

SAMPLE ACTION & COVER CARDS - Full colour version

SPEED 1
THE ACE OF SPADES



Convert any 1 MISS into a HIT

+3 NOTORIETY

DISCARD WHEN PLAYED


BARREL
PARTIAL COVER



3 HITS

Discard if you play a **NOTORIETY** or **COVER** card.

SPEED 36
SAWN-OFF SHOTGUN



HAND WEAPON

Deal 2 bullets onto this gun.
If you play a card with Speed 36+, You may opt to fire this gun as well as your Sixgun at the same or a different target.
You can opt to empty both barrels

KEEP FACE UP IN FRONT OF YOU

SAMPLE ACTION & COVER CARDS - Print n Play version


SPEED 1
THE ACE OF SPADES



Convert any 1 MISS into a HIT

+3 NOTORIETY


BARREL
PARTIAL COVER



3 HITS

Discard if you play a **NOTORIETY** or **COVER** card.

SPEED 36
SAWN-OFF SHOTGUN



HAND WEAPON

Deal 2 bullets onto this gun.
If you play a card with Speed 36+, You may opt to fire this gun as well as your Sixgun at the same or a different target.
You can opt to empty both barrels & flip both bullets.



LA BANDITA!
CRAZY CHIQUITA WITH SWORD!

You have a fencing sword **HAND WEAPON** instead of a Sixgun.

Flip 2 bullets from the pile every time you use it. You need 2 HITS to hit, which inflicts 2 wounds.

A JAM = 2 HITS.
Cannot use from Cover



LA BANDITA!

LA BANDITA!
CRAZY CHIQUITA WITH SWORD!

You have a fencing sword **HAND WEAPON** instead of a Sixgun.

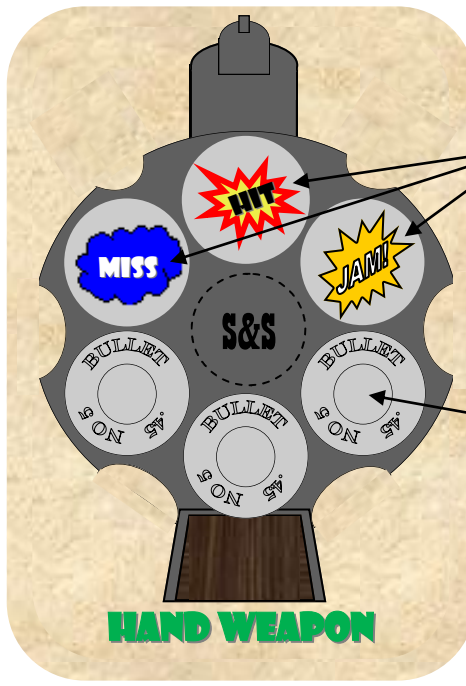
Flip 2 bullets from the pile every time you use it. You need 2 HITS to hit, which inflicts 2 wounds.

A JAM = 2 HITS.
Cannot use from Cover

SAMPLE CHARACTER CARDS (Front & back) - in colour and black & white



THE DOC'S SHOTGUN



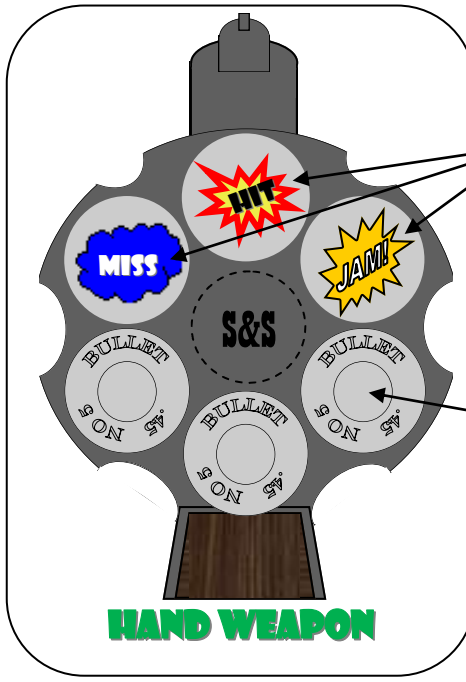
BULLETS
FRONT SIDE

BULLETS
BACK SIDE

HAND WEAPON



THE DOC'S SHOTGUN



BULLETS
FRONT SIDE

BULLETS
BACK SIDE

HAND WEAPON



WILD BILL HICCUP

**DRUNK IN CHARGE
OF A DOUBLE-
ACTION REVOLVER**

Each round, automatically
convert the first HIT
against you into a MISS.

The first shot you fire
each round will always
MISS, but you may opt to
flip 2 Cards instead of 1
when you fire your
Sixgun,



**WILD BILL
HICCUP**

WILD BILL HICCUP

**DRUNK IN CHARGE
OF A DOUBLE-
ACTION REVOLVER**

Each round, automatically
convert the first HIT
against you into a MISS.

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each round will always
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SAMPLE CHARACTER CARDS (Front & back)