

F.A.Q.

Frequently
Asked Questions

BANG![®]

The

DUEL



Q01. If a player only has his last character in play, can equipment cards or the Schoolmarm be played on it?

Yes, when a player only has his last character in play, it is treated as both AC and RC.

Q02. If I play Fanning against a character without equipment, does Fanning count as a single hit?

No, the target character doesn't receive any hits because it has zero equipment.

Q03. If both the AC and RC of the same player have a Clock card equipped, do the two effects add together?

No, the only active *Clock* is the one on the AC.

Q04. If a player plays a Gatling, can he play Return Fire with his RC in order to shoot an additional hit?

Yes, he can.

Q05. Can I play Strong Ale while it's my opponent's turn?

No, *Beer* and *Strong Ale* can only be played during your own turn.

Q06. Can I play Stampede on my own RC?

Yes, you can.

Q07. Can I play a Knife against my own RC?

Yes, you can.

Q08. If I have two equipment cards with the same name in my hand (i.e. two Barrel cards), can I play one on my RC to discard the other from my hand?

No! You cannot discard cards from your hand in this way. If a *Barrel* is played on a character that already has one, the new *Barrel* replaces the previous one, which is finally discarded. This rule holds true for every equipment card.

Q09. If a player has two characters left and his AC is killed, the AC token is moved to his RC. Does this movement count as an AC token movement?


Yes. This means *Jango* or the *Clock's* effects can be triggered.



Q10. In order to avoid a BANG! from Tex Killer, a player must play a Missed! and discard another card from his hand. What if I have no cards in my hand other than the Missed! card I played?

If you can play a *Missed!* card but cannot discard another card, you take the hit from *Tex Killer*.

Q11. If Sid Curry is the target of Fanning, how many times does his ability trigger, and when are the effects resolved?

First, you must finish the *Fanning* effect completely. This means that *Sid Curry* can reveal

as many cards from the deck as the number of hits he received from the *Fanning*, *Missing* one hit for each  revealed. Should *Sid Curry* survive, his opponent's AC is then the target of any eventual hit from *Sid Curry*'s ability.

Q12. Annie Oakey's ability allows her to transform a card with the  into a card with the . Can she then transform that card into a Colt?

Annie Oakey's ability can only transform real  cards and real *Missed!* cards. Also, Annie Oakey can only apply a maximum of one transformation per card.

Q13. Does Toco Ramirez' ability count as the limit of one BANG! played per turn?
Yes.

Q14. If Dalon Ranger plays a Duel card and loses, suffering one Hit, does his ability trigger?

No.

Q15. If Wyatt Ear plays a Hit and his opponent plays Return Fire, which effect is going to happen first?

As a rule of thumb, you should always resolve the effects in the order they have been triggered. *Return Fire* has two effects (Missed + hit). So, in this case: 1) *Wyatt Ear* shoots a hit but the opponent dodges it by playing *Return Fire*; 2) *Return Fire* inflicts a Hit on *Wyatt Ear* who can play a *Missed!* to dodge it; 3) *Wyatt Ear*, if still alive, can now draw a card since one of his hits was missed.

Q16. If a Peacemaker targets Wild Bill and he manages to dodge, does his ability take effect?

No, *Wild Bill*'s ability only works when his opponent discards cards from him.

Q17. If Babe Leroy is the player's AC, how many cards does the player draw at the beginning of his turn?

As soon as his turn starts, the player must draw 2 cards and *Babe Leroy*'s effect does not take place.

Q18. What happens if a player has Babe Leroy as his AC and Soundance Kid as his RC, and plays or discards the last card in his hand?

If he discards his last card with the effect of *Soundance Kid*, he has to draw 2 cards (one from each deck) and *Babe Leroy*'s ability does not take effect. If he has no more cards in his hand for any other reason, *Babe Leroy*'s effect lets him draw 2 cards, but *Soundance Kid*'s ability does not take effect.

Q19. During a Tournament match, the referee deals 6 characters to each player. Can players see which cards have been dealt to their opponent before choosing how to set up their 6-character team?

Yes, you can see which character cards have been dealt to your opponent before secretly choosing how to set up your team.

