Deputy Sparkjaw
0
4
Goblin (Deputy)
On Board — Warrant. Quickdraw.
Off Board — (1G) A friendly Goblin gains Quickdraw this turn.
Teeth like flint.
3
4
Deputy Sandharrow
0
4
Desert Devil (Deputy)
On Board — Warrant. Quickdraw.
Off Board — (1G) A friendly Desert Devil gains Quickdraw this turn.
He sights along the sun.
3
4
Steampipe Bruiser
0
4
Goblin
Fortified. Warrant.
If it rattles, it's ready.
2
3
Hoodwink Duelist
0
4
Goblin
Ambush. Quickdraw.
Wire, nails, and will.
4
2
Crank Cartwright
0
2
Goblin
High Noon — Create a 0/2 Cover Token in a Middle Lane.
Punch first, spark second.
4
1
Flintmask Brawler
0
2
Goblin
Quickdraw.
Light it, like it.
2
1
Gutter Duelist
0
4
Goblin
High Noon — Give an adjacent Goblin +1/+1 this turn.
If it rattles, it's ready.
4
1
Crankcart Heaver
0
4
Goblin
Quickdraw. Overshot.
Short fuse, long wins.
5
1
Bolt Medic
0
2
Goblin
High Noon — Create a 0/2 Cover Token in a Middle Lane.
Edges meet elbows.
3
2

RustGun Raider
0
3
Goblin
High Noon — Give an adjacent Goblin +1 Attack this turn.
Ashes mark where he's been.
2
2
Grime Sentinel
1
4
Goblin
High Stakes — When this attacks, you may pay 1 Gold; draw 1 card.
Pressure builds, problems burst.
4
1
JunkSpike Sharpsho
0
5
Goblin
High Noon — Other Goblins you control gain +1/+1 this turn.
Stitches from string, hope from habit.
7
1
Spark Brawler
1
5
Goblin
Double Barrel.
Teeth like flint.
6
1
Soot Brawler
0
4
Goblin
Quickdraw. Overshot.
If it rattles, it's ready.
4
1
Boom Raider
1
6
Goblin
Double Barrel.
Trash below, targets beyond.
8
1
Bucket Shieldmate
0
4
Goblin
High Noon — Give an adjacent Goblin +1/+1 this turn.
Pressure builds, problems burst.
3
2
Crank Shieldmate
0
4
Goblin
High Noon — Give an adjacent Goblin +1 Attack this turn.
Aim is optional.
3
2
Hoodwink Fixer
0
3
Goblin
High Noon — Restore 2 Defense to a friendly creature.
Punch first, spark second.
3
2

Boiler Medic
0
3
Goblin
High Noon — Restore 2 Defense to a friendly creature.
Stitches from string, hope from habit.
3
1
WirePlate Runner
0
4
Goblin
High Noon — Other Goblins you control gain +1 Attack this turn.
Pressure builds, problems burst.
6
1
Fuse Runner
1
4
Goblin
High Stakes — When this attacks, you may pay 1 Gold; draw 1 card.
Plans drawn in charcoal and cackles.
5
1
JunkBomb Protector
0
2
Goblin
High Noon — Restore 2 Defense to a friendly creature.
Light it, like it.
2
2
Shiv Slinger
0
2
Goblin
Reload — When played, draw 1 card.
Aim is optional.
4
1
SteamPipe Tactician
0
4
Goblin
Reload — If this destroys a creature, draw 1.
Plans drawn in charcoal and cackles.
4
1
Scarab Healer
0
3
Desert Devil
Ambush. Quickdraw.
Dust drinks the weak and spares the bold.
3
1
Dune Tracker
1
4
Desert Devil
High Stakes — When this attacks, you may pay 1 Gold; draw 1 card.
Desert nights sharpen every edge.
6
1
Sand Tactician
0
4
Desert Devil
High Noon — Give an adjacent Desert Devil +1/+1 this turn.
Heat makes steel honest.
6
1

Salt Defender
0
3
Desert Devil
Ambush.
Dust drinks the weak and spares the bold.
5
1
Grit Sharpshot
0
5
Desert Devil
High Noon — Other Desert Devils you control gain +1/+1 this turn.
He never runs out of horizon.
6
1
Spur Tactician
0
4
Desert Devil
Quickdraw. Overshot.
He can hear a lie in the wind.
7
1
Scarab Marksman
0
3
Desert Devil
High Noon — Create a 0/2 Cover Token in a Middle Lane.
Footprints fade, reputation doesn't.
5
1
Dune Slinger
0
4
Desert Devil
High Noon — Give an adjacent Desert Devil +1/+1 this turn.
Dust drinks the weak and spares the bold.
5
2
Dune Warder
1
3
Desert Devil
High Stakes — On play, an enemy loses 1 Gold (to a minimum of 0).
He stacks stones and odds alike.
5
1
Obsidian Sharpshot
0
4
Desert Devil
Ambush. Quickdraw.
The sun is his metronome.
5
1
CactusSpine Rider
0
3
Desert Devil
Warrant.
Footprints fade, reputation doesn't.
1
5
ZephyrFlint Stalker
0
4
Desert Devil
High Noon — Give an adjacent Desert Devil +1 Attack this turn.
Shade is a promise he seldom keeps.
5
2

Scarab Sharpshot
1
3
Desert Devil
High Stakes — On play, an enemy loses 1 Gold (to a minimum of 0).
He never runs out of horizon.
4
1
Amber Brawler
0
2
Desert Devil
Quickdraw.
Heat makes steel honest.
3
2
Flint Sentinel
0
3
Desert Devil
Overshot.
He never runs out of horizon.
5
1
Whisper Sentry
0
3
Desert Devil
Reload — When played, draw 1 card.
Glass cuts both ways.
4
2
Dust Defender
1
5
Desert Devil
Double Barrel.
Crows follow; foes falter.
7
1
Dry Slinger
0
2
Desert Devil
Reload — When played, draw 1 card.
The dunes hide him; justice reveals him.
3
1
Mirage Sentry
0
2
Desert Devil
Reload — When played, draw 1 card.
Every cactus taught him patience.
2
1
Flint Tactician
0
3
Desert Devil
Overshot.
Shade is a promise he seldom keeps.
5
1
DuneGlass Charger
0
4
Desert Devil
Warrant.
Dust drinks the weak and spares the bold.
2
5

Dust Protector
0
2
Desert Devil
High Noon — Create a 0/2 Cover Token in a Middle Lane.
Shade is a promise he seldom keeps.
3
1
Dunewolf Stalker
0
4
Beast
Ambush.
Tracks sink, teeth don't.
4
3
Canyon Vulture
0
5
Beast
Overshot.
He circles before the shooting stops.
5
2
Junkyard Boar
0
4
Beast
Fortified.
Eats scraps, charges debts.
3
4
Glassback Lizard
0
3
Beast
Quickdraw.
Sun-baked, stone-hard.
3
3
Sandveil
1
1
Spell
(1G) Create a 0/2 Cover Token in a Middle Lane.
The wind does the weaving.
Scrap Surge
0
2
Quick
Quick — May be played to interrupt a spell. Other Goblins you control gain +1 Attack this turn.
Noise is half the plan.
Cactus Ward
0
1
Relic
Relic — At High Noon: a friendly creature gains +1 Defense this turn. If this Relic takes any damage, destroy it.
Thorns that remember.
Gutter Turbine
0
2
Relic
Relic — At High Noon: deal 1 damage to an adjacent enemy creature. If this Relic takes any damage, destroy it.
Rattles the rafters.

Deputy Ironheart
0
4
Human (Deputy)
On Board — Warrant. High Noon — Create a 0/2 Cover Token; then another if a Deputy is on board. Off Board — (1G) Create a 0/1 Cover Token in a Middle Lane.
A badge polished by storms, not sunshine.
3
4
Deputy Strawjack
0
5
Straw Elf (Deputy)
On Board — Warrant. Ambush. Off Board — (1G) A friendly Straw Elf gains Ambush this turn.
Smiles are stitched on; resolve is not.
4
4
Frontier Militia
0
1
Human
High Noon — Create a 1/1 Cover Token in a Middle Lane.
When the bell rings, every hand becomes a rifle.
2
2
Town Rifleman
0
2
Human
Quickdraw.
A steady breath, a sure shot.
3
2
Street Sweeper
0
2
Human
Double Barrel.
Two barrels, one message: keep moving.
2
3
Barricade Builder
0
1
Human
High Noon — Create a 0/2 Cover Token in a Middle Lane.
A wall today saves a town tomorrow.
1
1
Tracker on the Ridge
0
1
Human
Reload — If this destroys a creature, draw 1.
Dust tells stories—he just listens better.
2
2
Tin Cup Duelist
0
2
Human
Ambush.
Tin cup, iron will.
3
1
Town Watch Captain
0
3
Human
Warrant. High Noon — Give an adjacent Human +1/+1 this turn.
Orders clear as church bells.
2
3

Field Medic
0
2
Human
High Noon — Restore 2 Defense to a friendly creature.
Hold still, the fight's not done.
1
2
Ridgepoint Sharpshooter
0
3
Human
Quickdraw. Overshot.
If he sees you, you're already late.
4
2
Supply Runner
0
2
Human
Reload — When played, draw 1 card.
Bullets, bread, and rumors all travel fast.
2
2
Courthouse Defender
0
3
Human
Fortified. Warrant.
The law's last wall is a man with a shield.
1
4
Railway Saboteur
1
3
Human
High Stakes — On play, an enemy loses 1 Gold (to a minimum of 0).
Cut the lines, cut their courage.
3
2
Boomtown Foreman
0
4
Human
High Noon — Create two 0/2 Cover Tokens in Middle Lanes.
He can raise a town—or a barricade—overnight.
3
3
Gambler of Gray Gulch
1
3
Human
High Stakes — When this attacks, you may pay 1 Gold; if you do, it gains Double Barrel this combat.
Every card's a chance to live louder.
4
2
Marshal's Standard
0
3
Human
High Noon — Other Humans you control gain +1 Attack this turn.
Steel your aim, the badge is watching.
2
3
Hexproof Witness
0
4
Human
Wanted.
Swore to speak true—and not even curses can touch him.
3
3

Courtyard Duelmaster
0
4
Human
Quickdraw. Double Barrel.
He wins before the second bell rings.
4
3
General of the High Noon
0
6
Human
High Noon — Give a friendly Human +1 Attack this turn.
At high noon, the world obeys command.
3
6
Rail Camp Quartermaster
1
3
Human
Reload — When played, draw 1 card.
Count your bullets before you count your blessings.
3
3
High-Rise Lookout
0
3
Human
Overshot. High Noon — This gains Quickdraw this turn.
From the top plank, trouble looks tiny.
2
3
Dust Bowl Cavalry
1
4
Human
Ambush.
They ride low and kick higher.
4
3
Hexbreaker Chaplain
0
3
Human
High Noon — Remove Wanted from a friendly creature. Reload — Draw 1.
Chalk lines and calm words part the darkest winds.
2
3
Cornfield Skirmisher
0
2
Straw Elf
Ambush.
Dry hands, sharp husks.
3
2
Huskblade Sentry
0
3
Straw Elf
Fortified.
Edges woven from last harvest.
2
3
Lantern-Wick Lookout
0
2
Straw Elf
Quickdraw.
A spark in the fog of fields.
2
2

Twine-Tied Trapper
0
2
Straw Elf
High Noon — Create a 0/2 Cover Token in a Middle Lane.
Knots that no wind undoes
1
3
Bale-Bound Brawler
0
4
Straw Elf
Ambush.
Fists like bundled grain
3
3
Scarecrow Scout
0
2
Straw Elf
Reload — When played, draw 1 card.
Silent as moonlit straw
2
2
Crowfriend Archer
0
3
Straw Elf
Overshot.
Crows show where the shadows crack
4
2
Threshing Duelist
0
3
Straw Elf
Quickdraw.
He cuts air and fear both
3
3
Fieldline Warder
0
3
Straw Elf
Fortified. Warrant.
Wards scribed in chaff and ash
1
4
Hayrick Defender
0
4
Straw Elf
Fortified.
He doesn't burn; he endures
2
4
Stitcher of Hush
0
2
Straw Elf
High Noon — Restore 2 Defense to a friendly creature.
He sews quiet into the wind
2
2
Rafter-Perch Sharpshooter
0
4
Straw Elf
Quickdraw. Overshot.
High beams make easy aims
4
2

Cornsilk Runner
0
2
Straw Elf
Reload — When played, draw 1 card.
Soft steps through softer stalks.
3
2
Wheatstack Vanguard
0
3
Straw Elf
Warrant.
First to sway, last to fall.
2
3
Fallowfield Lancer
0
3
Straw Elf
Ambush.
A straight line through crooked rows.
4
2
Grainspike Veteran
1
5
Straw Elf
Double Barrel.
Age measured in harvest rings.
4
3
Tallow-Cap Guard
0
3
Straw Elf
Warrant. High Noon — Give an adjacent Straw Elf +1 Attack this turn.
Flame above, focus below.
2
3
Irrigation Outrider
0
4
Straw Elf
Quickdraw. Reload — Draw 1.
Where water runs, so does he.
3
3
Rickshed Protector
0
4
Straw Elf
Fortified.
Between the beams, he is a wall.
1
5
Plainswind Scout
0
3
Straw Elf
Ambush. Reload — Draw 1.
He hears danger rustle miles away.
3
2
Scareline Standard
0
3
Straw Elf
High Noon — Other Straw Elves gain +1 Attack this turn.
A banner stitched from promises.
2
3

Cornrib Sentinel
0
4
Straw Elf
Fortified. Warrant.
Hollow heart, steadfast hands.
2
4
Prairie Longhorn
0
4
Beast
Ambush.
Quiet until the charge.
3
4
Ridgeback Coyote
0
3
Beast
Quickdraw.
Teeth like river stones.
4
2
Cornfield Brawler
0
3
Beast
Fortified.
Scars hidden beneath burrs.
3
3
Gloamcrow Murder
0
5
Beast
Overshot.
Black wings, brighter omens.
5
2
Dustveil
1
1
Quick
Quick — May be played to interrupt a spell. (1G) Create a 0/2 Cover Token in a Middle Lane.
The storm you bring is the storm you hide in.
Crow's Omen
0
2
Spell
Give a friendly creature +1/+1 this turn. Draw 1 card.
A single caw can sway a day.
Tin-Star Badge
0
1
Relic
Relic — Give a friendly Human +1 Attack this turn. (Attach and persists while that creature remains.). If this Relic takes any damage, destroy it.
Worn light, carried heavy.
Lantern on a Pole
0
2
Relic
Relic — The equipped creature gains Fortified this turn. (Attach and persists while that creature remains.). If this Relic takes any damage, destroy it.
Light enough to lift a town.