

THE SLOANE GANG

18 ♠ **2** **1** **0** **+3**

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.

Illustration: Robert Wootten™ & © 2020 PEG
L2PO 3/55 standing

ALLIE HENSMAN

A ♠ **2** **0** **2**

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

Illustration: Matthew Moore™ & © 2020 PEG
L2PO 3/55 standing

LAWRENCE BLACKWOOD

3 ♠ **1** **1** **0**

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

Illustration: Larry Wootten™ & © 2020 PEG
L2PO 3/55 standing

BARTON EVEREST

5 ♠ **2** **1** **1** **4**

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."

Illustration: Matthew Moore™ & © 2020 PEG
L2PO 4/55 standing

CLEMENTINE LEPP

A ♠ **0** **1** **3**

While in a Saloon you own, Clementine gets +1 influence and cannot be called out.
"I have yet to make headway with her, but, give me time." —Pancho Castillo

Illustration: Mike Almy™ & © 2020 PEG
L2PO 4/55 standing

JACQUELINE ISHAM

K ♠ **2** **0** **3**

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."

Illustration: Mike, Riccardo Rullo™ & © 2020 PEG
L2PO 4/55 standing

BUFORD HURLEY

3 ♠ **3** **0** **1**

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

Illustration: Matthew Moore™ & © 2020 PEG
L2PO 7/55

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Illustration: Matthew Moore™ & © 2020 PEG
L2PO 7/55

PANCHO CASTILLO

5 ♠ **3** **2** **2**

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

Illustration: Mike, Matthew Sweney™ & © 2020 PEG
L2PO 9/55

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."

5  **2** 

Illustration: Sanchez™ A. © 2020 PEG

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.

5  **1** 

Illustration: Bello™ A. © 2020 PEG

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.

4  **1** 

Illustration: Moore™ A. © 2020 PEG

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: Moore™ A. © 2020 PEG

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 Somerset? I'm afraid I will have to double my rate."

4  **1** 

Illustration: Seery™ A. © 2020 PEG

3 ♦ **1** 

HUSTINGS



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** 

Illustration: Hovey™ A. © 2020 PEG

3 ♦ **1** 

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).

2  **+1** 

Illustration: Beckwith™ A. © 2020 PEG

3 ♦ **1** 

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.

"Why is there a jackelope in the kitchen?"
—Willa Mae MacGowan

2  **+1** 

Illustration: Seery™ A. © 2020 PEG

3 ♦ **1** 

YAN LI'S TAILORING



Private

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

"I don't understand why people so upset. Whatever can't do much. Mayors, like gangs, bosses, and dreams...they come and go. Whoever owns this town, one thing for certain. They're going to want a nice shirt." —Yan Li

3  **+2** 

Illustration: Hovey™ A. © 2020 PEG

5 ♦

CHARLIE'S PLACE

1

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."

3 **+2**

Illustration: Mike Alvaro © 2020 PFG

5 ♦

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Illustration: Mike Alvaro © 2020 PFG

5 ♦

PEARLY'S PALACE

1

Public • Saloon

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

"Really wish they had tighter security..."
—Willie Mae MacGowan

5 **+3**

Illustration: Larry Wilson © 2020 PFG

5 ♦

SHANE & GRAVES SECURITY

1

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.

2 **+1**

Illustration: Vlad Buzan © 2020 PFG

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 **+3**

Illustration: Mike Alvaro © 2020 PFG

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.

"Can't say I miss Gomorra's cattle."
—Lucy Clover

4 **+2**

Illustration: Brent Chinney © 2020 PFG

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 Sloan's Gang. We need to shut them down." —Philip Stainford

4 **+1**

Illustration: Matthew Swenson © 2020 PFG

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?"

2 **+0**

Illustration: Mike Vega © 2020 PFG

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 **+1**

Illustration: Hugo D'Almeida © 2020 PFG

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.

"Messy, sure. But it gets the job done."
—Xiong "Hendy" Cheng

3

Illustration: Brian Stedley™ & © 2020 PEG

5 ♥ **MUSTANG**

Horse

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

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

3

Illustration: Brian Stedley™ & © 2020 PEG

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

Illustration: Brian Stedley™ & © 2020 PEG

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Illustration: Brian Stedley™ & © 2020 PEG

7 ♥ **LeMAT REVOLVER** **+1**

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: Brian Stedley™ & © 2020 PEG

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2

Illustration: Brian Stedley™ & © 2020 PEG

7 ♥ **PINTO**

Horse

Shootout, Boot: Move this dude into a posse (without booting, and even if booting).

"Gosh darn it, did you really think I meant I wanted beans when I asked for a pinto?"
—Ulysses Marks

2

Illustration: Brian Stedley™ & © 2020 PEG

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

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Illustration: Christian Chubb™ & © 2020 PEG



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

Illustration: Steve Almond™ & © 2020 PEG
L2PO 4655

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Illustration: Steve Almond™ & © 2020 PEG
L2PO 4655

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L2PO 4655

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Illustration: Steve Almond™ & © 2020 PEG
L2PO 4655

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

Illustration: Andy Fisher™ & © 2020 PEG
L2PO 5155

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

Illustration: Andy Fisher™ & © 2020 PEG
L2PO 5155

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. *Play the man, not the cards.*

2

Illustration: Kristian Meyer™ & © 2020 PEG
L2PO 5255

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. *Play the man, not the cards.*

2

Illustration: Kristian Meyer™ & © 2020 PEG
L2PO 5255

★ **JOKER**



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

0

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L2PO 5455



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

L2PO 55/55

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Bryon Wackwitz
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