

Bang!

Roles

- 4 players : 1 sheriff¹, 2 outlaws, 1 renegade.
- 5 players : 1 sheriff, 1 deputy, 2 outlaws, 1 renegade.
- 6 players : 1 sheriff, 1 deputy, 3 outlaws, 1 renegade.
- 7 players : 1 sheriff, 2 deputies, 3 outlaws, 1 renegade.
- 8 players : 1 sheriff, 2 deputies, 3 outlaws, 2 renegades.
- 9 players : 1 sheriff, 2 deputies, 4 outlaws, 2 renegades.
- 9 players : 1 sheriff, 1 secret sheriff², 1 deputy, 4 outlaws, 2 renegades.
- 10 players: 1 sheriff, 1 secret sheriff, 2 deputies, 4 outlaws, 2 renegades.
- 11 players: 1 sheriff, 1 secret sheriff, 2 deputies, 5 outlaws, 2 renegades.
- 12 players: 1 sheriff, 1 secret sheriff, 3 deputies, 5 outlaws, 2 renegades.
- 13 players: 1 sheriff, 1 secret sheriff, 3 deputies, 6 outlaws, 2 renegades.
- 14 players: 1 sheriff, 1 secret sheriff, 4 deputies, 6 outlaws, 2 renegades.

General Rules

- Draw two cards at the beginning of your turn.
- 1 Bang! per turn.
- 1 copy of any one card in play.
- Only one weapon in play.
- Max number of cards in hand at end of turn equal to current number of life points.
- When killing an Outlaw: draw 3 cards.
- If Sheriff kills a deputy: discard all cards in hand and in play.
- Alive players may choose to keep their character.

Remember:

- Dynamite must be placed upon yourself and wait a whole turn to activate it.
- Panic and Cat Balou can be used to remove a card from your board such as dynamite but you **must Draw! for dynamite first**.

Characters

- **Bart Cassidy:** each time he loses a life point, he immediately draws a card from the deck.
- **Black Jack:** during phase one of his turn, he must show the second he draws: if it's hearts or diamonds, he draws 1 additional card (without revealing it).
- **Calamity Janet:** she can use Bang! cards as Mancato! cards and vice versa. Still only 1 Bang! per turn.
- **El Gringo:** each time he loses a life point due to a card played by another player, he draws a random card from the hands of that player (1 card per life point).
- **Jesse Jones:** he may choose to draw the first card from the deck, or randomly from the hand of any other player. Draws second card from the deck.
- **Jourdonnais:** built-in Barrel.
- **Kit Carlson:** he looks at the top 3 cards of the deck: chooses 2 and puts the other one back on the deck, face down.
- **Lucky Duke:** each time he is required to Draw!, he flips the top 2 cards from the deck, and chooses one. Discard both cards.

¹Extra life point.

²In all respects, he is a deputy until the regular sheriff dies. If the regular sheriff kills him, he loses all his cards. If he dies while secret, the game continues. He can be jailed like any other deputy. Once the regular sheriff dies, the secret sheriff immediately reveals his role card, and gets promoted to sheriff. He does not gain a life, but his maximum does increase by one. Once he has been revealed, he becomes the regular sheriff for all intents and purposes. If the original sheriff comes back into the game, he does not resume his role as sheriff, but rather as a deputy, with his maximum life played as such.

- **Paul Regret:** built-in Mustang.
- **Pedro Ramirez:** he may choose to draw the first card from the top of the discard pile or from the deck.
- **Rose Doolan:** built-in Scope.
- **Sid Ketchum:** at any time, he may discard 2 card from his hand to regain a life point.
- **Slab the Killer:** players trying to cancel his Bang! cards need 2 Mancato!.
- **Suzy Lafayette:** as soon as she has no cards in her hand, he draws a card from the pile.
- **Vulture Sam:** whenever a character is eliminated from the game, Sam takes all the cards of that player in his hand and in play.
- **Willy the Kid:** can play any number of Bang! cards during his turn.

Playing Cards

Blue Cards

- **Barrel:** allows you to Draw! when hit by a Bang! card. If you draw a heart card, counts as a Mancato!. Otherwise nothing happens. A Mancato! card may still be played afterwards.
- **Draw!** action: flip over the top card from the deck, look at the poker symbol, apply effect if appropriate, and discard it.
- **Dynamite:** **play this card in front of you** and wait a whole turn. Then Draw!, if dynamites explodes you lose 3 life points and discard the card. Otherwise pass the card along. Dynamite stays in play until explodes or is discarded by a Panic! or Cat Balou.
- **Jail:** play this card in from of any player regardless of distance). If you are in jail, Draw! before the start of your turn. If you draw a heart card, you escape jail and proceed with your turn. Otherwise, your turn is skipped and discard the card. **Jail cannot be played on the Sheriff.**
- **Mustang:** other players see you at a distance +1.
- **Scope:** you see other players at distance -1.
- **Volcanic (weapon):** play any number of Bang! cards during you turn.

Brown Cards

- **Bang!:** player hit loses 1 life point. Take into account distance of player and reach of your weapon.
- **Beer:** regain 1 life point. Life points cannot exceed your starting amount (determined by character). May be played out of turn only immediately after receiving a lethal hit. No effect when only 2 players remain.
- **Cat Balou:** force any player (regardless of distance and **including yourself**) to discard a card. You may choose a **card in play in from of them** or pick a **random card from the hand**.
- **Duel:** challenge any other player, regardless of distance. Starting with the challenged player, each may discard a Bang! until a player doesn't. That player loses 1 life point. Missed! and Barrel have no effect. Not considered a Bang! card.
- **Emporio:** turn as many cards from the deck face up as players in play. Starting with you, each player chooses one and adds it to their hand.
- ****Gatling:** shoots a Bang! to all the other players, regardless of distance. Not considered a Bang! card.
- **Indians!:** all other players may discard a Bang! or lose a life point. Neither Mancato! or Barrel have effect in this case.
- **Mancato!:** may be played immediately after a Bang! - even if out of turn. This cancels the hit and there's no loss of points.
- **Panic!:** Draw a card from a player at distance 1 (**including yourself**) and add it to your hand. Distance is not modified by weapons but by cards as Mustang/Scope/etc. You may draw a **random card from their hand** or choose **one in play in from of them**.
- **Saloon:** all player in play (all other players and yourself) gain a life point.
- **Stagecoach:** draw two cards.
- **Wells Fargo:** draw three cards.

The Valley of Shadows

Characters

- **Black Flower:** one per turn she can shoot an extra Bang! by discarding a clubs card.
- **Colorado Bill:** each time he plays a Bang!, he Draw!. On spades, the shot cannot be missed.
- **Der Spot-Burst Ringer:** once per turn, he can play a Bang! as Gatling. Does not count as the 1 Bang!/turn.
- **Evelyn Shebang:** she may decide no to draw some number of cards in her draw phase. For each card skipped, she shoots a Bang! at a different target in reachable distance. Must decide in advance how many draws/Bang!s.
- **Henry Block:** each time another player discards/draws a card from Henry's hand or in from of him, that player is the target of a Bang!.
- **Lemonade Jim:** each time another player plays a Beer, he may discard a card to regain 1 life point.
- **Mick Defender:** each time he is the solo target of a brown card other than Bang!, he may discard a Mancato! to avoid that card.
- **Tuco Franziskaner:** during his draw phase, he draws 2 extra cards if he has no blue cards in play.

Playing Cards

Blue Cards

- **Bounty:** play on any player, if that player is killed by a Bang!, the shooter draws a card from the deck.
- **Ghost:** a ghost is considered "in play" for all purposes, but no life points and without a character ability. At the end of your turn, you must discard all your hand cards. If Ghost is removed, the ghost exits play again.
- **Lemat (weapon):** during your turn, you may use any card in your hand as a Bang!. Counts as the 1 Bang! per turn.
- **Rattlesnake:** play on any player. At the beginning of his turn, that player Draws!. On spades, he loses 1 life point. Stays in play after dealing damage. Dynamite > Jail > Rattlesnake.
- **Shotgun (weapon):**

Brown Cards

- **Aim:** play this card together with a Bang!. If the target is hit, loses 2 points. The target still only needs 1 Mancato! to avoid being hit.
- **Backfire:** Counts as a Mancato!. The shooter is the target of a Bang!.
- **Bandidos:** each player chooses one: discard 2 cards from hand (1 if only has 1) or lose 1 life point.
- **Escape:** may be played out of turn. Avoid the effect of a brown card (excluding Bang!) that includes you as a target.
- **Fanning:** counts as your normal one Bang! per turn. Also targets the player of your choice at distance 1 from the first target. The secondary Bang! is mandatory and it's fired even if the first one is cancelled.
- **Last Call:** gain a life. May be played with 2 players but never out of turn.
- **Poker:** all other players discard 1 card from their hand at the same time. If no ace was discarded, you draw up to 2 of those cards.
- **Saved!:** may be played out of turn. Prevent another player from losing 1 life. If the survives, draw 2 cards from his hand or from the deck.
- **Tornado:** each player discards a card from their hand (if possible), then draws 2 cards from the deck.
- **Tomahawk:** discard one life point of any player at distance 2 and below.