
2
HORSE
Action: Move up to 2 spaces.
Discard: Reduce Hunger of all players by 1.

2 HORSE



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Discard: Reduce Hunger of all players by 1.


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.


1
PHANTOM JACKET
Equip: Stun all monsters attached to you.
Passive: Reduce damage by 1.


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Equip: Stun all monsters attached to you.
Passive: Reduce damage by 1.


I
THE TWINS
4
MIDRANGE
Action: Deal 3 damage to a target.
You may spend another ammo to
attack an additional target.


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THE TWINS
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MIDRANGE
Action: Deal 3 damage to a target.
You may spend another ammo to
attack an additional target.


2
SHOTGUN
5
MIDRANGE
Action: Deal 2 damage to a target and
1 damage to all monsters attached to you.


2
SHOTGUN
5
MIDRANGE
Action: Deal 2 damage to a target and
1 damage to all monsters attached to you.


1
RED'S HAT
Equip: Restore 2 Health.
Passive: Increase damage by 2.


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Equip: Restore 2 Health.
Passive: Increase damage by 2.


TREASURE HUNTER
Look at the top card of each scavenge deck. Choose one card to add to your hand and discard the others.


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LEFT HOOK
SHORT RANGE
Deal 3 damage to a target and stun it.


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SHORT RANGE
Deal 3 damage to a target and stun it.


LEFT HOOK
SHORT RANGE
Deal 3 damage to a target and stun it.


GRIM REAPER
LONG RANGE
Spend 1 ammunition and suffer 5 damage
to deal 1 target 12 damage.


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LONG RANGE
Spend 1 ammunition and suffer 5 damage
to deal 1 target 12 damage.


I AM DEATH
26
6
Replace your character card with this card.
Your outgoing damage is increased by 2.
Instead of increasing hunger, suffer 2 damage.

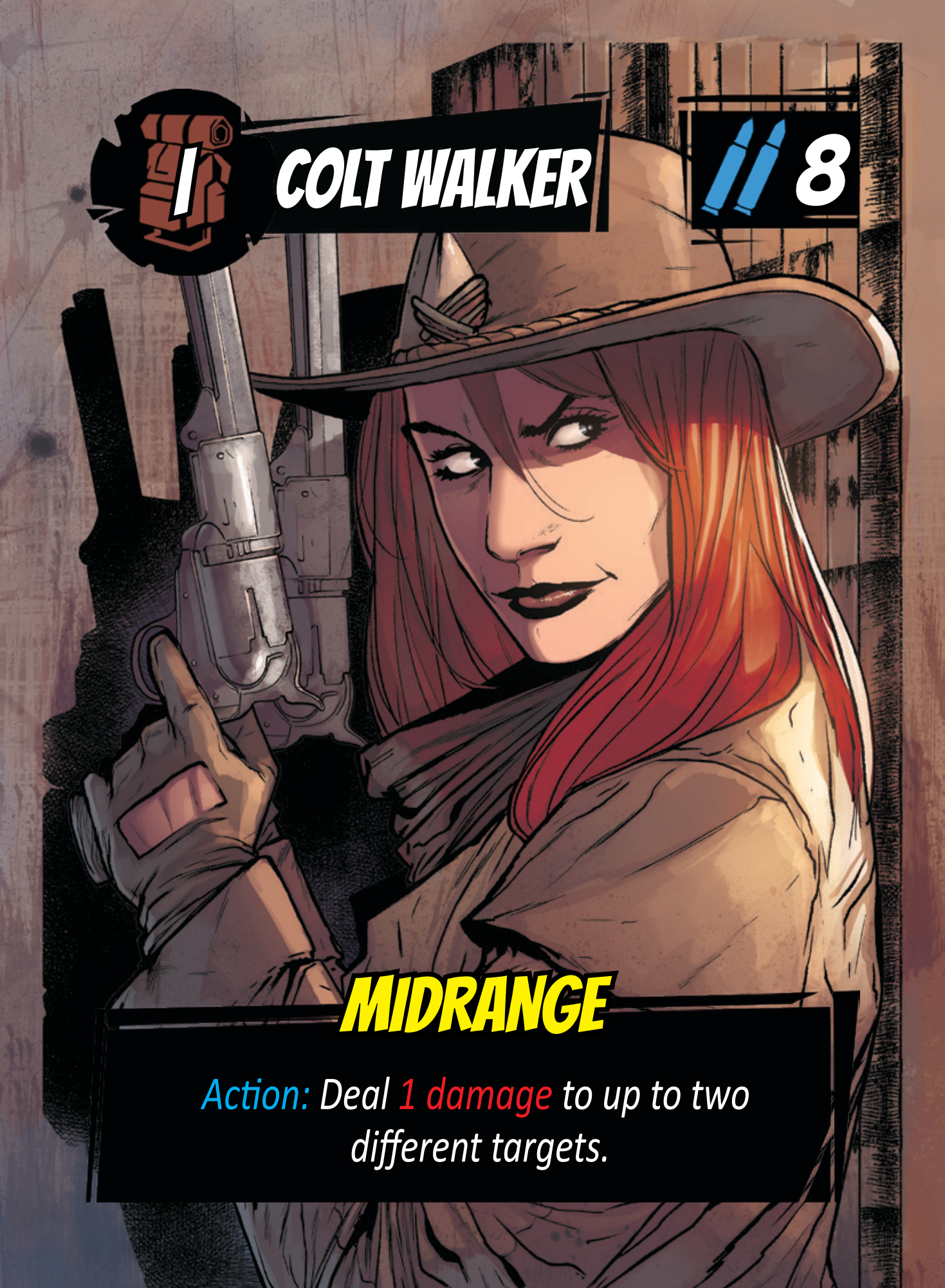

SPRINT
Move up to 3 spaces and draw a card.


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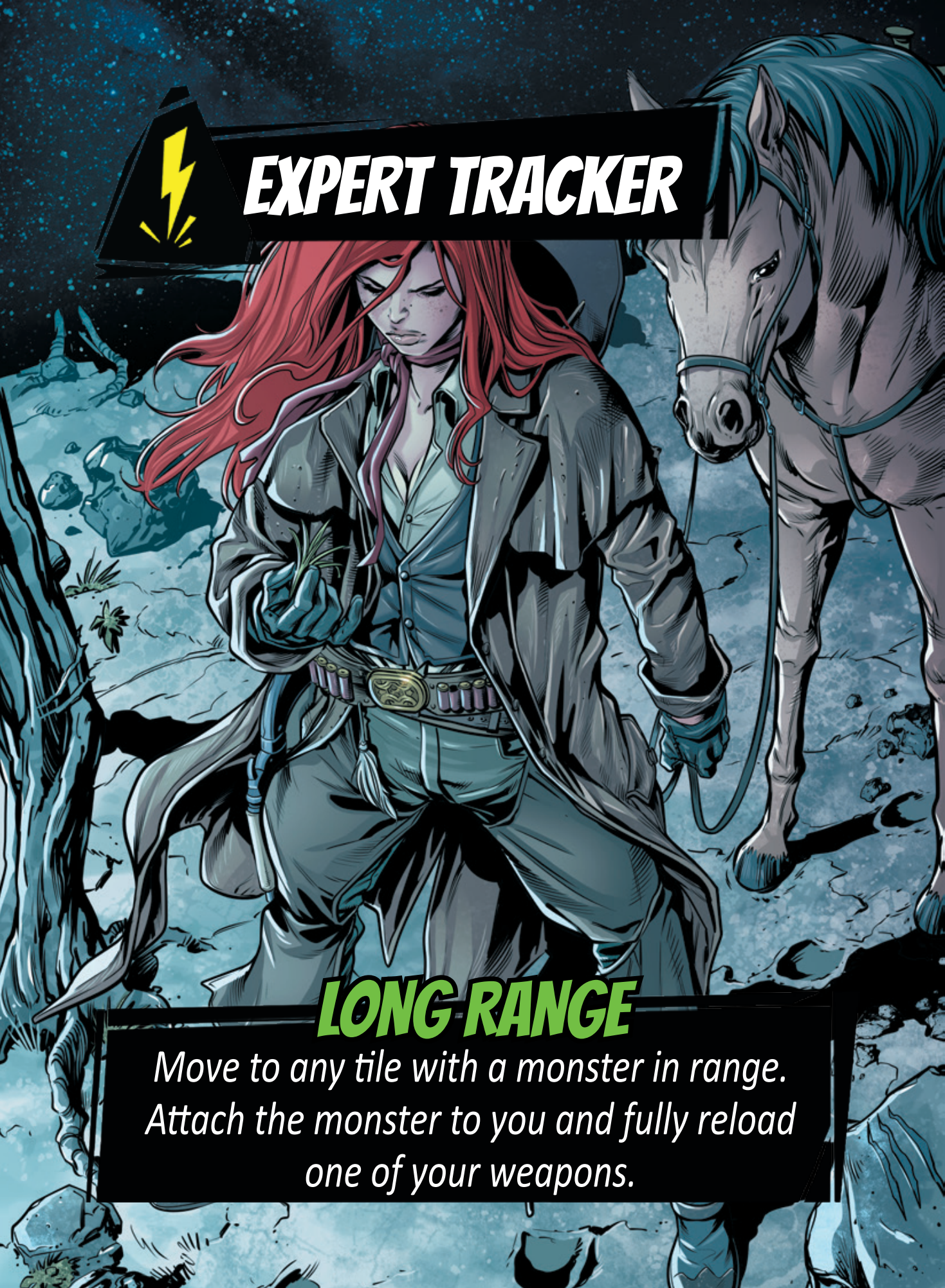

TOUCH OF EVIL
MIDRANGE
Restore 3 health.
Remove all monster tokens in range.

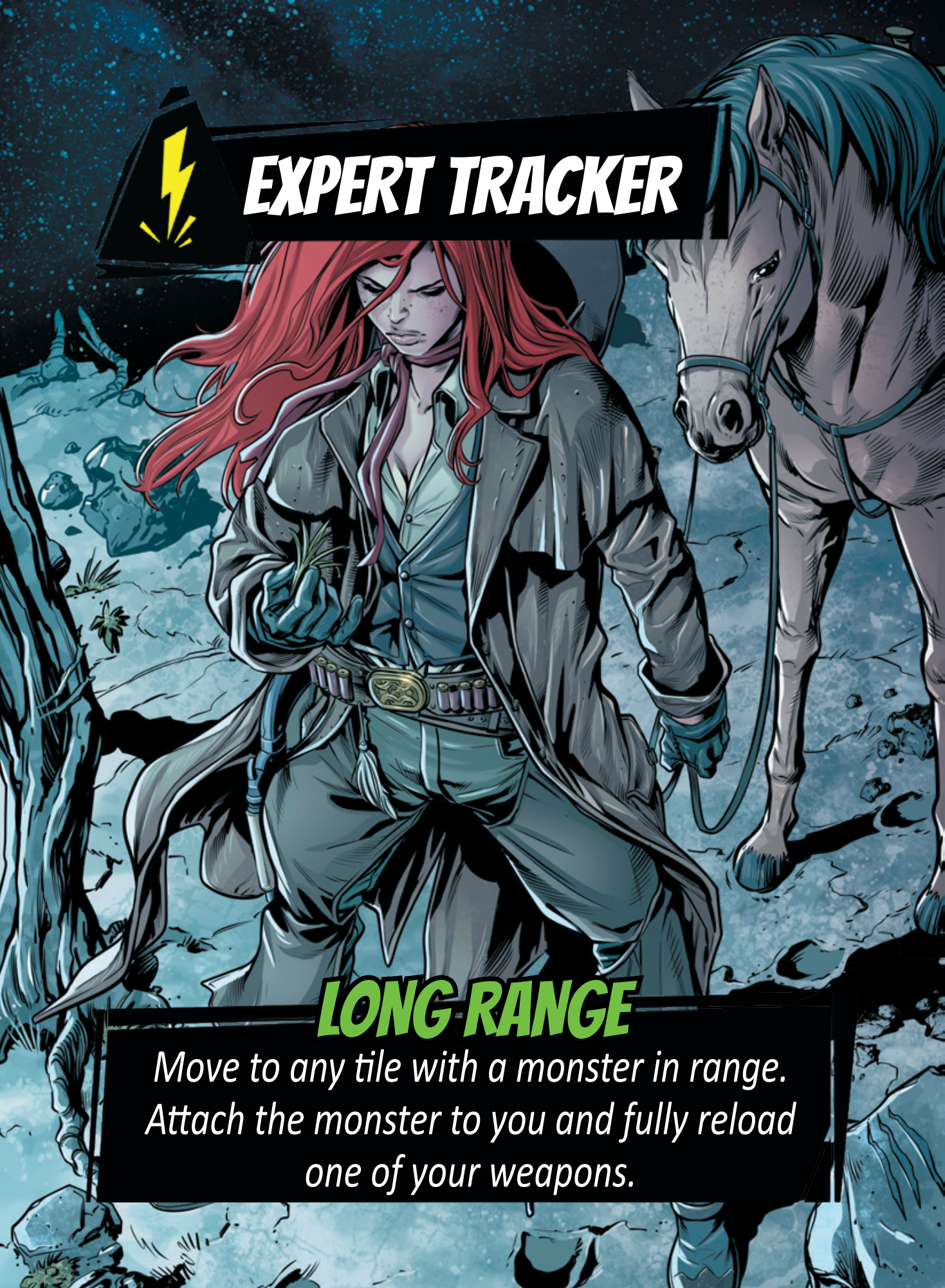

TOUCH OF EVIL
MIDRANGE
Restore 3 health.
Remove all monster tokens in range.


1
COLT WALKER
8
MIDRANGE
Action: Deal 1 damage to up to two different targets.


QUICKDRAW
Draw 5 cards discarding
any Instant Actions drawn.


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Draw 5 cards discarding
any Instant Actions drawn.


EXPERT TRACKER
LONG RANGE
Move to any tile with a monster in range. Attach the monster to you and fully reload one of your weapons.


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LONG RANGE
Move to any tile with a monster in range. Attach the monster to you and fully reload one of your weapons.