

4 **THE BRUTE**



Abomination

When aced to cover casualties in a shootout, reduce the remaining casualties you must cover by 2.

"He's too stupid to be controlled, but he can be aimed." —Ivor Hawley

2 **0**

Q **SMILING TOM**



Abomination • Huckster 4

Tom can only move to your home or to a location that has another Fourth Ring dude.

"Thomas has gone off wandering again!"
—Kevin Wainwright

7 **2**

3 **PHILIP SWINFORD**



Experienced 1 • Deputy

Each time an opposing player reveals an illegal draw hand and you do not, you may draw a card to discard a card.

"Dave, if you won't act against these longriders, I will."

4 **1**

7 **DREW BEAUMAN**



Mad Scientist 1

Each time a player reveals an illegal draw hand and you do not, Drew may immediately attempt to invent a Gadget without booting (other requirements of inventing must still be met).

6 **0**

6 **DR. ARDEN GILLMAN**



Mad Scientist 1

Shootout Boot: Arden makes a mad scientist skill check against an opposing dude's grit. If successful, send that dude home booted. If successful by 6 or more, ace the dude. If the pull is a spade or a joker, Arden suffers the same fate.

5 **1**

9 **ARVID MARDH**



React: After Arvid enters play, make a tradin' Noon play.

"Something about watching him work makes even me angry."
—Max Baine

6 **2**

5 **ALLIE HENSMAN**



Experienced 1

Noon Job, Boot: Allie leads a job that marks an opposing dude. If successful, the mark's controller must give you ghost rock equal to the mark's influence. If the player cannot or does not, discard the mark.

"Glad that's over. The good girl act was gettin' old fast."

5 **2**

8 **MILT CLEMONS**



Whenever Milt's bounty increases, gain 1 ghost rock.

"He talks tough, but one of these days we might see how the cat jumps."
—Pancho Castillo

6 **1**

A **JAKE SMILEY**



Jake has +2 influence during the Sundown phase.

"Now, you're all probably wondering where your investments went. Well, it's a funny story..."

2 **0**

3 **QUATERMAN**



Non-Unique • Gadget • Difficulty 5

QUATERMAN must be invented by a Mad Scientist like any other gadget. It enters play at the Mad Scientist's location (*but does not attach*).

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

10 **ANGELA PAYNE**



Noon, Boot: If Angela is at a deed you do not own, gain 2 ghost rock.

"Bottom line is she's a mercenary. But she's protecting the townsfolk from Sloane, and I can respect that."
—Abram Grothe

A **THE MAYOR'S OFFICE**



Private • Government

Controller Noon, Boot: Raise or lower the influence of a dude at this or an adjacent location by 1.

"Honestly, it's just a chair... though a really nice one." —Rafi Hamid

7 **HUNTER PROTECTIONS**



Private

Controller Noon, Boot: Boot your dude without a control point at this location. Raise their bounty by 2. They permanently get 1 control point.

"They're just a front for Sloane's Gang, Dave. We need to shut them down."
—Philip Swinford

8 **THE EVIDENCE**



Noon: Reduce a wanted dude's bounty to 0. Discard this card.

Noon, Pay 1 Ghost Rock: Raise the bounty on a dude by 2. Ace this card.

"What more do you need, Dave?!"
—Philip Swinford

10 **TELEPORTATION DEVICE**



Experimental • Improvement Gadget • Difficulty 6

After this gadget is invented, attach it to a deed that you control.

Repeat Controller Noon, Pay 1 Ghost Rock: Choose your dude at this location and pull. If the pull is a club, discard the dude. Otherwise, move your dude to another location (*without booting*).

K **MAYFAIR FAMILY DECK**



Mystical

This dude has **Huckster: 0**. If this card leaves this dude, discard all Hexes from this dude.

"Its former owner is presumed dead. It will serve me well."
—Ivor Hawley

4 **PUPPET**



Hex

Noon Hex X, Boot: X is the grit of a dude at this location. Take control of the dude until after the Sundown phase.

6 **SUMMONING**



Hex

Noon Hex 5: If successful, mark the town square for a job. If the job succeeds, immediately play an Abomination from your hand reducing its cost by 6 ghost rock (*paying all other costs*). The Abomination permanently gets 1 control point.

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RIDDEN DOWN



Noon: Boot your Horse to send a dude without a Horse at this location home booted.

"It's rare for Healey and I to be on the same side, but I hope he catches those varmints." —Dave Montreal

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TAIL BETWEEN YER LEGS



React: After your call-out is accepted, the mark must form their posse before you form yours. The mark gets -2 bullets (until the end of the shootout).

"You cowards!" —Lucy Clover

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ELECTION DAY SLAUGHTER



Noon Job, Boot: Mark the town square. Each other player may unboot a dude in town. If successful, each other player must ace one of their dudes in town.

"In the end, the sheriff being there didn't matter much at all." —Jonah Essex

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