

**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**

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**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**

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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.

**3** ♦ **+3**

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**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**

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**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**

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**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**

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**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 Grathie

**5** ♦ **1**

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**3** ♦

**HUSTINGS**

**1**

**4**

**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*

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** ♣

**It's Not What You Know...**

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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?!"*

**1**

**—Philip Swinford**

DS 31/21

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**1**

**—Philip Swinford**

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."*

**0**

**—Xiong "Wendy" Cheng**

DS 31/21

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