

6 ♥ **1** +1

WINCHESTER MODEL 1873

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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6 ♥ **1** +1

WINCHESTER MODEL 1873

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

8 ♠ **1** **3** ★

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 bang by the neck until dead!"

7 **2**

6 ♦ **1** **3** +1

FLINT'S AMUSEMENTS

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 Cheatn' Resolution ability this turn, draw a card.

3 **1**

3 ♥ **2** +?

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

8 ♦ **0** **2** +3

COOKE'S NIGHTCAP

Private • Saloon

This deed has 2 control points while controlled by a player other than its owner.

*"Our home away from home."
—Tou Chi Chou*

2 **3**

6 ♠ **2** **1** **3**

ERIK SAMSON

Blessed 0

While Erik has a Mystical goods, he has +1 influence.

While Erik has a Melee Weapon, he is a stud.

"Moses stood on the Red Sea shore. He was battin' at the waves with a two-by-four. Well if I could I surely would, Stand on the rock where Moses stood."

3 **1**

8 ♠ **3** **1** **4** **2**

VASILIS THE BOAR

Deputy

While Vasilis is in a shootout, each wanted dude in the opposing posse has -2 value.

Shootout: Use the Shootout ability of a Weapon on Vasilis (even if that ability has already been used), ignoring any boot cost, then ace that Weapon.

"Guess they don't make guns like they used to."

4 **2**

3 ♦

THE ORPHANAGE



1

Private • Government

Controller Noon, Boot: All deeds with 2 or more control points have -1 control point and +2 production until after the next Upkeep phase.

2

Illustration by Brad Smith™ & © 2015 AEG

6 ♦

THE PLACE



1

Public • Saloon

Increase the production of the leftmost deed in each other street by 2.

"If you need to ask what it's called, chances are you can't afford it."
—Lula Morgan

4

Illustration by Brad Smith™ & © 2015 AEG

6 ♦

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Increase the production of the leftmost deed in each other street by 2.

"If you need to ask what it's called, chances are you can't afford it."
—Lula Morgan

4

Illustration by Brad Smith™ & © 2015 AEG

3 ♦

NOTARY PUBLIC



1

Private

Controller Noon, Boot: Boot a Government or Public deed that you own or control on this street. If you booted a Government deed, give a Public dude 1 bounty. If you booted a Public deed, you may move one of your dudes (without booting).

2

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19

LAW DOGS



3

Noon, Boot: Choose a dude. Boot your dudes with a total influence greater than the chosen dude's influence to raise that dude's bounty by 1.

Illustration by Brian Wheeler™ & © 2014 AEG

2 ♠

PHILIP SWINFORD



1

1

Deputy

Each time a player reveals a cheatin' hand and your hand is legal, you may discard a card from your play hand to draw a card.

"This town'll take the shine offa him soon enough." —Dave Montreal

3

Illustration by Tim Barry Wheeler™ & © 2014 AEG

3 ♠

TOMMY HARDEN



1

1

Deputy

If your opponent in Tommy's shootout reveals a cheatin' hand, raise your draw hand rank by 1 for this round. If your draw hand is also legal, raise your hand rank by 2 instead.

"Sweetrock had plenty of guys like Tommy on the payroll. Some of them actually worked for the company, too." —Max Baine

5

Illustration by Tim Dyer™™ & © 2014 AEG

A ♠

JAKE SMILEY



1

0

Jake has +2 influence during the Sundown phase.

"Now, you're all probably wondering where your investments went. Well, it's a funny story..."

2

Illustration by Tim Dyer™™ & © 2015 AEG

6 ♠

MORTIMER PARSONS



2

2

Mad Scientist 0

If Mortimer is in your posse when you reveal an illegal draw hand, send him home booted and reduce his influence to 0 until after Sundown. If you have no other dudes in your posse, the shootout immediately ends.

"I respect his honesty. Mr. Byre seems to have had quite an effect on him." —Abram Grathe

5

Illustration by Tim Dyer™™ & © 2014 AEG

6 ♠ **1** **0**

WILLA MAE MACGOWAN



Resolution: Ace Willa to send all other dudes in your posse home booted.

"That's enough, Estber! I will not listen to any more of your childish stories about cookie-stealing goblins!"

1 **0**

Illustration by Blake Smith, © 2014 AEG

3 ♠ **3** **1**

RAMIRO MENDOZA



Whenever Ramiro joins a posse, pay 1 ghost rock. If you do not or cannot pay, discard him.

"Hired guns aren't anything new. Never met one who charges by the bullet before." —Lane Healey

3 **1**

Illustration by Ramiro Mendez, © 2014 AEG

8 ♠ **3** **3**

STEVEN WILES



"Sometimes you need an extra set of guns. I learned not to ask about his past. Just pay him, thank him, and walk away. But no man ends up like him without a story."

—Dave Montreal

1 **6**

Illustration by Steve King, © 2014 AEG

3 ♦ **1**

YAN LI'S TAILORING



Private

Controller Noon, Boot: Raise a dude's influence by 1.

3 **+2**

Illustration by Matthew Seery, © 2014 AEG

6 ♦ **1**

KILLER BUNNIES CASINO



Public • Saloon • Casino

The controller of this deed may discard one additional card each Sundown phase.

"The drinks might be a bit watered down, but Clementine more than makes up for it with her beauty."

—Poncho Castillo

4 **+2**

Illustration by David Hogg, © 2014 AEG

8 ♦ **1**

CIRCLE M RANCH



Private • Ranch

Controller Noon, Boot: If you have 3 or fewer cards in your play hand, draw a card.

3 **+2**

Illustration by Steve Pezzullo, © 2014 AEG

8 ♦ **1**

CIRCLE M RANCH



Private • Ranch

Controller Noon, Boot: If you have 3 or fewer cards in your play hand, draw a card.

3 **+2**

Illustration by Steve Pezzullo, © 2014 AEG

8 ♦ **0**

PAT'S PERCH



Private • Strike

Out of Town

"No one is sure who Pat is, but there seems to be activity out there."

—Dave Montreal

1 **+1**

Illustration by Mark Behm, © 2014 AEG

10 ♦ **1**

CARTER'S BOUNTIES



Private

Controller Shootout, Boot: Move your dude into your posse from any location.

"Of course it is safe and profitable. How do you think I was able to found this fine establishment? Now go get 'em!" —Carter

2 **+1**

Illustration by Brian D'Alessandro, © 2014 AEG

2 ♥

BLUETICK



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

Noon, Boot: Move this dude to the same location as a wanted dude.

"One of those fellers gets your scent, you ain't gettin' away lest you shoot it. Of course you do that, you may as well get your own rope." —Silas Ains

2

© 2014 AEG

2 ♥

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2

© 2014 AEG

3 ♥

SHOTGUN



Weapon

Shootout, Boot: Choose and ace an opposing dude in this shootout with a value less than or equal to this dude's bullets.

3

© 2014 AEG

8 ♥

QUICKDRAW HANDGUN



Weapon

Cheatin' Resolution, Boot: If you have a legal draw hand, exchange draw hands with the cheatin' player. Cheatin' cards cannot be played on you for this round of the shootout.

"Olivia carries hers everywhere, Dave. Gomer is dangerous." —Wylie Jenks

2

© 2014 AEG

8 ♥

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"Olivia carries hers everywhere, Dave. Gomer is dangerous." —Wylie Jenks

2

© 2014 AEG

3 ♣

THE STAKES JUST ROSE



Shootout: Move one of your dudes into your posse. That dude becomes a stud.

"You didn't expect the sheriff to come alone, did you?" —Lucy Clover

0

© 2014 AEG

3 ♣

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© 2014 AEG

3 ♣

SUN IN YER EYES



Shootout: Choose a dude in this shootout. That dude gets -2 bullets (minimum 0) and becomes a draw.

Duel at high noon? Make it six a.m. I do my killing before breakfast.

0

© 2014 AEG

3 ♣

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0

© 2014 AEG

4 ♣

COACHWHIP!



Cheatin' Resolution: The cheatin' player must boot one of their dudes. If in a shootout, that dude gets aced instead. If you have a legal hand, you choose the dude to boot or ace.

0

DFR 15/14
The Amber Mind™ & © 2015 AEG

4 ♣

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Cheatin' Resolution: The cheatin' player must boot one of their dudes. If in a shootout, that dude gets aced instead. If you have a legal hand, you choose the dude to boot or ace.

0

DFR 15/14
The Amber Mind™ & © 2015 AEG

8 ♣

BOUNTY HUNTER



Noon: A 2-stud Gunslinger token enters play at a wanted dude's location. The Gunslinger calls out that dude, who cannot refuse. Remove the Gunslinger token from the game after the shootout.

2

DFR 15/14
The David Brink™ & © 2014 AEG

8 ♣

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2

DFR 15/14
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JOKER ★



This card can only be used for draw hands and pulls. You choose its suit and value. Ace the joker after use.

DFR 14/14
The Brian Walker™ & © 2014 AEG

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This card can only be used for draw hands and pulls. You choose its suit and value. Ace the joker after use.

DFR 14/14
The Brian Walker™ & © 2014 AEG

8 ♣

WYLIE JENKS



Deputy

Wylie has +1 bullet for each wanted dude in the opposing posse. *"There ain't nothin' Wylie and Bramble can't track."* —Lucy Clover

1

DFR 15/14
The Brian Walker™ & © 2014 AEG

3 ♦

HUSTINGS

1

4 +2

Public • Government

All dudes not controlled by this deed's controller have -1 influence while unbooted at home.

"Can you feel it, Sheriff? They are excited. The people want a leader. You and I made that happen." —Ruff Hamid

DEB 1021

Q ♣

It's Not What You Know...

2

Resolution: Lower a player's draw hand by 1 rank.

Cheatin' Resolution: Lower a player's draw hand by 4 ranks.

DEB 1021

Q ♣

It's Not What You Know...

2

Resolution: Lower a player's draw hand by 1 rank.

Cheatin' Resolution: Lower a player's draw hand by 4 ranks.

DEB 1021

3 ♠ **1** **2**

PHILIP SWINFORD

4 **1**

Experienced 1 • Deputy

Each time an opposing player reveals an illegal draw hand and you do not, you may draw a card to discard a card.

"Dave, if you won't act against these longriders, I will."

DEB 1021

8 ♥

THE EVIDENCE

1

Noon: Reduce a wanted dude's bounty to 0. Discard this card.

Noon, Pay 1 Ghost Rock: Raise the bounty on a dude by 2. Ace this card.

"What more do you need, Dave?!"

—Philip Swinford

DEB 1021

8 ♥

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"What more do you need, Dave?!"

—Philip Swinford

DEB 1021

6 ♣

FASTER ON THE DRAW

0

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

DEB 1040

6 ♣

FASTER ON THE DRAW

0

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

DEB 1040

6 ♣

FASTER ON THE DRAW

0

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

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DEB 1040

6♣

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0

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