

WELCOME TO THE WORLD — OF — THUNDER JUNCTION

ROBBING A LOCALE

Take all the bounty counters from one locale, Flip your Upstanding Citizen card to On the Run: Perform that locale's action. Activate only as a sorcery and only once each turn.



GARRISON

Create a 1/1 red Mercenary creature token for each bounty counter you take.



SALOON

Untap up to one target permanent for each bounty counter you take.



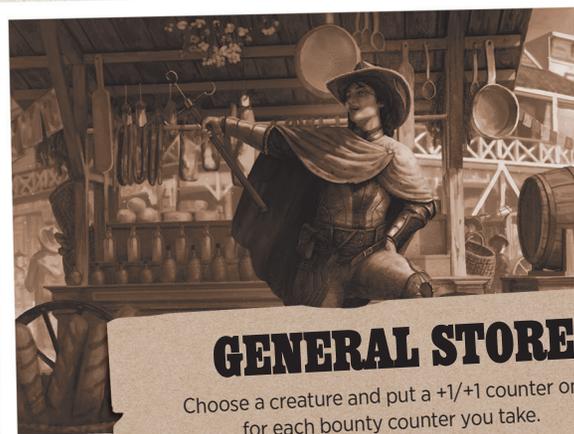
POST OFFICE

Draw a card for every two bounty counters you take.



BANK

Create a tapped Treasure token for each bounty counter you take.



GENERAL STORE

Choose a creature and put a +1/+1 counter on it for each bounty counter you take.

IT'S TIME TO SEEK YOUR FORTUNE!

- ▶ Start as an Upstanding Citizen. When that gets boring, seek riches by robbing various locales. After each dastardly act of thievery, you'll have to go On the Run until the heat dies down. Upstanding Citizens will try to bring you in and collect bounties. Yeehaw!



OUTLAWS OF THUNDER JUNCTION™

COMMANDER PARTY