

A character with dark hair and purple eyes, wearing a grey hooded jacket, is shown from the chest up. They are holding a futuristic, multi-colored (purple, blue, and red) gun. The background is a light blue and white, abstract, painterly style. The character has a serious expression.

GUN AND GUN #j#j

Core Set Rulebook

LION
WING

Gun and Gun Core Set Rulebook

Playtime: 10 to 30 minutes

Number of Players: 2

Recommended Age: 12 and up

Welcome to the cutthroat world of Gun and Gun.

Following the Great Collapse, the worst calamity in recorded history, the world's few remaining survivors huddled in the ruins of once-glamorous skyscrapers to escape the toxic surface of the planet.

These survivors, many enhancing themselves with cybernetics for additional protection against the now treacherous environment, built what is called the NET—a giant "city" of massive high-rises left over from the old world interconnected by bridges and tunnels. The NET is divided into three sectors: the Clouds, the highest sector, home to the ruling class; the Bridges, the mid-sector, home to the general population; and the Nethers, the bottom-sector, home to most criminal activity in the NET.

Civilization may be in its twilight years, but human nature never changes. Rumors of powerful weapons built from technology lost in the Collapse called "Non-Applied Guns," or "N.A. Guns" for short, catch the attention of power-hungry individuals from all over the NET.

The war for N.A. Guns—possibly humanity's last war—has begun.

Gun and Gun is a "high-speed double-gun battle card game" in which players duel to the death using a pair of highly-specialized firearms.

Players assume the role of one of the game's Gunner characters and then equip themselves with two guns from those available. Once selections have been made, it's a frenetic race to kill each other by reducing either their opponent's life points or their decks to zero.

Set Up

Players will need to track their life, which starts at 30.

Each player chooses a Gunner, two guns, each of those guns' associated 20-card Gun Decks, and one of the three Skills available to their selected Gunner. This is called the player's **"Loadout"**

1. Lay out all the Gunners and guns.
2. Player A chooses a Gunner.
3. Player B chooses a Gunner.
4. Player A chooses a gun and the associated Gun Deck.
5. Player B chooses 2 guns and their associated Gun Decks.
6. Player A chooses a second gun and the associated Gun Deck.
7. Both players secretly choose one of their Gunners' Skill cards.
DO NOT reveal them to each other.

Layout

1. **Gunner Area:** Place your Gunner card here.
2. **Gun Area:** Place your Gun cards here.
3. **Gun Deck Area:** Shuffle and place your Gun Decks next to their associated Guns.
4. **Skill Area:** Place your Skill card here face-down underneath your Gunner.
5. **Load Area:** Place loaded cards here, next to the gun into which they are loaded.
6. **Voltage Area:** When you fire at your opponent, place the cards loaded in the gun here.
7. **Discard Pile:** Place used Action cards, Reaction cards, and other cards discarded for various costs here.
8. **Reaction/Mechanism Card Area:** Place Reaction and Mechanism cards here.



Game Flow

The player whose Gunner has higher Agility goes first. In the event of a tie, the player with a lower total gun weight goes first.

Gun and Gun is a turn-based game. Each player takes turns until a victory condition is fulfilled. Each turn consists of two phases: a **Main Phase** and a **Down Phase**.

Main Phase

Players may carry out any of the following actions in any order if possible.

- Play cards
- Load bullets
- Fire weapons
- Activate their Gunner's Skill

Should a player need to draw cards as the result of resolving an effect, they choose 1 of their Gun Decks to draw from and draw all indicated cards from that singular deck. There is no size limit to the number of cards a player can have in their hand.

Down Phase

The Down Phase is when players prepare for their next turn.

1. **Draw new cards.** The player draws cards from either of their Gun Decks. If the player's hand size is equal to or greater than the Gunner's hand size (the number above the "Hands" text on the Gunner's card) at the end of their turn, the player does not draw any new cards.
2. **Resolve "at the end of the turn" effects.** The player resolves all card effects which activate at the end of the turn. If there are multiple effects, they may resolve them in any order they choose.



End of the Game

A player has won the game when either of the following conditions are fulfilled:

- Their opponent's life points have been reduced to 0.
- The number of cards left in both of their opponent's Gun Decks has been reduced to 0.

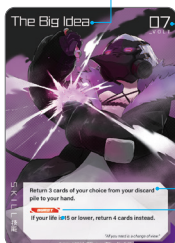
To start the game, draw your Gunner's total hand size from either of your Gun Decks, set your life total to 30, and begin your battle!

Cards



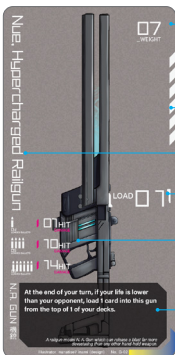
Gunner Card

- Name:** This is the Gunner's name.
- Hands:** This is the number of cards the players starts the game with. There is no total hand limit.
- Agility:** This is the Gunner's speed. The faster a Gunner is, the more likely they are to take the first turn of the game.
- Effect:** Each Gunner has a unique effect.



Skill Card

- Name:** This is the name of the Skill.
- Volt:** This is the amount of Voltage required to activate the Skill.
- Effect:** Each Skill has a unique effect.
- Burst:** Some Skills have a Burst effect which becomes active when their player's life points (also referred to as "life") are at or below 15.



Gun Card

- Weight:** This is the weight of the gun. This text is for breaking first player ties, but otherwise is for flavour.
- Maximum Capacity:** The pips represent the maximum number of cards that can be loaded into the gun.
- Name:** This is the name of the gun.
- Loading Limit:** This is the maximum number of times a gun can be loaded during a turn.
- Hits:** By discarding all the cards loaded in a gun, you can fire the gun and deal Hits according to the number of cards that were loaded into it.
- Effect:** Some guns have unique effects.



Gun Deck Card

- Name:** This is the name of the card.
- Cost:** This is the cost required to activate the card. A card can be activated by discarding this number of cards from your hand.
- Type:** There are 4 types of Gun Deck cards: Special Bullet, Action, Mechanism, and Reaction.
- Special Bullet:** Some cards have a special bullet; this is for flavor and does not affect gameplay directly.
- Effect:** Each Gun Deck card has a unique effect.

Actions

A. Playing cards

The player may play a card from their hand to resolve its effect. This includes activating Action or Mechanism cards, and setting up Reaction cards.

Action Cards

Action cards are cards with single-use effects. A player can activate an Action card by discarding the number of cards from their hand as shown by the cost in the top right corner of the card. These are placed in the player's discard pile after being resolved.

Mechanism Cards

Mechanism cards are cards that remain in the player's play area and provide ongoing benefits once they are activated. Just like Action cards, a player can activate Mechanism cards by discarding the number of cards from their hand as shown by the Cost. If for any reason a Mechanism card is removed from the player's play area, its effects are immediately no longer active.

Reaction Cards

Reaction cards can be activated in response to an opponent's shot or Skill activation. During a player's Main Phase, they may place a Reaction card face-down in their play area without revealing it to their opponent.

When their opponent declares a shot or activates their Skill, the player can activate the Reaction card by discarding the number of cards as shown in the top right corner of the card. The Reaction card resolves before the resolution of the shot or Skill to which it responded. Players may only activate one Reaction card per shot or Skill.

B. Loading Bullets

Players can load cards from their hand into their guns as ammunition. To do this, players place a card from their hand face-down next to one of their guns in order to "load" it. Each gun has a Loading Limit which determines how many cards can be loaded into that gun per turn in this fashion (the limit does not apply to loading cards with effects). Players may load any card in their hand into either of their guns. Guns have a Maximum Capacity of bullets that can be loaded as indicated on the card.

Some of the cards in the Gun Decks are Special Bullet cards, which can be loaded into a player's guns face-up. If players choose to do this, the cards will provide them a special effect, often upon firing the gun.

C. Shooting

Once bullets have been loaded into a gun, players may shoot their guns. To do this, place all the cards loaded in a gun into the Voltage area to declare the shot. After resolving any Reaction cards the opponent may have activated in response, deal 1 damage (a Hit) according to the number of cards that were loaded in the gun. Guns with Special Bullet effects also activate at this time. The opponent subtracts the number of Hits dealt from their life points.

Players may fire each of their guns once per turn.

D. Activating Skills

Players can activate their Gunner's Skill by paying the Voltage accumulated throughout the game. To do this, players discard the number of cards shown in the top right corner of the Skill card from the Voltage Area and then flip over the Skill card to reveal it.

Resolve any Reaction cards the opponent may have activated in response and then resolve the Skill effect. Normally, players can only activate their Gunner's Skill once per game. However, should an effect flip a Gunner's Skill card back face-down, players may activate it again as long as the necessary Voltage is paid.

Playing for the first time?

For your first game of Gun and Gun, we recommend using the following Loadouts.



Player A:

Hibana (Gunner)
Enra, Alter-Shot Revolver (Gun)
Nue, Hypercharged Railgun (Gun)
Oboro-Bashiri (Skill)

Player B:

Ran (Gunner)
Hakumen, Draining Crossbow (Gun)
Uwan, Anti-Matter Particle Cannon (Gun)
Here I Come!! (Skill)

Playing with 2 copies of Gun and Gun

A single copy of Gun and Gun is enough to get right into the gun-wielding action; however, some may wish to use more than one set. Playing with one copy provides a more traditional board game experience with a surprising amount of strategy involved in choosing characters and guns.

Playing with two sets ups the intensity and overall competitive nature of the game, allowing for an experience that is closer to that of a constructed card game, where players customize their starting loadout with modular deck construction. Either playstyle is a blast, but we would recommend playing with one set first in order to get used to the gameplay and to learn about the strengths and limitations of each character and gun, before moving into the more competitive side of the game.

Set Up Changes

1. Lay out all the Gunners and guns in both sets.
2. Both players secretly choose a Gunner and simultaneously reveal them.
3. Both players repeat step 2 with their first and second gun choices.
4. Both players secretly choose one of their Gunner's Skill cards.
DO NOT reveal them to each other.



N.A. Guns

Non-Applied Guns, or N.A. Guns for short, are guns which are constructed from technology predating the Collapse.

These weapons are developed from rare parts scavenged from the Contaminated Zones, thus making them one of the most valuable assets throughout the NET.

Light Guns

Enra, Alter-Shot Revolver
Kasane, Incandescent Shotgun

Heavy Guns

Nue, Hypercharge Railgun
Hakumen, Draining Crossbow

Special Guns

Dataru, Extremum Rifle
Uwan, Anti-Matter Particle Cannon

Gunners



Hibana

One would not call Hibana the conversational type. She has little to no memory of her past or who she really is. However, Hibana's two guns and super-enhanced reflexes provided by her neural cybernetics have been more than enough of an asset to keep her alive as a scavenger in the lower sectors of the NET.

Hibana's grim life comes to a turning point when she crosses paths with Kiruko, learning that the two guns she wields are actually N.A. Guns. Thus, Hibana's journey to unravel the secrets of her past and ultimately, the secrets of the N.A. Guns, begins.

Skill Cards: Oboro-Bashiri, Senko-Hanabi, Kage-Hisomi

Kiruko

An odd-job handyman of the underworld, Kiruko's professional skills attract even the most exquisite clients of the NET, despite her shady background. Utilizing her natural combat senses and custom-made cybernetics in her left eye and arm, Kiruko can not only mathematically predict events in battle with alarming accuracy but also react accordingly.

Her pursuit of N.A. Guns brings her to conflict with Hibana. While appearing to be a cold-hearted rationalist, Kiruko does seem to have a soft side to her as well.

Skill Cards: Juiced Up, Maximum Reload, Bullets in the Air



Ran

Ran aspires to be the biggest idol in the NET no matter what it takes to get there. For her, the only things that matter are "pretty" things, and unfortunately for those around her, she believes that explosions are the prettiest things ever... The bigger the better.

But her destructive streaming shows, powered by her high-powered cybernetic arms, do seem to clutch the hearts of certain people, as her follower count clearly shows. Only Heaven knows what she may accomplish when she gets her hands on more N.A. Guns...

Skill Cards: Hold On!!, Here I Come!!, Let's Go!!

Natori

A former upper-class citizen of the Clouds, Natori now lives as an outcast in the Nethers. She was exiled from her life of comfort, a process which cost her both name and class, under the suspicion of being a rebel-associate due to her interests in the Contaminated Zones and N.A. Guns.

Wandering aimlessly in the Nethers, she came across Ran and has been with her ever since. Natori has no cybernetics, a unique quality only seen in Clouds citizens, but still can hold her own in battle with the support of her drones.

Skill Cards: Good Medicine, The Big Idea, Bad Medicine



Keys to Victory

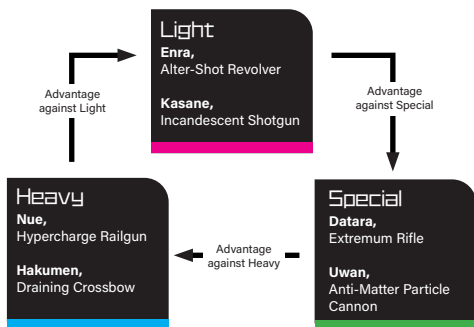
Gun attributes

A single copy of the Gun and Gun Core Set includes 6 guns, and each of those guns belongs to one of the three following attributes:

Light: These guns are good at dealing damage fast. When they are not countered, they can easily steal the game.

Heavy: Nothing can stop these weapons of mass destruction once they get going. Heavy guns also provide a means for Gunners to protect themselves.

Special: Special guns are all about disruption... Why deal with an opponent's attacks when you can simply shut down their capabilities entirely?



Light guns have an advantage over Special guns due to their speed. Heavy guns have an advantage over Light guns due to their defensive capabilities. And Special guns have an advantage over Heavy guns due to their steady disruption abilities.

Card Draw

Each player starts the game with two independent decks—one for each of their guns—aptly named Gun Decks. Whenever a player draws cards during the game, the player must choose one of their Gun Decks and draw that many cards from it.

This means that during the game, players must constantly decide from which deck they would like to draw. Understanding each deck's strengths and weaknesses is one of the most important aspects of mastering Gun and Gun.

Glossary

Additional Cost: A cost you need to pay in addition to its normal cost in order to activate the card.

Burst: A certain type of effect that grants special benefits when your life is 15 or lower.

Hit: A single unit of damage in Gun and Gun.

Loading: The act of placing cards next to your gun as ammunition.

Q: What do [] and < > refer to in card text?

A: [] refers to a Gun Deck's card types (Action, Mechanism, Bullet, Reaction), while < > refers to the card names.

Q: When loading a card from the top of your deck, if the card on the top of your deck is a Bullet card, can you load it face-up?

A: No, unless specified otherwise.

Q: Can Kage-Hisomi negate Smoke's effect?

A: Yes, it can. Kage-Hisomi negates all of an opponent's effects (including continuous effects and effects that activate from before the turn) until the end of the turn.

Contents

Total Number of Cards: 180

Gunner Cards

Hibana
Natori
Ran
Kiruko

Hibana Skill Cards

Oboro-Bashiri
Senko-Hanabi
Kage-Hisomi

Kiruko Skill Cards

Juiced Up
Maximum Reload
Bullets in the Air

Ran Skill Cards

Hold On!!
Here I Come!!
Let's Go!!

Natori Skill Cards

Good Medicine
The Big Idea
Bad Medicine

Gun Cards x6

Enra, Alter-Shot Revolver
Nue, Hypercharged Railgun
Datara, Extremum Rifle
Kasane, Incandescent Shotgun
Hakumen, Draining Crossbow
Uwan, Anti-Matter Particle Cannon

Enra, Alter-Shot Revolver Gun Deck

Double Bullet x10
Supercharge x2
Recycle x2
Stealth Bullet x2
Paralysis Bullet x2
Cool Off x2

Nue, Hypercharged Railgun Gun Deck

High-Speed Recharge x4
Shell Generation x2
Evasion x4
Protective Barrier x2
Portable Capacitor x2
Thundercharge Shot x1
Recoup x3
Armor-Piercing Shell x2

Datara, Extremum Rifle Gun Deck

Poison Shot x2
Smoke x2
Scheme x3
Chaff Grenade x2
Freeze Shot x2
Clear View x2
Recoup x2
Discharge x3
Critical Strike x1
Interception x1

Kasane, Incandescent Shotgun Gun Deck

Rush x3
Sneak Attack x2
Blast x2
Explosive Bullet x5
Vigor x2
Counter x3
Bash x2
Last Stand x1

Hakumen, Draining Crossbow Gun Deck

Impact Absorber x3
Quick Setup x2
Drain Shell x4
Healing Tube x2
Reloader x3
Spyral Shooter x2
Diversion x3
Auto Cannon x1

Uwan, Anti-Matter Particle Cannon Gun Deck

Scheme x3
Anti-Matter Shot x4
Agitator Beam x3
Flash x3
Destruction Beam x2
Hyper Beam x1
Gravitational Orb x1
Overload Orb x3

GUN *AND* **GUN**

Special thanks to all our of Kickstarter backers, playtesters, and supporters.

Localization Team:

LionWing Publishing

Project Director
Bradly Halestorm

Proofreading
Winona So

Graphic Design
Winona So

Playtest Lead
Benjamin Knapp

Translation
Ken Rose
Rema Hasumi

Editing
Bradly Halestorm

Design Team:

Keepdry

Chief Designer/Original Idea
Keita Hashizume

Weapon Design
nanatise7

Original Logo Design
Keita Hashizume

DTP Design
Yurisu

Game Design
Ken Rose

Art
touno (colors)
Kutsugaeru (skill art lines)

Character and Package Design
inami

Promotion
oshiori

World Building
Jyonpei