

ANDREW LANE



The Ghost

If you are the leader, your dudes without Weapons have -1 bullets.

Shootout, Boot: Attach a non-Unique Weapon from your hand to one of your non-token dudes.

-1 **+0**

HCWM 3/56

HANK KETCHUM



Ol' One Eye

If you are the leader, you must choose your highest grit dude in your posse as your shooter.

Resolution, Boot: If your posse only contains a single dude, and that dude has at least 1 printed influence, that dude gains Harrowed for this shootout round.

-1 **+0**

HCWM 2/56

LACY O'MALLEY



Ace Reporter

Card effects cannot cause cards to leave your discard pile, and cards in your discard pile cannot be played. During Sundown, discard all cards in your hand.

-1 **+0**

HCWM 3/56

2 THE TOMBSTONE HAINT



Abomination

The Haint has +2 influence during the Upkeep phase.

"Ever since I first banished him in South Carolina, he appears at another stop on my journeys, and I get paid to banish him again. It's a nice arrangement we have." —Master Shou

2 **0**

HCWM 4/56

4 ROCK WOOFSTONE



Repeat Noon: Pay an opponent 1 ghost rock to move Rock to town square.

"Each town we stop in, he makes it a point to have at least one night out and visit every saloon in town, no matter how many there are." —Taiyari

4 **0**

HCWM 5/56

J ARIELLE MORIAH



Blessed 1

React: After Arielle boots to use an ability on a Miracle, unboot her.

"May Loko's blessing soothe your wounds and Erzulie Freda's soothe your soul."

4 **0**

HCWM 6/56

Q GABRIEL PRIOR



Blessed 0

Increase Gabriel's Blessed skill checks by the number of your other dudes at this location.

"It doesn't matter if I believe this nonsense, I'll make 'em believe it for me."

5 **1**

HCWM 7/56

2 MR. BAIRD



Noon, Pay 1 Ghost Rock, Boot: Discard a deed from your play hand to put an in-town deed from your discard pile into your play hand.

"A pleasure doing business with you, Mr. Essex. I'll arrange for Mr. Healey to make the delivery."

3 **0**

HCWM 8/56

3 HARLAN STANTON



Harlan is a stud while at a Ranch.

Shootout: If this shootout is at a Ranch, Harlan joins your posse (moving if necessary).

"Those law women saved my children. You'll get no help from me, Curly."

4 **0**

HCWM 9/56

5 **DR. DELPHI WALLIS**



Mad Scientist 1

Shootout: Boot Delphi or her Gadget to make a Mad Scientist skill check against an opposing dude's grit. If successful, choose an ability printed on that dude. The dude cannot use the ability until after the Sundown phase.

5 **1**

Q **COOPER GRANNON**



Mad Scientist 0

Noon: Boot Cooper's Gadget to pull. If the Gadget is Experimental, make an additional pull. For each pull, if it is a:

- ♦, draw a card then discard a card
- ♥, Cooper gains +2 bullets
- ♠, Cooper gains +1 influence
- ♣, boot Cooper

7 **1**

A **VIVENE GOLDSUN**



If Vivene has a Mystical goods, she is a stud.

Shootout, Boot: Discard one of Vivene's Mystical goods to choose an opposing dude with grit lower than that goods' value. Send that dude home booted.

4 **0**

3 **MAURICE CROKER**



Huckster 0

Shootout: If there are no studs in your posse, choose an opposing dude. That dude becomes a draw.

"Bayou Vermilion has deeper plans than the Cowboys realize. I'm here to ensure they continue past this conflict."

4 **0**

8 **BOGIE MAN**



Abomination

While you have no dudes in Boot Hill, Bogie Man has +1 influence.

Bogie Man gains a bullet bonus equal to the highest printed influence in any Boot Hill.

"Goodnight and sleep tight..."

5 **1**

J **EVAN LUCAS**



Huckster 1

If Evan Lucas is in your posse, you gain 1 ghost rock whenever an opposing dude is aced.

"Magic, money, mischief, mayhem... Evan! Lucas! What have you scamps done now?"—Nicole Sumner

5 **1**

3 **TAWODI**



Noon Job, Boot: Mark the town square. If successful, choose a dude or deed in your discard pile and play it, lowering the cost by 2, to a minimum of 1.

"The Spirits show me what's on the horizon, and I see darkness. It's changing the past as we know it..."

3 **1**

4 **TSINTAH**



Shaman 0

Shootout: Boot Tsintah's Spirit or a Totem at this location to make her a stud. If this location is Holy Ground, or is a deed adjacent to Holy Ground, Tsintah gains +1 bullets.

4 **0**

5 **JACKIE SANJURO**



Kung Fu 1

Jackie cannot have non-Melee Weapons attached.

While Jackie is the only dude in your posse, he has +4 value and is a stud.

"He can't recall his past, but he certainly hasn't forgotten how to fight!"—Richard Faulkner

4 **1**

8 **SPEAKS-WITH-BUFFALO**



Noon Job, Boot: Mark an opposing dude. Speaks-with-Buffalo becomes a stud. When forming draw hands this shootout, all dudes use their influence instead of bullets to determine how many cards each player draws (*but keep their bullet types*). If successful, unboot Speaks-with-Buffalo, draw 2 cards, and then discard 2 cards.

6 **0**

4 **JUDGE WELLS SPICER**



Noon, Boot: Send an opposing dude at this location with more bounty than influence home booted. That dude's owner may reduce that dude's bounty to 0.

"So, Miss Clover, you say that the Earps were acting in self defense?"

3 **1**

8 **JOAN McGRUDER**



Blessed 0 • Deputy

Joan has -1 bullets for each other dude in her posse.

Joan cannot flee or be sent home from a shootout.

Joan's attached cards cannot affect opposing dudes unless they have bounty higher than their influence.

5 **1**

10 **VIRGIL EARP**



Deputy

Cheatin' Resolution: Choose up to three bounty on dudes in the opposing posse. If your hand is legal, you may choose up to five bounty. Lower your opponent's hand rank by that amount. Your opponent may remove the chosen bounty.

8 **0**

Q **MARSHAL CAVES CALLARMAN**



Deputy

Caves has -1 bullets and -1 influence for each bounty he has.

Noon: If Caves is at a Public location, discard a card to reduce his bounty by 1.

"We all gotta play by the rules."

4 **1**

2 **FLORENTINO "INDIAN CHARLIE" CRUZ**



Charlie has +1 value for each bounty he has.

While Charlie's bounty is greater than 3, he cannot be changed to a draw.

"The Earp rampage escalated into a showdown with the Cowboys, but the end of that madness gave rise to another far worse."

—Lacy O'Malley

4 **1**

3 **TOMAS RAMIREZ**



Huckster 1

Shootout: Boot Tomas's Hex to make a Huckster skill check against the value of an opposing Weapon. If successful, discard both the booted Hex and the Weapon.

4 **0**

4 **PETE SPENCE**



Noon Job, Boot: Mark an in-town location Pete is not at. If successful, choose an Attire or non-Unique Weapon in your discard pile and attach it to one of your dudes, booted (*paying all costs*). If that dude attached a Weapon and has no bounty, raise their bounty by 1.

2 **0**

K **JONAH ESSEX**



Experienced 1 • Huckster 2

If your outfit is , Jonah's cost is reduced by the number of different Hexes you control.

Other wanted dudes in Jonah's posse have +1 bullets.

Noon/Shootout: Discard an opponent's attached card at this location with cost equal to or less than Jonah's bounty. Raise the bounty of your dude at this location by 1.

9 **3**

A **CAMILLUS S. FLY**



Transient

React: After Camillus enters play during High Noon, one of your other dudes becomes a stud.

"After that day I could use some quiet. Be happy to help you develop those plates, Ms. Loomis."

2 0 2

HCWM 28/54

4 **QUATERMAN PRIME**



Harrowed • Gadget 6 • Mystical

QUATERMAN PRIME must be invented, and enters play at the Mad Scientist's location.

QUATERMAN PRIME's bullets cannot be modified except by his attached goods. Cards cannot boot or move QUATERMAN PRIME.

Each time a player reveals a cheatin' hand in QUATERMAN PRIME's shootout, that player takes an additional casualty.

2 0 2

HCWM 29/54

6 **WINONA REIN-BREAKER**



Shaman 0

Shootout, Pay 1 Ghost Rock, Boot: Discard an opposing Sidekick.

"I saw that sickly outlaw ride his pale horse into the Badlands, followed by his posse. The creatures there are in danger."

4 0 0

HCWM 30/54

8 **NICOLE SUMNER**



While Nicole is wanted, she has +3 bullets.

While Nicole is wanted, her influence is reduced to 0.

React: After you win lowball, reduce Nicole's bounty to 0.

The one with the heart... and the Sumner temper to match.

5 0 1

HCWM 32/54

3 **RED RIVER ROULETTE**



Public • Casino

Resolution, Boot: If your hand is legal, boot your dude at this deed to prevent all casualties this round. Dudes cannot flee this round. In the next round of the shootout, double the number of casualties inflicted.

5 1 2

HCWM 32/54

4 **KIVA OF FATHOMLESS REACH**



Core • Private

Holy Ground

React, Boot: After victory is checked during Sundown, move your dude to town square.

"The Hopi of this area are unsure how far its depths extend, and believe a kachina may have built it." —Tawodi

1 0 0

HCWM 33/54

7 **CRYSTAL PALACE**



Private • Saloon

Abomination dudes at this location have +1 bullets and +1 influence.

"The veil between worlds is weak there. You may encounter spirits much fouler than tequila." —Valeria Batten

3 1 1

HCWM 34/54

8 **RHAM'S READINGS**



Private

Controller Noon, Boot: Reveal the top card of an opponent's deck. If that card has the same value or suit as the top card of the chosen player's discard pile, gain 1 ghost rock. If a joker is revealed, ace it and reveal the next card.

2 1 1

HCWM 35/54

10 **JONAH'S RETREAT**



Public • Out of Town

The player who controls Jonah's Retreat collects its production.


"This will suit the Alliance's needs nicely, and give me a safe perch to recuperate if this affliction gives me trouble."

—Jonah Essex

1 0 2

HCWM 36/54

Q **SCHIEFFELIN HALL**



1

Public

When forming draw hands during shootouts at this location, all dudes use their influence instead of bullets to determine how many cards each player draws (*but keep their bullet type*).

2 **+1**

HCWM 37/54

2 **BLUE LIGHTNIN'**



+0

Mystical • Weapon

This dude is a stud.

Repeat Shootout: Boot this dude's Hex. This dude gets +1 bullets or +1 Huckster skill.

"In the end, not even Zeb's blue lightnin' could save him from an untimely death."
—Papa Marius

2

HCWM 38/54

3 **MAGNUM ROUNDS**



Shootout: This dude gets +1 bullets. If you reveal a legal draw hand this round, hand ranks and casualties can only be modified by traits and Cheatin' Resolutions. Discard this card.

"Eat lead, ya varmint!"

0

HCWM 39/54

4 **IRON MOLE**



Horse • Gadget 4

If Iron Mole is at an Out of Town deed, increase that deed's production by 1.

Noon, Boot: Move this dude to an Out of Town deed.

Shootout, Boot: If this dude is at an Out of Town location, this dude joins your posse (*moving if necessary*).

1

HCWM 40/54

4 **NET GUN**



+1

Weapon • Gadget 5

Shootout, Boot: This dude makes a Mad Scientist skill check against an opposing dude's value. If successful, discard this card and make that dude a draw.

A new way to tangle with the law.

1

HCWM 41/54

5 **SCRATCH**



Sidekick

If Scratch is discarded from play, discard a card to draw a card.

Noon/Shootout, Boot: Move Scratch to another of your dudes at an adjacent location.

Still has 9 lives, unlike her owners.

2

HCWM 42/54

6 **BATTERED BANJO**



0

Weapon • Melee

React: After a Hymn is successfully cast at this location, this dude gains +1 influence.

Noon, Boot: Discard this card to give an opposing dude at this location -2 bullets.

1

HCWM 43/54

7 **BOLTS O' DOOM**



Hex

Shootout Hex 7, Boot: Reduce an opposing dude's bullets by this dude's influence. If that dude has 0 bullets, this dude gets +1 bullets.

"I'm sorry, were you expecting a gunfight?"
—Nicodemus Whateley

1

HCWM 44/54

10 **LETHARGY**



Hex

Noon Hex X, Boot: X is the grit of an unbooted dude at this or an adjacent location. At Sundown, that dude does not unboot unless their controller pays 1 ghost rock.

"Maybe vengeance can wait a day..."

1

HCWM 45/54

Q MIND TWIST



Hex

Noon/Shootout Hex 6, Boot: Boot a spell attached to a dude at this location. If this is a shootout, the spell must be in the opposing posse.

Noon Hex 6, Boot: Choose a dude at this location. Until after Sundown, that dude's influence is set to 1 (and cannot be modified).

HCWM 46/54

A DIES IRAE



Miracle • Hymn

Shootout Miracle 8, Boot: After choosing your shooter this round, up to four dudes in your Boot Hill contribute bullets to your draw and stud bonus (as back-up dudes). Your dudes cannot flee the shootout this round.

HCWM 47/54

9 BABBLE ON



Miracle

React Miracle 6: After another Miracle boots your dude, unboot that dude.

Shootout Miracle 7, Boot: Boot this dude to boot an opposing card.

HCWM 48/54

8 ANCESTOR'S REPROACH



Spirit

Shootout Spirit 8, Boot: Ace a card from your hand. An Ancestor Spirit enters play at this location and joins your posse.

Cheatin' Resolution Spirit 6, Boot: An Ancestor Spirit enters play at this location and joins your posse.

HCWM 49/54

9 SECRET PATHS



Spirit

Noon Spirit 8, Boot: Move all of your unbooted dudes at this location to another location.

"Black Elk guided us through the Hunting Grounds, bringing us straight to the kiva's depths." —Geronimo

HCWM 50/54

2 FANNIN' THE HAMMER



Shootout: Boot your dude to choose a number of opposing dudes up to your dude's bullet rating. Each chosen dude with 0 printed bullets becomes a draw. Each chosen dude gets -1 bullets.

"Doc, I swear that was more than six shots..." —Virgil Earp

HCWM 51/54

3 TUMBLEBLEEDS!



Condition

During shootouts at this location, the losing posse takes an additional casualty. Each player gains the ability: **"Noon Job:** Mark the town square. If successful, discard a number of attached Tumblebleeds! equal to the number of dudes in your posse."

Noon: Boot your Huckster to attach this card to town square.

HCWM 52/54

4 TAKIN' COVER



Shootout: Give one of your dudes -1 bullets. That dude cannot be chosen as a casualty this round unless you lose this shootout round by 3 or more ranks.

"There's no escape, Clanton! We're takin' the ranch now. Throw up your sashes!" —Wyatt Earp

HCWM 53/54

9 HELL'S COMIN' WITH ME!



Shootout: One of your dudes joins your posse (moving if necessary). If that dude has a Sidekick, you may make another shootout play with one of that dude's attached cards.

"A violent ending was unavoidable. I'll let Gomorra know of their passing." —Sgt. Elijah Clay

HCWM 54/54

