

COWPOKE: THE NOTCH DECK

PRINT-AND-PLAY TACTICAL BOON CARDS • SHEET 1 OF 5 (CARDS #1-#4) • v1.3

ONE-SHOT BOONS

#01 ADRENALINE RUSH



TACTICAL BOON • INSTANT

Play on an active character to grant them **+1 Free Action Point (AP)** this turn.

Allows a 3rd action (such as an extra Shoot, Aim, or Reload).

"When the lead starts flying, your heart beats in double time."

#02 QUICK STEP



MOVEMENT BOON • INSTANT

Play to grant any friendly character a **Free 6" Walk**.

This bonus move does not count toward the standard '1 Walk per turn' limit.

"He didn't run. He just wasn't where the bullet landed."

#03 DIVE FOR COVER



REACTION BOON • DEFENSIVE

Play when targeted by a **Shoot** action.

Immediately move up to **3"** into adjacent terrain to claim **Cover (-2 or -3 Dice)**, or **Complete Concealment** if Line of Sight is broken (cancelling the attack and wasting enemy AP).

"Dignity don't stop lead. Dirt does."

#04 HELL FOR LEATHER



MOVEMENT BOON • INSTANT

Play when declaring a **Run** action.

Do not roll 2D6. Automatically treat the dice roll as a **12** (resulting in a massive **18" sprint**).

"Spurs in the flank and fire in the blood."

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#05 DEAD EYE



COMBAT BOON • OFFENSIVE

Play before declaring a **Shoot** action.

The character immediately gains an **Aim Token (+2 or +3 Dice)** without spending an Action Point to aim.

"He squinted once, exhaled smoke, and squeezed."

#06 LUCKY RICOCHET



COMBAT BOON • RE-ROLL

Play immediately after a missed **Shoot** action.

Pick up and **reroll up to two dice** from your attack pool.

"Off the iron stove, through the window, right into the outlaw's hat."

#07 THROUGH THE WOOD



COMBAT BOON • OFFENSIVE

Play when targeting an enemy behind **Light Cover (Wood)**.

Completely **ignore the -2 Cover penalty** for this shot as lead tears through the timber.

"Pine boards don't stop forty-five caliber persuasion."

#08 QUICK LOAD



TACTICAL BOON • INSTANT

Play at any time during your posse's activation.

Instantly remove an **'Out of Ammo' (Reload)** token from any character's weapon without spending an AP.

"Thumb, cylinder, click. Ready for another dance."

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PRINT-AND-PLAY TACTICAL BOON CARDS • SHEET 3 OF 5 (CARDS #9-#12) • v1.3

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#09 SPITTING LEAD



COMBAT BOON • SPECIAL

Play when declaring a **Blaze Away** action.

After resolving the multi-hit attack, **do not place an Out of Ammo token**. The gun remains loaded and ready.

"How many rounds was that? Lost count after ten."

#10 HIGH GROUND



COMBAT BOON • ELEVATION

Play when shooting at an enemy who is on a **lower elevation** than you.

Add **+2 Dice** to your attack dice pool.

"The higher you stand, the farther they fall."

#11 FUSE WHISPERER



COMBAT BOON • DEMOLITION

Play when throwing **Dynamite** using the 'Hail Mary' method.

You may **reroll the distance die** if you don't like where the stick landed.

"Count to three. Not two, not four. Three."

#12 SUCKER PUNCH



COMBAT BOON • MELEE

Play before making an opposed **Brawling roll**.

Add **+2 Dice** to your melee pool for the first round of melee combat only.

"A fair fight is just poor planning."

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PRINT-AND-PLAY TACTICAL BOON CARDS • SHEET 4 OF 5 (CARDS #13-#16) • v1.3

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#13 DUST IN THE EYES



REACTION BOON • DEFENSIVE

Play when an enemy targets your character with a **Shoot or Brawl** action.

The attacker immediately suffers **-2 Dice** to their attack pool.

"Dirt in a man's eyes buys five seconds of life."

#14 FISTFUL OF GRIT



SURVIVAL BOON • DEFENSIVE

Play when your character takes a **Light Wound (1 Damage)**.

Ignore the damage entirely. The wound is shrugged off without effect.

"Just a scratch. Keep shooting."

#15 CHEATING DEATH



SURVIVAL BOON • DEFENSIVE

Play when one of your characters suffers a **Mortal Wound (4 Damage)**.

The wound is immediately **downgraded to 3 Damage** instead.

"The grim reaper swung his scythe and nicked a pocket watch."

#16 A FISTFUL OF DOLLARS



TACTICAL BOON • INITIATIVE

Play at the very start of a Game Turn before the Initiative roll.

Your posse gains an automatic **+2 bonus to your Initiative roll**.

"Money talks, but greenbacks scream."

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PRINT-AND-PLAY TACTICAL BOON CARDS • SHEET 5 OF 5 (CARDS #17-#20) • v1.3

ONE-SHOT BOONS

#17 LIQUID COURAGE



COMBAT BOON • MOVEMENT

Play on any character.

For the rest of the Game Turn, **ignore the -1 Die penalty** for shooting after moving on that character's attacks.

"Corn liquor numbs the shaking and sharpens the eye."

#18 ACE UP THE SLEEVE



TACTICAL BOON • SPECIAL

Play after any opposed roll or attack roll.

Force one enemy die to be rerolled, or immediately cancel an enemy's active reaction token.

"Never sit with your back to the door, or play without an ace."

#19 SMOKE & MIRRORS



REACTION BOON • DEFENSIVE

Play when targeted by a ranged attack.

Kick up a sudden cloud of dust or black powder smoke, imposing an immediate **-2 Dice** penalty to the attacker's pool.

"Now you see him, now you're chewing black powder."

#20 SECOND WIND



SURVIVAL BOON • RECOVERY

Play during the Start Phase on any character with 2+ accumulated damage.

That character **ignores all Critical Battle Scar penalties** (Concussed, Winded, Bleeding, Maimed, Hobbled) for the current Game Turn.

"Blood's just paint until the heart stops beating."