

3 **FUNTIME FREDDY**

Abomination • Huckster 0
Grifter (You may only have one Grifter in your starting posse.)

React, Boot: At the start of the game, ace Freddy. Search your deck for two different Hexes and reveal them. The player on your left chooses one to ace. Attach the other to one of your Hucksters (paying all costs). Discard a card.

3 **0**

8 **THE FLYING POPESCUS**

Huckster 0

While The Popescus have two (or more) Hexes attached, they get +1 influence.

Shootout: If the Popescus have a Mystical goods attached, they become a stud.

4 **0**

A **ANDREW BURTON**

Deputy • Blessed 0
Grifter (You may only have one Grifter in your starting posse.)

React, Boot: At the start of the game, discard a card, draw a card, and add one bounty to another player's dude.

3 **0**

5 **ELMORE RHINE**

Noon, Boot: Choose another player's dude at a deed they do not own. Gain ghost rock equal to their bounty.

"You know, I lived the law every day... in the courts and the jails of New York City."

6 **2**

4 **HOWARD ASWELL**

Mad Scientist 0 • Grifter (You may only have one Grifter in your starting posse.)

React: At the start of the game, if there are no deeds in your hand, reveal it and discard the top 10 cards from your deck. You may discard a card from your hand to put a Ranch or Improvement from your discard pile into your hand.

3 **0**

Q **LOUIS PASTEUR**

Mad Scientist 2

Repeat Noon, Pay 1 Ghost Rock: Make a Mad Scientist skill test against a difficulty of 10. If successful, unboot one of your dudes at this or an adjacent location.

"Fortune favors the prepared mind."

8 **2**

2 **BENNY MCGILL**

Huckster 1

Noon: Boot a Hex on Benny to call out a dude with a higher bullet rating at this location, who cannot refuse.

3 **0**

7 **MARION SEVILLE**

Experienced 1

Shootout: If Marion has a Melee Weapon attached, he becomes a stud and you may boot a Weapon in the opposing posse.

"The last person to call 'Francine' a pig-sticker was trussed up like a side of bacon. I see a pattern here." —Pancho Castillo

6 **1**

Q **J.W. BYRNE**

While J.W. has a Weapon attached, he gets +1 bullets.

While J.W. has an Attire attached, he gets +1 influence.

While J.W. has a Horse attached, he gets -1 upkeep.

3 **1**

5 ♦ **SHANE & GRAVES SECURITY**

1

Private

Controller Shootout, Boot: A 2-stud Gunslinger token joins your posse at this or an adjacent deed. Remove the Gunslinger token from the game after the shootout.

2 **+1**

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10 ♦ **GOMORRA JAIL**

1

Private • Government • Core

You may start with this deed in play in place of one Law Dogs dude.

Controller React, Boot: When another player's wanted dude is discarded during the High Noon phase, this deed gains a permanent control point.

1 **+0**

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A ♥ **DIABLE EN BOÎTE**

Mystical • Weapon Gadget • Difficulty 2

React, Boot: When this dude is aced or discarded in a shootout, send one dude in this shootout home booted and draw a card.

"I love it! They know it's coming, yet they're surprised every time."
—*For Hawley*

0

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4 ♥ **LEGAL INSTRUMENTS**

+1

Unique • Improvement

This card attaches to an unbooted in-town deed you control.

This deed gains the Government keyword. Deputies at this deed get +2 influence and +3 value.

2

"Not the solemn cathedral of justice I prefer, but it'll do."—*Judge Harry Somerset*

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6 ♥ **RECURSIVE MOTION MACHINE**

Gadget • Difficulty 5

If this dude is a Gadget, it gets -1 upkeep. You may use ghost rock on this card to pay for abilities on Gadgets at this location.

React, Boot: After this dude moves, put one ghost rock on this card (*it is not a bounty*).

0

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6 ♥ **WINCHESTER MODEL 1873**

+1

Weapon

Shootout, Boot: Boot this dude to give them +1 bullets and make them a stud.

"One of One Hundred, eh? Mighty thoughtful of 'em to put my name on it for me."
—*Lane Healey*

1

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K ♥ **FANCY NEW HAT**

+1

Attire

Abilities on other players' cards cannot reduce this dude's influence.

"Who's got two thumbs and a fancy new hat?"
—*Mortimer Parsons*

1

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5 ♥ **CONFESSION**

Miracle

Noon Miracle 6, Boot: Boot this dude to choose a dude at this or an adjacent location, who gains bounty equal to this dude's Blessed skill.

Noon Miracle 7, Boot: Transfer one bounty from a dude at this or an adjacent location to your stash.

1

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7 ♥ **SHIELD OF FAITH**

Miracle

Shootout Miracle 7, Boot: Dudes cannot be aced or discarded during this shootout, except as a casualty for losing the round or due to their owner's card abilities or traits. Reduce your casualties this round by 1.

"The Lord is my strength and my shield..."
—*Psalm 28:7*

1

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3
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ROPE AND RIDE



React: After a dude accepts your callout, but before posses are formed, boot your leader or their attached Horse to move your dude then the mark to an adjacent location that is not your home. Boot the mark.

0

*"Hope you like the scenic route."
—Sanford Taylor*

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7
♣

INCUBATION



Condition

While this card is attached, this dude gets -1 bullets, -1 influence, -3 value, and the ability, "Noon, Boot: Discard one attached Incubation."

2

Noon: Attach this card to a booted dude at their home.

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J
♣

FLIGHT OF THE LEPUS



Cheatin' Resolution: Choose up to two dudes controlled by you or the player with an illegal draw hand. If you revealed a legal hand, you may choose one additional dude. Move those dudes home. If this is a shootout, you may boot them.

0

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