



GRENADE

MIDRANGE

Deal 1 target **3 damage** and up to
3 other targets **1 damage** each.



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TACTICAL LEADERSHIP



*Select another player to take an
action right now.*



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LASSO

MIDRANGE

Stun a monster and move it in front of you.



LASSO



MIDRANGE

Stun a monster and move it in front of you.



LASSO



MIDRANGE

Select a monster in front of another player
and put it in front of you.



FOCUSED SHOT



LONG RANGE

Spend 1 ammunition to deal 1 target
5 damage.



FOCUSED SHOT



LONG RANGE

Spend 1 ammunition to deal 1 target
5 damage.



GUNS BLAZING



MIDRANGE

Empty all of your weapons to deal a target
5 + X damage where X is the amount
of ammo discarded.



GUNS BLAZING



MIDRANGE

Empty all of your weapons to deal a target
5 + X damage where X is the amount
of ammo discarded.



LOOT THE BODIES



MIDRANGE

Until the start of your next turn, draw a
scavenge card for every enemy killed
within range.



LOOT THE BODIES



MIDRANGE

Until the start of your next turn, draw a
scavenge card for every enemy killed
within range.



I

BULLETPROOF VEST

Passive: Reduce **damage** by 1.



I

BULLETPROOF VEST

Passive: Reduce **damage** by 1.

1

RANGER HAT

A detailed illustration of a cowboy character in a rainstorm. The character is wearing a brown cowboy hat, a brown poncho over a blue vest with "POLICE" written on it, and a brown shirt. He is holding a silver revolver in his right hand. The background is dark and rainy, with rain falling diagonally. The character has a serious expression.

Equip: Restore 3 Health.
Passive: Increase damage by 1.



I

RANGER HAT



Equip: Restore 3 Health.
Passive: Increase damage by 1.



I

RANGER HAT



Equip: Restore 3 Health.
Passive: Increase damage by 1.



2

HORSE

Action: Move up to 2 spaces.

Discard: Reduce Hunger of all players by 1.



2

HORSE

Action: Move up to 2 spaces.

Discard: Reduce Hunger of all players by 1.



HOLLOWPOINTS



Place on a weapon, that weapon is fully reloaded and does 2 extra damage per shot until all ammo is expended. Reloading this weapon destroys this card.



HOLLOWPOINTS



Place on a weapon, that weapon is fully reloaded and does 2 extra damage per shot until all ammo is expended. Reloading this weapon destroys this card.



2

RIFLE

// 4

LONG RANGE

Action: Deal 4 damage to a target.
You may spend another ammo to
attack an additional target.



REVOLVER



6

MIDRANGE

Action: Deal **2 damage** to a target.
You may spend another ammo to
attack an additional target.



REVOLVER



6



MIDRANGE

Action: Deal 2 damage to a target.
You may spend another ammo to
attack an additional target.



REVOLVER



6



MIDRANGE

Action: Deal 2 damage to a target.
You may spend another ammo to
attack an additional target.



TRIGGER HAPPY



You may take 2 additional actions this turn.



TRIGGER HAPPY



You may take 2 additional actions this turn.