

**108 GRACIOUS GIFTS**



While you have less ghost rock than each other player, you may discard an extra card at Sundown.

**Noon, Pay 2 Ghost Rock, Boot:** Unboot your dude.

19 3

**PROPERTY IS THEFT**



After your opponent reveals a cheatin' hand during a shootout, they must pay the bank 1 ghost rock, if able. If your hand is legal, they pay you instead.

**React, Boot:** After you pay another player at least 1 ghost rock, draw a card. If this is a shootout, draw an additional card. You may discard 1 card, or up to 2 if this is a shootout.

18 3

**THE SPIRITUAL SOCIETY**



After refilling your hand during Sundown, if you have equal or more influence in town square than each other player, draw a card.

**Noon, Boot:** Boot your dude to boot an opposing dude with less influence at the same location.

19 3

**3 JOE VERMILION**



**Abomination**

**Noon:** If Joe is at a deed you do not own, pay the owner 1 ghost rock to gain ghost rock equal to that deed's production.

*"His hunger for better pay outweighs his hunger for flesh."*  
—He Fang

3 0

**4 YING-SHI CHIEH T'ANG**



**Resolution:** Pay the opposing posse's controller 1 ghost rock. Draw a card and place it in your draw hand. Discard a card from your draw hand.

*"They call her the Goddess of Colors... as beautiful as she is deadly."*  
—T'ou Chi Chow

5 1

**8 E GUI**



**Abomination**

**React:** Before E Gui leaves play because you did not pay his upkeep, if E Gui is at a deed you do not own, boot the deed and gain ghost rock equal to the deed's production.

*"It pays to have friends in low places."*  
—Daomei Wang

3 3

**J BUSKERS**



**React:** After an opposing dude moves to this location and that dude's controller has more ghost rock than you, that dude's controller must pay you 2 ghost rock. If they do not, boot that dude.

*"It's amazing how much money a little flamenco can bring in."*

3 1

**Q TAIYARI**



**Shootout:** Choose your dude. Pay the opposing posse's controller ghost rock equal to that dude's bullets to make that dude a stud. If that dude has 0 bullets, pay 1 ghost rock instead. That dude has a maximum bullet rating of 4.

*"The goal of the 108 is a just one."*

2 0

**A MATILDA LOOMIS**



**Shaman 1**

*"Something is plaguing Tombstone, and I'm going to find out who, or what, is responsible. The spirits will guide us, and they will forgive us if we must commit violence to bring peace to this town."*

4 0



**2** **ALEXANDER SEQUOIA**

While Alexander is in town square, you may discard an extra card from your hand at Sundown.

**Noon:** If Alexander is in town square, unboot Alexander.

*"He's more a product of my world than of his own people."—Richard Faulkner*

**4** **0**

**4** **MATTHEW RISING SUN**

**Kung Fu 3**

Matthew can cast Totems as if he had the Shaman skill equal to his Kung Fu rating (he does not gain the Shaman keyword while casting a Totem).

*"Seeing him use the ways of our brothers from the Far East makes those ways seem even stranger."—Laughing Crow*

**5** **1**

**5** **FEICHI "SUITCASE" LEE**

**Kung Fu 1**

**Shootout, Boot:** Choose a dude in the posse opposing Suitcase. Boot that dude. If Suitcase has more influence than that dude, one of your other dudes at any location may join your posse (moving if necessary).

**4** **1**

**K** **GERONIMO**

**Shaman 0**

**Noon:** If Geronimo is not at your home, discard a card you do not own attached to Geronimo's current location and gain 1 ghost rock.

*"Live well the life the creator intended for you."*

**5** **1**

**6** **PAPA MARIAS**

**Huckster 0**

**Noon:** Choose your unbooted Huckster at another location and Marias makes a Huckster skill check of 7. If successful, move that Huckster to Marias's location.

*"I don't care if they're at our door, the ritual must be completed!"*

**3** **0**

**9** **SKINWALKER**

**Abomination**

**Shootout:** Boot your Abomination dude. Boot an opposing attachment or give Skinwalker +2 bullets.

*"Become the Goddess, my child. Let us show her the true power in Tombstone."*  
—Baron LaCroix

**4** **1**

**J** **TONTON MACOUTE**

**Abomination**

**Shootout:** Choose an opposing dude. Give that dude -2 bullets or boot a Weapon on that dude.

*"Go, my servant, block the doors!"*  
—Papa Marias

**5** **2**

**Q** **KEVIN WAINWRIGHT**

**Experienced 1**

**Noon/Shootout:** Move Kevin to a location with a Huckster or Abomination dude. If this is a Shootout play, the location must be the shootout location. Kevin joins your posse. Kevin becomes a stud, and if there is an opposing dude with grit 11 or higher at that location, draw two cards.

*"Masters come and go. I remain as faithful as ever."*

**6** **2**

**4** **PADRE ERNESTO DE DIAZ**

**Blessed 1**

After your opponent reveals a cheatin' hand, you may boot a Miracle on Ernesto to draw a card.

*"The one the newspapers call 'The Deathly Drifter'—he is not a man. Perhaps he once was, but no longer. His name is Jasper Stone."*

**4** **0**



**5** **DR. ERIK YAPLE**

**0**  
**1**

**Mad Scientist 0**

**React:** After posses are formed, boot a Gadget Weapon in your posse to give 1 bounty to an opposing dude without a bounty.

*"Mr. Ketchum, I assure you there are no so-called 'flying discs' around these parts. Nothing to see here."*

**3** **0**

**7** **QUINCY WASHBURNE**

**0**  
**1**

**Mad Scientist 1**

**React:** After Quincy successfully invents a Weapon Gadget, unboot him.

*"The arsenal may be lost, but there are still scientists who believe in justice."*  
—Janosz Pratt

**4** **0**

**J** **XIONG "WENDY" CHENG**

**3**  
**2**

**Experienced 1 • Deputy**

Opposing wanted dudes at Wendy's location have -2 value.

**Shootout, Boot:** Choose an opposing dude. Send them home booted. If they have bounty greater than their grit, discard them.

**7** **2**

**A** **TAKAHASHI JINRAI**

**0**  
**1**

**Noon Job:** Mark an in-town deed you own whose cost is at least 2 ghost rock greater than its current production. If successful, the deed permanently gains +1 production.

*"Deeds, why didn't you tell me they would have flamethrowers?!"*

**4** **0**

**2** **"HANDSOME" DAN DEEDS**

**0**  
**1**

**Noon, Boot:** If Dan is at an in-town deed you own that has less than 2 control points, the deed gains a control point. After victory is checked during Sundown, if Dan has not moved, you may pay 4 ghost rock to make the control point permanent.

*"I assure you both, the danger in Tombstone is not of this world."*

**3** **1**

**3** **VIDA AZUL**

**0**  
**1**

**Noon:** Discard a card and choose a dude with a Horse at this or an adjacent location. Unboot that Horse. Its abilities may be used an additional time this turn. If you discarded a Goods, you may unboot that dude.

**4** **0**

**4** **BARTHOLOMEW P. FOUNTAIN**

**1**  
**0**

**Noon, Boot:** Boot your Ranch to move your dude at this or an adjacent location to another location you own or control.

*"He's too busy with the women in this town to pay attention. Hit his ranch tomorrow, boys."*  
—Ike Clanton

**2** **0**

**A** **IKE CLANTON**

**0**  
**2**

**Noon, Boot:** Give a deed the Rowdy keyword. This effect lasts until after the next Upkeep phase. (Control of a Rowdy deed is checked with bullets instead of influence.)

*"I'm lookin' for Holliday or an Earp. You find 'em, and you tell 'em they got a fight comin'!"*

**4** **0**

**3** **FRANK STILLWELL**

**2**  
**1**

After Frank joins the mark's posse or a posse opposing a job, if he is wanted, he unboots.

**React:** After posses are formed, if Frank is in your posse, send him home booted.

*"The man who killed my brother wore the red sash!"* —Wyatt Earp

**4** **0**



**9** **SILAS AIMS**

**Experienced 1**

Silas has a bullet bonus equal to his bounty, to a maximum bonus of 4.

**Shootout, Boot:** Send an opposing dude with less bullets than Silas's bounty home booted. If Silas is the mark, he ignores the boot cost of this ability.

**5** **1**

**J** **LARRY "SEVENS" SWIFT**

**Huckster 1**

**React:** After posses are formed, if Larry is in your posse, boot Larry's spell to boot an attachment in the opposing posse and increase Larry's bounty by 1. If you are not the Winner, Larry must be unbooted.

*"Give Sevens my regards, Valeria."*  
—Maria Kingsford

**4** **0**

**6** **VIRGINIA ANN EARP**

While Virginia is in a shootout, hand ranks cannot be modified by Shootout, React, or non-Cheatin' Resolution abilities.

*"I may not be there to save you next time, brother. You need to be more careful."*

**4** **0**

**2** **CAMPBELL & HATCH BILLIARD PARLOR**

**Public • Casino**

**Controller React, Boot:** After posses are formed, for the remainder of the shootout, hand ranks cannot be modified by Shootout, React, or non-Cheatin' Resolution abilities. Dudes cannot be discarded or aced by Shootout or non-Cheatin' Resolution abilities during the first round.

**4** **2**

**4** **CLANTON RANCH**

**Private • Ranch • Out of Town**

**Controller Noon, Boot:** If you are not the Winner, gain 1 ghost rock.

*"By now they've got that place penned up tight. We need a solid plan to get them outta there without gettin' ourselves killed."*  
—Virgil Earp

**2** **1**

**5** **CONCORDIA CEMETERY**

**Private • Core**

**Controller React, Boot:** Before a non-token dude opposing your dude is aced in a shootout, give this deed a permanent +1 production. If that dude had grit 11 or higher, give this deed a permanent control point.

*Not all dangers are of the living.*

**1** **0**

**7** **IKE'S PLACE**

**Private • Rowdy**

**Controller Noon, Boot:** Choose a deed on this street or a deed you control. Reduce its control points and production to 0 until after the next Upkeep phase.

*"Leave it be, Earp. You don't need this kinda trouble."*

**3** **2**

**8** **FIVE ACES GAMBLING HALL**

**Private • Casino • Core**

**Controller React, Boot:** After posses are formed, if you own the mark, one of your wanted dudes joins your posse (moving if necessary).

*"Ain't you a sight for sore eyes. How's things in the old Doombtown?"*  
—Charlie Landers

**1** **0**

**10** **OLD WASHOE CLUB**

**Private • Casino**

**Controller Shootout, Boot:** Send an opposing A-value dude home booted.

**Controller Shootout, Boot:** Discard a Sidekick.

*"You have to be somebody to get in a fight in that place."*

**4** **2**



**3** **QUARTER HORSE**



**Horse**

**React, Boot:** After this dude's posse succeeds at a job that didn't mark your home, this dude stays at this location instead of going home booted.

**1** *"Not the fastest, but always fearless."*  
—Jarrett Blake

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**5** **ELECTROSTATIC PUMP GUN**



**Weapon • Experimental Gadget • Difficulty 5**

**Shootout, Boot:** Give an opposing dude -1 bullets. Pull. If the pull was not a club, the opposing dude becomes a draw if they have 0 bullets.

**2** *"Fires just like a Smith & Robards, 'cept it can kill ya."* —Dr. Erik Yaple

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**6** **CLAWS**



**Melee • Weapon**

This dude is a stud.

This card cannot be attached or traded to a dude without the Harrowed or Abomination keyword. This card cannot be affected by opposing card effects. If there is an unbooted non-Melee Weapon in the opposing posse, Claws provides no bullet bonus and does not make this dude a stud.

**2**

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**7** **ANALYTICAL COGNISIZER**



**Gadget • Difficulty 6**

After you invent this Gadget, unboot this Mad Scientist and draw a card.

**React, Boot:** After making a pull for a Gadget at this or an adjacent location, discard a goods card from your play hand to make the pull's suit hearts.

**1**

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**Q** **RANGER'S BIBLE**



**Attire**

**Cheatin' Resolution, Boot:** If your draw hand is legal this shootout round, lower a player's hand rank by this dude's influence, to a maximum reduction of 4.

**2** *Ranger Hank Ketchum had been one of Tombstone's finest.*

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**K** **STONE'S COLT DRAGOONS**



**Mystical • Weapon**

**React, Boot:** After an opposing dude joins this shootout via card effect, boot that dude. That dude does not unboot at Sundown.

**1** *"I know a fella who knows exactly what Stone's weakness is."* —Coot Jenkins

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**2** **BEDAZZLE**



**Hex**

**Cheatin' Resolution Hex 3, Boot:** Lower a player's hand rank by 2. If this is a shootout, give an opposing dude a bullet penalty equal to their current bullets that lasts the remainder of the shootout.

**0** *"Cover your eyes, darlin'."*  
—Doc Holliday

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**4** **EXULTANT TRANSLOCATION**



**Miracle • Hymn**

**Noon Miracle 6, Boot:** Choose your dude at a different location than this dude. This dude moves to the location of the other dude, and the other dude moves to the previous location of this dude. If you succeed by 6 or more, unboot one of the dudes.

**1**

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**6** **RETRIBUTION**



**Miracle**

**Shootout Miracle X, Boot:** Choose an opposing dude. X is that dude's value. If that dude's controller reveals a cheatin' hand this round and you reveal a legal hand, ace that dude. This aching effect cannot be prevented.

**1**

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**8** **GATEWAY**



**Hex**  
**Noon Hex 6, Boot:** Move your Abomination at this location to another location.  
**Shootout Hex 6, Boot:** Your Abomination joins your posse (moving if necessary).

**1**

**10** **GUIDING WIND**



**Spirit**  
**Shootout Spirit 8, Boot:** Choose an opposing dude or your non-token dude. Set that dude's bullets equal to their influence or 3, whichever is lower.  
*"May the spirit of the crow aid us."  
 —Enapay*

**1**

**J** **MISCHIEVOUS COYOTE**



**Spirit • Sidekick**  
**Shootout Spirit 9, Boot:** Switch your total stud bonus and total draw bonus when making draw hands this round. You must have at least 1 non-token stud dude and 1 non-token draw dude in your posse to use this ability.

**2**

**A** **MURDERED IN TOMBSTONE**



**Headline**  
**Shootout:** Your dude becomes a stud. Each posse's controller may search their deck and discard pile for an action card with a Cheatin' Resolution ability, reveal it, and add it to their hand. If a player added a card to their hand, they discard a card.

**1**

**2** **HOSTILE TAKEOVER**



**Noon:** Boot your stud at a deed you control but do not own. Boot that deed to gain ghost rock equal to your stud's bullets, to a maximum of 3. You may ace this card to give that deed a permanent +1 control points and that dude a permanent +1 influence.

**0**

**3** **JADE KING STANCE**



**Technique**  
**Noon Technique:** Unboot this dude. They gain +2 Kung Fu, +2 bullets, and cannot move from this location.  
*"It was a terror beyond anything I've created."  
 —Valeria Batten*

**0**

**4** **HEIST**



**Noon Job:** Mark an in-town deed. Your posse must have 3 or more bullets. If successful, gain ghost rock equal to the mark's production and raise the leader's bounty by 2. If you do not own the mark, unboot your leader.  
*"Jollifications!" —Ike Clanton*

**0**

**5** **I'M YOUR HUCKLEBERRY**



**Cheatin' Resolution:** Your opponent chooses a dude in their posse. That dude joins your posse under your control for the remainder of the shootout. After the shootout ends, if that dude is still in play, send that dude home booted. If your hand is legal, you choose the opposing dude.

**0**

**5** **MONKEY GOES TO THE MOUNTAIN**



**Technique**  
**Shootout Technique:** If this dude is unbooted, choose an opposing dude with bullets equal to or less than this dude's Kung Fu rating. Move both dudes to an adjacent non-home location (without booting and even if booted). Both dudes leave the shootout.

**0**



9

♣

CURSE OF FAILURE

**Condition**

This dude loses all keywords, traits, and abilities. This dude's bullets, influence, and control points are equal to 0 and cannot be modified. This dude gets +1 upkeep. This card cannot be discarded by card effects.

**Noon Job, Boot:** Mark an opposing dude. If successful, discard all cards attached to the mark and send them home booted; attach this card to the mark.

0

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9

♣

RICOCHET

**Cheatin' Resolution:** The cheatin' player discards their shooter. If your hand is legal, you do not take casualties this round and draw a card.

*"Only one way outta this alive, and that's you showin' me the trick of that hexslingin'." —Doc Holliday*

0

STED 56/36