

GUNSLINGER ACTION CARDS

ADVANCE



You can:

Move forward either ahead left, ahead right, or straight ahead.



You must:

Name which movement you will do.

Also:

If you are DOWN, add 2 delay points.

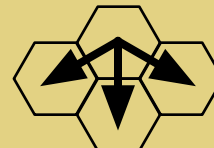
1A

BACK UP



You can:

Move backwards either back left, back right, or straight back.



You must:

Name which movement you will do.

Also:

If you are DOWN, add 2 delay points.

1B

RUN



You can:

Move forward either ahead left, ahead right, or straight ahead.



You must:

- Name which movement you will do.
- Also play ADVANCE this turn.

Also:

If you are DOWN, add 2 delay points.

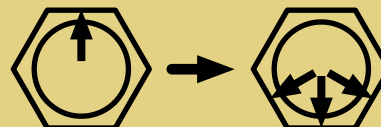
2A

SPIN AROUND



You can:

Turn around to face either back right, back left, or straight back.



You must:

Name your new facing.

2B

SPRINT



You can:

Move straight ahead.



You must:

- Also play RUN this turn.
- Have executed RUN last turn.

Also:

- Draw 1 delay card.
- If you are DOWN, add 2 delay points.

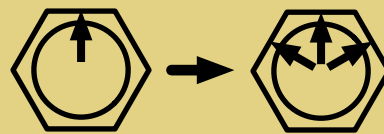
3A

TURN



You can:

Turn to face either ahead right, ahead left, or straight ahead.



You must:

Name your new facing.

3B

SPRINT



You can:

Move straight ahead.



You must:

- Also play RUN this turn.
- Have executed RUN last turn.

Also:

- Draw 1 delay card.
- If you are DOWN, add 2 delay points.

4A

LEAP OR DROP



You can:

If upright, turn DOWN.
If DOWN, turn upright.

Also:

Draw 2 delay cards.

4B

COCK, AIM, OR SHOOT



You can choose one:

- Cock or uncock gun
- Place 2 AIM points on a target
- Shoot! Aim time:
 - one-handed gun: 2
 - two-handed gun: 1
- Fanfire! Aim time: 0

You must:

- Name the choice and the target
- Have proper items in HANDS box

5A

GET UP OR GET DOWN



You can:

If upright, turn DOWN.
If DOWN, turn upright.

5B

COCK, AIM, OR SHOOT



You can choose one:

- Cock or uncock gun
- Place 2 AIM points on a target
- Shoot! Aim time:
 - one-handed gun: 2
 - two-handed gun: 1
- Fanfire! Aim time: 0

You must:

- Name the choice and the target
- Have proper items in HANDS box

6A

THROW



You can choose one:

- Do nothing
- Throw! Aim time:
 - one-handed weapon: 2
 - two-handed weapon: 1

You must:

- Name the choice and the target
- Have proper items in HANDS box

6B

SHOOT



You can choose one:

- Do nothing
- Shoot! Aim time:
one-handed gun: 1
two-handed gun: 0
- Fanfire! Aim time: 0

You must:

- Name the choice and the target
- Have proper items in HANDS box

7A

STRENGTH +



You can choose one:

- Add 2 to penalties
- Add 4 to wielding factor

You must:

- Name the choice
- Also play THROW or an Attack (⚡) action

7B

LOAD



Choose appropriately:

- Normal gun: load one shell in gun
- Breakopen gun: open or close gun,
or (if open) load up to 5 shells
- Cap-and-ball gun: load 1/3 shell

You must:

Have gun in BOTH HANDS only.

8A

HEAD OUT OR HEAD BACK



You can:

Place or remove HEAD counter.

8B

DRAW AND COCK



You can:

- Move a weapon on your sheet or in your hex to a hand box
- Also, choose a cocking option:
 - Cock or uncock
 - Leave unchanged
 - Fanfire! Aim time: 0

You must:

Name the weapon, the hand box, and the cocking option.

9A

HEAD OUT OR HEAD BACK



You can:

Place or remove HEAD counter.

9B

JAB



Brawling attack:

- Barehanded aim time: 5
- Normal attack: BE is SIDE hit
- Attacking upwards: BE is SIDE hit

You must:

Name the target, and that target must be within 1 hex.

10A

DUCK



You can block:

- JAB
- SWING
- CHOP
- LOCK

You must:

Name your attacker.

Also:

Your attacker draws one delay card.

10B

SWING



Brawling attack:

- Barehanded aim time: 5
- Normal attack: BE is HEAD hit
- Attacking upwards: BE is LEG hit

You must:

Name the target, and that target must be within 1 hex.

11A

BLOCK



You can block:

- JAB
- BELT
- HOOK
- BEAR HUG

You must:

Name your attacker.

Also:

Your attacker draws two delay cards.

11B

BELT



Brawling attack:

- Barehanded aim time: 5
- Normal attack: BE is CRIT hit
- Attacking upwards: BE is BODY hit

You must:

Name the target, and that target must be within 1 hex.

12A

GUARD



You can block:

- SWING
- BELT
- HOOK
- KICK

You must:

Name your attacker.

Also:

Your attacker draws two delay cards.

12B

ADVANCE



You can:

Move forward either ahead left, ahead right, or straight ahead.



You must:

Name which movement you will do.

Also:

If you are DOWN, add 2 delay points.

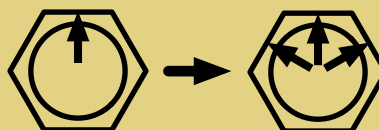
BONUS
1A

TURN



You can:

Turn to face either ahead right, ahead left, or straight ahead.



You must:

Name your new facing.

BONUS
1B

DRAW AND COCK



You can:

- Move a 1-handed weapon on your sheet to a hand box (but not a weapon from your hex.)
- Also, choose a cocking option:
 - Cock or uncock
 - Leave unchanged
 - Fanfire! Aim time: 0

You must:

- Name the weapon, the hand box, and the cocking option.
- Must be a 1-handed weapon.

BONUS
2A

SHOOT



You can choose one:

- Do nothing
- Shoot! Aim time:
 - one-handed gun: 1
 - two-handed gun: 0
- Fanfire! Aim time: 0

You must:

- Name the choice and the target
- Have proper items in HANDS box

BONUS
2B

DRAW AND COCK



You can:

- Move a 1-handed weapon on your sheet to a hand box. (But not a weapon from your hex.)
- Also, choose a cocking option:
 - Cock or uncock
 - Leave unchanged
 - Fanfire! Aim time: 0

You must:

- Name the weapon, the hand box, and the cocking option.
- Must be a 1-handed weapon.

BONUS
3A

SHOOT



You can choose one:

- Do nothing
- Shoot! Aim time:
 - one-handed gun: 1
 - two-handed gun: 0
- Fanfire! Aim time: 0

You must:

- Name the choice and the target
- Have proper items in HANDS box

BONUS
3B

CHOP



Brawling attack:

- Barehanded aim time: 5
- Normal attack: BE is HEAD hit
- Attacking upwards: BE is LEG hit

You must:

Name the target, and that target must be within 1 hex.

BONUS
4A

SIDESTEP



You can cancel:

- JAB
- BELT
- HOOK
- KICK

You must:

Name your attacker.

Also:

Your attacker draws one delay card.

BONUS
4B

LOCK



Brawling attack:

- Target cannot leave your hex until next segment
- Aim time: 3 (ignore your weapon).
- Normal attack: BE is HEAD hit
- Attacking upwards: BE is LEG hit

You must:

Name the target, and that target must be in your hex.

BONUS
5A

HIP THROW



You can cancel:

- JAB
- SWING
- CHOP
- BEAR HUG

You must:

Name your attacker.

Also:

Your attacker must DROP and take a LIGHT 1 penalty.

BONUS
5B

HOOK



Brawling attack:

- Barehanded aim time: 5
- Normal attack: BE is BODY hit
- Attacking upwards: BE is ARM hit

You must:

Name the target, and that target must be within 1 hex.

BONUS
6A

COVERUP



You can cancel:

- JAB
- SWING
- BELT
- LOCK
- HOOK

You must:

Name your attacker.

Also:

Your attacker draws one delay card.

BONUS
6B

KICK



Brawling attack:

- Aim time: 3 (ignore your weapon.)
- Normal attack: BE is CRIT hit
- Attacking upwards: BE is BODY hit

You must:

Name the target, and that target must be within 1 hex.

BONUS
7A

TRIP



You can cancel:

- SWING
- BELT
- LOCK
- KICK

You must:

Name your attacker.

Also:

Your attacker must DROP and take a LIGHT 1 penalty.

BONUS
7B

BEAR HUG



Brawling attack:

- Aim time: 3 (ignore your weapon).
- Normal attack: BE is VITAL hit
- Attacking upwards: BE is LEG hit

You must:

Name the target, and that target must be in your hex.

BONUS
8A

STRENGTH



You can choose one:

- Add 4 to penalties
- Add 8 to wielding factor

You must:

- Name the choice
- Also play THROW or an Attack (⚡) action

BONUS
8B

STRENGTH + ①

You can choose one:

- Add 1 to penalties
- Add 3 to wielding factor

You must:

- Name the choice
- Also play THROW or an Attack (⚡) action

BONUS
9A

STRENGTH + ②

You can choose one:

- Add 3 to penalties
- Add 6 to wielding factor

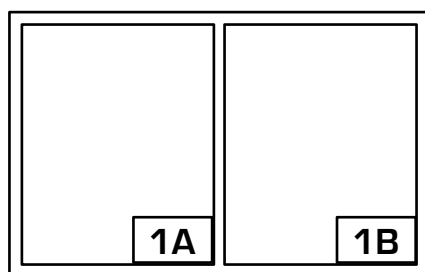
You must:

- Name the choice
- Also play THROW or an Attack (⚡) action

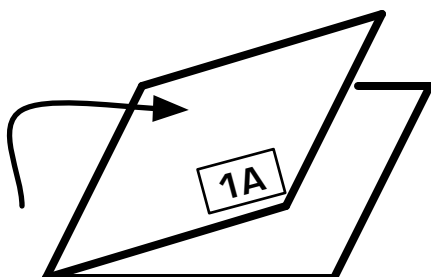
BONUS
9B

How to assemble:

- 1) Print out regular for large cards, 2-up for small cards
- 2) Cut out each front & back together (e.g., 1A and 1B).



- 3) Fold over in the middle, printed part on outside.



- 4) Use transparent tape to tape non-folded edge shut.

