



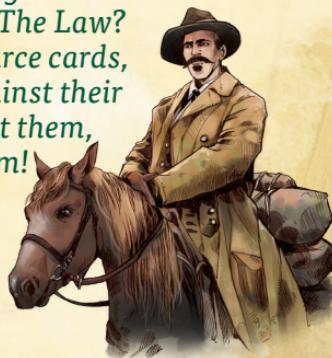
BANG!® The DUEL

RENEGADES

A close-knit group of gunslingers, ready for anything,
appears on the horizon: The Renegades.



Who has the courage to face them? The Law?
The Outlaws? With their new Resource cards,
cool nerves are required to fight against their
dirty tricks—and if you can't beat them,
maybe you can ally with them!



Contents



- * 40 playing cards: the Renegades deck
(divided into 20 Renegade-Law cards
and 20 Renegade-Outlaw cards)

- * 12 Renegade characters
(divided into 6 Renegade-Law characters
and 6 Renegade-Outlaw characters)



- * 10 bullet-shaped life point counters

- * 1 Renegades' "Active Character" token



- * These rules.

This expansion allows you to play BANG! – The Duel in **four new different and exciting ways**: three with two players (two “The Third Group” modes and one “Reinforcements” mode) and one with three players (“Mexican Standout”).

— *The Game with 2 Players* —

THE THIRD GROUP

In this game mode, **all** of the characters and playing cards from this expansion are used as the **Renegade Group**: a posse separate from those of the Law and the Outlaw. You can choose between a Renegades vs. Law game or a Renegades vs. Outlaw game.

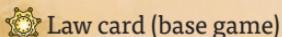
The preparation follows the same steps as the basic game, except that:

- * **Renegade vs. Law:** the Law starts with **4 cards** in hand and plays first. Renegades start with **5 cards**.
- * **Renegade vs. Outlaw:** the Outlaw starts with **5 cards** in hand and plays first. Renegades start with **4 cards**.

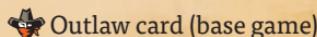
The game is played as normal. The new cards are explained in detail later on.

REINFORCEMENTS

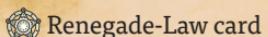
In this game mode, the Renegades' playing cards and character cards are split between the two groups from the base game: Law and Outlaw. The two groups face each other, strengthened by the playing cards and characters from this expansion. You can tell which group each card belongs to by looking at the symbol on the back or in the front's upper left corner:



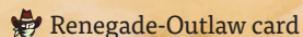
Law card (base game)



Outlaw card (base game)



Renegade-Law card



Renegade-Outlaw card

Shuffle the Renegade-Law cards with the Law cards and the Renegade-Outlaw cards with the Outlaw cards. Do the same with the characters. The preparation and the game follow the same steps as the base rules. The new cards are explained in detail later on.

— *The Game with 3 Players* —

MEXICAN STANDOUT

In this game mode, each group has its own goal:

The Law must eliminate the Renegade,
the Renegade must eliminate the Outlaw,
and the Outlaw must eliminate the Law.



Play with 3 characters each (if you want to play a longer game, you can agree on drawing more characters). When a player loses his last character, he is eliminated and the game ends **immediately**: the player whose goal is to eliminate that player wins! Note that you can also attack the player who is not your goal (e.g., to defend yourself).

Outlaws start with **4 cards** in hand and play first; then it's the Law, who starts with **4 cards**, and finally the Renegade, who starts with **5 cards**. (We recommend that you sit around the table in this order.)

As in the base game, you always discard into a common discard pile, which eventually becomes the draw pile as the personal decks empty.

The cards with a "reload" symbol (⊗) may be discarded to draw as long as there is **at least** one player with only 1 character left.

Cards which affect both players (e.g., *Gatling, Indians!*) also affect the third player. The effects first apply to all AC, then to all RC, in clockwise order.

So, in detail, the order is:

Your AC
(if applicable)

AC of the next
player in
clockwise order

AC of the
third player

And then

Your RC

RC of the next
player in
clockwise order

RC of the
third player

General Store makes you display 2 cards from each player's deck (or 6 from the common deck). Then, starting with the player whose turn it is and proceeding clockwise, each player takes one card at a time until there are none left. In other words, do two choosing rounds around the table in clockwise order.

When you play a card, you may always choose whether to use it against one or the other player, **with the exception of cards that specify "opponent":** when "opponent" is specified, it means **only your own goal**.

Example. *The Clock:* If the Law has this in play, it only triggers when the Renegade swaps his AC and RC, while it does not trigger if the Outlaw does.



This rule applies to:

- ★ Clock
- ★ Duel (you can only play it against your goal)
- ★ Derringer (the ⊗ is always useable, but the text effect only applies to your goal)
- ★ Howitzer
- ★ Ambush
- ★ Ricochet

- * Sidekick
- * Indian Chief
- * Union Pacific
- * Slap
- * Return Fire (which always targets your goal, even if the hit was shot by the other player)

And for the following characters:

- * El Chindi
- * Tom Thorn
- * Sid Curry
- * Alan Pinkertoon
- * Wyatt Ear.



The “Opponent” Rule Exceptions:

Dalon Ranger, **Wild Bill**, and **Slim Poet** are exceptions: here, “opponent” means “any other player.”

— The New Cards —

RESOURCES

Green-bordered cards are called “Resources” and are a special type of Equipment. Just like any other Equipment, you must put these cards into play on your RC or your opponent’s AC only. Unlike blue-bordered Equipment, however, Resources **may not be used in the same turn during which you put them into play**. Hence, you must wait until the next turn in order to use a Resource. **To use a Resource, put it in the discard pile**, then apply its effect(s). There is no limit to the number of Resources you can put into play, nor to the number you can use during one turn, but the restriction on cards with the same name still applies. Resources have no effect while you have them in your hand.



All cards and character abilities that affect Equipment (e.g. *Carbine*) also apply to Resources, while those specifically quoting Resources (e.g. *Kitty Leroy*) do **not** apply to blue-bordered cards.

Note: Resources with the ☀ symbol (*Buffalo Rifle*, *Howitzer*, *Double barrel*) may be discarded from play when replying to cards like *Duel* or *Indians!* even if just put into play that turn. They are “discarded” and not “used.”



Agility. ⚡. Draw 1 card.



Ambush. Discard 1 card in play from your AC and/or 1 from any AC. You may choose to resolve the Ambush in three different ways: to discard 1 card from your AC, or to discard 1 card from any AC (including yours), or to do both (possibly even discarding 2 cards from your own AC).



Buffalo Rifle. ⚡. You may target your opponent's RC. Draw 1 card.

With this card, you may target your opponent's RC or AC. You draw the card immediately, before your opponent reacts.



Double Barrel. ⚡. If ⚡ it targets your opponent's other character also. If the hit is avoided, your opponent's other character, if any, becomes a target. In this case, to cancel the effects entirely, you need one ⚡ for your AC and another one for your RC.



Feint. ⚡. If this ⚡ a BANG! card, take it.

Add the red-bordered card you just avoided to your hand unless it's the Walker: Walker, when avoided, is returned immediately to its owner's hand.



Gold Pan. Draw the top card from the discard pile (before discarding the Gold Pan).



Howitzer. ⚡. If not ⚡ opponent's AC and RC each lose 1 life point.



Indian Chief. For each of his characters, your opponent chooses: discard 1 ⚡ card or lose 1 life point.



Lightning. ⚡. You may play 1 additional BANG! card this turn.

After the Lightning is resolved, you may play another red-bordered card. You don't need to play the two cards in a row, but may at any point in the turn.



Lucky Penny. ⚡. Draw 1 card.

You draw the card immediately. Hence, if you use Lucky Penny to avoid a Fanning, you may use the card drawn, if useful, to avoid any remaining hit.



Pardner. ⚡/⚡.

This may be used as a ⚡ or as a ⚡.



Ricochet. Your opponent may discard a ⚡ card, then you, etc.

Discarding a ⚡ card is optional. The AC of the first player who fails to discard loses 1 life point. You may not use ⚡ cards that aren't with the exception of Hat. You may use Resources that are already in play (not in hand) such as Lucky Penny. You may not use the Barrel, nor character abilities such as that of Annie Oakley. During Ricochet, always ignore any additional effects on the cards besides the "Avoid" symbol.



Savage. ⚪. Draw 1 card.

You draw the card before the other player reacts.



Sharps. ⚪. Target's ability and Equipment have no effect.

For instance, cards such as *Spurs* or the abilities of *Alan Pinkertoon*, *Slim Poet*, *Dalon Ranger*, *Sid Curry*, etc., have no effect.



Sidekick. ⚪. Each time this character becomes AC, your opponent's AC is the target of a ⚪. Any card from his hand counts as ⚪.

In other words, it acts as if your opponent's AC is the target of a *Derringer*, shot automatically. The hit may be avoided as usual. If your opponent's AC has both the *Barrel* and the *Clock* in play, check the *Clock* first.



Slap. Discard 1 card in play from any AC and/or 1 card from any player's hand.

You may choose to resolve the *Backhander* in three different ways: to discard 1 card from any AC (including yours), or to discard 1 card from the hand of any player, or to do both.

Example. If you choose to do both against a player who has *Wild Bill* as his AC, your AC is the target of two ⚪.



Spencer. ⚪. If it hits a character with 4+ life points, he loses 2 life points. You still need just one ⚪ to avoid it. You can use Spencer on a character with less than 4 life points, in which case he loses only 1.



Spurs. If you have no cards in your hand, this character may not be the target of ⚪. It may still be the target of *Indians!*, *Indian Chief*, *Duel*, *Ricochet*, etc.



Switch. ⚪. Swap up to two AC with their RC (move the AC tokens). You choose the order.



Union Pacific. Draw a total of 2 cards from your and/or your opponent's deck. As usual, you might be required to draw from the common deck.



Walker. ⚪. If ⚪ take this card back into your hand



Whiskey. Reveal. ⚪ = your AC regains 2 life points, otherwise he regains 1 life point.



Whitney. ⚪. May only be ⚪ by playing a ⚪ card.

No cards supplying ⚪ work: *Missed!*, *Barrel*, *Sid Curry*'s ability, etc.

Characters

Renegades - Law



Charlie Basset: Once per turn, after you've used a Resource, draw 1 card.



Hick Addams: When another player makes you discard a card from your hand or from Hick, draw 1 card.

Each time another player makes you discard a card from your hand or makes you discard a card in play from Hick Addams, you draw one card. You don't draw if you voluntarily discard a Resource when reacting to other cards (e.g., Lucky Penny to counter a Gatling).



Hottie Delou: Once per turn, you may use 1 of her Resources in the same turn it was put into play.



Mystic Maid: Discard 1 of her Equipment cards from play (not) for a or a COLT, then draw 1 card. You can also discard a Resource in the same turn you put it into play. You cannot use this ability if you have no Equipment in play.

You cannot use Equipment that is always active (those with the symbol). The COLT counts as your one BANG! per turn. The ability can be used against cards such as Indians!, Indian Chief, etc.



Poker Alicia: Instead of drawing 2 cards from the deck at the start of your turn, you may draw 1 Equipment card from any AC. This ability activates and replaces the first phase of your turn (1. Draw).



The Marshal: When he enters play, draw a total of 3 cards from the decks of your choice. If he's in your starting pair of characters, draw the cards in addition to your starting hand. For each card, you can choose to draw from your deck or from another player's deck **after** checking each card you've already drawn. As usual, you can choose the common deck, if there is one.

Renegades - Outlaw



Big Steve: ☺. At the end of your turn, you may hold up to 6 cards in your hand. This new hand card limit applies regardless of your current life point total.



Dutch Harry: ☺. When you draw a card, you may look at the top card of the deck and either keep it or discard it.

If you decide to discard the card, draw the next card instead. You must keep the next card. This ability is **always** active, even if you have to draw cards because of *Wagon*, *Union Pacific*, etc. If you use it during your turn's phase 1, you still draw 2 cards as usual.

For example, if you have to draw 3 cards, you look at the top card. If you like it, you can keep it, then proceed to draw card #2. If you don't like it, you can discard it, draw the next card—which you must keep—then move on to draw card #2. For card #2, you look at the top card, decide to keep or discard, and so on.



El Chindi: If you have any cards in your hand, he is immune to Action cards played by other players.

He is **not** immune to BANG! cards, Resources, or Annie Oakey's attacks. He must react if, as RC, his AC (but not another player) plays cards such as *Indians!* or *Gatling*. He is immune to Water, Handover, the of Return Fire, etc. If he loses a Duel played by him, he still loses the life point.



Jim Longhair: ☺. Each time your AC and RC swap, you may swap your opponent's AC and RC also.



King Fishers: Each time your AC and RC swap, you may swap your opponent's AC and RC also.



Kitty Leroy: Once per turn, if you use 1 of her Resources, you may discard immediately 1 from your hand to repeat its effect. If you repeat a *Gold Pan*, draw the first two cards from the discard pile before discarding your cards (i.e., not the *Gold Pan* nor the card you discard along with it).

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