

**3** ♠ **3** **0**

**BUFORD HURLEY**

While Buford is at a Saloon or Casino, reduce his upkeep and the production of the deed by 1.

*"Umm... I think you're in his seat."*  
—Ulysses Marks

**1**

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**3** ♠ **1** **1**

**LAWRENCE BLACKWOOD**

Noon, Boot: If Lawrence is at a deed you do not own, he is worth 1 control point while he stays at that deed.

*"An ex-Confederate scout. Only match for his skill at getting out of trouble is his skill at getting into it."* —Jonah Essex

**0**

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**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

**1**

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**5** ♠ **2** **1**

**BARTON EVEREST**

If you reveal a cheatin' hand in Barton's shootout, raise your draw hand rank by 1 for this round.

*"The real crime is letting a fool keep his money."*

**1**

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**5** ♠ **3** **2**

**PANCHO CASTILLO**

*"I don't think the madame was too upset that I stole her jewels. Her heart? That's a different story."*

**2**

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**7** ♠ **1** **2**

**ANDROCLES BROCKLEHURST**

Noon, Boot: Choose another player's dude at a deed you own but don't control. Gain ghost rock equal to that dude's influence.

*"You have a court date in front of Judge Somersett? I'm afraid I will have to double my rate."*

**1**

© 2014 AEG

**5** ♠ **3** **2**

**PANCHO CASTILLO**

*"I don't think the madame was too upset that I stole her jewels. Her heart? That's a different story."*

**2**

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**7** ♠ **3** **1**

**SAMANTHA "SAMMY" COOKE**

Noon, Boot, Pay 1 Ghost Rock: Discard a goods card attached to a dude at this location. Sammy gains 1 bounty. If the discarded goods card was a Horse, pull. If the pull is higher than the Horse's value, attach it to Sammy instead.

*"If possession is 90% of the law, the other 10% is a fast horse. Now I have both."*

**1**

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**7** ♠ **1** **2**

**ULYSSES MARKS**

While Ulysses is at a Saloon, the Saloon gets 1 additional control point.

Noon: If Ulysses is at a Saloon, move another dude at the same location to the town square booted.

**1**

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**K ♠** **JACQUELINE ISHAM**



**2** **0**

**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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**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**

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**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**

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**0**

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**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**

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**0**

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**5 ♣** **BAD COMPANY**



**Noon:** Choose a wanted dude. That dude gets +3 bullets and is a stud. If the dude is discarded or aced, the player responsible gains 4 extra ghost rock.

*"They'd never have put such a bounty on my head if they thought anybody'd live to claim it." —Jonah Essex*

**0**

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**5 ♣**

**HIDING IN THE SHADOWS**



**Noon:** Choose one of your dudes. Other players cannot choose or affect that dude with Shootout abilities.

0

DTK 13/146

**5 ♣**

**PISTOL WHIP**



**Shootout:** Boot your dude in this posse to send a dude in the other posse home booted. Your dude gets -1 bullets (*minimum 0*).

*"Why waste the bullet?"*  
—Wendy Cheng

0

DTK 13/146

**7 ♣**

**KIDNAPPIN'**



**Noon Job, Boot:** Mark a dude. Your posse must have more total bullets than the marked dude. Raise the bounty of each dude in your posse by 1. If successful, discard the mark.

*"Welcome to the circus!" —Bobo*

0

DTK 13/146

**7 ♣**

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0

DTK 13/146

**J ♣**

**THIS IS A HOLDUP!**



**Noon:** Boot your dude at a deed you don't own to take ghost rock from the owner up to the production of that deed. Raise the bounty on your dude by the amount of ghost rock taken.

0

DTK 13/146

**J ♣**

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0

DTK 13/146

**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

DTK 13/146



**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.

103-31/21

**3 ♦** **HUSTINGS**



**Public • Government**

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

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

103-31/22

**3 ♦** **NOTARY PUBLIC**



**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 dude 1 bounty. If you booted a Public deed, you may move one of your dudes (*without booting*).

103-31/23

**3 ♦** **THE ORPHANAGE**



**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.

103-31/24

**3 ♦** **YAN LI'S TAILORING**



**Private**

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

103-31/25

**5 ♦** **CHARLIE'S PLACE**



**Public • Saloon**

**Controller Noon, Boot:** Raise or lower the bullets of a dude at this location by 2.

*"Charlie Landers? He's mostly retired. He owns the saloon, but he spends most of his time on the road. Says this town has too many bad memories."*

103-31/26

**5 ♦** **CHARLIE'S PLACE**



**Public • Saloon**

**Controller Noon, Boot:** Raise or lower the bullets of a dude at this location by 2.

*"Charlie Landers? He's mostly retired. He owns the saloon, but he spends most of his time on the road. Says this town has too many bad memories."*

103-31/27

**5 ♦** **PEARLY'S PALACE**



**Public • Saloon**

**Controller React, Boot:** After a shootout starts but before any player makes a Shootout play, make a Shootout play.

103-31/28

**5 ♦** **SHANE & GRAVES SECURITY**



**Private**

**Controller Shootout, Boot:** A 2-stud Gunslinger token joins your posse at this or an adjacent deed. Remove the Gunslinger token from the game after the shootout.

103-31/29



**7** ♦

**BLAKE RANCH**



**0**

**Private • Ranch**  
**Out of Town**

*"My family has been raising horses since my great-grandfather. And lemme tell ya Elander, that mechanical monster is no horse." —Jarrett Blake*

**4** ♦

DECK 14-16

**7** ♦

**CATTLE MARKET**



**0**

**Private • Ranch**

This deed has 1 control point if another Ranch is in play.

All dudes have their value raised by 3 while at this deed.

**4** ♦

DECK 14-16

**7** ♦

**HUNTER PROTECTIONS**



**0**

**Private**

**Controller Noon, Boot:**  
Boot your dude without a control point at this location. Raise their bounty by 2. They permanently get 1 control point.

*"They're just a front for Sloane's Gang, Dave. We need to shut them down."*  
—Philip Swainford

**4** ♦

DECK 14-16

**7** ♦

**MAZA GANG HIDEOUT**



**0**

**Private**

This deed is not adjacent to the town square.

This deed has +1 production for each adjacent location.

*"Maza ... you ever feel like we're small fish in a really big pond?"*  
—Jarrett Blake

**2** ♦

DECK 14-16

**10** ♦

**CARTER'S BOUNTIES**



**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** ♦

DECK 14-16

**3** ♥

**SHOTGUN**



**+1**

**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** ♦

DECK 14-16

**5** ♥

**MUSTANG**



**3**

**Horse**

**Noon, Boot:** Move this dude (without booting).


*"Mustangs like to roam. I do my best to raise them that way."*  
—Jarrett Blake

**3** ♦

DECK 14-16

**5** ♥

**PEARL-HANDLED REVOLVER**



**+0**

**Weapon**

This dude is a stud.

*"I took this from a deputy I killed down south. The trigger is so smooth you barely even have to squeeze."*  
—Sanford Taylor

**1** ♦

DECK 14-16

**5** ♥

**PEARL-HANDLED REVOLVER**



**+0**

**Weapon**

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**1** ♦

DECK 14-16



**7** ♥ **1**

## LEMAT REVOLVER



**Weapon**

**Cheatin' Resolution, Boot:** Increase your hand rank by this dude's bullet rating.


**Resolution, Boot:** Only use this ability if this dude is a stud. If, by including the top card of your discard pile with your draw hand, you have three pairs *(of different values)*, increase your hand rank by this dude's bullet rating.

**2**

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DTR 14-121

**7** ♥ **1**

## LEMAT REVOLVER



**Weapon**

**Cheatin' Resolution, Boot:** Increase your hand rank by this dude's bullet rating.


**Resolution, Boot:** Only use this ability if this dude is a stud. If, by including the top card of your discard pile with your draw hand, you have three pairs *(of different values)*, increase your hand rank by this dude's bullet rating.

**2**

Illustration: Moore™ & © 2013 AEG  
DTR 14-121

**7** ♥ **1**

## LEMAT REVOLVER



**Weapon**

**Cheatin' Resolution, Boot:** Increase your hand rank by this dude's bullet rating.

**Resolution, Boot:** Only use this ability if this dude is a stud. If, by including the top card of your discard pile with your draw hand, you have three pairs *(of different values)*, increase your hand rank by this dude's bullet rating.

**2**

Illustration: Moore™ & © 2013 AEG  
DTR 14-121

**7** ♥

## PINTO



**Horse**

**Shootout, Boot:** Move this dude into a posse *(without booting; this can move a booted dude)*.

**2**

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**★** **JOKER**



**★** **JOKER**

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

Illustration: Moore™ & © 2014 AEG  
DTR 14-146

**★** **JOKER**



**★** **JOKER**

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

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DTR 14-146

**THE SLOANE GANG**



**Noon, Boot:** Boot your dude in the town square. If that dude is still in the town square during the Sundown phase, either gain 1 ghost rock per other player, or your dude permanently gets 1 control point if they do not already have one.

**18** **+3**

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**A** ♠ **2** **0** **X**

## ALLIE HENSMAN



**Noon, Boot:** If Allie is at the town square, she permanently gets 1 control point.

*"Stay in the town, blend in. You're worth more as a pair of eyes than a gun." —Jonah Essex*

**2** **0**

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**A** ♠ **1** **0**

## JAKE SMILEY



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**

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