

WWS Notes

Flint Westwood: The card from your hand is of your choice, not at random. If the target player has only one card, you get only one card.

Gregory Deck: The only valid characters are those from the basic game. At the beginning of your next turn, you decide whether to keep the characters or to change them. If you choose to change them, you must change both of them. This ability also applies at the beginning of the game.

John Pain: The card drawn this way may not be used immediately; you must wait until the previous effect ends. For example, if it's a Beer and you lose at the same time your last life point, you may not use it.

Lee Van Kliff: The brown-bordered card may be also another BANG! You may repeat each effect one time only. If you repeat the effect of a Stagecoach or Wells Fargo, the WWS card only changes the first time. Repeating the effect counts as one card played, if Miss Susanna is in play.

Bone Orchard: Players return to play permanently. Hence, they stay in play even after the Bone orchard terminates its effect, if they are still in play.

Darling Valentine: Players then also draw the usual 2 cards from the deck.

Dorothy Rage: If the forced player does not have the called card, he must show his hand. If he has it, he must play it as if it was his turn (also for counting the distances), but you choose any target(s) if the card requires so.

Lady Rose of Texas: Bring your cards, your mat, etc. with you!

Miss Susanna: This effect does not apply to players skipping their turn because of the Jail.

Showdown: Big Spencer may use BANG! as they were Missed! And Lee Van Kliff may discard any card to use his ability.

Wild West Show: It is just like each player has the same goal of the Renegade. However, the actual roles stay the same: therefore the Sheriff may not go to Jail, and eliminating an Outlaw brings the usual 3 cards reward. If the Sheriff is eliminated, the game continues.

Victory is individual.

BANG FAQ!

Q01. Can players talk during the game?

A. Of course! That's one of the most amusing aspects of the game. However, players cannot ask questions directly related to the playing of the cards (e.g. they cannot ask the Sheriff if they can play a Gatling).

Q02. How can a player with a Barrel in play avoid a shot from Slab the Killer?

A. First of all, he can "draw!": if he reveals a Heart card, he can avoid the shot with just one Missed! card in hand. Otherwise, he needs two Missed! cards. He cannot "draw!" twice.

Q03. Can I play a BANG! if I have already played a Gatling in the same turn?

A. Yes. Even if the two cards have similar effects, the Gatling is not a BANG! Card.

Q04. Can I choose a player at a distance greater than 1 when playing a Panic! card if I have a Weapon card in play?

A. No. Weapons don't change the distance between players: they simply allow to reach more distant players with a BANG! card. However, cards which actually modify the distance (e.g. Mustang and Scope, and the ability of characters like Rose Doolan and Paul Regret) must be considered in these situations.

Q05. Who is considered to be responsible of the elimination of a player with cards like Indians! and Gatling?

A. Unlike the Dynamite, the player who played the Gatling or the Indians! is considered to be responsible of the elimination of a player. All special actions due to this elimination apply to him (for example, if he just killed an Outlaw this way, he draws the 3 cards reward).

Q06. Can I play a BANG! if I used one or more BANG! cards in the same turn because of a Duel?

A. Yes. The BANG! cards used for the Duel are not counted because they are "discarded", not "played".

Q07. When a player is eliminated, in which order his cards are put in the discard pile?

A. The player being eliminated chooses the order.

Q08. Can I play Saloon when there are only two players in play?

A. Yes, it is not a Beer card. However, you can do it during your turn only.

Q09. Can I play a Saloon if I am losing my last life point?

A. No. Unlike Beer, Saloon can be played only during step 2 of your turn, and only if you are capable of playing cards. For example, if you lose your last life point after a Duel in your turn, you are eliminated before you could use Saloon.

Q10. If I am eliminated, do I regain a life point when someone else plays Saloon?

A. Of course not! When it says "all other players" it means "all other players still alive".

Q11. Can I voluntarily discard my cards?

A. No, neither cards from your hand nor cards in play in front of you. Only the character Sid Ketchum can discard exactly 2 cards when he chooses so to regain one life point.

Q12. Can I play a card while the effect of another one is not yet terminated (e.g. play a Panic! while that player is choosing which card to draw for a General Store)?

A. No. Before playing any card you must wait for the previous one to end all its effects.

Q13. If the Dynamite explodes eliminating a player, does the character Vulture Sam draw the Dynamite along with all other cards of the player eliminated?

A. No. To complete the effect of the Dynamite you have to discard it after it explodes. So when Vulture Sam gets all the cards of the player killed, the Dynamite is already in the discard pile.

Q14. Can a Jailed player play a Beer in his turn?

A. Only if he is losing his last life point.

Q15. Can I play a Beer if I am at full life points?

A. Yes: the Beer will simply have no effect at all.

Q16. Does Burt Cassidy or El Gringo draw a card when he loses his last life point – so if it's a Beer, they can save themselves?

A. No, if they lose their last life point without a Beer in their hand, they are dead. However, if Burt Cassidy plays immediately a Beer card from the hand, saving himself and remaining alive, he will be able to draw the card due to the lost life point.

Q17. If Vulture Sam eliminates a Deputy, as a Sheriff, does he discard all his cards before or after getting the cards of the Deputy just eliminated?

A. First Vulture Sam gets all the cards from the Deputy just eliminated. Then, he discards all of his cards (which now include the cards just obtained from that Deputy).

Q18. How many Missed! cards are required to cancel a Gatling played by Slab the Killer?

A. Only one. The special ability of Slab the Killer applies to BANG! cards only.

Q19. Can Calamity Janet play Missed! cards during a Duel as if they were BANG! cards?

A. Yes.

Q20. If El Gringo plays a Duel and lose, can he draw a card from the player who won the Duel?

A. No: El Gringo draws a card from the player who played the card which caused the life point loss. But since the Duel was played by El Gringo himself, his ability is not triggered.

Q21. If Suzy Lafayette plays a Duel, which is her last card, can she draw another one before the Duel ends?

A. No, she must wait until the end of the Duel.

Q22. If an Outlaw plays a Duel and loses, does the player who won the Duel draw the 3 cards reward?

A. No. The reward goes to the player who played the card which was responsible of the elimination of the Outlaw. But since that card was played by the Outlaw himself, no one can gain the reward.

Q23. How many cards Burt Cassidy draws if he is hit by the Dynamite (and survives)?

A. Three cards.

Q24. Can I play a Beer card if there are only two players alive?

A. Yes, but it has no effect at all.

Q25. Can Sid Ketchum use his ability even outside his turn, like a Beer card?

A. Yes, he can.

Q26. Can I play Whisky, Tequila, Canteen out of my turn if I am losing my last life point?

A. No. Even if these cards show the "regain one life point" symbol, only Beer cards, as a rule, can be played out of your turn.

Q27. Can I use the Barrel when I am the target of Punch, Knife, Springfield, Buffalo Rifle, Howitzer, Pepperbox, Derringer?

A. Yes. As a rule of thumb, the Barrel works against all cards showing a BANG! Symbol.

Q28. If Vera Custer has currently the same ability of Vulture Sam and another player is eliminated, who takes his cards?

A. The cards of the eliminated player must be divided between Vera Custer and Vulture Sam. Who among Vera and Sam is next to the killed character, in clockwise order, chooses the first card (either randomly from the hand of the killed character, or among her "in play" cards). Then, the other one takes another card, and so on, until all cards of the eliminated player have been distributed between the two.

Q29. When Slab the Killer plays Punch, Knife, Springfield, Buffalo Rifle, Howitzer, Pepperbox, Derringer, how many Missed! are required to avoid losing one life point?

A. You will need just one Missed! only. Slab the Killer's ability applies to BANG! cards only.

Q30. Can I have simultaneously in play Scope and Binoculars, Mustang and Hideout, or any given combination of these cards?

A. Yes. They all have different name, so there is no limitation.

Q31. What happens when there are two Dynamite in play and only two players still alive?

A. The Dynamite must pass to the first player (in clockwise order) without a Dynamite already in play. So, if the Dynamite does not explode, it stays in front of the same player, because the other one has already another in play.

Q32. Can I have two Iron Plate simultaneously in play?

A. No: generally speaking, you can never have in front of you two cards which share the same name.

Q33. Can I play Tequila, Whiskey, Canteen if there are only two players still alive?

A. Yes, they are not Beer cards. However, you still cannot use them out of your turn to save your life.

Q34. If Tequila Joe is killed and he has a Beer in hand, how many life points he gains?

A. If Tequila Joe suffers one life point only, it goes to 2 life points. However, if he is being eliminated by means of a Dynamite, you have to sum up all lost life points and gained life points to see if (and how) he survives. For example, if he was at 1 life point and the Dynamite explodes, Tequila Joe would go to -2 life points, so he will need two Beer cards to save his life (in this case, he will go to $-2 + 4 = 2$ life points).

Q35. Does the ability of Apache Kid prevent other players to play Missed! cards of Diamond against his BANGs?

A. No. Apache Kid's ability applies to cards played by other players only, thus during other players' turns. Therefore, he is unaffected by about half of the BANG! Cards, by all Indians!, by Conestoga and by some Cat Balou and Panic! played against him. Other cards (General Store, Hideout, weapons etc.) always works normally.

Q36. How Conestoga and Rag Time work?

A. Just read the symbols. They both allow you to draw a card (from the hand of among "in play" cards) from any one player, regardless of the distance.

Q37. How far can shoot Doc Holyday when he uses his ability?

A. Any reachable distance.

Q38. How many cards Bill Noface draws when he has 2 life points and Thirst or Train Arrival are in play?

A. If Bill Noface is the Sheriff, he has been shot 3 times, so he should draw $1+3=4$ cards. Thus if the Thirst is in play, he draws 3 cards, while with the Train Arrival he draws 5 cards. If Bill Noface is not the Sheriff, he draws 2 cards with the Thirst and 4 cards with the Train Arrival.

Q39. How many cards Bill Noface and Pixie Pete draw when they enter in play as ghosts thanks to the Ghost Town?

A. Bill Noface enters in play with 5 cards, Pixie Pete with 3 cards.

Q40. How the ability of Greg Digger and Herb Hunter must be applied when a ghost leaves play due to the Ghost Town?

A. Each time a ghost leaves play, Greg Digger regains 2 life points while Herb Hunter draws 2 cards from the deck.

Q41. Can Chuck Wengam use his ability while he is a ghost with the Ghost Town?

A. Generally, no, since ghost enter in play with no life points. However, if Chuck Wengam regains one or more life points somehow (e.g. by use of Beer or Whisky) he can actually use his ability.

Q42. What does A Fistful of Cards does?

A. At the beginning of his turn, the player is the target of as many BANG! as the number of cards in his hand. These BANG!s can be canceled normally by means of Missed! cards or similar ones (Barrel, characters' special abilities like Jourdonnais', and so on). ERRATA: the English text on old editions is wrong: the player can avoid the BANG! and does not automatically lose life points.

Q43. Does Lasso apply to green cards as well as blue cards?

A. Yes, since both are cards "in play".

Q44. What I have to do if, with the Abandoned Mine in play, there is only one card in the discard pile?

A. Draw both cards from the draw deck, and discard as usual on the discard deck.

Q45. Where I have to place my played cards while Abandoned Mine is in play, especially when I play Wells Fargo, General Store or Stagecoach?

A. There is a difference between "discarded" and "played" cards: Stagecoach, General Store and Wells Fargo are "played", while cards exceeding hand size limit at the end of the turn or by means of a Duel are "discarded". So, discarded cards goes on the draw deck, while played cards go on the discard deck. Draw the cards after Stagecoach and Wells Fargo always from the draw deck. Note that this applies to current player only: all other players draw and discard normally.

Q46. Where Jose Delgado places the blue cards with his ability with the Abandoned Mine in play?

A. The Abandoned Mine does not apply to characters. So Jose Delgado always discards as normal on the discard pile.

Q47. When I guess wrong the color of the card with the Peyote, do I keep the last card?

A. No. This means that if you guess wrong the very first card, you don't draw any card in that turn.

Q48. How many life points I lose if I am hit by the effect of the Sniper?

A. Only one life point: in fact, the effect of the two combined BANG!s "counts as a BANG!".

Q49. How many times and against which targets can I use the effect of the Sniper?

A. As many times as you wish. In addition, the effect of the Sniper does not count as a played BANG! card, so you can shoot your normal BANG! during your turn. For example, if you have 7 BANG! Cards in your hand, you could fire a total of 4 shots (3 shots with the effects of the Sniper and one normal BANG!). All the targets must be at a reachable distance.

Q50. If I discard BANG! cards with the Ricochet, may I use a normal BANG! during my turn?

A. Yes: the BANG!s used with the Ricochet are "discarded", not "played".

Q51. A player has to be killed before the round the Dead Man enters in play to come back to life?

A. No, you can be killed in the same round the Dead Man is in play... provided you have not still played your turn.

Q52. When I come back to life with 2 cards thanks to the Dead Man, do I draw normally 2 cards in phase 1 of my turn?

A. Yes.

Q53. What does Kit Carlson do with the Law of the West in play?

A. Kit Carlson looks at the first 3 cards of the deck, chooses the two to draw and shows the second one (note that he cannot change the cards order!): if he can, he must play that card afterwards, during the same turn.

Q54. Can I use cards like Barrel, Bible etc. or characters special abilities (like Jourdonnais') to avoid the effect of the Russian Roulette?

A. Yes.

Q55. What does "at the beginning of the turn" mean?

A. It means "before any other action", including the check for the Dynamite or the Jail.

Q56. Does distance matter when applying the effect of the Ricochet?

A. No, you may target players at any distance.

Q57. While the Ambush is in play, do the abilities of characters like Rose Doolan and Paul Regret still work?

A. Yes.

Q58. When Greygory Deck changes his characters, are the previous characters shuffled together with the other ones?

A. Yes. Shuffle all the characters and then draw two of them randomly.

Q59. When Miss Susanna enters play, are the cards played earlier in the same turn (if any) counted as part of the three cards to play in the turn?

A. Yes: since the text only says "during the turn," even cards played before Miss Susanna entered play are counted.

Q60. Who gives the cards to Youl Grinner in case of a tie among several players?

A. Each one of those players.

Q61. With Dorothy Rage, do I have to fully describe the action before knowing if my target has the card I name?

A. Yes: you must declare the complete action before knowing if that player has that card. For example, you cannot simply say "Play a BANG!" but instead "Play a BANG! on that player." The action you describe must be possible for the player, you cannot command him to play a BANG! On a target which is out of range for that player.

Q62. What happens if Vera Custer copies John Pain's ability and a card is "drawn!"?

A. The card goes to the first player in clockwise order from the player who "drew!"

Q63. If Teren Kill is eliminated by Dynamite, how many times does he have to "draw!" to stay alive?

A. Just one time: if it is a card of Spades he is out, otherwise he stays at 1 life point (and draws a card from the deck).

Q64. Can Lee Van Kliff repeat an effect with a different target?

A. Yes.

Q65. If Gary Looter must discard excess cards, does he draw them thanks to his ability?

A. No!

Q66. If the Sheriff kills a Deputy with Wild West Show in play, does the penalties for him still hold? And if he kills an Outlaw, does he get the 3 cards reward?

A. Yes.

Q67. How many times can Flint Westwood use his ability per turn?

A. One time only.

Q68. How do I manage Flint Westwood's ability, Panic!, Cat Balou, or other card-drawing effects while Sacagaway is in play?

A. Put them face down and shuffle them: after drawing one (or two, in case of Flint Westwood) randomly, put them face up again.

Q69. What happens if Teren Kill suffers a fatal shot and he has a Beer in his hand?

A. He can choose between two options: Either he plays the Beer and stays at 1 life point (but he does not draw a card); or he does not play the Beer and "draws!": in the latter case if he does not "draw!" a card of Spades he stays in play with one life point and draws another card, otherwise he is eliminated (now he cannot play the Beer since his ability is triggered when he is "about to be eliminated", i.e. when he has no meaning to save himself).

Q70. When Lee Van Kliff repeats the Stagecoach or Wells Fargo effect, do WWS cards change?

A. No, you have to use a real Stagecoach or Wells Fargo card.

Q71. Who can see the hand of a player who cannot play a "commanded" card by Dorothy Rage?

A. All players.

Q72. If I come back in play with Bone Orchard and I am killed again, if the Bone Orchard is still in play when it is my next turn, do I come back in play again?

A. Yes, you may come back into play at the beginning of each of your turn while the Bone Orchard is play.

Q73. When Lucky Duke "draws!" two cards, are they both drawn by John Pain?

A. Generally, yes. However, if John Pain has already five cards in his hand, he draws only the first card revealed by Lucky Duke. Of course, if John Pain has already 6 or more cards in his hand, he does not draw any card.

Q74. Lee Van Kliff's ability is triggered with cards with a BANG! effect too?

A. No, you must use a real BANG! Card.

Q75. When Lee Van Kliff uses his ability, does the card is accounted for the three cards needed by Miss Susanna?

A. No, since that card is "discarded".

Q76. What happens if Greygory Deck has the abilities of two characters which seem to have contradictory abilities (e.g. regarding the draw of cards at the beginning of the turn)?

A. If two abilities are clearly conflicting, Greygory Deck chooses one to use, otherwise both abilities apply.

Examples:

Jesse Jones + Kit Carlson: can draw the first card from the hand of a player (Jesse Jones'), then he sees the first three cards of the deck and chooses the second card to draw.

Jesse Jones + Pedro Ramirez: he chooses whether to draw the first card from the hand of a player or from the top of the discarding deck.

Kit Carlson + Black Jack: he looks at the first 3 cards, chooses the 2 cards to draw, shows them, and if the second card is of Heart he draws another card.