

WINCHESTER MODEL 1873

6♥ 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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JUDGE HARRY SOMERSET

8♠ 1 3

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!"

2

FLINT'S AMUSEMENTS

6♦ 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 Cheat'n' Resolution ability this turn, draw a card.

3 1

DOG'S DUSTER

3♥ 2

Artire

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

COOKE'S NIGHTCAP

8♦ 0

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

ERIK SAMSON

6♣ 2 1

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

VASILIS THE BOAR

8♣ 3 1

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 ♦ **+1**

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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 ♦ **+4**

Illustration by Blake Smith™ & © 2015 AEG

6 ♦ **THE PLACE**



1 ♦ **Public • Saloon**

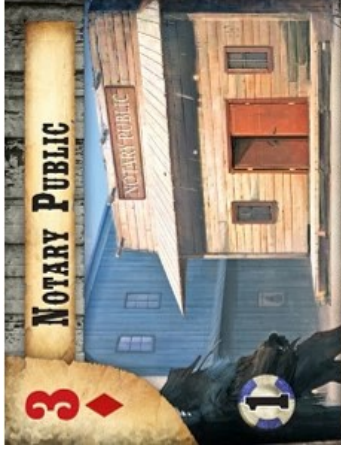
Increase the production of the leftmost deed in each other street by 2.

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

4 ♦ **+4**

Illustration by Blake 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 boot 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 ♦ **+1**

Illustration by Gregor Brehm™ & © 2015 AEG

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.

3 ♦ **+3**

Illustration by Robin Winters™ & © 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 ♦ **0**

Illustration by Barry Windsor™ & © 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 ♦ **0**

Illustration by David Lindsey™ & © 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 ♦ **0**

Illustration by David Lindsey™ & © 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 boner. Mr. Byre seems to have had quite an effect on him." —Abram Grathe

5 ♦ **1**

Illustration by David Lindsey™ & © 2014 AEG

WILLA MAE MACGOWAN

6 ♠ 1 0

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

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

1

0

Illustration by Blake Moline

RAMIRO MENDOZA

3 ♠ 3 1

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 Blake Moline

STEVEN WILES

8 ♠ 3 3

"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."

1

6

—Dave Montreal

Illustration by Blake Moline

YAN LI'S TAILORING

3 ♦ 1

Private

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

3

+2

Illustration by Matthew Scieszka

KILLER BUNNIES CASINO

6 ♦ 1

Public • Saloon • Casino

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

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

4

+2

—Poncho Castillo

Illustration by David Hwang

CIRCLE M RANCH

8 ♦ 1

Private • Ranch

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

3

+2

Illustration by Blake Moline

CIRCLE M RANCH

8 ♦ 1

Private • Ranch

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

3

+2

Illustration by Blake Moline

PAT'S PERCH

8 ♦ 0

Private • Strike

Out of Town

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

1

+1

—Dave Montreal

Illustration by Mark Bishop

CARTER'S BOUNTIES

10 ♦ 1

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 Blake Moline





3 ♦

HUSTINGS

1

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." —Rafi Hamid

4 +2

DS 31/21

Q ♣

It's Not What You Know...

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

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

2

DS 31/21

Q ♣

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2

DS 31/21

3 ♠

1 ♦

2 ♣

PHILIP SWINFORD

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."

4 1

DS 31/21

8 ♥

THE EVIDENCE

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

1

DS 31/21

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—Philip Swinford

1

DS 31/21

6 ♣

FASTER ON THE DRAW

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

0

DS 31/21

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DS 31/21

