

A DULF ZUG

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2
Skull

"Right this way, folks, right this way. Anatomical wonders of all sorts await the intrepid among you. The Big Top show may be over, but I assure you... you ain't seen nothin' yet."

2 1

Illustration: [unreadable] © 2014 AGO

5 SLADE LIGHBODY

1
2
Skull

Huckster 2

React: After Slade fails a Hex pull, pull again and use that value instead. Ace the Hex after applying its effects (if any).

6 1

Illustration: [unreadable] © 2014 AGO

7 RAFI HAMID

2
2
Star

Deputy

Shootout: One or more of your Deputies in any location(s) joins your posse at a Government deed (moving if necessary).

"Kings rise and fall all the time. My only concern is to see that tradition live on in Gomorra."

5 1

Illustration: [unreadable] © 2014 AGO

8 WYLIE JENKS

2
2
Star

Deputy

Wylie has +1 bullet for each wanted dude in the opposing posse.

"There ain't nothin' Wylie and Bramble can't track."
—Lucy Clover

8 1

Illustration: [unreadable] © 2014 AGO

2 KYLE WAGNER

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Mad Scientist 2

Noon, Boot: If Kyle is at a Ranch, unboot the Ranch. Its abilities may be used an additional time this turn.

"Kyle, are Eustace's devices working?"
—Lillian Morgan

3 0

Illustration: [unreadable] © 2014 AGO

K LILLIAN MORGAN

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Huckster 2

When Lillian enters a posse, place 3 ghost rock on her. The ghost rock may be used to pay for Shootout abilities (it is not a bounty). Discard her unused ghost rock after the shootout.

Shootout, Pay X Ghost Rock: X of your dudes in any location(s) join Lillian's posse (moving if necessary).

8 3

Illustration: [unreadable] © 2014 AGO

7 ULYSSES MARKS

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Cross

While Ulysses is at a Saloon, the Saloon gets 1 additional control point.

Noon: If Ulysses is at a Saloon, move another dude at the same location to the town square booted.

4 1

Illustration: [unreadable] © 2014 AGO

Q ALICE STOWE

3
2
Cross

If one of your wanted dudes accepts a call-out, Alice may join the posse from any location (without booting, and even while booted).

"She's never shot a man in the back. So if I were you, I'd keep walking away... 'cause if you turn around, you're dead."
—Pancho Castillo

7 2

Illustration: [unreadable] © 2014 AGO

6 WILBER CROWLEY

1
1

Huckster 1

"What this town needs is a man of mab considerable experience. Ah've held office in every town from here to Mississippi."

5 0

Illustration: [unreadable] © 2014 AGO

7 **RODERICK BYRE**

Mad Scientist 1

"Gomorra has long been an example of science in service to the community. I desire only to continue that grand legacy."

5 **0**

4 **TOWN COUNCIL**

Private • Government

Controller React, Boot: After you win lowball, choose your dude to get +3 influence until after the first High Noon play (including passing) is resolved.

2 **+1**

6 **THE R&D RANCH**

Private • Ranch
Out of Town • Experimental

Controller Noon, Boot: Gain 2 ghost rock and pull. If the pull is a club, discard this deed and all cards at this location.

3 **+0**

3 **TELEPATHY HELMET**

Gadget • Difficulty 5

If you are the Winner, this dude cannot be affected by other players' Shootout abilities.

Repeat Noon, Pay 1 Ghost Rock: Look at a player's hand.

1 **Great Scott!**

4 **FAITHFUL HOUND**

Sidekick (*This card can be discarded to cover one casualty.*)

Shootout, Boot: Choose a goods in the opposing posse and pull. If the pull is lower than the value of the goods, discard the goods.

3 *"That's a goo' boy!" —Wylie Jenks*

5 **PLASMA DRILL**

Gadget • Difficulty 8

Noon, Pay 1 Ghost Rock, Boot: Boot this dude and choose a deed at an adjacent location to have its owner pay ghost rock equal to its production. If they cannot or do not, discard the deed (any dudes there go home booted).

4

8 **PARALYSIS MARK**

Hex

Noon Hex X, Boot: X is the value of a dude at this location. Boot the dude.

"You may have the will to fight, but you no longer have the ability."
—Jonah Essex

1

J **FORGET**

Hex

Noon Hex 5, Boot: Choose an ability printed on a dude at this or an adjacent location. The dude cannot use the ability until after the Sundown phase.

0 *"When the circus came to town? Well... wasn't it... you know, I don't recall."*

A **MAKE 'EM SWEAT**

Shootout: Boot your dude to reduce another dude's bullet rating by your dude's bullet rating. If their bullet rating is 0 (or less), boot them.

"I'd start prayin' if I were you."
—Abram Grotbe

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♣

BACK WAYS

Noon: Move your wanted dude to another location (*without booting*).

"Gomorra's full o' secrets, Sloane. Just tell me where you want to go, and no one'll be the wiser." —Allie Hensman

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NTSR 3(2)

7
♣

HIRED HELP

Shootout: A 2-stud Gunslinger token enters play and joins your posse.

"Dunno where he came from, but if he can shoot, we can use him." —Lane Healey

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NTSR 3(2)

10
♣

TOO MUCH ATTENTION

Noon: Boot a wanted dude.

Noon: Boot a card worth one or more control points.

"You must be more cautious, Tyx! There is too much at stake for these kinds of mishaps!" —Ivor Hawley

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NTSR 2(2)