

4 **YASMIN TIAN**



Grifter • Blessed 0 • Kung Fu 0

React, Boot: At the start of the game, you may discard a card to draw a card.

"The Lakota aren't the only ones in Deadwood who can draw power from their faith."

3 **0**

7 **"DYNAMITE" JACC**



Resolution, Boot: Ace Jacc to make the opposing posse suffer 2 extra casualties.

"Who that destroyeth my flock, I will so destroy!"

4 **1**

8 **BAI YANG CHEN**



Experienced 1 • Kung Fu 2

Bai Yang Chen cannot have attachments.

While Bai Yang Chen is in a posse, after each shootout play (including passing), remove any modifiers to his bullet rating, set it to 5, and then reduce it by 1 for each card in your hand.

Noon: If you have no ghost rock in your stash, draw a card.

4 **2**

K **HUANG LI**



After using Huang Li's Shootout ability:

- if you booted a Blessed dude, unboot another dude in the shootout.
- if you booted an Abomination, Huang Li gets +2 bullets.
- if you booted a Kung Fu dude, boot an opposing dude.

Shootout: Boot your dude (in this shootout) to discard a card and draw a card.

6 **2**

A **ARTHUR DINGLER**



Grifter • Mad Scientist 0

React, Boot: At the start of the game, look at the top 5 cards of your deck. You may discard them, shuffle them into your deck, or return them to your deck in the same order. Take 1 ghost rock from the bank and add it to the pot for the Gamblin' phase.

3 **0**

6 **DEADWOOD DICK**



Cheatin' Resolution: Boot Dick or his Horse to send any number of your dudes with Horses home booted. If your hand is legal, those dudes do not boot.

"Family still call me Nathaniel, but I earned this name when I won that rodeo. I ask you to respect that."

6 **0**

10 **AL SWEARENGEN**



Noon, Pay 4 Ghost Rock: Al permanently has +1 bullets, +1 influence, is a stud, and loses this ability.

"McCall, take care of Hickok. I want him in the grave before he can bring law to this town."

4 **0**

J **AUNT LOU MARCHBANKS**



While at a location you own, Aunt Lou is a stud.

"Aunt Lou ain't just the greatest cook in the Black Hills, she's also the toughest. Only a fool would make trouble at her restaurant."
—Deadwood Dick

4 **0**

2 **LEW ESQUILIN**



Grifter • Huckster 0

React, Boot: At the start of the game, look at the top 6 cards of your deck. You may discard a card from your hand to reveal an Abomination or non-Unique Mystical goods and add it to your play hand. Return the other cards to your deck in the same order.

3 **0**

3 **MOURNING MIST**

1
0

Abomination

Noon, Boot: Ace Mourning Mist to boot a dude at this or an adjacent location.

"The acrid stench of death and betrayal can freeze even the hardest soul."
—Padre Ernesto de Diaz

2 **0**

5 **VICTOR "NINES" DE BORE**

1
1

Huckster 0

Victor has a bonus to his Huckster skill equal to the number of Abominations at his location. This bonus cannot exceed +4.

"That Hoyle's was priceless! We need to get it back now, by any means necessary!"

4 **1**

7 **THE ANGLER**

0
1

Abomination

Noon: The Angler calls out a dude at his location who has the same value.

Noon: Discard a card to change The Angler's value to that card's value.

3 **1**

2 **SIFTING SQUIRREL**

0
1

Grifter • Shaman 0

React, Boot: At the start of the game, you may draw a card and then discard a card. If you discard a Spirit or Technique, draw a card.

"Talk among the spirits is that a pale rider approaches from the south, bringing dark magic with him...."

3 **0**

6 **LEWIS "GRIZZLY" EVANS**

2
1

Kung Fu 1

While there are no Weapons in the opposing posse, Lewis is a stud.

While there is another dude in your posse, Lewis has **"Shootout, Boot:** Choose and boot an opposing dude with a lower value. Neither dude contributes to draw hands unless they are the only dude in their posse."

4 **1**

7 **"PROFESSOR" DUNCAN**

1
2

Experienced 1 • Shaman 3

While at a location with a Totem, Duncan is a stud.

React: After you play a Totem at Duncan's location, draw a card if it is the only Totem with that name at that location.

6 **1**

10 **YISKA**

0
1

Shaman 0

While Yiska has a Sidekick, he has +2 bullets.

"Mr. Hamid, I can guide your group through the Petrified Forest, but those who seek the badge killer find nothing but death."

5 **0**

5 **DR. JT GOODENOUGH**

0
1

Grifter • Mad Scientist 0

React, Boot: At the start of the game, search your deck for two different non-Unique Gadget Weapons and reveal them. Your opponent chooses one to discard. Attach the other to one of your dudes, paying its ghost rock cost (*without inventing*). Discard a card.

"Whaddaya druther?"

3 **0**

7 **SETH BULLOCK**

2
1

Deputy

While your draw hand is cheatin', Seth lowers your hand rank by his bullet rating if he is in your posse.

React: After you use a Cheatin' Resolution ability on an action card, unboot Seth.

5 **0**

10 **CLINT RAMSEY**



Experienced 1 • Deputy
Repeat React: After your opponent reveals a cheatin' hand, unboot Clint.

"In my quest to help Abram hunt down this Brotherhood, I've followed them north, out west, and now to Deadwood."

6 **1**

J **MIMI "THE NUN" O'BRIEN**



Blessed 1
React: Before you take casualties, if Mimi is in your posse you may discard a Miracle from your hand to suffer 1 fewer casualties this round. If your hand is legal, you suffer 2 fewer casualties instead.

5 **1**

A **SAM BASS**



While Sam is in your posse, Cheatin' Resolution abilities on action cards cost +1 ghost rock.

"Let the Rangers deal with him. He's gambled away everything he's robbed here."
 —Seth Bullock

2 **1**

4 **ROSALEEN BYRNE**



Grifter • Huckster 0
React, Boot: At the start of the game, discard 2 cards from your hand to draw 2 cards.

"Oh, darlin', it's not what can I do for you, it's what can you do for me."

3 **0**

5 **JACK MCCALL**



Shootout: If there are more dudes in your posse than in the opposing posse, give Jack 1 bounty to make him a stud.

"Once I'm done with McCall, I'm going after the man who hired him."
 —Wild Bill Hickok

2 **0**

9 **REGGIE MALLARD**



Reggie has a bullet bonus equal to the number of Hucksters in his posse. This bonus cannot exceed +4.

"Head straight into town and flush out the law. I've got your back."

5 **1**

3 **ALFERD PACKER**



Harrowed
 While Alferd is in your posse, your opponent gains **"Repeat Shootout, Pay 3 Ghost Rock:** Alferd joins your posse, under your control."

"Got any meat on ya?"

2 **2**

5 **JOHN "ACES" RADCLIFFE**



Experienced 1 • Agent
 While John has a Gadget Weapon, he is a stud. John cannot trade away his goods.

React: After John enters play, attach a Gadget Weapon from your hand or discard pile to him, paying its ghost rock cost (without inventing). If the Gadget comes from your hand, reduce its cost to 0.

4 **1**

7 **WILLA MAE MACGOWAN**



Experienced 1 • Ranger
Resolution: Discard Willa Mae to send a dude in your posse home. If your opponent's hand is cheatin', unboot that dude.

"Only way you'll harm a hair on these children is over my dead body!"

3 **0**

9 **NEW VARNEY NOSFERATU**



Abomination

If the New Varney Nosferatu is in a Public location at the beginning of High Noon, send it home booted.

"Word has it we should avoid these night trains...."—Allie Hensman

4 **1**

WZD 28/76

A **CARMICHAEL'S LIVERY**



Public • Ranch

This deed has +1 production and +1 control points if there is a Horse at this deed.

"Take good care of her. She doesn't take kindly to strangers."
—Jonah Essex

3 **+2**

WZD 28/76

3 **LAND PURCHASE**



Public

Controller Noon Job, Boot: Mark this deed. If successful, discard this deed to choose a deed in your discard pile and play it, reducing its cost by 3.

Please see Mr. Bearclaw re permits.

1 **+0**

WZD 30/76

4 **HEATH'S CURIOSITY SHOPPE**



Private

Controller Noon, Boot: Discard 2 cards. Choose a non-Unique card in your discard pile that matches the suit of one of the discarded cards and the value of the other discarded card, and put it into your hand.

3 **+1**

WZD 31/76

5 **THE GEM THEATER**



Public • Casino

Controller Shootout, Boot: If the shootout is at this deed, each dude in the shootout becomes a draw.

"If Hickok's back from the grave, he's comin' here for McCall." —Seth Bullock

2 **+1**

WZD 32/76

6 **BAIRD'S DEBT COLLECTIONS**



Private • Government

Each time a deed is played, gain 1 ghost rock.

Controller Noon, Boot: Discard a card from your hand to boot a deed.

"Time to settle, Mr. Healey. Fetch what I need from Arizona." —Mr. Baird

3 **+0**

WZD 33/76

7 **CHEYENNE CLUB**



Private

Controller Noon, Boot: Choose a dude at this or an adjacent location. That dude has +1 to each of their skill ratings (*the skills are Mad Scientist, Blessed, Huckster, and Shaman*).

2 **+1**

WZD 34/76

J **NUTTAL & MANN'S NO. 10 SALOON**



Public • Saloon

Controller Noon/Shootout, Boot, Pay 1 ghost rock: Boot or unboot a dude at this deed.

"I came to Deadwood to hunt, and instead I found a war. Gimme a shot, will ya?"
—Shelby Hunt

3 **+1**

WZD 35/76

Q **WINNER'S CIRCLE AUCTION HOUSE**



Public

This deed has +1 control points for each player with a dude at this deed.

Doris found exploring the auction house to be more exciting than she first expected.

3 **+2**

WZD 36/76

A **FEATHERED FRIEND**



Sidekick

Noon, Boot: Choose a dude at this location. Look at a random card in their controller's hand.

Shootout, Boot: Look at a random card in your opponent's hand.

2 W2D 37/56

3 **BULLETPROOF VEST**



Gadget 4 • Attire

This dude may not boot to join a posse at an adjacent location.

Resolution, Boot: Discard a card from your hand to have your posse suffer 1 fewer casualties this round.

2 W2D 18/56

9 **PALE HORSE**



Horse

Cheatin' Resolution, Boot: You may send an opposing dude without a Horse home booted. If your hand is legal, you suffer X fewer casualties this round, where X is this dude's bullet rating.

2 W2D 19/56

K **KINETIC ACCRETION ACTUALIZER**



Gadget 7 • Weapon

Repeat Shootout: Kinetic Accretion Actualizer has an additional +1 bullets until Sundown. You may use this ability once per shootout round.

"Give it a spell, ain't nothin' can stop ya!" —Dr. JT Goodenough

1 W2D 49/56

5 **MISSED ME!**



Hex

Cheatin' Resolution Hex 5, Boot: Reduce your opponent's hand rank by the total number of Sidekicks and dudes in their posse, to a maximum of 4.

"Nice aim you got there."

0 W2D 41/56

7 **MARK OF WAR**



Hex

Noon Hex 7, Boot: This dude's call outs cannot be refused. Discard this Hex.

"The Domain of War. Sounds like a fun place to stop off at next."
—Avie Cline

0 W2D 42/56

2 **WE STAND AMAZED**



Miracle • Hymn

React Miracle X, Boot: When a dude in this shootout is being discarded as a casualty, send that dude home booted instead. X is that dude's grit.

"We are blessed in your light, Lord."

1 W2D 43/56

8 **BENEDICTION**



Miracle

Noon Miracle 6: Choose another dude at this or an adjacent location. That dude has +2 to each of their skill ratings (*the skills are Huckster, Blessed, Shaman, and Mad Scientist*). If they do not have a skill, the dude has +1 bullets.

0 W2D 44/56

6 **GUIDING THE PACK**



Spirit

Shootout Spirit 5, Boot: If there are more dudes in your posse than the opposing posse, boot an opposing card. If you succeed by 4 or more, choose one of your dudes. That dude has +1 bullets.

1 W2D 45/56

J **ELK'S PROTECTION**



Spirit • Totem
Can only attach to a deed.

Noon Spirit 8, Boot: Choose a dude without a Weapon. That dude has +X bullets. X is this deed's printed production.

Shootout Spirit 8, Boot: Choose a dude without a Weapon. That dude has +X bullets. X is this deed's printed production.

1 W2D 44/56

2 **GET OFF MY LAND!**



React: After an opposing dude moves to a deed you own, move your dude to that deed from an adjacent location. This card's ghost rock cost is equal to the opposing dude's influence.

"I'll let you in on Mr. Baird's plans if you put that down." —Lane Healey

? W2D 43/56

2 **LOOK WHAT I FOUND!**



Shootout: Choose a non-Unique Weapon in your discard pile and attach it to a dude in your posse, paying all costs. Boot a Weapon or Sidekick attached to that dude.

"Well aren't you resourceful! Good dog!" —Leychaa'i Youngheart

1 W2D 44/56

2 **MANTIS PINCH**



Technique

Noon Technique: Choose a printed ability on a card at this location. That ability cannot be used.

Shootout Technique: Choose a printed ability on a card in this shootout. That ability cannot be used until after Sundown.

0 W2D 49/56

3 **AS NATURE AND GOD INTENDED**



Headline

Shootout: All Weapons lose their bullet bonuses, traits, and Shootout abilities until the end of this round of the shootout. Dudes with Kung Fu are studs until the end of this round of the shootout.

"Mano a mano, mi amigo!"

1 W2D 19/56

4 **PLAY FOR BLOOD**



Resolution: If draw hand ranks are tied, increase your draw hand rank by 1.

Noon: Draw a card and discard a card.

"That's just my game, Ringo. Say when." —Doc Holliday

0 W2D 11/56

7 **BAD BEAT**



Cheatin' Resolution: Discard the cheatin' player's draw hand and replace it with the top five cards of their deck. If the replacement draw hand is cheatin', take up to 2 ghost rock from that player.

"Little help from the Devil did the trick." —Dave "Slim" Gorman

0 W2D 12/56

7 **FALLEN STAR**



React: After your dude is chosen by an opponent's Shootout ability, boot a dude in your posse that could have been chosen. The booted dude is chosen instead.

"Real life is nothing like a dime novel. There's nothing but despair waiting for us all." —Xiong "Wendy" Cheng

0 W2D 13/56

8 **MASONIC AUGMENT**



Noon/Shootout: Discard a spell you own and control to choose one of your dudes. That dude has +1 bullets and +1 influence. If the spell was unbooted, gain ghost rock equal to the spell's printed cost.

"We'll bind the spirits to learn more of our new challenger." —Lew Esquilin

0 W2D 14/56

