



ODDITIES OF NATURE

Your Abomination dudes get +1 influence while in the town square.

Noon, Boot: Boot your Abomination in the town square to gain 1 ghost rock. Boot an opposing dude in the town square.

18 +3



THE ARSENAL

Noon, Repeat: Boot a Gadget or spell attached to your dude to have them call out an unbooted or wanted dude (*at your dude's location*).

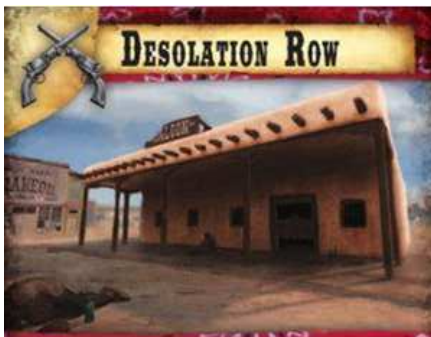
19 +3



MORGAN GADGETORIUM

React, Boot: Before pulling for a skill check, increase the difficulty by 2. If successful, gain one ghost rock, and unboot the dude if they booted to use the skill or ability.

18 +3



DESOLATION ROW

Your dudes with 4 or more bounty are worth +1 control point.

Noon Job: Boot this card (*not the job's leader*) to mark the town square. If successful and your leader is still in the posse, give them 2 bounty then gain ghost rock equal to their bullet rating, to a maximum of 4.

17 +3



PAGLIACCIO

Abomination • Non-Unique

Shootout, Boot: One opposing dude gets -1 bullets and -1 value.

"The key is to learn from your mistakes. Hopefully, you're learning a lot today!" —Leon Cavallo

2 0



VALERIA BATTEN

Huckster 1

Valeria can invent Mystical Gadgets using her Huckster skill (*as if it were Mad Scientist*).

"Knowledge can enlighten even the darkest soul. I hope."

4 0



MICAH RYSE

Experienced 1 • Huckster 1

Shootout: Boot a Hex or Mystical goods attached to Micah to give an opposing dude -3 value.

"Surprise."

7 0



REV. PERRY INBODY

Blessed 2

Noon, Boot: Perry makes a Blessed skill check of difficulty 9. If successful, unboot Perry and a Law Dog at this or an adjacent location.

"Lift your soul, lift your feet, and take a walk with me."

3 0



ZOE HALBROOK

Mad Scientist 0

Zoe can only invent Weapon Gadget cards.

Zoe gets a bonus to her Mad Scientist skill equal to the number of Deputies at her location.

4 1

Q **ABRAM GROTHE**



Deputy • Experienced 1 • Blessed 1

Abram cannot use his ability in the first round of a shootout.

Shootout: Abram gets +1 bullets. Boot all Weapons in the opposing posse and reduce their bullet bonuses to 0.

7 1

A **WILLIAM SPECKS**



Mad Scientist 2

Noon, Boot: Play a Ranch or Out of Town deed (as *Shoppin'*), or invent a Gadget. Reduce the cost by William's Mad Scientist skill.

"You ain't seen nothin' yet!"

3 1

5 **CHUAN "JEN" QI**



Mad Scientist 0

While Jen has a Horse, she gets +1 influence.

While Jen has a Gadget, she gets +2 bullets.

"I'd like to see you mount these guns on a 'real' horse."

3 1

10 **LANE HEALEY**



Experienced 1

Noon: Boot Lane's Horse to choose an opposing dude at an adjacent deed. Boot that dude. Lane moves to that deed and calls out the chosen dude.

"Nice haul, bandit. Split it with me, and I never saw you."

8 2

A **THE FIXER**



Grifter (You may only have one Grifter in your starting posse.)

React, Boot: At the start of the game, discard five cards from your deck. You may place one of those cards in your hand. If that card was an action card that starts a job, unboot The Fixer.

2 3

2 **MARIA KINGSFORD**



Huckster 0

Add Maria's bounty to each Huckster skill check she makes while in a shootout.

"No more creeping in the shadows. No more illusions. It's time to take a stand."

3 0

6 **MAKAIO KALEO, Esq.**



Noon: Move one bounty from one of your dudes to another of your dudes.

"I'll plan Blackwood's defense long enough for you to mount an offense, Sloane. This is a fight that can't be won, but I can draw a trial out indefinitely if I need to."

3 0

8 **SISTER LOIS OTWELL**



Union • Blessed 0

Shootout: Boot a Miracle on Sister Lois to give a dude in your posse +1 bullets and +3 value.

"Come in peace to the Lord."

6 0

9 **FÉLIX AMADOR**



Confederate • Blessed 2

Noon: Boot a Miracle attached to Félix to look at the top card of your deck.

"Vámonos con Dios."

6 1

Q **NICODEMUS WHATELEY**



Huckster 3

While your dudes are at in-town deeds, they gain the ability: **"Noon, Boot:** If this dude has 1 or more influence, give Nicodemus a control point."

At the end of Sundown, or if he is ever at home, Nicodemus loses all his control points.

7 **3**

Illustration by David Hume © & © 2013 AEG

2 **PETTIGREW'S PAWNSHOP**



Private

After a player plays a non-Gadget goods, this deed's controller gains 1 ghost rock.

"No, I don't have what you want. But I have just what you need."
—Pettigrew

3 **+1**

Illustration by David Hume © & © 2013 AEG

J **CALIFORNIA TAX OFFICE**



Private • Government

Comes into play booted.

Controller Noon, Boot: Choose another player's dude. The dude's owner either pays the dude's upkeep or discards that dude. Reduce the dude's upkeep to 0 until after the next Upkeep phase.

"Now there's only one sure thing in life."
—Aoi Cline

2 **+1**

Illustration by David Hume © & © 2013 AEG

Q **ST. ANTHONY'S CHAPEL**



Private • Holy Ground

Abominations at this location get -1 bullets.

The controller's dudes get +1 to their skill ratings while at this deed.

"God grant our request if it be for the good of our souls."

2 **+1**

Illustration by David Hume © & © 2013 AEG

K **THE WHATELEY ESTATE**



Private

Dudes not controlled by this deed's owner boot after moving here.

Controller Noon, Boot: Move a non-dude card from your Boot Hill to your discard pile.

Evil never dies.

4 **+0**

Illustration by David Hume © & © 2013 AEG

A **OUTLAW MASK**



Attire

While in the town square, this dude gets a bonus to their influence equal to their bounty.

"Before, their fear made them hunt me. Now, their fear makes them run."
—Maria Kingsford

1 **+?**

Illustration by David Hume © & © 2013 AEG

J **CLOWN CARRIAGE**



Mystical • Horse • Gadget • Difficulty 8

React, Boot: When forming or joining a posse, this dude and unbooted Abominations at this dude's location do not have to boot to join the posse (*this does not allow a booted dude to join a posse*).

Shootout, Boot: Play an Abomination from your hand into your posse (*paying all costs*).

2

Illustration by David Hume © & © 2013 AEG

Q **BIO-CHARGED NEUTRALIZER**



Weapon • Gadget • Difficulty 9

This dude is a stud. This card cannot be traded, and is not affected by other players' card effects.

"Great science demands great sacrifice."
—Prof. Eustace True

2

Illustration by David Hume © & © 2013 AEG

K **EVANOR**



Unique • Mystical • Weapon • Melee

If there is an unbooted non-Melee Weapon in the opposing posse, this goods provides no bullet bonus.

Shootout, Boot: If this dude is Blessed, they cannot be a casualty in the next round of the shootout (*they are not protected this round*). If you win this round, the loser takes 1 additional casualty.

4

Illustration by David Hume © & © 2013 AEG

2 **MIRROR, MIRROR**



Hex

Shootout Hex 4, Boot: This Huckster's bullet type becomes that of an opposing dude. If this Huckster has a lower bullet rating, they get a bullet bonus equal to the difference in ratings.

Shootout Hex 6, Boot: An opposing dude's bullet type becomes that of this Huckster. If this Huckster has a lower bullet rating, that dude suffers a bullet penalty equal to the difference in ratings.

1 FAT 3140

4 **LAY ON HANDS**



Miracle

React Miracle 8, Boot: When another dude at this or an adjacent location is being discarded as a casualty, or aced (*at any time*), boot this Blessed. Send that dude home booted instead. That dude will not unboot during the Sundown phase at the end of this turn.

1 FAT 3140

6 **HOLY ROLLER**



Miracle

Shootout Miracle 6, Boot: This Blessed gets +1 bullets and cannot be chosen as a casualty during this round of the shootout unless you lose by 3 or more ranks.

0 FAT 3140

8 **THE LORD PROVIDES**



Miracle

Shootout Miracle 9, Boot: Boot this Blessed to search your deck and/or discard pile for an action card, reveal it, and place it in your hand. Discard this spell.

2 FAT 3140

"Would ya looky here!"

9 **PHANTASM**



Hex

Noon Hex 9, Boot: Choose another player's unbooted dude at this or an adjacent location. Move them to a location adjacent to where they are now (*without booting*).

Noon Hex 12, Boot: Move another player's booted dude at this location to an adjacent location.

1 FAT 3140

*"You can't flee from your imagination."
—Aver Hawkey*

10 **WALK THE PATH**



Miracle

Noon Miracle 6, Boot: Move one of your dudes to this Blessed's location (*from any location, without booting*).

Shootout Miracle 7, Boot: One of your dudes in any location joins this Blessed's posse (*moving if necessary*). Unboot that dude.

0 FAT 3140

Q **SOOTHE**



Miracle

Noon Miracle 10, Boot: Boot this Blessed to unboot another dude at this or an adjacent location.

*"Be strong and of a good courage; be not afraid, neither be thou dismayed: for the Lord thy God is with thee whithersoever thou goest."
—Joabua 1:9*

1 FAT 3140

4 **SWINFORD FINDS TROUBLE**



Shootout: Boot one or more dudes in your posse. As you boot each dude, choose a dude in the opposing posse with a lower bullet rating. Boot the chosen dude, or send them home if they are already booted.

0 FAT 3140

5 **UNDER THE WEATHER**




Noon: Choose a dude and pull. If the pull equals or exceeds their grit, boot them. If it exceeds their grit by 6 or more, send them home booted.

"I don't need no doctor. It's just a tummy ache."

0 FAT 3140

6
♣

FASTER ON THE DRAW



Shootout: Your dude gets +1 bullets. If they are a Deputy, they become a stud. One opposing dude gets -2 bullets.

"You're gonna need to be faster than that if you want to last long in this town."
—Xiong "Wendy" Cheng

0
FAT 3740

8
♣

THIS'LL HURT IN THE MORNIN'



Cheatin' Resolution: Choose and discard one or two cards in an opponent's illegal hand. Replace them with cards drawn from the top of their owner's deck. If your hand is legal, then for each card discarded, your opponent must either pay you 1 ghost rock or ace the card.

0
FAT 3840

9
♣

PRAYER



Noon: Choose one of your dudes, who can attach Miracles as a shootout play and at any location. If the dude is not Blessed, they gain **Blessed 0**, but must discard all attached miracles after Sundown.

"As I lay me down to sleep..."

0
FAT 3940

J
♣

MEET THE NEW BOSS



Noon Job: Mark the town square. If successful, your leader permanently gets +1 influence and 1 control point. Ace this card whether or not the job succeeds.

"I wouldn't make that murderous warlock a dogcatcher, let alone mayor."
—Xiong "Wendy" Cheng

1
FAT 4040