





## MYTHOS

Roll under MYTHOS to use these  
"Blackpowder Zen" Abilities

-  **I am my bullet, my bullet is me:** Teleport anywhere within Sight range.
-  **I have no fear, for I am fear:** Any foes in melee range are immediately pushed out to Shout range.
-  **I am the spear of the Ancients:** Deal MYTHOS damage to a foe in Shout range. If successful, repeat against another foe, rolling 3 dice.
-  **I am the destroyer of sanctuaries:** Destroy cover or obstacles around a target in Shout range. The next attack made against them succeeds.





## ACCURACY

Roll under Accuracy to attack  
with a different Stance

-  **Full-metal Meteor Shower:** Divide your damage as you see fit among all foes in SHOUT range.
-  **Steel Eagle Showdown:** Target a foe in melee range. Deal damage equal to twice the value of the higher die you rolled.
-  **Way of Impossible Momentum:** Hit a target in Shout range. Re-roll your attack if you miss. If you miss again, take 4 damage.
-  **Russian Roulette:** Roll a die. Target a foe in Shout range. Then roll both dice. If either of your dice match the first one, deal DAMAGE.





## DEFENSE

Your Gambits are always ready  
in case of emergency

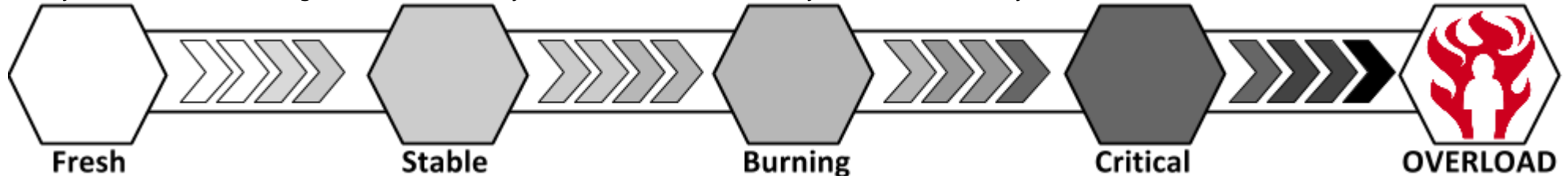
-  **Go Down Shooting:** When you Overload, deal 4 damage to all enemies in SHOUT range.
-  **Give & Take:** When you take 6+ dmg from a ranged attack, deal 4 dmg to a foe in Shout range.
-  **Inhuman Shield:** When you Dodge successfully, another enemy in melee range takes ½ of the damage you avoided.
-  **Leaf on the Wind:** If you fail a Dodge, discard a card. If that card is higher than the damage you would take, the damage is halved.

## DAMAGE

You were born under a bad  
sign, and suffer for it

-  **Vendetta:** When you kill a foe, the next enemy attack deals an additional 5 damage.
-  **Lady Luck:** Queens count as 11, other face cards count as 3.
-  **Overwhelmed:** Melee attacks against the Gunfighter inflict +3 damage.
-  **The Devil's Due:** Take 2 damage each time you Dodge.

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



### Actions you can take on your turn

Attack with **Stance** (Roll ACCURACY)  
Use a **Zen** ability (Roll MYTHOS)  
**Sprint:** Move up to Shout Range

**Vent:** Discard 2 cards from your Mat, place 2 in bottom of Deck, protected until next turn. Draw 4 new cards, set to Fresh

### Reactions to a Threat

**Dodge:** Roll under DEFENSE, avoid all damage  
**Block:** Reduce damage taken by DEFENSE  
**Take the Hit:** Full damage, don't move tracker

### Face Card Values

**Ace:** 8  
**Jack:** 9  
**Queen:** 10  
**King:** 11



I am an avenging angel, carrying smoking revolvers and the weight of the world on my shoulders. Master of the secrets that lets me dance through smoke and flying bullets, **I am The Gunfighter.**