



BANG! - Second Edition FAQ by Emiliano Sciarra

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Q1 Can players talk during the game?

A. Of course! That's one of the most amusing aspects of the game. However, players cannot ask questions directly related to the playing of the cards (e.g. they cannot ask the Sheriff if they can play a *Gatling*).

Q2. How can a player with a *Barrel* in play avoid a shot from *Slab the Killer*?

A. First of all, he has to "draw!": if he doesn't reveal a Heart card, he must play two *Missed!* Cards in order to avoid the shot, otherwise, he will need only one *Missed!* card. He cannot "draw!" two times.

Q3. Can I play a *BANG!* if I have already played a *Gatling* in the same turn?

A. Yes. Even if the two cards have similar effects, the *Gatling* is not a *BANG!* card.

Q4. Can I choose a player at a distance greater than 1 when playing a *Panic!* card if I have a *Weapon* card in play?

A. No. Weapons don't change the distance between players: they simply allow to reach more distant players with a *BANG!* card. However, cards which actually modify the distance (e.g. *Mustang* and *Appaloosa*, and the ability of characters like *Rose Doolan* and *Paul Regret*) must be considered in these situations.

Q5. Can I have *Mustang* and *Appaloosa* both in play at the same time?

A. Yes: they don't share the same name.

Q6. Can I play a *BANG!* if I used one or more *BANG!* cards in the same turn because of a *Duel*?

A. Yes. The *BANG!* cards used for the *Duel* are not counted because they are "discarded", not "played".

Q7. When a player is eliminated, in which order his cards are put in the discard pile?

A. The player being eliminated chooses the order.

Q8. Can I affect "role" or "character" cards in some way?

A. No! "Role" and "Character" cards are never affected during the game by any card.

Q9. Can I play *Saloon* when there are only two players in play?

A. Yes, it is not a *Beer* card. However, you can do it during your turn only.

Q10. Can I play a *Saloon* if I am losing my last life point?

A. No. Unlike *Beer*, *Saloon* can be played only during step 2 of your turn, and only if you are capable of playing cards. For example, if you lose your last life point after a *Duel* in your turn, you are eliminated before you could use *Saloon*.

Q11. If I am eliminated, do I regain a life point when someone else plays *Saloon*?

A. Of course not! When it says "all other players" it means "all other players still alive".

Q12. Can I voluntarily discard my cards?

A. No, neither cards from your hand nor cards in play in front of you. Only the character *Sid Ketchum* can discard exactly 2 cards when he chooses so to regain one life point.

Q13. Can I play a card while the effect of another one is not yet terminated (e.g. play a *Panic!* while that player is choosing which card to draw for a *General Store*)?

A. No. Before playing any card you must wait for the previous one to end all its effects.

Q14. If the *Dynamite* explodes eliminating a player, does the character *Vulture Sam* draw the *Dynamite* along with all other cards of the player eliminated?

A. No. To complete the effect of the *Dynamite* you have to discard it after it explodes. So when *Vulture Sam* gets all the cards of the player killed, the *Dynamite* is already in the discard pile.

Q15. Can a *Jailed* player play a *Beer* in his turn?

A. Only if he is losing his last life point (for example, if he is hit by a *Dynamite*). Anyone who is in the *Jail* must skip phases 1 and 2 of his turn and thus he cannot normally play cards in his turn.

Q16. Can I cancel a *BANG!* with a *Barrel* in my hand?

A. No. The *Barrel* can have effect only if it is already in play. It is of little use in hand.

Q17. Can I play a *Beer* if I am at full life points?

A. Yes: the *Beer* will simply have no effect at all.

Q18. Does *Burt Cassidy* or *El Gringo* draw a card when he loses his last life point – so if it's a *Beer*, they can save themselves?

A. No, if they lose their last life point without a *Beer* in their hand, they are dead. However, if *Burt Cassidy* plays immediately a *Beer* card from the hand, saving himself and remaining alive, he will be able to draw the card due to the lost life point.

Q19. If *Vulture Sam* eliminates a Deputy, as a Sheriff, does he discard all his cards before or after getting the cards of the Deputy just eliminated?

A. First *Vulture Sam* gets all the cards from the Deputy just eliminated. Then, he discards all of his cards (which now include the cards just obtained from the Deputy).

Q20. How many *Missed!* cards are required to cancel a *Gatling* played by *Slab the Killer*?

A. Only one. The special ability of *Slab the Killer* applies to *BANG!* cards only.

Q21. Can *Calamity Janet* play *Missed!* cards during a *Duel* as if they were *BANG!* cards?

A. Yes.

Q22. *Slab the Killer* plays a *BANG!* against *Suzy Lafayette*, who has a *Missed!* as her last card. After *Suzy Lafayette* played the *Missed!*, can she draw a card when she remains with no cards in hand (and hopefully play another *Missed!*) before the shot hits her?

A. Yes.

Q23. If *El Gringo* plays a *Duel* and lose, can he draw a card from the player who won the *Duel*?

A. No: *El Gringo* draws a card from the player who played the card which caused the life point loss. But since the *Duel* was played by *El Gringo* himself, his ability is not triggered.

Q24. If *Suzy Lafayette* plays a *Duel*, which is her last card, can she draw another one before the *Duel* ends?

A. No, she must wait until the end of the *Duel*.

Q25. What if *Suzy Lafayette* hits *El Gringo* with her last card?

A. When *El Gringo* loses his life point, *Suzy Lafayette* draws a card because she has no cards in his hand. Then, *El Gringo* draws that card from *Suzy Lafayette*. Now *Suzy Lafayette* is again with no cards in hand, so she draws another card.

Q26. If an Outlaw plays a *Duel* and loses, does the player who won the *Duel* draw the 3 cards reward?

A. No. The reward goes to the player who played the card which was responsible of the elimination of the Outlaw. But since that card was played by the Outlaw himself, no one can gain the reward.

Q27. What happens when a player forgets to apply the effect of a card (e.g. a *Barrel*) or an ability of his character?

A. Remember that some abilities and effects are not mandatory (for example the ability of *Jourdonnais*). Anyway, if a player forgets to apply some effect, he can still correct his behaviour before the next card is played. After that time, the game is considered carried over regularly and he cannot do anything about it.

Q28. Can I use *Panic!* or *Cat Balou* on cards in play?

A. Of course yes. You can play the *Cat Balou* on a card in an opponent's hand (randomly choosing which card to pick) or on any one card in play, at your choice. The same for *Panic!*, with the following differences: you can target only cards of a player at distance 1, and the card you choose goes in your hand even if it was already in play. When that card is in your hand, you can play it as any other card.

Q29. Is it mandatory to play a *Dynamite* when someone draws it from the deck?

A. Absolutely not.

Q30. Can I “draw!” more than once in the same situation?

A. No, it would be too simple... When you are required to “draw”, you can do this only once except if you are Lucky Duke, who draws two cards and chooses the one to consider for the effect (both are discarded, though).

Q31. Is it mandatory to discard a *BANG!* card (if possible) when someone else plays *Indians!*

A. Although the 1st edition rulebook states that when another player plays the *Indians!* you are forced to discard a *BANG!* card if you have one, actually it is not mandatory: you can always choose whether to discard the *BANG!* or lose one life point. However, in very few situations you will choose the latter option.

Q32. How many cards *Burt Cassidy* draws if he is hit by the *Dynamite* (and survives)?

A. Three cards.

Q33. Can I play a *Beer* card if there are only two players alive?

A. Yes, but it has no effect at all.

Q34. Can *Sid Ketchum* use his ability even outside his turn, like a *Beer* card?

A. Yes, he can.

Q35. Who is considered to be responsible of the elimination of a player with cards like *Indians!* and *Gatling*?

A. Unlike the *Dynamite*, the player who played the *Gatling* or the *Indians!* is considered to be responsible of the elimination of a player. All special actions due to this elimination apply to him (for example, if he just killed an *Outlaw* this way, he draws the 3 cards reward).

