




THE CARDS


 **Ace up the sleeve.**


 **A little nip:** Unlike *Beer*, it cannot be used out of turn.








 **Arrow:** The target player chooses whether to discard a *BANG!* card or lose 1 life point. You cannot reply with similar effects such as *Flintlock* or *Gatling*. **Upgrade:** All targets must be different.



 **Bandolier:** You may play an additional *BANG!* card, which must follow the usual distance rules, may trigger the effects of a Dangerous Weapon, etc.


 **Beer keg:** Unlike *Beer*, it cannot be used out of turn.

 **Bell tower:** It only applies to the next card you play, but you can use it many times during your turn. It works against a *Mustang*, for example.


 **Big Fifty:** It cancels the effects of cards such as *Mustang*, *Barrel*, etc., Julie Cutter's ability, etc.



 **Bomb:** Play this card on any player (with 3  on it as usual). At the beginning of your turn, if the *Bomb* is in play in front of you, "draw!": on  or , pass the *Bomb* to another player of your choice (who will perform the same check on their turn, etc.). On  or , discard 2  from the

Bomb. If the  run out, the *Bomb* explodes! Discard it and lose 2 life points. The *Bomb* does not explode if it is drawn or discarded in other ways (e.g., *Panic!*, *Cat Balou*, *Whip*, *Squaw*, etc.), but it does if the  run out because of *Rust*, for example. If you also have *Dynamite* and/or *Jail* in play in front of you, check the *Bomb* last.



 **Buntline Special:** It does not matter if the shot is canceled with a *Missed!* card, *Barrel*, etc.


 **Caravan.**


 **Crate:** If you also have *Barrel* in play, you choose in which order to use the cards if necessary.




 **Double Barrel:** A *BANG!* with the  suit cannot be canceled, even using *Barrel*, etc.




 **Duck!**

 **Flintlock:** It is not a *BANG!* card, so it does not count towards the limit of 1 *BANG!* card per turn, and it does not trigger the special effect of a Dangerous Weapon. **Upgrade:** If the shot is canceled (it does not matter if by *Missed!*, *Barrel*, etc.), you can spend 2  to take this card back into your hand (and play it again immediately after, if you want).

 **Lock Pick:** It only affects the cards in hand, not those in play. It works regardless of the distance.

 **Quick Shot:** It is not a *BANG!* card, so it does not count towards the limit of 1 *BANG!* card per turn, and it does not trigger the special effect of a Dangerous Weapon. **Upgrade:** All targets must be different and at a reachable distance.

 **Reloading:** Take 3  from the supply and put them on any combination of your Dangerous cards and/or your character. Remember that a card may never have more than 4 .

 **Rust:** Each of the other players must remove 1  from each of their Dangerous cards and from their characters. Add all  removed

NOTES ON BASE GAME CHARACTERS

Jourdonnais: His ability may be used to avoid the effect of *Flintlock*, and also against Mexicali Kid.

Lucky Duke: With the *Tumbleweed*, he repeats his entire "draw!", so he shows two new cards and chooses the result.



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to your character, up the limit of 4, and discard the extras.

 **Squaw:** It works regardless of the distance.

 **Thunderer:** It works whether the shot was successful or not, and the *BANG!* card must be taken back before the target player replies (with *Missed!* or another action).

 **Tumbleweed:** A just completed "draw!" must be repeated, ignoring the previous result. Can be used on any "draw!", even your own, and can be played out of turn. You may have the "draw!" repeated again by spending additional .

 **Whip:** It only affects the cards in play, not those in hand. It works regardless of the distance.




Armed and dangerous: that's how new Gunslingers come into town, itchin' for a fight. Not to mention that load of new goods just delivered. It holds many surprises: deadly weapons, powerful gear, and lethal ammo... the Dangerous cards! But their use is limited, and if you're not quick enough to take advantage of them, your enemies will be!

CONTENTS

- 28 playing cards:
 - 13 Dangerous cards: 9 objects and 4 weapons
 - 9 new brown-bordered cards
 - 6 brown-bordered cards from the basic game
- 8 characters
- 32 Load tokens
- These rules.












This expansion features 8 new characters (which are shuffled together with the original ones) and 28 new cards (to be shuffled with the basic playing cards). Keep the Load tokens  in the middle of the table in a common supply: unless specified otherwise, when you have to take a token, take it from the supply. If you spend or discard a token, return it to the supply. During the game, you keep the Load tokens on your Dangerous cards and/or on your character: you will use these tokens to activate your Dangerous cards, the abilities of some characters, and to upgrade the effects of some brown-bordered cards, as we will see later. The rules of the game remain the same as the original *BANG!* game, with the following additions:

THE DANGEROUS CARDS

All Dangerous cards have an **orange** border, and they behave just like blue-bordered cards (= weapons and other objects) in all respects, with the following additions:





- **Playing a Dangerous card:** When you play a Dangerous card in front of you (exception: *Bomb* can be played on any player), whether it's a weapon or an object, add 3  to it.
- **Using a Dangerous card:** To use a Dangerous card in play in front of you, you first have to pay (i.e. discard) the stated number of  from the card (see image). If you discard the token(s), you can use the effect specified on the card. If there are not enough  on the card, the effect cannot be used.  EX.: PAY 2
- **Depleting a Dangerous card:** When a Dangerous card in play runs out of , discard it immediately.
- **Reloading a Dangerous card** (or your character): There are two ways to add  to a Dangerous card in play or to your character:
 1. **Playing a blue-bordered card:** Each time you play a blue-bordered card, you may add 1  to any of your Dangerous cards in play, or to your character (see also, *The Characters*). This holds true even when you play a blue-bordered card on a different player (e.g.: *Jail*), but not when you receive one (e.g.: *Dynamite*).
 2. **Discarding a card from you hand at the end of your turn:** Each time you have to discard one or more cards from your hand during Phase 3 of your turn (when the number of cards in your hand exceeds the number of life points you currently have), you may add 1  to any of your Dangerous cards in play or to your character for *each* card discarded. Remember that you cannot voluntarily discard cards in this phase! Note also that you cannot immediately use the tokens you add in this phase, because Phase 3 ends your turn.

Each Dangerous card may hold a maximum of 4 . Any token to be added beyond the 4th are simply ignored. The same limit applies to characters.




If you want to play a Dangerous card but the supply does not have the required number of load tokens (normally 3) then you **cannot play the card**.

Since they behave just like blue-bordered cards, Dangerous cards may be discarded by playing *Cat Balou*, etc. Note that if you play a *Panic!* on a Dangerous card in play, you take it into your hand without the tokens on it, which go back to the supply (if you later play the very same card, then add 3  to it as usual).

The  on the cards may not be the target of cards or abilities unless explicitly specified.




DANGEROUS WEAPONS

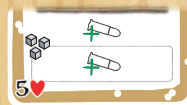
These Dangerous cards are weapons in all ways: they have an orange border with no bullet holes, black-and-white illustration, and a number in the sight. They replace and are replaced by any other weapon. Just like blue-bordered weapons, Dangerous Weapons allow you to play a *BANG!* card from your hand up to the reachable distance. But, each Dangerous Weapon also has a special ability that you can activate by spending the required number of  **when you play the *BANG!* card** (and before the target player reacts, e.g. by playing *Missed!*).




Important: you may use the special effect only when playing actual *BANG!* cards, not similar cards such as *Gatling*, *Flintlock*, *Quick Shot*, etc.



UPGRADABLE CARDS AND OTHER CARDS




Upgradable cards are brown-bordered cards (= play and discard) whose effect may be upgraded by spending the required number of . The  you spend may be taken from any of your Dangerous cards in play or from your character, in any combination. Remember that if you remove the last  from a Dangerous card, it must be discarded. Upgrading a card is always optional. You can use the upgrade several times if you want and can pay for it: always choose at the moment you play the card, before carrying out its effects.





Example: A little nip lets you regain 1 life point, and 1 additional life point for every 3  you spend. By spending 6  when you play the card, you gain a total of 3 life points. If you spend 0 , you regain only 1 life point.

You will also find cards that are identical to cards in the basic game: these are added in order to keep the balance among different card types in the deck.


Some cards combine symbols you already know in different ways. Simply follow the meaning of the symbols shown to determine the card's effects. Generally speaking, remember that:

- Any card with a *Missed!* symbol  can be used to cancel the effect of a card with a *BANG!* symbol .
- When you are losing your last life point, you can **only** use a *Beer* to avoid being eliminated from the game. You cannot use other cards with similar effects such as *Saloon*, *Beer keg*, or *A little nip* out of turn;
- You can only play **one *BANG!* card per turn**, but you can play any number of other cards which show the  symbol.


THE CHARACTERS

The  needed to activate the abilities of some characters may be taken from your character and also from any of your Dangerous cards in play (during your turn only, unless specified otherwise, e.g.: *Al Preacher*). Remember that each character may hold a maximum of 4 .



Al Preacher: May be activated out of turn. You can draw only 1 card for each blue or orange-bordered card played, even if you can spend more than 2  each time. You must activate it before another card is played after the blue or orange-bordered one.



Bass Greeves: You may add the 2  to any one of your Dangerous cards or to the character himself, but not to two different cards (one per card).



Bloody Mary: It does not work with cards that are not actual *BANG!* cards, such as *Flintlock*, *Quick shot*, *Gatling*, etc.



Frankie Canton: The  you take can come from any Dangerous card in play, whether yours or a different player's, or from another player's character. The 4  limit still applies. If you take the last  from a Dangerous card, it must be discarded as usual.



Julie Cutter: It's just 1 *BANG!*, even if you lose more than 1 life point at

the same time. It is automatic (you don't have to play a *BANG!* card), it works regardless of the distance, and it can be canceled as usual with *Missed!*, *Barrel*, *Crate*, etc.



Mexicali Kid: The *BANG!* is additional, so it does not count for the 1 *BANG!* card per turn rule and you don't have to play any card. The shot may be canceled as usual with *Missed!*, *Barrel*, *Crate*, etc., and it reaches up to your weapon's reachable distance, but it does not trigger the effect of a Dangerous Weapon. It does not work out of turn (against *Indians!*, *Arrow*, *Duel*, etc.).



Ms. Abigail: It does not work against cards that affect all players, such as *Indians!*



Red Ringo: You must carry out the movement of  as a single move, but you may choose two different cards and place 1  on each of them. You may not move  from Dangerous cards back to Red Ringo with this ability.