dude's grit is 11 or higher, you may unboot one of your other dudes.

"Don't think bullets are going to help with this one..."

2 **0**

A **STEWART DAVIDSON**



Noon, Boot: Discard a card. Choose an opposing dude without a bounty and pay ghost rock equal to that dude's influence to give that dude 1 bounty.

"I may have lost the hand, but you'll more than make up for it later."

4 **0**

J **SHERIFF ELI WATERS**



Deputy

During Waters' shootout, he has a bullet bonus equal to the highest bounty among wanted dudes opposing him, to a maximum bonus of 4.

After an opposing player reveals a cheatin' hand, you may move Waters to the location of a wanted dude. If he moves to the location of a shootout, he may join your posse.

4 **1**

7 **ADRIÁN VALLEJO**



React: After a card ability moves a dude to a shootout location and they join a posse, if Adrián has a Horse, he joins your posse (moving if necessary).

"I don't bow or do favors. I do hunt varmints with Chags, though."

5 **1**

10 **PROF. ALOYSIUS ROE**



Mad Scientist 5

Prof. Roe cannot invent Gadgets and has the Gadget keyword while in play.

React: After a dude at this location pulls for a Mad Scientist skill check, increase the pull by Prof. Roe's Mad Scientist rating.

3 **1**

8 **RABID RANCE HITCHCOCK**



While Rance is at a deed you control but do not own, the deed gains 1 additional control point.

While Rance is wanted, he has a bullet bonus equal to the production of the deed he is at, to a maximum of 3, and can move from home to Out of Town deeds without booting.

4 **1**

Q **MORGAN LASH**



Huckster 0

If your outfit is , Morgan's cost is reduced by the highest bounty among your dudes.

Your shooter has +2 bullets if they have more bounty than the opposing shooter.

React: After you declare your shooter, increase their bounty by 2.

11 **3**

2 **JOHNNY BROCKLEHURST**



React: After you declare a play, give a dude +1 or -1 influence for the duration of that play.

"He's as important or as insignificant as you want. Just remember to pay me."

4 **0**

8 **AGENT PROVOCATEUR**



Agent Provocateur cannot enter play at a location that is not your home, leave your home, attach cards, leave Boot Hill, or have traits removed. Your dudes at this location cannot gain permanent control points except from jobs.

React: After victory is checked during Sundown, ace Agent Provocateur to play a dude from your hand, reducing their cost by 4. This aching effect cannot be prevented.

2 **0**

K ♠ **F1 BURCH**

Transient

React: After F1 Burch enters play, move him to the in-town location of one of your other dudes. You may attach a non-Unique, non-Gadget goods from your hand or discard pile to one of your dudes at that location, reducing its cost by 1.

"They really want to know why shipping costs so much?"

3 3

2 ♦ **Taff's Distillery**

Public • Saloon

Controller React, Boot: After you successfully complete a job, not initiated by your outfit or legend, and that job did not mark your home, draw a card.

"Have you come here for your payoff, dear boy?" —"Union" Jack

2 1

3 ♦ **MAUSOLEUM**

Public

Controller React, Boot: After a non-token, non-Abomination dude is aced from play, this deed gains +1 permanent control points.

"Why's the door so heavy? It's jus' a bunch'a corpses!"

3 1

5 ♦ **EPITAPH BRANCH OFFICE**

Private

Controller React, Boot: After victory is checked during Sundown, if you control a dude with 1 or more influence and no control points at an opposing player's home, give that dude a permanent control point.

3 1

6 ♦ **BUFFALO EMPORIUM**

Private • Ranch

Controller Noon, Boot: Your dude at this location cannot be booted or moved by opposing card effects. If that dude is an Abomination, unboot that dude, and your posse has a +1 stud bonus while that dude is in your posse.

3 2

9 ♦ **EXPLORER'S LODGE**

Private • Casino • Saloon

Controller Noon, Boot: Move a dude at this deed to town square, booted. That dude's owner may pay 2 ghost rock to unboot them.

"Here there be monsters. And those who hunt them!" —Shelby Hunt

3 1

10 ♦ **THE ORIENTAL SALOON**

Private • Casino • Saloon

Determine control of this deed using bullets instead of influence.

Controller React, Boot: After you reveal a cheatin' hand, unboot your dude in town and give that dude 2 bounty.

"Just wanted to let you know, you're sitting in my chair..."

3 1

J ♦ **HELLSTROMME PLANT #9**

Private • Ranch

Controller Noon/Shootout, Pay 1 Ghost Rock, Boot: Choose a dude you own and control. Unboot a Horse or Gadget attached to that dude. You can use one of the abilities on that Horse or Gadget another time this turn.

3 2

K ♦ **BILTON COLLECTION AGENCY**

Private

Controller React, Boot: After you collect production during Upkeep, choose a deed you control but do not own. Gain ghost rock equal to its production.

2 1

6 **DECIMATOR ARRAY**



Attire • Gadget • Difficulty 6
 After you invent this Gadget, unboot one of your Mad Scientists. If this dude is a Mad Scientist, they have -1 upkeep, +3 value, and this Gadget gains the Sidekick keyword.
Resolution, Boot: Choose a card in your draw hand. If it is a heart, change its value; otherwise, change its suit to hearts.

2

9 **DEVIL'S SIX GUN**



Weapon • Mystical • Gadget • Difficulty 6
 This dude is a stud.
Cheatin' Resolution, Boot: Search your Boot Hill, discard pile, and deck for a joker. Put the joker in your draw hand, declare a suit and value for it, and discard a card from your draw hand. Before you discard your draw hand, shuffle the joker back into your deck.

3

J **THE BLOODY STAR**



Attire • Unique
 Cannot attach to or be traded to a Deputy. After this card enters play, give this dude 2 bounty.
 This dude cannot refuse callouts from dudes without bounty. This dude can be called out while at their own home.
 "Another one to add to the collection..." —Stone

2

J **FORSAKEN HOUND**



Sidekick
Resolution, Boot: This dude and an opposing dude cannot flee this round.
 "He's back, as if it never happened."
 —Lucy Clover
 "Wouldn't be the first time."
 —Black Jack

2

K **CAVALRY ESCORT**



Horse • Sidekick
React, Boot: Before you assign casualties, this dude joins your posse booted (moving if necessary). React abilities cannot increase casualties this round.
 "Sometimes even I need help bringing hot goods into Gomarra."
 —F1 Burch

2

4 **NIGHTMARE REALM**



Hex
Shootout Hex 3, Boot: Choose an opposing dude. That dude cannot leave the shootout this round. Each round before shooters are declared, give that dude -1 bullets and -1 value. Give your dude +1 bullets.
 "They seek only to spread fear, death, and destruction." —Wovoka

1

5 **SENTINEL**



Miracle
Noon Miracle 5, Boot: This dude gains +1 bullets, +1 Blessed skill rating, and becomes a stud. You may move this dude to an adjacent location or town square. If this dude is in town square during Sundown, you may discard this spell after victory is checked to give this dude a permanent control point.
 "Thou hast rejected the word of the Lord, and the Lord hath rejected thee!"

1

7 **CENSURE**



Miracle
Cheatin' Resolution Miracle 6, Boot: You may increase a player's hand rank by 2. If this is a shootout, reduce your casualties by 3 and you may send an opposing dude home booted.
 "Your magic has no effect on me, Lash."
 —Rev. Perry Inbody

0

7 **RAVEN'S RUIN**



Spirit • Totem
 Attaches only to deeds.
Noon Spirit 8, Boot: Move your dude at any location to this deed. If you do not own this deed and it has 1 or more control points, you may boot it to gain 1 ghost rock.
 "You are only alive because we allow it." —Raven

1

