

### HOUSE OF MANY FAITHS



**Noon, Boot:** Choose your dude with a Miracle, and shuffle a card from your hand and a card from your discard pile into your deck. That dude moves to the town square, unboots, and gets +1 influence.

19 +3

### OFFICE OF ANCESTRAL AFFAIRS



**Noon Job, Boot:** Mark an in-town deed with less than 2 control points. Your posse must have 3 or more bullets. If successful, the mark permanently gains +1 control points. If unopposed, you may attach a Totem from your discard pile to the mark even if you don't control it or have a Shaman there.

19 +3

### BAYOU VERMILION RAILROAD



Reduce the cost of the first Mystical card you play each turn by 1.

**Noon, Boot:** Boot your Mystical card at a deed. Gain 1 ghost rock, and you may reduce the deed's control points and production to 0 until after the next Upkeep phase.

18 +3

### FORT 51



**React:** After you invent a Gadget Weapon or Gadget dude, give 1 bounty to an opposing dude with influence less than the Gadget's printed cost.

**Noon, Boot:** Boot your Gadget that is not at your home and remove 1 bounty from an opposing dude. Gain 1 ghost rock and you may discard a card.

19 +3

### SMITH & ROBARDS TRADE SHOW



**Noon, Boot:** Boot your Gadget goods to discard a card and then draw a card. If that Gadget is at a location you control but do not own, that Gadget gains a control point (until the end of the turn).

19 +3

### JONAH'S ALLIANCE



**Noon, Boot:** Boot your dude at a non-home location. That dude becomes a stud, uses bullets instead of influence to control deeds, and gains 2 bounty, to a maximum of 4 bounty. You may boot your Hex (at any location) to remove all traits, abilities, and bonuses from an attachment at that dude's location.

18 +3

### DOC HOLLIDAY



**Hexslinger**  
If you are the leader and do not have a spellcaster in your posse, your posse has a -2 stud penalty.

**Shootout, Boot:** Give your dude a bullet bonus equal to the spellcaster skill rating of a dude in this shootout. That dude has a maximum bullet rating of 4.

-1 +0

### KE WANG



**Abomination**  
**Shootout:** Pay an opposing dude's controller that dude's upkeep. Boot that dude and give them -1 bullets.

*"Never thought I'd meet someone who could stomach Hamsbanks' cooking."*  
—He Fang

3 0

### BALJIU SUE



**Kung Fu 1**  
While Sue is at a Saloon deed, that deed has +1 control points.

*"I'll drink to Xui Yin's memory, just as soon as I've finished living up to her memory by kickin' your butts!"*

5 1

**8** **REVEREND BOB HUNGATE**

**Blessed 1**

**Resolution, Boot:** Choose a dude in your posse and pay the opposing player ghost rock equal to that dude's influence. Your opponent chooses a dude in their posse. Both dudes cannot be chosen as casualties this shootout round.

**7** **0**

**9** **FATHER DIAMOND**

**Blessed 0**

**Noon:** If Diamond is at a deed you do not own, pay the owner 1 ghost rock. You may send one of your dudes at the deed home. Move Diamond to another location.

**4** **0**

**10** **MASTER SHOU**

**Blessed 1**

**Noon:** Boot your Abomination dude at this or an adjacent deed. The deed's owner must pay you 1 ghost rock, if able.

*"The Feng Shui of this place is all wrong. That's what's attracting your evil spirits."*

**4** **1**

**K** **BROTHER PETROVIC**

**Blessed 0 • Abomination**

**React:** When Petrovic would be discarded or aced during a shootout, the opposing player must pay you ghost rock equal to his influence, if able.

*"My faith gives me the strength to resist...most temptations."*

**5** **1**

**A** **LEYCHAA'I YOUNGHEART**

**Noon/Shootout:** Move a non-Spirit Sidekick from your dude at this or an adjacent location to another of your dudes at this or an adjacent location.

*"I too have fought against the infected. I look forward to hearing more of your stories, Miss Cheng."*

**3** **0**

**7** **MONOMI MILES**

**Kung Fu 1**

**Resolution, Boot:** If your hand is legal and your hand rank is higher, boot Miles's Sidekick to increase the casualties of both posses by his Kung Fu rating.

**4** **0**

**8** **KLAH**

**Shootout, Boot:** Boot Klah's Sidekick to give your dude with a Sidekick +1 bullets.

*"The Navajo fight against the evil deep in the Petrified Forest, and it is kin to what you face here. We will help you hunt this threat."*

**7** **0**

**J** **BLACK ELK**

**Experienced 1 • Shaman 3**

If Black Elk is at a deed, he uses his Shaman skill rating to check control of the deed instead of his influence.

*"I would not have wished your fate upon anyone, Matilda, but you are still needed in this world."*

**7** **1**

**Q** **NATHANIEL TUWIKAA**

**Noon:** Nathaniel calls out a dude at his location. When forming shootout hands this shootout, all dudes use their influence instead of bullets to determine how many cards each player draws (but keep their bullet type).

*"He's such a blowhard, even the winds have trouble matching him!"*  
—Laughing Crow

**4** **2**

**A THE FACELESS ONE**

**Abomination**

**Shootout:** Choose an opposing dude. The Faceless One gets a bullet bonus equal to that dude's bullets, to a maximum bonus of 4. If that dude has grit of 11 or higher, that dude has a maximum bullet rating of 4.

048.2304

**8 LORENA CORBETT**

**Abomination**

**Shootout:** Choose an opposing dude. That dude is considered to have a minimum grit of 11 for your card effects. You may boot Lorena's Mystical goods to boot that dude.

*"My feathered friends have told me of your nightmares, Miss Cheng."*

048.2304

**J AUNTIE SINISTER**

**Huckster 0**

While Auntie Sinister has a Mystical goods and is in a posse, she gets a bonus to her Huckster skill equal to her influence.

**React:** After Auntie Sinister passes a Huckster skill check by 6 or more during a shootout, she gains +2 bullets.

*"I won't let you down, Marias."*

048.2104

**K MASON ADLER**

Mason cannot have non-Melee Weapons attached.

**Noon Job, Boot:** Mark the opposing dude with the highest grit of 11 or higher (you choose in case of a tie). No other dudes can join your posse. If successful, ace the mark.

**Repeat Shootout:** If an opposing dude with the highest grit is in the opposing posse, Mason gains the Abomination keyword and becomes a stud. You can use this ability once per shootout.

048.2204

**2 ENRIQUE DOS SANTOS**

**Deputy**

**React:** After a wanted dude who is not at home accepts a callout from Enrique, other dudes cannot join the mark's posse until after posses are formed.

*"He's got a bullet saved for Deputy DeLorre's killer." —Lucy Clover*

048.2304

**9 REVEREND ENDICOTT**

**Blessed 0 • Deputy**

**React:** After you attach a Miracle to Endicott, choose an opposing dude with influence lower than the number of Miracles attached to Endicott and raise that dude's bounty by 1.

048.2404

**Q SGT. ELIJAH CLAY**

**Deputy • Harrowed**

After each Shootout play (including passing) while Elijah is in your posse, if the opposing posse has greater total bounty than total bullets, Elijah becomes a stud and has a minimum bullet rating of 3.

048.2504

**K WYATT EARP**

**Deputy**

If your outfit is ⚔, reduce Wyatt's cost by 2 for each of your ⚔ dudes in Boot Hill.

While Wyatt is in your posse, your shooter gets +2 bullets if the opposing shooter's bounty is greater than their bullets.

**Cheatin' Resolution:** Ace the opposing shooter or a wanted dude in the opposing posse.

048.2604

**4 ELI LEATHERWOOD**

*"You don't think the world has changed? You should see the critter hides he has for sale these days. Chupacabra, serpents the size of men, werewolf, catamount! And that's just what he has on display in public."*

*—"Handsome" Dan Deeds*

048.2704

**6** **ROBERTO MURATORE**



**1** **1**

**Mad Scientist 1**

**Noon:** Boot Roberto's Experimental Gadget at your in-town deed with 1 control point and pull twice. If one pull was red, give this deed a control point. If both pulls are red, that control point is permanent.

**6** "Science has come to Tombstone!" **0**

**9** **ADELAIDE ROSE**



**1** **1**

**Mad Scientist 1**

**Shootout:** Boot Adelaide's Gadget to give an opposing dude -1 bullets. If that Gadget is Experimental, give your dude +1 bullets.

"I've already started putting the gadgets Boldman left behind to good use. Just look at this!"

**4** **1**

**K** **DR. GREGORY TREMANE**



**2** **4**

**Mad Scientist 3**

If your outfit is **V**, reduce Gregory's cost by the number of Gadgets you control.

**Shootout:** Boot your Gadget to send an opposing dude without a Gadget home booted.

**11** **3**

**5** **BIG NOSE KATE**



**3** **1**

**Noon:** Discard a card to give your dude at this location +1 bullets. If you discarded an action card with a Shootout or Job ability, that dude gets +1 influence. If that dude is not wanted, you may give that dude 1 bounty.

**5** "For better or worse, you sure make my blood boil, Doc." **0**

**8** **JOHNNY RINGO**



**2** **2**

If Johnny is wanted and the only dude in your posse, only shooters contribute to draw hand bonuses.

**Shootout:** Until the next round of this shootout, dudes cannot be chosen or affected by their opponent's React, Shootout, or non-Cheatin' Resolution abilities.

**8** **0**

**10** **VIOLET ESPERANZA**



**2** **2**

**Huckster 2**

**Shootout:** Choose an opposing dude with bullets less than Violet's bounty while Violet is attempting a job. Ace Violet's Hex and pull. If the pull is greater than that dude's value, ace that dude.

**6** "Find Morgan Lash, at any cost." **3**

**Q** **CURLY BILL BROCIUS**



**3** **2**

**Harrowed**

After you reveal a higher hand rank than the opposing posse during a shootout, give one of your dudes 1 bounty.

**React, Boot:** After you win a shootout round with Bill in your posse, if your posse has more total bounty than the opposing posse, the opposing posse takes 2 extra casualties.

**7** **3**

**9** **BYRON DECKER**



**2** **1**

While Byron has a Gadget Weapon, he gets +1 influence.

**React:** Before Byron is aced as a casualty, by a Shootout ability, or by a non-Cheatin' Resolution ability, discard another of your dudes in your posse to prevent Byron from being aced.

**3** **1**

**J** **CARTER RICHARDSON**



**2** **1**

**Deputy**

If there is a wanted dude in the opposing posse, you may play Carter from your hand (into your posse) as a Shootout play, paying his cost.

**Noon:** Move Carter to the location of a wanted dude with the highest bounty (you choose in case of a tie).

**5** **2**

**K** **VALERIA BATTEN**  
♠

2  
1



**Experienced 1 • Huckster 1**  
Valeria can invent Mystical Gadgets using her Huckster skill.  
While Valeria is in a shootout, hand ranks cannot be modified by Shootout, React, or non-Cheatin' Resolution abilities.  
**Noon:** Boot your dude and give them +1 influence.

7 1

O4B 3074

**2** **STEPH & GERTIE'S TONSORNIUM**  
♦

1



**Public**  
**Controller Noon, Boot:** Shuffle a card from your hand into your deck. Discard the top card of your deck.  
*"The finest cut for locals and their furry friends alike!" —Taiyari*

3 2

O4B 3074

**4** **GATEWAY STATION**  
♦

2



**Private • Seedy**  
**Controller React, Pay 1 Ghost Rock, Boot:** Before discarding your lowball draw hand, discard a card from your play hand. Take a dude card from your lowball draw hand and put them into your play hand.

4 1

O4B 3074

**5** **HART'S TEA SHOPPE**  
♦

1




**Private**  
**Controller Shootout, Boot:** Boot an opposing card.  
*"Over forty different kinds of tea, but not a single drop of liquor? I don't get it." —Ulysses Marks*

3 1

O4B 4054

**9** **BIRD CAGE THEATER**  
♦

1



**Public**  
**Controller Noon Job, Boot:** Mark an opposing dude with 1 or more control points. If successful, remove all control points from the mark and this deed gains a permanent +1 control points and permanent +1 production.

3 1

O4B 4054

**J** **COCHISE COUNTY COURTHOUSE**  
♦

0



**Public • Government**  
**Controller Noon Job, Boot:** Mark the town square. Your posse must have 4 or more bullets. If successful, you may pay ghost rock equal to an opposing dude's influence to boot all cards attached to that dude and move that dude to town square booted.

4 1

O4B 4054

**K** **GAGE EXPORT CO.**  
♦

1



**Public**  
**Controller Noon, Boot:** Shuffle a card in your discard pile into your deck. Discard the top card of your deck.  
*"Phincas continues to provide us a front for supplies. Extend the same to the Twilight Legion." —Byron Decker*

3 2

O4B 4054

**8** **MAGNUM OPUS TENEBRI**  
♥

1



**Mystical • Weapon • Gadget 8 • Unique**  
A Huckster can invent this Gadget using their Huckster skill.  
**Shootout, Boot:** Boot this dude to send an opposing dude with value less than your posse's total bullets home booted. If that dude's value is less than your posse's total bullets by 4 or more, you may ace your Abomination dude to ace that dude.

3

O4B 4054

**9** **SCATTERGUN**  
♥

1



**Weapon**  
**Shootout, Boot:** If this dude has 1 or more bullets, discard a token dude or a Sidekick with cost equal to or less than this dude's bullets.  
**Shootout, Boot:** An opposing dude with 0 influence does not contribute to draw hand bonuses unless they are the shooter.

2

O4B 4054

**K** **ADLER'S NEEDLE**

**2**

**Melee • Weapon • Unique**

**Shootout, Boot:** Choose an opposing dude at this or an adjacent location not in the shootout. That dude's controller may have that dude join their posse. If that dude does not join, this dude gains a permanent control point. If this dude has higher grit than that dude and they do not join, that dude gets -1 influence while not at home until after Sundown.

**3**

OAB 5074

**5** **WRATHFUL SPIDER**

**Spirit • Sidekick**

**Cheatin' Resolution Spirit 5, Boot:** Send the opposing shooter home booted.

**Shootout Spirit 6, Boot:** Give an opposing dude -1 bullets. If successful by 6 or more, boot that dude.

**2**

OAB 5074

**10** **GUIDING LIGHT**

**Miracle • Hymn**

**Noon Miracle 5, Boot:** Pay another player 1 ghost rock to send your dude at this or an adjacent location home. If you have less ghost rock than that player, unboot that dude.

**Noon Miracle 5, Boot:** Pay another player 2 ghost rock to send that player's dude at this or an adjacent location home.

**0**

OAB 5074

**J** **CHAMPION**

**Miracle**

**Cheatin' Resolution Miracle 6, Boot:** Gain 1 ghost rock.

**Shootout Miracle 8, Boot:** Boot your dude to make them a stud. If that dude is discarded or aced, gain 1 ghost rock.

**1**

OAB 5074

**J** **MALISON**

**Hex**

**Shootout Hex 9, Boot:** Choose an opposing dude. Your posse gets a +1 draw hand bonus of that dude's bullet type while that dude is in the shootout. If that dude is aced or discarded during this shootout, give this dude a permanent +1 influence.

**1**

OAB 5074

**K** **DANCING BUTTERFLY**

**Spirit • Sidekick**

**Resolution Spirit 10, Boot:** If your hand is legal, the opposing player can have a second Cheatin' Resolution played against them. The opposing player may cancel this effect by sending one of their dudes home booted and giving one of your deeds a permanent control point (*opponent chooses deed*).

**2**

OAB 5074

**4** **TEN-FOOT PUNCH**

**Technique**

**Shootout Technique:** This dude gets +1 Kung Fu and joins your posse. If this dude has a Kung Fu rating greater than or equal to the bullet rating of an opposing dude, reveal the top 5 cards of your deck and you may add a non-Tao Technique to your hand from those cards. Discard all other revealed cards.

**0**

OAB 5074

**8** **FLEET-FOOTED**

**Noon:** Send your dude home booted.

**Shootout:** Give your dude +1 bullets and an opposing dude -1 bullets.

*"Dive for cover, lead's a-flyin'!"*  
—Ike Clanton

**0**

OAB 5074

**10** **YOU'RE A DAISY IF YOU DO**

**Noon:** Boot your stud in town square to move an opposing dude to town square. If that dude has more control points than your stud, boot the opposing dude; otherwise, unboot the opposing dude. Your stud calls out that dude.

**0**

OAB 5074

Q

♣

TWILIGHT IS UPON US

1

Headline

Shootout:

All shooters have +2 bullets while in a posse with a skilled dude. Your skilled dude joins your posse (*moving if necessary*).

"Agents and Texas Rangers both have put aside their differences to ensure humanity's survival."

—Elijah Clay

K

♣

TEST OF WILLS

0

Shootout:

Boot an opposing card. If it is a goods or spell, it loses all abilities, traits, and bonuses.

React:

After posses are formed, if your posse has more total bullets than the opposing posse, Shootout plays cannot cause dudes to join posses or cause dudes to leave the shootout.