



REVOLVER

Official Revolver FAQ v1.4

STRATEGY TIP:

Revolver is a game of hand management – just because you *can* play a card, it doesn't necessarily mean that you *should*. Play your cards conservatively, laying down the minimum firepower cards you think you can get away with. Choose your battles. As a rule of thumb, if the only cards you have in your hand are the ones you drew on your turn, you're likely to lose.

1 - Can I use *Lightning Reflexes* in the Attack Phase to prevent an outlaw from being killed?

Yes. *Lightning Reflexes* prevents one bandit kill by any means.

2 - If the *Colonel Ned McReady* player has won the Attack phase, but I prevent the bandit kill with *Lightning Reflexes*, do I still get to remove a token from the Mexican Border?

You only get to remove a token from the Mexican Border if no bandits were killed during the *Colonel Ned McReady*'s entire turn – main phase and attack phase.

3 - Does removing a True Grit token from a bandit count as a kill?

Yes.

4 - Can either player willingly discard played firepower cards from the current battlefield to allow more powerful cards to be played?

Yes.

5 - When the *Colonel Ned McReady* player kills a gang member, who chooses which bandit is killed?

The *Jack Colty* player – in survival rating order.

6 - When the *Colonel Ned McReady* player kills a firepower card, who chooses which card is discarded?

The *Colonel Ned McReady* player.

7 - When the *Jack Colty* player kills a firepower card, who chooses which card is discarded?

The *Jack Colty* player.

8 - If a player is forced to discard a card when his hand is empty, what happens?

There is no discard.

9 - Some of the bandit crew, like *Annie "Gutshot" McGraw*, have the effect "discard one card if killed". Does this affect the *Jack Colty* or the *Colonel Ned McReady* player?

The *Jack Colty* player.

10 - As the *Jack Colty* player, can I destroy row-blocking cards on future battlefields if I have the card to do so?

No. You will have to wait until you reach the blocked battlefield.

11 - *We've got you surrounded*, *Colty* allows you to kill two black-poker-cards. Do you kill two different black poker cards no matter what firepower they have, or do you just kill one card with a maximum fire power of two?

You kill two cards, irrespective of the firepower value – excluding the ones named on the card.

12 - I move the *Provoke Buffalo Stampede* card using *You didn't see this coming*. I understand that I don't have to discard two cards to move the card, but do I also get to remove another of my opponent's firepower cards?

No. Coming-into-play benefits do not activate again when the card is moved – it's already in play, just moving around.



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13 - Can the *Jack Colty* player only use three cards in general at every location?

The *Jack Colty* player can play three firepower (black poker chip) cards at a battlefield, and as many one-shot affect cards as he chooses.

14 - If I play *Shucks – was only a flesh wound* to take a card from my discard pile and put it on a battlefield, does the card's special ability trigger – assuming it has one like *Provoke Buffalo Stampede*?

Yes. The *Shucks – was only a flesh wound* card puts a card into play as if from your hand. The icon means 'comes into play effect'.

15 - When I play *Stick of Dynamite* on *Quincey "The Spider" Whitmore*, and he still has his True Grit token, what happens?

You would remove the True Grit token – *Quincey "The Spider" Whitmore* would still be alive. He's so badass, *Stick of Dynamite* merely blows his hat off!

16 - Does the game end the moment the turn marker reaches the last space of the *3:15 Express from Rattlesnake Creek* battlefield, or do both players still get to play their turns at this space?

Both players get to complete their turns.

17 - When you get to a draw card as a special action, for instance with *Bounty Hunter*, are you allowed to immediately play the drawn card?

Yes.

18 - *Sandstorm* says that it goes beside the battlefield (not in a column). If I play it on the *3:15 Express from Rattlesnake Creek* and later derail the train, does *Sandstorm* get discarded too?

No. *Sandstorm* stays in play.

19 - Can True Grit tokens save cards from death when derailing the train?

No.

20 - If I play *I only came along for the ride!* and some of *Colonel Ned McReady's* deputies have True Grit tokens upon them, do they survive?

No. This card removes all cards bearing a deputy star.

21 - The *Mexican Border* card has two tokens left on it – I'm the *Colonel Ned McReady* player – so why would I want to kill *Manolito*?

The *Colonel Ned McReady* player cannot win the game as a result of *Manolito's* death (the steenkin' traitor!).

*If he is killed while there are two tokens on the *Mexican Border* card, only remove one of them; then discard *Manolito*.

*If he is killed while there is only one token on the *Mexican Border* card, just simply discard *Manolito*.

After this event, the *Colonel Ned McReady* player is still liable to lose through the removal of further tokens.

22 - After we've completed a battlefield are the cards there discarded?

No. The cards remain in play – and may still be moved by other cards.

23 - When *Jack Colty* derails the train, does this cause all cards to be discarded – even those from previous battlefields?

No. Only those cards at the *3:15 Express from Rattlesnake Creek* battlefield (except *Sandstorm* – if it's in play) are removed. To be clear, *Jack Colty* can only derail the train during his turn – and if he does, any detrimental effects of bandits he doesn't save must still be actioned.



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24 - How do I know which cards fit in which deck?

Each playing card has either a lawman's star (*Colonel Ned McReady* deck) or a spread of dollar coins on the back design (*Jack Colty* deck).

25 - The rulebook doesn't mention *Cortez's* winning condition – is it valid?

Yes, this is a legitimate path to victory – missed from the rulebook.

26 - If I move a card using an ability or another card, do I have to pay the card's cost again?

No.

27 - What is the point of the small icons in the bottom left of each card?

They are there for deck building purposes – they have no bearing during play.

28 - When cards like *Fire at will*, *boys* and *Chew on this, gringo* are played, can you target cards at other battlefields?

No. Only cards at the current battlefield are valid targets.

29 - When can I use *Quincey 'The Spider' Whitmore's* movement ability?

At any time during your main phase, you may move him multiple times. His ability can be activated from a previous battlefield – it is always *switched on*.

30 - Does the *Sandstorm* card affect the playing of all *Colonel Ned McReady* cards?

No. Its limitation only applies to cards with a firepower value played into the current battlefield column.