

## THE LEGENDARY CHARACTERS



**Black Jack:** For the sum of values, royalty (J, Q, K) are worth 10 and aces 11. If you score 21, you can reveal 1 more card before drawing all of them.



**El Gringo:** Your ability triggers even when a Feat is claimed and forces you to lose a life point. In this case, only draw the card from the player who hit you.



**Jourdonnais:** You may use your ability even against *Indians!*, *Gatling*, *Cat Balou*, *Panic!*, etc.



**Lucky Duke:** Your ability does not work with other character abilities (for example: *Jourdonnais*), but works any time a player wants to or should “Draw!” because of a card. If this happens during your turn, draw the card used to resolve the “Draw!” only after resolving any effect caused by the “Draw!”



**Paul Regret:** *Legendary Rose Doolan* ignores distance, so she sees you at distance 1.



**Rose Doolan:** Your ability works even with other cards (*Mustang*, *Scope*, etc.) and other character abilities (for example: *Paul Regret*).



**Sid Ketchum:** You don't need a *BANG!* card to shoot the free *BANG!* It doesn't matter how you regained the life point (using your ability, a *Beer*, or anything else).



**Slab the Killer:** If you try to force a player to lose their last life point (either with a *BANG!* or by claiming a Feat), that player can play a *Beer* to remain in the game (as usual, except when only 2 players are left).



**Vulture Sam:** You stay in play without Fame tokens, so you cannot become a Legend again. If you are the Sheriff, you do not get the extra life point given by your role.



**Willy The Kid:** You don't need a *BANG!* card to shoot the free *BANG!* You may choose to shoot the free *BANG!* or claim a Feat, never both.

## THE FEATS



**3:15 to Yooma:** This can be performed (or claimed) even by “Draw!” effects that trigger before your draw phase, such as *Jail* and/or *Dynamite*.



**Borderlands:** You may perform this Feat even if your hand has zero cards during your turn. *Suzy Lafayette* can perform (or claim) this Feat before drawing because of her ability.



**Good Company:** The 2 cards must be discarded one after the other: If you play a card first, resolve any associated effects and responses before discarding the other card. *Calamity Janet* can use any card as a *BANG!* card or *Missed!* card in order to perform or claim this.



**The Last Hero:** You cannot perform or claim this if you discard the *Jail* or the *Dynamite* before drawing. If you discard the *Jail* or *Dynamite* before drawing on your turn, that does not count towards performing or claim this.



**The Oregon Trail:** To perform or claim this Feat, you must draw 1 less card in your draw phase. If you have an ability that affects the *first card* you draw (such as *Jesse Jones*), you lose that ability this turn. Normally, *Kit Carlson* looks at 3 cards, but would draw only 1.



**Wilhelm Scream:** If a player at distance 1 from you has a *Mustang*, and you can hit them, the Feat is considered performed (or claimed). *Rose Doolan* must target a player at distance 2 or more to perform or claim this.

## OTHER CHANGES TO THE BASE RULES

- Whenever a player has just 1 life point left, they can keep 2 cards in their hand instead of 1.
- When you are in *Jail*, choose only **one** of the following:
  - A** “Draw!” as per the base rules
  - or
  - B** discard 1 Hearts card from your hand to discard the *Jail* and play your turn.

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*In the old West, a lot of rumors travel far; voices of epic adventures and stories that are recounted at sunset. They tell of heroes, crooks, and lost places in the desert. **BANG! Legends** is an expansion that lets you play as a “Legendary” version of the classic BANG! characters and discover new lethal abilities. But be careful: Only by completing amazing feats (or by boasting about them!) can you enter into Legend!*

*“This is the West, sir. When the legend becomes fact, print the legend.”  
 (M. Scott, “The man who shot Liberty Valance”)*

## CONTENTS AND SETUP



16 Legendary characters  
 (extra-large cards:  
 normal-side **A**, legend-side **B**)



16 extra-large  
 Feat cards



35 Fame tokens,  
 in 7 different shapes  
 and colors

These rules

This expansion introduces **16 legendary characters** (to swap with the characters in the base game).

Rules are the same as regular BANG!, with the following additions:

Shuffle the Feat card deck and place it face down on the table, next to the play deck. **Reveal one Feat** card from the deck and leave it face up next to it. Shuffle the legendary characters, then give one to each player, taking it from the bottom of the deck. Each player places their character in front of them normal-side facing up. Each player chooses a set of **5 Fame tokens** of the same color. Each player receives an **initial hand of 4 cards** from the deck, **regardless of how many bullets they have** (including the Sheriff). The sixth and seventh players, if present, instead begin with 5 cards each. Put unused characters and tokens back in the box.



## PERFORM A FEAT

During your turn, you may decide to perform **one** of the revealed Feats. To perform a Feat, you must carry out the actions described on the card. If it does not specify differently, you can do these actions only during your turn, after the draw phase. When you perform a Feat, put 2 Fame tokens on it (if you have only 1 token, just put 1 on it). You can perform (or boast about, see ahead) each revealed Feat **only once**.

### The Crossroad Symbol

Normally, to perform a Feat, you need to follow the usual rules of the game: If the Feat requires you to “discard a card”, you can do it only if and when the rules permit it, not whenever you like.

However, if a Feat shows the Crossroad symbol (see right), then the actions required by the card may be done **freely with your own cards**, even where it would not be permitted by the rules.

**Example.** The Feat Bottleneck requires you to discard a Beer, something you couldn't normally do (unless if you have more cards than your life points). However, the Feat shows the Crossroad symbol; thus if you want to, you may voluntarily discard a Beer from your hand, without effect, to perform that Feat.



**Example.** Willy the Kid plays Cat Balou to discard a random card from the hand of Vulture Sam. The discarded card is a weapon. Therefore, Willy the Kid has met the requirements for the Fifty Guns Feat, which is on the table, and that requires him to take or discard a weapon. He puts 2 of his Fame tokens on the Feat card. If Vulture Sam or Willy the Kid had a weapon in front of them, then Cat Balou could have been played to discard one of those weapons to perform the Feat.

## BOAST ABOUT A FEAT

If, during your turn **you haven't performed** a Feat, at the end of your turn (even if you are in *Jail*) you can instead **boast** about one of them. Proceed as follows:

- 1 Reveal a new Feat from the deck;
- 2 If there are now **more than 4 revealed Feats**, discard the one with the most Fame tokens on it to a discard pile, and remove the tokens on it from the game (if tied, choose which one you want to discard);
- 3 Put 1 of your Fame tokens on any Feat that doesn't already have any of your Fame tokens on it, regardless of what the Feat requires.

Remember that you may perform or boast about each revealed Feat **only once**. If the Feat deck runs out, shuffle all of the discarded Feats to form a new deck.



**Example.** Vulture Sam chooses not to perform either of the revealed Feats during his turn. At the end of his turn, he decides to boast about one: first he reveals a new Feat from the deck ①. Since there are now 5 revealed Feats, he must discard the one with the most Fame tokens on it: Wounded Pride and Good Company have the same number of tokens, so he decides to discard Wounded Pride ②. Then he chooses to put 1 of his Fame tokens on one of the Feats ③ that doesn't have any of his tokens on it.

## BECOMING A LEGEND OF THE WEST

At any time during your turn, if you don't have any more Fame tokens in front of you, you **become a Legend!** Flip your character card to the legend side. From now on, the ability described on the card is the new ability of your character.

When you become a Legend, if you have less than 3 life points, **you immediately go back up to 3 life points**.

As a Legend, you can no longer perform or boast about any Feats.

## CLAIM A FEAT

If you are already a Legend, you may **claim a Feat** during your turn. Just like when you Perform a Feat, you must complete the actions required on a revealed Feat. You don't put Fame tokens on the card (you have none!). However, you may force any other Legend to **lose 1 life point (but not their last one)**. This loss of life cannot be avoided. This effect can **only target a Legend**, not a normal character, and ignores distance. Then, discard the Feat (remove any Fame tokens on it from play) and replace it with one drawn from the deck. (Remember that if the Feat deck runs out, you must shuffle the discarded Feats to form a new deck.)

**Note:** Losing a life point when another player claims a Feat is considered a “hit”. For all game effects, this loss of life does trigger effects that work with “hit” conditions.



**Example.** Legendary Willy the Kid shoots a BANG! at a player to his left and one to his right, which they take without playing a Missed! ①. In doing so, Willy can claim the Old West Gang Feat, which requires him to hit 2 or more players during his turn. Thus, Willy can choose another player and force them to lose 1 life point. He cannot choose Legendary Slab The Killer, because he has only 1 life point left, and he can't choose Vulture Sam since he is not a Legend yet. He decides to inflict this loss on the Legendary Sheriff Jourdonnais, since he has 2 life points ②. Jourdonnais cannot avoid this loss. Finally, Willy discards Gang of the Old West ③ and replaces it with a new Feat from the deck ④.

## REMINDER

	FAME TOKENS TO PLACE	NEW FEAT TO REVEAL	MAXIMUM FEATS IN PLAY
PERFORMING	2	0	4
BOASTING	1	1	4
CLAIMING	0 (discard the Feat, make another Legend lose 1 life point)	1	4