

# 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.

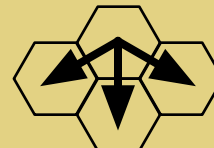
1A

## 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.

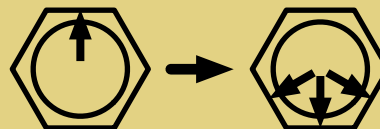
2A

## 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.

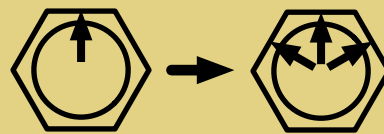
3A

## 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:

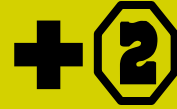
- Do nothing
- Shoot! Aim time:
  - one-handed gun: 1
  - two-handed gun: 0
- Fanfire! Aim time: 0

### 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.

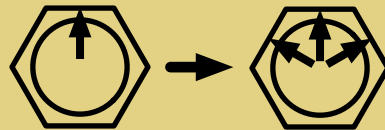
BONUS  
1A

## 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

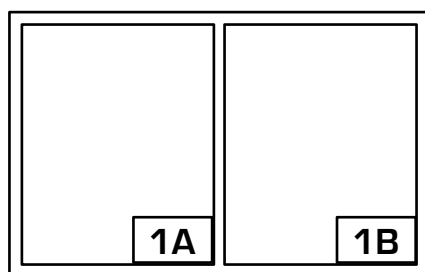
**You must:**

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

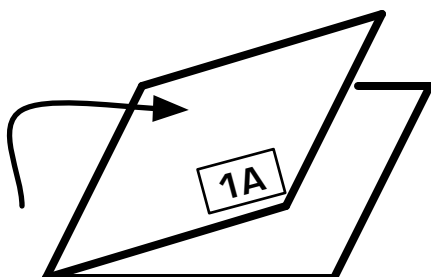
BONUS  
9B

### 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.

