

**A JUNIOR**

**Abomination**

Junior cannot be aced by card abilities.

**React:** When Junior enters play during High Noon, you may search your deck and discard pile for a non-Gadget Mystical goods and either ace it or attach it to one of your dudes in this location (*paying all costs*).

5 0

**6 THE FABULOUS MISTER MISS**

Whenever a dude refuses a call out from Mister Miss, that dude gets -3 influence until after Sundown.

*"He's more man than you'll ever be, and more woman than you'll ever have!"*  
—Dulf Zug

4 1

**9 SISTER MARY GIDEON**

**Blessed 1**

While Mary is the only dude in your posse, she gets +1 bullets for each dude in the opposing posse.

*"Some worry about the sisters, sayin' it's too easy for some outlaw to bust in and cause trouble. Part of me can't wait to see 'em try."*  
—Abram Grothe

6 0

**7 NATHAN SHANE**

**Shootout, Boot:** Look at a number of random cards in an opponent's hand up to Nathan's bullet value. You may discard one action card you saw.

*"Graves and I go back a long ways, Mrs. Morgan. We know a bit 'bout loyalty. So when we say we're with ya, believe it."*

4 1

**J WARREN GRAVES**

**React:** When a shootout play aces, discards, or sends another of your dudes home booted, send them home booted instead. Warren joins the posse (*moving if necessary*).

8 1

**10 JACK O'HARA**

Jack can have two Weapons attached.

*"Jack was mi amigo from way back. I thought this operation could use some classing up."*  
—Pancho Castillo

4 1

**4 JOHN "ACES" RADCLIFFE**

John cannot attach Weapons.

After each shootout play (*including passing*), if you have more cards in your hand than each other player (*individually*), John becomes a stud. If not, John becomes a draw.

4 0

**5 STEELE ARCHER**

**Experienced 1 • Huckster 3**

**Noon:** Unboot a Hex at this or an adjacent location. Its abilities may be used an additional time.

*"At no time do my fingers leave my hands."*

8 1

**K OLD MAN McDROSTE**

While at an Out of Town deed, McDroste is worth 1 control point.

While McDroste is at a deed, reduce its production by 3 (*minimum 0*).

**Noon, Boot:** Choose a dude at this deed. Reduce their influence to 0 until after the next Upkeep phase.

*"Ha! I'm dancin' on yer grave, Poverty!"*

3 1



**6** ♦ **FLINT'S AMUSEMENTS**



**1**

**Public • Casino**

After each time a Resolution ability on an action card is used, the controller gains one ghost rock.

**Controller Noon, Boot:** If you used a Cheatin' Resolution ability this turn, draw a card.

**3** **+1**

**8** ♦ **LULA'S EXPLOIT**



**0**

**Private • Strike • Out of Town**

During the Upkeep phase, add or remove ghost rock from this deed so that it has two ghost rock on it.

The controller may use ghost rock from this deed to pay for abilities on Gadgets.

**4** **+2**

**Q** ♦ **TESTING RANGE**



**1**

**Private**

**Controller React, Boot, Pay 2 Ghost Rock:** After a Mad Scientist succeeds at inventing a Gadget, unboot them.

**Controller React, Boot:** After you pull a club for an Experimental card ability, ignore the result and pull again.

*"I'm absolutely certain it will work. Totally. At least 85% sure." —Zoe Halbrook*

**1** **+0**

**3** ♥ **DOG'S DUSTER**



**+?**

**Attire**

While they are not wanted, this dude gets +1 influence. If this dude is a Deputy, they do not become wanted for joining a posse at a private location.

**Noon, Boot:** If this dude is unbooted, call out a wanted dude (at this location).

**2**

**7** ♥ **STOKER'S SABRE**



**+2**

**Mystical • Unique • Weapon • Melee**

If there is an unbooted non-Melee Weapon in the opposing posse, Stoker's Sabre provides +0 bullets.

This dude gets +3 value.

**Shootout, Boot:** Unboot a spell attached to this dude. You may use its abilities an additional time this turn.

**3**

**J** ♥ **FATE DISPENSER**



**Improvement • Gadget • Difficulty 10**

After this is invented, attach it to an in-town deed you control.

**Controller Noon, Boot:** If your hand has fewer cards than your maximum hand size, draw a card.

*"They'll never forgive you? What kind of fortune is that?" —Clementine Lepp*

**1**

**Q** ♥ **SOUL CAGE**



**Mystical**

**Cheatin' Resolution, Boot:** Choose an Abomination from your discard pile or Boot Hill with a cost equal to or lower than the illegal hand's rank. Put it into play at this location at no ghost rock cost. If this is a shootout, it joins your posse.

**3**

**J** ♥ **FOR SUCH A TIME AS THIS**



**Miracle**

**Noon Miracle 9, Boot:** If successful, mark the town square for a job. This dude is the leader. If the job succeeds, search your deck and discard pile for a dude whose grit is less than this Miracle's skill check. Play that dude, reducing their cost by 4. That dude permanently gets +1 influence. Ace this card.

**1**

**K** ♥ **SWORD OF THE SPIRIT**



**Miracle**

**Noon Miracle 7:** Choose a dude with a Melee Weapon. While they have that Weapon (this turn), they get +1 bullets, become a stud, and cannot be affected by opposing spells.

**0**



