

Discard after use. You are now a Sitting Duck.

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BANG! 19

You fire a bullet at your Target!

If you have hit your Target:

A) Give him a Wound Counter.

B.1) If he is a Sitting Duck, look through his Loot Stack and take one Loot card.

B.2) Otherwise, take one Loot card from you Target at Random.

C) If your Target is the Bagman:
You MAY take 1 Loot card that is displayed on the table.
You MAY take the Bagman card.

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BANG! 20

You fire a bullet at your Target!

If you have hit your Target:

A) Give him a Wound Counter.

B.1) If he is a Sitting Duck, look through his Loot Stack and take one Loot card.

B.2) Otherwise, take one Loot card from you Target at Random.

C) If your Target is the Bagman:
You MAY take 1 Loot card that is displayed on the table.
You MAY take the Bagman card.

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GRAB! 21

You receive Wound counters from all BANG! cards targeted at you.

You draw 3 cards.

In any combination, they can be from the following sources:

- The top of the Loot deck.
- The top of the Action deck.
- Any displayed Loot on the table.
- The top of the Action deck discard pile.

GRAB! 22

You receive Wound counters from all BANG! cards targeted at you.

You draw 3 cards.

In any combination, they can be from the following sources:

- The top of the Loot deck.
- The top of the Action deck.
- Any displayed Loot on the table.
- The top of the Action deck discard pile.

GRAB! 23

You receive Wound counters from all BANG! cards targeted at you.

You draw 3 cards.

In any combination, they can be from the following sources:

- The top of the Loot deck.
- The top of the Action deck.
- Any displayed Loot on the table.
- The top of the Action deck discard pile.

GRAB! 24

You receive Wound counters from all BANG! cards targeted at you.

You draw 3 cards.

In any combination, they can be from the following sources:

- The top of the Loot deck.
- The top of the Action deck.
- Any displayed Loot on the table.
- The top of the Action deck discard pile.

GRAB! 25

You receive Wound counters from all BANG! cards targeted at you.

You draw 3 cards.

In any combination, they can be from the following sources:

- The top of the Loot deck.
- The top of the Action deck.
- Any displayed Loot on the table.
- The top of the Action deck discard pile.

GRAB! 26

You receive Wound counters from all BANG! cards targeted at you.

You draw 3 cards.

In any combination, they can be from the following sources:

- The top of the Loot deck.
- The top of the Action deck.
- Any displayed Loot on the table.
- The top of the Action deck discard pile.

GRAB! 27

You receive Wound counters from all BANG! cards targeted at you.

You draw 3 cards.

In any combination, they can be from the following sources:

- The top of the Loot deck.
- The top of the Action deck.
- Any displayed Loot on the table.
- The top of the Action deck discard pile.

DUCK! 28

The first BANG! card targeted at you is a miss.

Draw 2 Action cards.

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DUCK! 29

The first BANG! card targeted at you is a miss.

Draw 2 Action cards.

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DUCK! 30

The first BANG! card targeted at you is a miss.

Draw 2 Action cards.

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DUCK! 31

The first BANG! card targeted at you is a miss.

Draw 2 Action cards.

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DUCK! 32

The first BANG! card targeted at you is a miss.

Draw 2 Action cards.

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DUCK! 33

The first BANG! card targeted at you is a miss.

Draw 2 Action cards.

Discard after use. You are now a Sitting Duck.

DUCK! 34

The first BANG! card targeted at you is a miss.

Draw 2 Action cards.

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CROSSFIRE! 35

All BANG! cards targeted at you miss.

If there are multiple BANG! cards targeting you, all Gunners targeting you with a BANG! receive 1 Wound counter.

Draw 1 Action card.

CROSSFIRE! 36

All BANG! cards targeted at you miss.

If there are multiple BANG! cards targeting you, all Gunners targeting you with a BANG! receive 1 Wound counter.

Draw 1 Action card.

CROSSFIRE! 37

All BANG! cards targeted at you miss.

If there are multiple BANG! cards targeting you, all Gunners targeting you with a BANG! receive 1 Wound counter.

Draw 1 Action card.

CROSSFIRE! 38

All BANG! cards targeted at you miss.

If there are multiple BANG! cards targeting you, all Gunners targeting you with a BANG! receive 1 Wound counter.

Draw 1 Action card.

IN THE FIRE!

If you receive your 4th Wound counter, discard your Loot stack immediately.

If there is no Discussion currently taking place, you may discard 2 Loot cards from your Loot stack and this card to draw 2 new Action cards.

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If you receive your 4th Wound counter, discard your Loot stack immediately.

If there is no Discussion currently taking place, you may discard 2 Loot cards from your Loot stack and this card to draw 2 new Action cards.