

THE 108 RIGHTEOUS BANDITS



Noon, Boot: Move your dude to the location of one of your other dudes (*without booting, and even if booted*).

18 3

EAGLE WARDENS



Noon, Boot: Boot your dude at the town square to draw two cards. If that dude has at least 2 influence, draw one additional card. Discard or ace a card in your hand.

18 3

A BENJAMIN WASHINGTON



Grifter

React, Boot: At the start of the game, discard one or more cards from your hand. For each card you discard, one dude gets -2 upkeep (*to a minimum of 0*) until High Noon. Draw a card.

1 0

A DAOMEI WANG



Transient • Kung Fu 2

React: After Daomei comes into play during High Noon, move one of your other dudes to another location (*without booting*).

"I'll keep an eye on him, but I'm pretty sure he's keeping an eye on me too." —Gang Yi

2 2

2 RANDALL



While Randall is at a location with two or more other dudes (*any players'*), your maximum hand size is increased by one.

"I'm just a humble spinner of tales."

4 0

2 XIAODAN LI



Kung Fu 1

Xiaodan does not count toward the number of dudes in your starting posse.

"It's amazing the places that little guy can get into... and out of." —Tou Chi Chow

1 0

3 LONGWEI FU



Kung Fu 4

While Longwei is at home, your posse has an extra +1 stud bonus (*at any location, even if Longwei is not in the posse*).

"I guess he used to be some big general under the Emperor. Now they don't want anything to do with him. Fits in perfectly with Chow's bunch." —Jonah Essex

5 1

4 NATALYA



Abomination

At the start of the Upkeep phase, if you have less ghost rock in your stash than each other player, you gain the production of the deed at Natalya's location this turn and other players do not.

"My spirit can be put to rest with an offering of... let's say five bucks."

3 1

4 XUI YIN CHEN



Kung Fu 3

Shootout, Boot: All dudes in your posse become studs and get +1 influence.

"Honey in mouth, dagger in stomach." —Chinese proverb

4 2

5 **HAMSHANKS**



Abomination • Kung Fu 1

While Hamshanks is unbooted at a location you control, other players cannot choose or affect your other dudes at this location with abilities if they could legally choose to affect Hamshanks instead.

4 **0**

6 **HIRAM CAPATCH**



Each of your other dudes at this and adjacent locations has +1 influence during the Upkeep phase.

"Just lean back and relax. By the way, have I ever told you about my friend Chow?"

3 **0**

7 **YUNXU JIANG**



Kung Fu 1

While Yunxu is in a shootout at a location you control, each of your other dudes in the posse has +1 bullets and +1 value.

4 **0**

8 **ABUELITA ESPINOZA**



While Abuelita is at a deed you do not own, each of your other dudes has -1 upkeep.

"Stealing from a child? ¡Que malo!"

4 **2**

9 **BAI YANG CHEN**



Kung Fu 1

While Bai Yang is at another player's home, your maximum hand size is increased by two and Bai Yang has -1 upkeep.

"If my brother put half the effort into his work as he does into looking powerful, he might actually be of some help." —Xui Yin Chen

3 **2**

K **T'OU CHI CHOW**



If your outfit is , T'ou Chi Chow's cost is reduced by 1 (to a minimum of 0) for each deed you control.

Noon/Shootout, Repeat: Boot a deed you control to unboot a dude at that deed or adjacent to it.

"Gomorra's a town built on greed. I'm here to rebuild it."

9 **2**

A **BUTCH DEUCES**



Gripter • Shaman 0

React, Boot: At the start of the game, look at the top five cards of your deck. You may reveal a Spirit or Attire from those cards to shuffle your play hand into your deck and take those cards into your play hand. Otherwise, return the cards to your deck in the same order.

"Sometimes you just gotta roll them bones."

3 **0**

3 **MAZATL**



Shaman 0

Noon: Move Mazatl to a location where there is a Totem.

"Our brother from the south has many hidden talents. We have use of them all." —Stephen Seven-Eagles

3 **0**

4 **MARCIA RIDGE**



While Marcia is in the town square and you have more influence there than each other player, you may use Controller abilities on adjacent deeds as if you controlled them.

"Get used to it, Sheriff. The Wardens are here to stay."

2 **1**

5 **RICHARD FAULKNER**



0
3

"Where Stephen is from, a boy becomes a man by gathering a feather from a live eagle. Before he was old enough to get it, he saw a group of seven boys go through it and thought it was a matter of quantity. The kid came back three weeks later with seven feathers and a whole lot of cuts and scratches. That's the kind of man we're working with. 'Impossible' isn't in his vocabulary."

6 **0**

6 **LYDIA BEAR-HANDS**



0
2

Shaman 0

Resolution, Boot: Boot a Spirit on Lydia. One of your dudes gets the Harrowed keyword until the end of the shootout.

"Those who think the body is easier to heal than the spirit haven't practiced medicine out here."

5 **0**

7 **JACKSON TROUBLE**



1
1

React: After Jackson moves to or from an Out of Town location, unboot him.

"No, it's not his real name. Truth is, not much is known about him at all. But he's a legendary tracker."
—Wylie Jenks

4 **1**

9 **BLACK ELK**



0
0

Shaman 3

"He travels the boundaries between worlds, talks with the spirits often. He could probably do with spending a bit more time in this realm, but he brings back some of the best stories."
—Laughing Crow

3 **0**

10 **BLOODY TEETH**



1
1

Harrowed • Shaman 1

"He'd like you to think he got his name from how vicious and dangerous he is and not from how often he gets punched in the mouth."
—Laughing Crow

6 **1**

10 **THREE-EYED HAWK**



3
2

Shaman 1

After you attach a Sidekick to Hawk from your hand, gain 1 ghost rock.

Sidekicks attached to Hawk can be aced to cover two casualties.

"I speak with the creatures of the wild. They won't hurt you, not like people will."

7 **2**

J **SARAH MEOQUANEE**



3
0

Shaman 1

Shootout: If a dude in your posse has 3 or more influence, or if a Spirit is at the shootout location, Sarah joins the posse (moving if necessary) and becomes a stud.

"The cavalry? You're lookin' at her."

3 **1**

J **SMILING FROG**



1
1

Noon: Discard a card to give Smiling Frog +1 bullets. If the card was a Spirit, he gets +2 bullets instead.

"Scouting for the Wardens sure beats my last job. I'd face Maze Dragons over those idiotic tourists any day."

6 **0**

Q **LAUGHING CROW**



0
3

Shaman 4

Noon: Reveal the top two cards of your deck. You may attach any revealed Spirits, paying all costs. Discard the rest.

"Medicine is my carw-ling! Get it?"

5 **3**

K **CHIEF STEPHEN SEVEN-EAGLES**



Shaman 2

If your outfit is , Chief Stephen's cost is reduced by 1 for each card (any player's) attached to any location(s).

Noon, Boot: While at the town square, Chief Stephen is worth 1 control point for each card attached to deeds you control.

10 **3**

3 **NUNCHUCKS**



Weapon • Melee

Can only attach to a dude with Kung Fu. While in a posse, this dude has +1 Kung Fu.

React, Boot: If this dude is in a posse, after a player pulls, reduce the pull by this dude's Kung Fu rating.

2

J **IDOL OF TLAZOLTEOTL**



Mystical

During High Noon, this dude has +2 influence.

Noon, Boot: Choose a card that you own and that is attached to a location. Attach it legally to a deed you control.

2

6 **SPIRIT GUIDANCE**



Spirit

Noon Spirit 7, Boot: Discard a card to draw a card.

Noon Spirit 10, Boot: If this Shaman is not at your home, draw two cards, then discard two cards.

*"Even the dead love to gossip."
—Laughing Crow*

1

8 **SPIRIT DANCE**



Spirit

Shootout Spirit 10, Boot: A 2-stud Nature Spirit token enters play and joins your posse.

*"Rejoice with the spirits! Though blood be spilled, they will remain by your side!"
—Black Elk*

2

10 **SPIRIT TRAIL**



Spirit • Totem

This location is adjacent to each other location that has a Spirit Trail attached.

Noon Spirit 6, Boot: Move your dude from this location (without booting, and even if booted).

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J **MANY SPEAK AS ONE**



Spirit

Noon Spirit 9, Boot: A 1-influence Ancestor Spirit token enters play at this location.

*"Great chiefs of the past, guide me in forging this new path for your peoples."
—Chief Seven Eagles*

1

Q **THE PACK AWAKENS**



Spirit • Totem

Token dudes at this location gain the Harrowed keyword.

Shootout Spirit 8, Boot: A 2-stud Nature Spirit token enters play, booted, and joins your posse.

Wolf repays loyalty in kind.

1

A **SHIFU SPEAKS**



Technique

Noon Technique: If successful, this dude has +1 influence and +2 Kung Fu while not at home, and you may discard up to five cards from the top of your deck.

*"Din boo. Now shift to sui boo."
—Longwei Fu*

0

2
♣ **ZHU'S FEROCITY**



Technique • Tao of Zhu Bajie
Shootout Tao Technique:
 If successful, this dude gets +1 bullets and an opposing dude gets -1 bullets. **Combo** if this dude has higher bullets than the opposing dude.

0

3
♣ **RAKING DRAGONS**



Technique • Tao of Zhu Bajie
Shootout Tao Technique:
 If successful, choose a dude. Boot that dude and give them -2 value. **Combo** if the affected dude has lower value than this dude.

0

4
♣ **RABBIT'S LUNAR LEAP**



Technique • Tao of the Jade Rabbit
Shootout Tao Technique:
 If successful, move this dude into your posse. You may unboot this dude. **Combo** if your posse does not have more dudes than the opposing posse.

0

J
♣ **ZHU'S REWARD**



Technique • Tao of Zhu Bajie
Shootout Tao Technique, Boot:
 If successful, all opposing dudes with value lower than this dude's bullets are sent home booted.

"Zhu's end may lead to great wisdom, but mostly it's just my favorite part."
 —Longwei Fu

0

A
♠ **ANCESTOR SPIRIT**



Token

Cannot be included in decks. Remove this token from the game if it leaves this location, or at the end of the turn.

0

A
♠ **NATURE SPIRIT**



Token

Cannot be included in decks. Remove this token from the game after this shootout.

0