

9 **AVIE CLINE**



Experienced 1 • Harrowed Huckster 1

Noon, Boot: If Avie is at a deed in town, choose an opposing dude with lower influence in town. Move them to Avie's location.

6 **2**

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8 **JUDGE HARRY SOMERSET**



Deputy • Experienced 1

Noon Job, Boot: Mark a wanted dude. A 2-stud Gunslinger token enters play booted and joins your posse. If successful, discard the mark. Remove the Gunslinger from the game after the job.

"I hereby sentence you to hang by the neck until dead!"

7 **2**

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Q **EBENEZER SPRINGFIELD**



Blessed 0

React: After another player's ability affects your dude at this or an adjacent location, add one bounty to one of that player's dudes who is not wanted.

"The good Lord gave me a second chance. I can help you find one too."

4 **0**

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9 **ELANDER BOLDMAN**



Experienced 1 • Mad Scientist 3

Shootout, Boot: Unboot a Gadget. You can use its abilities another time. If it's Experimental, unboot Elander. If it's a Weapon, it provides an extra +1 bullets and its dude becomes a stud.

6 **1**

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9 **ANTHEIA PANSOFIA**



Huckster 0

If you pull a club while making a Huckster skill test for someone in Antheia's posse, add 3 to the skill check.

"Being told I shouldn't study something just makes me want to know about it more."

3 **0**

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J **HARRY Highbinder**



Harry cannot attach Weapons.

While Harry is at the town square and you have more influence there than any other player, you control the town square (it has no keywords).

"Oh, by all means, Deputy. Tell me how you think this is gonna work."

4 **2**

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10 **MAX BAINE**



Experienced 1

If Max is at the town square or a Government deed, Ranches provide no control points.

Noon, Boot: Play a dude with a value of 10 or higher at Max's location, reducing their cost by 3 ghost rock (minimum 0).

"I won't do it again, Lillian. I'm done."

6 **1**

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J **EL GRAJO**



Shootout: Boot a Melee Weapon attached to El Grajo to make him a stud and give him +2 bullets, to a maximum rating of 4 bullets.

"I speak for those whose lives have been taken unjustly. I am El Grajo."

3 **1**

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K **JACQUELINE ISHAM**



Repeat React: When Jacqueline joins a mark's posse, or a posse opposing a job, she becomes a stud.

"Stand back, sir. I'll take care of this one."

3 **0**

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J **HUNTSMEN'S SOCIETY**

1

Private

The controller's dudes at this and adjacent locations with a value of 10 or higher get -1 upkeep.

In a world of maze dragons, wendigo, ghouls, and dread wolves, their biggest concern is deciding what really is the most dangerous game.

3 **+1**

K **SECURED STOCKYARD**

1

**Private • Ranch
Gadget • Difficulty 7**

This deed must be invented by an in-town Mad Scientist. It enters play like a deed.

Controller Noon, Boot: Gain one ghost rock.

1 **+1**

A **LA QUEMA**

+?

Mystical • Horse

This dude gets +3 value. While this dude has a Melee Weapon, they get +1 bullets.

Shootout, Boot: This dude joins your posse (moving if necessary). Boot an opposing dude.

"Among men, El Grajo. Among horses, La Quema."

4 **+1**

9 **ASYNCOIL GUN**

+2

**Weapon • Experimental
Gadget • Difficulty 6**

Shootout, Boot: Pull. If it's a club, discard this dude. If not, discard an opposing dude with value less than or equal to this dude's bullets.

"Overcharge? What do you mean, overcha—"

2 **+1**

10 **SCOOP HOUND**

2

Sidekick (This card can be discarded to cover one casualty.)

Shootout, Boot: Shootout plays cannot bring dudes into either posse or send dudes home booted (they remain in the posse without booting).

"Can't I at least get to the outhouse in peace?" —Sheriff Dave Montreal

2 **+1**

J **RAPIER**

+2

Weapon • Melee

If there is an unbooted non-Melee Weapon in the opposing posse, Rapier provides +0 bullets.

This dude gets +1 value.

"For me, it is a weapon. For El Grajo, it is a paint brush." —Abram Grothe

1 **+1**

Q **VITALITY TONIC**

1

Experimental • Gadget • Difficulty 8

This dude gains the Abomination keyword.

React: When this dude is aced in a shootout, discard them instead.

Repeat Noon, Pay 2 Ghost Rock: Pull. If the pull is a club, discard this dude. If not, unboot them.

"Perfection!" —Dr. Davon Edwards

1 **+1**

9 **CONSECRATION**

0

Miracle

Cheatin' Resolution Miracle 7: One of your dudes gets +2 bullets and +2 influence and becomes a stud until after Sundown. If this is a shootout, reduce your casualties this round by 3.

0 **+1**

9 **MARK OF PESTILENCE**

0

Hex

Shootout Hex 9, Boot: Boot all other unbooted dudes.

"The first is clad in showy and garish attire. As he rides, he bends his bow to spread pestilence before him, his poison arrows festering with the seeds of all diseases."

*—Ludwig Kahler
De Annulos Mysteriis, 1487*

0 **+1**

4 **COOKIN' UP TROUBLE**



Noon: Look at another player's hand. If that player has revealed an illegal draw hand this turn, you may choose one action, goods, or spell card in their hand that does not have a Cheatin' ability. Discard that card.

1 "Don't worry pets... it's almost time."
—Jonah Essex

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5 **OL' FASHIONED HANGIN'**



Noon Job: Mark a wanted dude with at least 2 bounty. If successful, ace the mark; also, your leader (*if still in play*) permanently gets 1 control point.

1 "When the facts conflict with the legend, hang the legend."
—Judge Harry Somerset

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Q **NO TURNING BACK**



Noon: Ace a dude you own and control to gain ghost rock equal to their cost.

Resolution: Ace a dude you own and control to reduce your casualties this round to zero. Choose a dude who gets +2 bullets and becomes a stud for the remainder of the Shootout. Your dudes cannot flee this round.

0 "I'll burn 'em all for this!" —Sloane

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