

BANG! reference card

25 BANG!

12 Fehlschuss!

6 Bier

2 Fass

3 Zweikampf!

2 Indianer!

1 Gatling

1 Dynamit

1 Saloon

1 Wells Fargo

2 Postkutsche

2 Warenhaus

4 Cat Balou

4 Panik!

3 Gefängnis

1 Appaloosa

2 Mustang

2 Volcanic

3 Schofield

1 Remington

1 Rev.Carabine

1 Winchester

2 PLAYER RULES:

Bier: can only be played on the exposed character.
Warenhaus: turn as many cards as alive characters, choose alternately.
Indianer! and Gatling: no effect on your characters, but on both opponents.
Blue cards can be played on any character.

3 PLAYER RULES:

Stellvertreter hunts **Abtrünniger**.
Abtrünniger hunts **Outlaw**.
Outlaw hunts **Stellvertreter**.
Jail can be played on anyone.
Three cards as reward for killing the other character.

BANG! reference card

Mustang: Others see you one place further away.

Appaloosa: You see others one place closer.

Dynamit: Play in front of you. Explodes on Spades 2-9, otherwise passed on clockwise.

Zweikampf: Target and you can play BANG! cards alternately, the first one to fail gets one damage.

Warenhaus: Turn as many cards as players alive, choose clockwise starting from you.

Indianer!: Everyone except you can play a BANG! card or take one damage.

Gefängnis: The jailed player must draw a Heart or miss a turn. The Jail card is then discarded.

Volcanic: You can play any number of BANG! cards, but only to distance of one.

Fass: BANG! aimed at you is missed if you draw a Heart.

Panik!: Draw and keep a card from a player at a distance of one.

Cat Balou: Draw and discard a card from any player.

Saloon: All players regain one life point.

Gatling: Aims a BANG! to all other players.

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