

Bullet descriptions

This document describes the function of all Bullets in the game. It's not meant to be read all at once but rather to be used as a reference document. If you're unsure about the function of a Bullet, look it up in this document and read the description.

Live Bullets

Click

Effect

Once in a while a Bullet doesn't go off for some reason. When this happens, praise your luck and the fact that ammunition from the era of the Russian revolution weren't always that reliable.

Rules

This Bullet doesn't have any effect at all. Just remove it from its Chamber immediately after revealing it.

Kablamo

Effect

When you hear that awful sound, you know someone just went out with a bang. But it wouldn't be Russian roulette otherwise, would it?

Rules

This Bullet eliminates you from the rest of the game. It takes effect immediately when you reveal it before all other Bullets. Once you've revealed it, you can't play any High Velocity Bullets to save yourself. To save yourself when you know that you're about to fire a Kablamo, you must play a suitable High Velocity Bullet in advance. There are several High Velocity Bullets that you can use toward this end depending on the circumstances.

High Velocity Bullets

Act of Cowardice

Effect

Even gentlemen act cowardly sometimes. By firing a Bullet in the air and then another one against your head really fast, maybe no one will notice.

Rules

This Bullet tells you to discard the first Bullet you fire and then fire another one. In other words, in the rotate phase you rotate the Cylinder, discard the Bullet that ends up in the Hammer Position, and then rotate the Cylinder once again. In the reveal phase you reveal the new Bullet in the Hammer Position. This Bullet you resolve as normal. You don't regard this action as firing the Revolver twice but just once.

Example

Your Revolver has a Cylinder Malfunction on it. You know that the Bullet in the position after the Hammer Position is a Kablamo, so you don't want to fire it. Therefore you play Act of Cowardice. This means that when firing, you rotate the Cylinder one step counterclockwise, discard the Kablamo that is now in the Hammer Position, and then rotate the Cylinder another step counterclockwise. Thereafter you discard the Cylinder Malfunction and reveal the Bullet that now is in the Hammer Position.

Backfire

Effect

The concept of status is important among nobles. Sometimes it's possible to invoke status to claim other players' ammunition.

Rules

This Bullet tells you to take control of the effect of a High Velocity Bullet just played or an active Action Bullet of your choice this turn. You can also take control of an active High Velocity Bullet even though this isn't specifically stated. Play the targeted Bullet as if it's your own. If you take control of a High Velocity Bullet played from the hand, you play it immediately. If you take control of an active Action Bullet or High Velocity Bullet, you wait until its timing number comes up. Leave it in its Chamber until then, and just place Backfire next to it to mark it as your Bullet. Equivalent to Misfire you can take control of Bullets before or after they've been assigned but not once their effects have been carried out.

Example 1

An opponent plays Trigger Happy on you. You play Backfire, take control of Trigger Happy and decide to play it on your opponent instead.

Example 2

In the reveal phase you reveal Backfire with timing number 15 and an opponent reveals Greased Cylinder with timing number 74. You're pretty sure your opponent will play the Greased Cylinder on you. Since you don't what that to happen, you play Backfire on it. When timing number 74 comes up, you resolve the Greased Cylinder instead of your opponent.

Bolshevik Rules**Effect**

Normally in Russian roulette you point the Revolver at your own head, but to add some spice Count Drasutov came up with a variant where everyone points the Revolver at the head of the opponent to their left. It's a bit like facing a firing squad of one.

Rules

The next turn, this Bullet makes all Kablamos eliminate the player to the left instead of the owner of the Revolver. This applies to all Kablamos fired throughout the whole turn. All other Bullets are resolved by the owner of the Revolver in the normal fashion.

Example

An opponent has assigned a Trigger Malfunction to your Revolver, telling you to fire an additional Bullet in the repeat phase the next time the Revolver is fired. You happen to know that the Bullet before your Safe Position is a Kablamo. Last thing in the turn you play Bolshevik Rules. The next turn everyone points their Revolvers at the player to their left. The Bullet you fire during the regular round isn't a Kablamo. Therefore you resolve it as normal. The additional Bullet you fire is a Kablamo. Therefore it eliminates the player to your left.

Full Metal Jacket**Effect**

Count Drasutov experiments with different types of ammunition, among others a full metal jacket that has such high penetration capability that it can eliminate two persons simultaneously.

Rules

For the rest of the turn, this Bullet makes all Kablamos fired eliminate not only the player that the Revolver points at but also the player to the left of that player. It only affects Kablamos fired after you've played it.

Example

You play Full Metal Jacket after the regular round of Bullets have been fired. During the regular round the opponent to your right fired a Kablamo and was eliminated, but no one else was affected. In the repeat phase the opponent to your left fires an additional Bullet that is a Kablamo and eliminates himself as well as the player to his left.

Lack of Etiquette**Effect**

Some players just can't refrain from peeking at Bullets in the Revolvers when they think no one is looking.

Rules

This Bullet tells you to examine three Bullets in any Revolvers. You look at the Bullets without showing them to anyone else and then return them to their Chambers. You may look at three Bullets in the same or in different Revolvers. This includes your own Safe Position, but you may not look at Bullets in an opponent's Safe Position.

Example

In the reveal phase you reveal a Greased Cylinder. Before assigning it you decide to play Lack of Etiquette and examine Three Bullets in three of your opponent's Revolvers, namely the Bullets opposite the Safe Position. You discover that one of them is a Kablamo and decide to assign the Greased Cylinder to that player.

Lights Out**Effect**

In the dark no one will notice you swapping Revolvers. And what better way is there to confuse your opponents?

Rules

This Bullet tells you to swap two players' Revolvers. Those players may then rotate their Cylinders any number of steps. You may include your own Revolver in the swap, but you don't have to. If you swap Revolvers with active Bullets in them, the active Bullets go with the Revolvers. You can't swap Revolvers in the middle of an effect being carried out. Also, you can't swap unsynchronized Revolvers, that is Revolvers that are in different phases as a result of players don't acting exactly at the same time. For example, if one player has just reloaded his Revolver but another player is a bit slow and hasn't yet, you can't swap their Revolvers. You have to wait until both have finished reloading, since the reloading is supposed to take place at the exact same time. The only exception is during the resolve phase, when you actually can swap Revolvers even though only some players have resolved their active Bullet. This is because there is an exact timing system that defines when things take place during the resolve phase.

Example

In the reveal phase you reveal Stockpiling with timing number 49 and one of your opponents reveal Speed Load with timing number 92. You know that your next Bullet is a Kablamo. Therefore you first resolve Stockpiling to gain an extra Spare Bullet, and then play Lights Out to swap your and your opponent's Revolvers. The active Speed Load goes with its Revolver, so when the timing number 92 comes up you get to resolve it, making it possible for you to reload your new Revolver with six new Bullets.

Marquis of Queensbury Rules**Effect**

Marquis of Queensbury wanted boxing to be a fair and civil game without any unnecessary casualties. When adopting the same rules for Russian roulette, all Live Bullets are replaced with harmless duds.

Rules

For the rest of the turn, this Bullet makes all Kablamos fired harmless, thereby preventing anyone from being eliminated. It only affects Kablamos fired after you've played it.

Example

You play Marquis of Queensbury Rules after the regular round of Bullets have been fired. During the regular round one of your opponents fired a Kablamo and was eliminated. In the repeat phase you fire an additional Bullet that is a Kablamo, but this Kablamo doesn't have any effect and you can continue playing.

Misfire**Effect**

It's not polite to tamper with other players' ammunition, but it sure gives you an edge to be able to stop an action directed at you.

Rules

This Bullet tells you to nullify the effect of a High Velocity Bullet just played or an active Action Bullet of your choice this turn. You can also nullify the effect of an active High Velocity Bullet even though this isn't specifically stated. Discard the targeted Bullet. You can stop Bullets before or after they've been assigned but not once their effects have been carried out. This means that the use of Misfire is a bit limited when you play it from the Revolver. Then you can't stop a High Velocity Bullet that has already taken effect when your timing number comes up. Also, you can't stop a High Velocity Bullet that has been played if other High Velocity Bullets are played before your timing number comes up.

Example 1

At the beginning of the resolve phase an opponent plays Lights Out with timing number 12. You can stop this Bullet by playing Misfire from the hand, but you can't stop it by playing it from the Revolver. The reason for

this is that the effect of Lights Out is carried out immediately, so when the timing number of Misfire, 16, comes up, it's too late.

Example 2

In the reveal phase you reveal Misfire with timing number 16 and an opponent reveals Lights Out with timing number 12. If an opponent plays Bolshevik Rules before the player with Lights Out has resolved his Bullet, you can't stop Bolshevik Rules, but if he plays it after, you can since its effect isn't carried out immediately.

Moment of Truth

Effect

To keep your Kablamos as Spare Bullets and never load them into your Revolver is considered cowardly. And you're not a coward, are you? Well, prove it then and load one of your Spare Bullets into your Safe Position.

Rules

This Bullet tells all players to swap the Bullet in their Safe Position with one of their Spare Bullets. Players that don't have any Spare Bullets can't make any swap. The same goes for players with an active Bullet in the Safe Position or with an empty Safe Position.

Example

You have two Spare Bullets, a Kablamo and Moment of Truth. In the reveal phase you reveal Wet Powder with timing number 70 and an opponent reveals Double Cross with timing number 34. Your opponent decides to use his Double Cross to swap Bullets with you. Thereafter you must rotate the Cylinder one step in any direction. You decide to rotate it counterclockwise, moving the active Wet Powder from the Hammer Position to the Safe Position. Thereafter you play Moment of Truth, forcing all players to swap the Bullet in their Safe Position with one of their Spare Bullets. Normally you would have to do this yourself, but since there is an active Bullet in your Safe Position you can't, which is fortunate since you otherwise would have to put your Kablamo in the Safe Position.

Overhaul

Effect

Revolvers need maintenance from time to time to make sure they function properly. You may therefore request a break so that everyone can service their Revolvers.

Rules

This Bullet tells you to discard all assigned malfunctions from all Revolvers. A malfunction is a Bullet with the word "malfunction" in its name. It is assigned after a player has targeted a Revolver with it, that is placed in the upper corner of a Revolver, but before it has taken effect. You may not choose which assigned malfunctions to discard but must discard all of them.

Example

In the reveal phase you reveal a Trigger Malfunction with timing number 68 and one of your opponents reveal a Trigger Malfunction with timing number 48. Your opponent assigns his malfunction to your Revolver, placing it in the upper corner of your Revolver. Before you resolve your malfunction you decide to play Overhaul. This means that the malfunction assigned to your Revolver is discarded. Thereafter you can assign your malfunction as normal.

Ricochet

Effect

Some Bullets bounce, affecting more than one target.

Rules

This Bullet tells you to copy the effect of a High Velocity Bullet just played or an active Action Bullet of your choice this turn. You can also copy the effect of an active High Velocity Bullet even though this isn't specifically stated. Once the targeted Bullet has been resolved, you resolve it as well. If you copy a High Velocity Bullet played from the hand, you play it once again immediately after the original one. If you copy an active Action Bullet or High Velocity Bullet, you place Ricochet next to it to mark your copy of it and wait until its timing number comes up. Unlike Misfire and Backfire you can copy Bullets not only before or after they've been assigned but also once their effects have been carried out. This means that when you play Ricochet from the Revolver, you can copy a High Velocity Bullet that has already taken effect when your timing number comes

up. The condition for this is that there isn't any other High Velocity Bullets played before your timing number comes up, and that you don't use the effect to alter an effect that has already been carried out.

Example

Before the reveal phase you play Lights Out on two opponents. One of them plays Misfire and stops Lights Out. You can copy Misfire by playing Ricochet from the hand. This copy you can use to stop the original Misfire, thereby allowing you to carry out the effect of Lights Out. You can also copy Misfire by playing Ricochet from the Revolver, but you can't use the copy to stop the original Misfire since its effect has already been carried out and Lights Out discarded. In this case you can only use the copy to stop active Action Bullets and High Velocity Bullets with higher timing numbers.

Someone is Cheating

Effect

Cheating in Russian roulette can be fatal. Therefore, if someone suspects that cheating is going on, they can declare the whole round void. Of course, this doesn't stop Live Bullets from taking effect.

Rules

For the rest of the turn, this Bullet forces all players to discard all active Bullets except Live Bullets. It only affects Bullets that are or become active after you've played it, not ones that have already been assigned.

Example

In the reveal phase you reveal Stockpiling with timing number 59 and one of your opponents reveal Cylinder Malfunction with timing number 67. That opponent used a Test of Honor last turn to reload your Revolver, and you're pretty sure that he loaded it with a Kablamo. Therefore you don't want him to assign his Cylinder Malfunction to your Revolver, since that would force you to rotate your Revolver counterclockwise next turn and fire that Kablamo. When you've resolved your Stockpiling, you play Someone is Cheating, forcing all players that still have active Bullets to discard them. If someone fires additional Bullets, those are discarded as well unless they're Live Bullets.

Trigger Happy

Effect

Sometimes people feel an urge to fire more than one Bullet. This can be both a blessing and a curse. You stand the chance to get more actions but increase the risk of firing a Kablamo.

Rules

This Bullet tells you to fire an additional Bullet in the repeat phase this turn. You can't play it when the repeat phase is over, that is in the replace or reload phase, since then it wouldn't have any effect, automatically making it a dud.

Example

You've assigned a Trigger Malfunction to an opponent in the resolve phase. Thereafter you decide to play Trigger Happy on that opponent. This means that he'll have to fire two additional Bullets in the repeat phase, first the one ordered by Trigger Happy, thereafter the one ordered by Trigger Malfunction since it tells him to fire an additional Bullet in the repeat phase the next time the Revolver is fired.

Action Bullets

Cylinder Malfunction

Effect

The Revolvers from the era of the Russian revolution weren't any more reliable than the ammunition. Sometimes the Cylinder rotated backwards instead of forwards.

Rules

This Bullet forces the Cylinder of a Revolver to rotate counterclockwise in the rotate phase the next time the Revolver is fired. You assign it to a specific Revolver, not a player, and it goes with that Revolver should the Revolver change owner. If your Revolver is assigned several Cylinder Malfunctions, you carry out and remove one of them each time you fire the Revolver.

Example

Your Revolver has been assigned two Cylinder Malfunctions and a Trigger Malfunction. The next time you fire the Revolver, you rotate the Cylinder counterclockwise and remove one of the Cylinder Malfunctions. In the repeat phase you fire an additional Bullet, once again rotating the Cylinder counterclockwise, and remove the remaining Cylinder Malfunction and the Trigger Malfunction.

Double Cross**Effect**

Swapping the positions of two Bullets can sometimes make all the difference.

Rules

This Bullet tells you to swap a Bullet in your Revolver with a Bullet in any Revolver. Thereafter the owner of that Revolver rotates his Cylinder one step in any direction. He's free to choose whether to rotate the Cylinder clockwise or counterclockwise, but he must rotate it and he does this immediately in the resolve phase and doesn't wait until the next rotate phase. You can choose to either swap one Bullet in your Revolver with a Bullet in an opponent's Revolver, or to swap two Bullets in your own Revolver. In the first case your opponent rotates his Cylinder, and in the second case you rotate your own Cylinder. If the rotated Revolver has an active Bullet, the owner of the Revolver still resolves it as normal even though it's no longer in the Hammer Position. You may not move a Bullet in another player's Safe Position or an active Bullet, and you may not move Bullets into empty Chambers. As always you may not look at the Bullets that you move.

Example

In the reveal phase you reveal Double Cross with timing number 34 and an opponent reveals Trigger Malfunction with timing number 78. When resolving the Double Cross you decide to swap the Bullet in your Safe Position with a Bullet in your opponent's Revolver, since you know that the Bullet in your Safe Position is a Kablamo. You can't move the Bullet in your opponent's Safe Position or the active Trigger Malfunction, but you can move the remaining ones. You decide to swap the Bullet in your Safe Position with the Bullet in the position before your opponent's Safe Position. When you've made the swap, your opponent must rotate his Cylinder one step in any direction. Since he suspects that you've given him a Kablamo, he rotates his Cylinder counterclockwise, moving the Kablamo further away from the Hammer Position.

Gentlemen's Agreement**Effect**

Gentlemen may sometimes agree on exchanging Bullets to make the game more exciting.

Rules

This Bullet tells you to choose two players. These players must swap one Bullet in their Revolver with each other. You may choose yourself as one of the players, but you don't have to. The players choose themselves which Bullet they want to swap. They may choose a Bullet in their Safe Position but not an active Bullet. As always they may not look at the Bullets that they move. If the players can't agree on who should choose first, the player with the lowest timing number this turn starts. If one or both of them lack timing numbers this turn, the player closest to your left starts.

Example

In the reveal phase you reveal a Gentlemen's Agreement. You choose two of your opponents to exchange Bullets. One of them chooses to give away the Bullet in his Safe Position, since he suspects it's a Kablamo. The other one has just used a Stockpiling, which gave him a Kablamo in his Hammer Position. He therefore chooses to give away the Bullet in his Hammer Position. This means that the swap doesn't really change anything, but neither player knows this.

Greased Cylinder**Effect**

You should always maintain your Revolver by greasing its moving parts thoroughly, but too much grease can make the Cylinder rotate uncontrollably.

Rules

This Bullet tells you to rotate the Cylinder of a Revolver three steps. You do this immediately in the resolve phase and don't wait until the next rotate phase. If the affected Revolver has an active Bullet, the owner of the Revolver still resolves it as normal even though it no longer is in the Hammer Position.

Example

In the reveal phase you reveal Greased Cylinder with timing number 44 and one of your opponents reveal Trigger Malfunction with timing number 78. You use the Greased Cylinder to rotate your opponent's Cylinder three steps, moving the active Trigger Malfunction to the position opposite the Hammer Position. Thereafter your opponent assigns the Trigger Malfunction to your Revolver.

Hammer Malfunction**Effect**

Despite the Revolvers simple construction there are a number of parts that can stop working properly, one of them being the hammer. Sometimes it simply jams, which means that no Bullet is fired.

Rules

This Bullet tells the owner of a Revolver to skip the reveal phase the next time the Revolver is fired. Consequently, that player doesn't have to resolve any Bullet in the resolve phase. You assign Hammer Malfunction to a specific Revolver, not a player, and it goes with that Revolver should the Revolver change owner. If your Revolver is assigned several Hammer Malfunctions, you carry out and remove one of them each time you fire the Revolver.

Example

Your Revolver has been assigned a Hammer Malfunction and a Ratchet Malfunction. This means that the next time you fire the Revolver, you skip both the rotate phase and the reveal phase. Thereby your Revolver remains as before firing it.

Ratchet Malfunction**Effect**

The ratchet may seem like an insignificant part of the Revolver, but if it doesn't work properly the Cylinder won't rotate.

Rules

This Bullet tells the owner of a Revolver to skip the rotate phase the next time the Revolver is fired. You assign Ratchet Malfunction to a specific Revolver, not a player, and it goes with that Revolver should the Revolver change owner. If your Revolver is assigned several Ratchet Malfunctions, you carry out and remove one of them each time you fire the Revolver.

Example

In the reveal phase you reveal Ratchet Malfunction with timing number 65 and an opponent reveals Cylinder Malfunction with timing number 47. Your opponent knows that the Bullet in the position after your Hammer Position is a Kablamo. Therefore he assigns the Cylinder Malfunction to your Revolver, forcing you to rotate counterclockwise the next turn. Luckily you can play the Ratchet Malfunction on your own Revolver, forcing you to skip the rotate phase the next turn and thereby making the Cylinder Malfunction a dud. (Note that you can't play Cylinder Malfunction on a Revolver that already has a Ratchet Malfunction on it, since that automatically would make the Cylinder Malfunction a dud.)

Sleight of Hand**Effect**

If you're nimble-fingered, you can use this ability to replace an unsafe Bullet in your Revolver with a Spare Bullet belonging to one of your opponent's.

Rules

This Bullet tells you to swap one of the Bullets in your Revolver with a random Spare Bullet of your choice from one of your opponents. You may choose a Bullet in your Safe Position but not an active Bullet. You may choose a Spare Bullet from any opponent but not one of your own Spare Bullets. As always you may not look at the Bullets that you move, but your opponent may look at his new Spare Bullet.

Example

In the reveal phase you reveal a Sleight of Hand. You assign it to one of your opponents. He decides to swap the Bullet in the position after his Hammer Position with one of your Spare Bullets. You have three Spare Bullets, so he randomly picks one of them.

Speed Load

Effect

With a speed load mechanism you can reload your entire Revolver in the blink of an eye.

Rules

This Bullet tells you to discard all Bullets in your Revolver, draw six new Bullets and reload your Revolver with these only. You do this immediately in the resolve phase and don't wait until the replace and reload phases. If there are any Live Bullets among the discarded Bullets, you don't have to return them to the Ammunition Bag until you have drawn the new Bullets. You may look at the new Bullets and place them in your Revolver in any order you wish. You may not use your Spare Bullets.

Example

In the reveal phase you reveal a Speed Load with timing number 94 and your only opponent reveals a Test of Honor with timing number 82. When it's his turn, he assigns the Test of Honor to you. When it's your turn, you decide to assign the Speed Load to him. It's late in the game and a high percentage of Live Bullets in the Ammunition Bag, so you don't want to use the Speed Load yourself. He discards the remaining five Bullets from his Revolver, draws six new Bullets and reloads his Revolver with these. In the replace phase he doesn't draw any new Bullets, since he doesn't have any empty Chambers. In the reload phase you're supposed to reload his Revolver according to the Test of Honor, but since he doesn't have any empty Chambers you can't, making the Test of Honor a dud since there are no other opponents.

Stockpiling

Effect

By stockpiling ammunition you get more possibilities, but don't get too greedy since that could be fatal.

Rules

This Bullet tells you to draw a new Bullet and reload your Revolver with it. Thereafter you draw another Bullet to keep as a Spare Bullet. You do this immediately in the resolve phase and don't wait until the replace and reload phases. You may look at the Bullet you reload your Revolver with, but even if you don't like it you must use it and not any of your Spare Bullets. If you have several empty Chambers, choose which Chamber to reload. Any remaining empty Chambers you reload as normal during the reload phase.

Example

In the reveal phase you reveal a Stockpiling with timing number 69, one of your opponents reveals a Triple Action with timing number 23 and another reveals a Speed Load with timing number 92. When the first opponent has resolved the Triple Action, it's your turn. Since it's late in the game and a high percentage of Live Bullets in the Ammunition Bag, you don't want to use the Stockpiling yourself. You can't assign it to the opponent with the Speed Load, since he hasn't assigned his Bullet to anyone yet and therefore doesn't have any empty Chambers, so you assign it to the other opponent. He draws a new Bullet, looks at it just to discover that it's a Kablamo, and puts it in his empty Chamber. Thereafter he draws another Bullet that he adds to his Spare Bullets.

Test of Honor

Effect

To let someone else reload your Revolver is to put your life in someone else's hands. This requires a good deal of faith in that person or sheer stupidity.

Rules

This Bullet tells you to reload another player's Revolver at the beginning of the reload phase. You don't get to draw any extra Bullets in the replace phase because of this but must use the Spare Bullets you've got. You decide whose player's Revolver to reload at the beginning of the reload phase. All other players have to wait reloading their Revolver until you've reloaded one of them. If you choose a Revolver with several empty Chambers, you must reload all of them unless you run out of Spare Bullets. If so, that Revolver's owner must reload the remaining empty Chambers himself. You may not reload the Safe Position of another player's Revolver even if it's empty. When you've reloaded another player's Revolver, you reload your own Revolver as normal. Again, if you run out of Spare Bullets, you reload as many empty Chambers as you can and decide which ones to leave empty. These will be empty until the next time you reload your Revolver. If several players are to reload other players' Revolvers and they can't agree on who should choose Revolver first, the player with the lowest timing number on his Test of Honor starts.

Example

One of your opponents has a Trigger Malfunction on his Revolver. In the reveal phase you reveal Test of Honor with timing number 72 and another opponent's reveal Double Cross with timing number 31. He uses the Double Cross to swap the Bullet in the position before your Safe Position, and you rotate your Cylinder one step counterclockwise. Thereafter you assign the Test of Honor to him. In the replace phase he draws one Bullet since he's got one empty Chamber. He only had one Spare Bullet before, so now he's got two. In the reload phase he must reload another player's Revolver before anyone else reloads their Revolver. He can't reload your Revolver, because your only empty Chamber is the Safe Position. Therefore he must reload the Revolver that had a Trigger Malfunction on it and now has two empty Chambers. He reloads both empty Chambers, thereby running out of Spare Bullets. Since he doesn't have any Spare Bullets left to reload his own Revolver with, he leaves the empty Chamber in his Revolver empty.

Trigger Malfunction**Effect**

The most dangerous fault a Revolver can have is a trigger that recoils and fires an additional Bullet. On the other hand, if you know what you're doing, it can be very useful to get an extra effect.

Rules

This Bullet tells the owner of a Revolver to fire an additional Bullet in the repeat phase the next time the Revolver is fired. You assign Trigger Malfunction to a specific Revolver, not a player, and it goes with that Revolver should the Revolver change owner. If your Revolver is assigned several Trigger Malfunctions, you have to fire as many additional Bullets in the repeat phase.

Example 1

Your Revolver has been assigned a Trigger Malfunction, a Ratchet Malfunction and a Hammer Malfunction. The next time you fire the Revolver, you don't rotate the Cylinder since the Ratchet Malfunction tells you to skip the rotate phase, and you don't reveal a Bullet since the Hammer Malfunction tells you to skip the reveal phase. The Revolver is still regarded as having been fired, though, so you have to fire an additional Bullet in the repeat phase as ordered by the Trigger Malfunction.

Example 2

Your Revolver has been assigned a Trigger Malfunction and an opponent's Revolver has been assigned a Trigger Malfunction as well. In the repeat phase you reveal a Stockpiling with timing number 59 and your opponent a Trigger Malfunction with timing number 58. He assigns you the Trigger Malfunction, and you assign yourself the Stockpiling. You don't have to fire another Bullet this turn, since the new Trigger Malfunction hadn't yet been assigned to your Revolver when you fired it the last time.

Triple Action**Effect**

Swapping the positions of three Bullets makes it possible to stir things up and create some confusion.

Rules

This Bullet tells you to swap the positions of three Bullets in at least two Revolvers. This means that you may move three Bullets in two or three Revolvers so that they all end up in new positions. One of the Revolvers can be your own Revolver, but it doesn't have to. You may not move a Bullet in another player's Safe Position or an active Bullet, and you may not move Bullets into empty Chambers. As always you may not look at the Bullets that you move.

Example

In the reveal phase you reveal a Triple Action. When resolving it, you decide to move the Bullet in your Safe Position since you know that it's a Kablamo. You move it to a Revolver belonging to one of your opponents, placing it in the position before the Safe Position. The Bullet in that position you move to a Revolver belonging to another opponent, placing it in the position after the Hammer Position. Finally, the Bullet in that position you move to your Safe Position.

Wet Powder**Effect**

Ammunition doesn't stand moist very well. If you don't store your Spare Bullets safely, they may become unusable and should be replaced.

Rules

This Bullet tells you to discard all your Spare Bullets and draw an equal number of new Bullets. If there are any Live Bullets among the discarded Bullets, you don't have to return them to the Ammunition Bag until you've drawn the new Bullets.

Example

In the reveal phase you reveal a Wet Powder. None of your opponents have any Spare Bullets but you have three, so you have to assign it to yourself. You discard your three Spare Bullets and draw three new Bullets. One of the discarded Spare Bullets is a Kablamo, so this one you return to the Ammunition Bag after having drawn the new ones.