

Bang!

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.
- 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 or jail but you **must Draw! for dynamite first.**

Playing Cards

Blue Cards (stays in play)

- **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 (discarded after use)

- **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.