

## Gunslinger Result Cards v1.00

These cards are meant to replace the original 108 result cards. Print them out on heavy cardstock and cut them out. For large cards, print normally, and for small cards, print 2-up. Don't print the last two pages of the document.

If you don't want white card backs, then use the last two pages of this document, which are full-sheet backs for these cards. If you're printing 1-up, then print the last page of this document on the back of each of the uncard card sheets. If you're printing 2-up, then print the last 2 pages of this document on the back of each of the uncut card sheets.

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# FIRE!



Range

Aim Time	Range		
	0	1-5	6-12+
	2-5	BE	miss
	6-8	BE	miss
Time	9+	BE	SIDE

**Target Status:**

Head: SIDE misses

**Delay:** 0 delay

**Wound:** 0 delay

**Hex:** Same

**Tac:** B to A

1

# FIRE!



Range

Aim Time	Range		
	0	1-5	6-9
	3-6	BE	miss
	7	BE	miss
Time	8-9+	BE	SIDE

**Target Status:**

Move: SIDE misses

Move: BE becomes SIDE

**Delay:** 0 delay

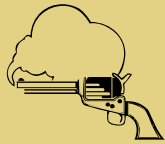
**Wound:** 0 delay

**Hex:** Same

**Tac:** B to A

2

# FIRE!



Range

Aim Time	Range	
	0-1	2-4
	1-3	SIDE
Time	4-9+	BE
		SIDE

**Target Status:**

Head: SIDE misses

**Delay:** 0 delay

**Wound:** 0 delay

**Hex:** Same

**Tac:** B to A

3

# FIRE!



Range

Aim Time	Range	
	0-2	3-7
	1-6	SIDE
Time	7-9+	BE
		SIDE

**Target Status:**

Head: SIDE misses

**Delay:** 0 delay

**Wound:** 0 delay

**Hex:** Same

**Tac:** B to A

4

# FIRE!



Range

Aim Time	Range	
	0-5	6-8
	2-4	SIDE
Time	5-9+	BE
		SIDE

**Target Status:**

Down: SIDE misses

**Delay:** 0 delay

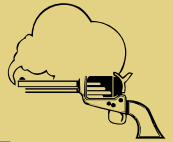
**Wound:** 0 delay

**Hex:** Same

**Tac:** B to A

5

# FIRE!



Range

Aim Time	Range	
	0	1
	3-4	BE
	5-7	BE
Time	8-9+	BE

**Target Status:**

Head: SIDE misses

**Delay:** 0 delay

**Wound:** 0 delay

**Hex:** Same

**Tac:** B to A

6

# FIRE!



Range

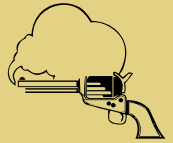
Aim Time	Range	
	0	1-3
	1-4	SIDE miss
	5	BE SIDE
6-9+	BE	BE

**Target Status:**  
Head: SIDE misses

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

7

# FIRE!



Range

Aim Time	Range	
	0	1-4
	2-6	BE miss
7-9+	BE	SIDE

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

8

# FIRE!



Range

Aim Time	Range	
	0-1	2-6
	1-5	SIDE miss
6-9+	BE	SIDE

**Target Status:**  
Down: SIDE misses

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

9

# FIRE!



Range

Aim Time	Range	
	0-3	4-5
	2-6	SIDE miss
	7-8	BE miss
9+	BE	SIDE

**Target Status:**  
Head: SIDE misses

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

10

# FIRE!



Range

Aim Time	Range	
	0-2	3-6
	4-8	SIDE miss
9+	BE	BE

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

11

# FIRE!



Range

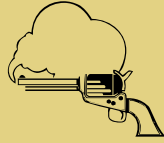
Aim Time	Range		
	0-1	2-3	4-5
	3-4	SIDE SIDE	miss
	5-8	BE SIDE	SIDE
9+	BE	BE	SIDE

**Target Status:**  
Down: SIDE misses

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

12

# FIRE!



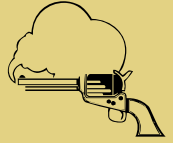
Range

		Range		
		0	1-3	4-7
Aim	6-8	BE	SIDE	miss
Time	9+	BE	BE	SIDE

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

13

# FIRE!



Range

		Range	
		0-7	
Aim	4-6	SIDE	
Time	7-9+	BE	

**Target Status:**  
Move: SIDE misses  
Move: BE becomes SIDE

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

14

# FIRE!



Range

		Range		
		0	1	2-5
	Aim	1-2	BE	miss
	Time	3-7	BE	miss
		8-9+	BE	SIDE

**Target Status:**  
Down: SIDE misses

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

15

# FIRE!



Range

		Range	
		0-4	
Aim	1-3	SIDE	
Time	4-9+	BE	

**Target Status:**  
Down: SIDE misses

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

16

# FIRE!



Range

		Range	
		0-5	6-11
Aim	8	SIDE	miss
Time	9+	BE	BE

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

17

# FIRE!



Range

		Range	
		0-6	
Aim	3-5	SIDE	
Time	6-9+	BE	

**Delay:** 0 delay  
**Wound:** 0 delay  
**Hex:** Same  
**Tac:** B to A

18

# FIRE!



Range

Aim Time	Range	
	0	1
	3-4	BE miss
	5-7	BE BODY
8-9+	BE	BE

Delay: 0 delay  
Wound: 1 delay  
Hex: Long  
Tac: B to C

19

# FIRE!



Range

Aim Time	Range		
	0	1-5	6-12+
	2-5	BE miss	miss
	6-8	BE BODY	miss
9+	BE	BE	BODY

Delay: 0 delay  
Wound: 1 delay  
Hex: Long  
Tac: B to C

20

# FIRE!



Range

Aim Time	Range		
	0-1	2	3
	1-2	BODY miss	miss
	3-8	BE BODY	miss
9+	BE	BE	BODY

Delay: 0 delay  
Wound: 1 delay  
Hex: Long  
Tac: B to C

21

# FIRE!



Range

Aim Time	Range	
	0	1-3
	2-6	BODY miss
7-9+	BE	BE

Delay: 0 delay  
Wound: 1 delay  
Hex: Long  
Tac: B to C

22

# FIRE!



Range

Aim Time	Range	
	0-3	4-7
	2-7	BODY miss
8-9+	BE	BODY

Delay: 0 delay  
Wound: 1 delay  
Hex: Long  
Tac: B to C

23

# FIRE!



Range

Aim Time	Range	
	0-4	5-10
	4-6	BODY miss
	7	BE BODY
8-9+	BE	BE

Delay: 0 delay  
Wound: 1 delay  
Hex: Long  
Tac: B to C

24

# FIRE!



Range

		Range	
		0-5	6-8
Aim	2-4	BODY	miss
Time	5-9+	BE	BODY

**Target Status:**

Down: BODY misses

**Delay:** 0 delay

**Wound:** 1 delay

**Hex:** Long

**Tac:** B to C

25

# FIRE!



Range

		Range	
		0-6	
Aim	3-5	BODY	
Time	6-9+	BE	

**Delay:** 0 delay

**Wound:** 1 delay

**Hex:** Long

**Tac:** B to C

26

# FIRE!



Range

		Range		
		0-1	2	3-5
Aim	1-2	BE	BODY	BODY
Time	3-4	BE	BE	BODY
	5-9+	BE	BE	BE

**Target Status:**

Run: BODY misses

Run: BE becomes BODY

**Delay:** 0 delay

**Wound:** 1 delay

**Hex:** Long

**Tac:** B to C

27

# FIRE!



Range

		Range	
		0-2	3-9
Aim	2-8	BODY	miss
Time	9+	BE	BE

**Delay:** 0 delay

**Wound:** 1 delay

**Hex:** Long

**Tac:** B to C

28

# FIRE!



Range

		Range	
		0	1-4
Aim	2-6	BE	miss
Time	7-9+	BE	BODY

**Target Status:**

Head: BODY misses

**Delay:** 0 delay

**Wound:** 1 delay

**Hex:** Long

**Tac:** B to C

29

# FIRE!



Range

		Range		
		0-1	2	3
Aim	8	BE	BODY	miss
Time	9+	BE	BE	BODY

**Delay:** 0 delay

**Wound:** 1 delay

**Hex:** Long

**Tac:** B to C

30

# FIRE!



Range

Aim Time	Range		
	0	1-3	
1-4	BODY	miss	
5	BE	BODY	
6-9+	BE	BE	

Target Status:

Head: BODY misses

Delay: 0 delay

Wound: 1 delay

Hex: Long

Tac: B to C

31

# FIRE!



Range

Aim Time	Range		
	0-5	6-11	
8	BODY	miss	
9+	BE	BE	

Delay: 0 delay

Wound: 1 delay

Hex: Long

Tac: B to C

32

# FIRE!



Range

Aim Time	Range			
	0-1	2-3	4	
2-7	BE	miss	miss	
8	BE	BODY	miss	
9+	BE	BE	BODY	

Target Status:

Head: BODY misses

Delay: 0 delay

Wound: 1 delay

Hex: Long

Tac: B to C

33

# FIRE!



Range

Aim Time	Range			
	0	1-2	3-6	
1-2	BODY	miss	miss	
3-7	BE	BODY	miss	
8-9+	BE	BE	BODY	

Target Status:

Head: BODY misses

Delay: 0 delay

Wound: 1 delay

Hex: Long

Tac: B to C

34

# FIRE!



Range

Aim Time	Range			
	0	1-4	5-8	
1-5	BE	miss	miss	
6-8	BE	BODY	miss	
9+	BE	BE	BODY	

Target Status:

Head: BODY misses

Delay: 0 delay

Wound: 1 delay

Hex: Long

Tac: B to C

35

# FIRE!



Range

Aim Time	Range			
	0	1-5	6-9	
3-6	BE	miss	miss	
7	BE	BODY	miss	
8-9+	BE	BE	BODY	

Target Status:

Head: BODY misses

Delay: 0 delay

Wound: 1 delay

Hex: Long

Tac: B to C

36

# FIRE!



## Range

		0	1-2	3-4
Aim	1-4	BODY	miss	miss
Time	5-9+	BE	BE	BODY

### Target Status:

Down: BODY misses

Head: BODY misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

37

# FIRE!



## Range

		0-4
Aim	3-7	BODY
Time	8-9+	BE

### Target Status:

Down: BODY misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

38

# FIRE!



## Range

		0-1	2-3	4-5
Aim	3-4	BODY	BODY	miss
Time	5-8	BE	BODY	BODY
	9+	BE	BE	BODY

### Target Status:

Down: BODY misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

39

# FIRE!



## Range

		0-2	3-7
Aim	1-6	BODY	miss
Time	7-9+	BE	BODY

### Target Status:

Move: BODY misses

Move: BE becomes BODY

Head: BODY misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

40

# FIRE!



## Range

		0-1	2-6
Aim	1-5	BODY	miss
Time	6-9+	BE	BODY

### Target Status:

Head: BODY misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

41

# FIRE!



## Range

		0-1	2	3
Aim	8	BE	BODY	miss
Time	9+	BE	BE	miss

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

42



# FIRE!



## Range

Aim Time		0-2	3-4
	5-9+	BE	BODY

### Target Status:

Head: BODY misses

Delay: 1 delay

Wound: 2 delay

Hex: Long

Tac: B to D

43

# FIRE!



## Range

Aim Time		0	1-4
	2-6	BE	miss
	7-9+	BE	CRIT

### Target Status:

Run: CRIT misses

Run: BE becomes CRIT

Delay: 1 delay

Wound: 2 delay

Hex: Long

Tac: B to D

44

# FIRE!



## Range

Aim Time		0-3	4-9
	1-5	CRIT	miss
	6-9+	BE	CRIT

### Target Status:

Down: CRIT misses

Head: CRIT misses

Delay: 1 delay

Wound: 2 delay

Hex: Long

Tac: B to D

45

# FIRE!



## Range

Aim Time		0	1-2	3-6
	1-2	CRIT	miss	miss
	3-7	BE	CRIT	miss
	8-9+	BE	BE	CRIT

### Target Status:

Down: CRIT misses

Head: CRIT misses

Delay: 1 delay

Wound: 2 delay

Hex: Long

Tac: B to D

46

# FIRE!



## Range

Aim Time		0-5	6-11
	2-7	CRIT	miss
	8-9+	BE	CRIT

Delay: 1 delay

Wound: 2 delay

Hex: Long

Tac: B to D

47

# FIRE!



## Range

Aim Time		0-1	2-3
	4-7	CRIT	miss
	8-9+	BE	BE

### Target Status:

Move: CRIT misses

Move: BE becomes CRIT

Delay: 1 delay

Wound: 2 delay

Hex: Long

Tac: B to D

48

# FIRE!



Range

		0	1	2-4
Aim	1-2	BE	miss	miss
Time	3-9+	BE	BE	CRIT

**Target Status:**

Down: CRIT misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

49

# FIRE!



Range

		0-1	2-5
Aim	3-7	CRIT	miss
Time	8-9+	BE	CRIT

**Target Status:**

Head: CRIT misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

50

# FIRE!



Range

		0-3	4-6
Aim	5-9+	BE	CRIT

**Target Status:**

Move: CRIT misses

Move: BE becomes CRIT

Down: CRIT misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

51

# FIRE!



Range

		0-1	2-3	4
Aim	2-3	BE	miss	miss
Time	4-8	BE	CRIT	miss
	9+	BE	BE	CRIT

**Target Status:**

Down: CRIT misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

52

# FIRE!



Range

		0-3	4-5
Aim	2-6	CRIT	miss
Time	7-8	BE	miss
	9+	BE	CRIT

**Target Status:**

Head: CRIT misses

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

53

# FIRE!



Range

		0	1-3
Aim	2-6	CRIT	miss
Time	7-9+	BE	BE

**Target Status:**

Move: CRIT misses

Move: BE becomes CRIT

**Delay:** 1 delay

**Wound:** 2 delay

**Hex:** Long

**Tac:** B to D

54

# FIRE!



## Range

Aim Time		0-1	2	3
	1-2	CRIT	miss	miss
	3-8	BE	CRIT	miss
	9+	BE	BE	CRIT

### Target Status:

Move: CRIT misses

Move: BE becomes CRIT

**Delay:** 1 delay

**Wound:** 3 delay

**Hex:** Ahead Left

**Tac:** D to B

55

# FIRE!



## Range

Aim Time		0	1-3	4-7
	6-8	BE	CRIT	miss
	9+	BE	BE	CRIT

### Target Status:

Run: CRIT misses

Run: BE becomes CRIT

**Delay:** 1 delay

**Wound:** 3 delay

**Hex:** Ahead Left

**Tac:** D to B

56

# FIRE!



## Range

Aim Time		0-2	3-9
	2-8	CRIT	miss
	9+	BE	BE

### Target Status:

Move: CRIT misses

Move: BE becomes CRIT

**Delay:** 1 delay

**Wound:** 3 delay

**Hex:** Ahead Left

**Tac:** D to B

57

# FIRE!



## Range

Aim Time		0-7
	4-6	CRIT
	7-9+	BE

### Target Status:

Head: CRIT misses

**Delay:** 1 delay

**Wound:** 3 delay

**Hex:** Ahead Left

**Tac:** D to B

58

# FIRE!



## Range

Aim Time		0	1-2	3-6
	1-4	VITAL	miss	miss
	5-8	BE	BE	miss
	9+	BE	BE	BE

### Target Status:

Move: VITAL misses

Move: BE becomes VITAL

**Delay:** 1 delay

**Wound:** 3 delay

**Hex:** Ahead Left

**Tac:** D to B

59

# FIRE!



## Range

Aim Time		0-2	3	4-7
	2-5	BE	VITAL	miss
	6-8	BE	VITAL	VITAL
	9+	BE	BE	BE

### Target Status:

Run: VITAL misses

Run: BE becomes VITAL

**Delay:** 1 delay

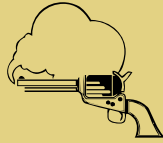
**Wound:** 3 delay

**Hex:** Ahead Left

**Tac:** D to B

60

# FIRE!



Range

		0-1	2	3-4
Aim	1-2	BE	VITAL	miss
Time	3-9+	BE	VITAL	VITAL

**Target Status:**

Move: VITAL misses

Move: BE becomes VITAL

**Delay:** 2 delay

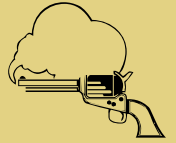
**Wound:** 3 delay

**Hex:** Same

**Tac:** A to D

61

# FIRE!



Range

		0-1	2	3-5
Aim	3	VITAL	miss	miss
Time	4-8	BE	VITAL	miss
	9+	BE	BE	VITAL

**Target Status:**

Down: VITAL misses

Head: VITAL misses

**Delay:** 2 delay

**Wound:** 3 delay

**Hex:** Same

**Tac:** A to D

62

# FIRE!



Range

		0-2	3-4
Aim	2-4	VITAL	miss
Time	5-6	VITAL	VITAL
	7-9+	BE	VITAL

**Target Status:**

Down: VITAL misses

Head: VITAL misses

**Delay:** 2 delay

**Wound:** 3 delay

**Hex:** Same

**Tac:** A to D

63

# FIRE!



Range

		0-1	2-3	4-7
Aim	1-5	VITAL	miss	miss
Time	6-7	VITAL	VITAL	miss
	8-9+	BE	BE	VITAL

**Target Status:**

Head: VITAL misses

**Delay:** 2 delay

**Wound:** 3 delay

**Hex:** Same

**Tac:** A to D

64

# FIRE!



Range

		0-1	2	3-6
Aim	4-6	VITAL	miss	miss
Time	7-8	BE	VITAL	VITAL
	9+	BE	BE	VITAL

**Target Status:**

Move: VITAL misses

Move: BE becomes VITAL

**Delay:** 2 delay

**Wound:** 3 delay

**Hex:** Same

**Tac:** A to D

65

# FIRE!



Range

		0-1	2-5
Aim	1-5	BE	miss
Time	6-8	BE	HEAD
	9+	BE	BE

**Target Status:**

Move: HEAD misses

Move: BE becomes HEAD

**Delay:** 2 delay

**Wound:** 3 delay

**Hex:** Same

**Tac:** A to D

66

# FIRE!



Range

Aim Time	Range		
	0	1-4	5-8
	1-5	BE	miss
	6-8	BE	miss
Time	9+	BE	HEAD

**Delay:** 2 delay  
**Wound:** 3 delay  
**Hex:** Same  
**Tac:** A to D

67

# FIRE!



Range

Aim Time	Range	
	0-1	2-6
	3	HEAD
	4-6	BE
Time	7-9+	BE

**Target Status:**  
Run: HEAD misses  
Run: BE becomes HEAD

**Delay:** 2 delay  
**Wound:** 3 delay  
**Hex:** Same  
**Tac:** A to D

68

# FIRE!



Range

Aim Time	Range	
	0-2	3-5
	1-6	HEAD
	7-8	BE
Time	9+	BE

**Target Status:**  
Run: HEAD misses  
Run: BE becomes HEAD

**Delay:** 2 delay  
**Wound:** 3 delay  
**Hex:** Same  
**Tac:** A to D

69

# FIRE!



Range

Aim Time	Range	
	0-3	
	4-7	HEAD
	8-9+	BE

**Delay:** 2 delay  
**Wound:** 4 delay  
**Hex:** Long  
**Tac:** A to C

70

# FIRE!



Range

Aim Time	Range	
	0	1-4
	2-6	BE
	7-9+	BE
Time		HEAD

**Delay:** 2 delay  
**Wound:** 4 delay  
**Hex:** Long  
**Tac:** A to C

71

# FIRE!



Range

Aim Time	Range	
	0-1	2-4
	1-3	HEAD
	4-9+	BE
Time		HEAD

**Target Status:**  
Move: HEAD misses  
Move: BE becomes HEAD

**Delay:** 2 delay  
**Wound:** 4 delay  
**Hex:** Long  
**Tac:** A to C

72

# FIRE!



## Range

		0-2	3-5	6-12+
Aim	1-4	BE	LEG	LEG
Time	5-9+	BE	BE	LEG

### Target Status:

Head: LEG misses

**Delay:** 2 delay

**Wound:** 4 delay

**Hex:** Long

**Tac:** A to C

73

# FIRE!



## Range

		0-5	6-11
Aim	2-7	LEG	miss
Time	8-9+	BE	LEG

### Target Status:

Run: LEG misses

Run: BE becomes LEG

Head: LEG misses

**Delay:** 2 delay

**Wound:** 4 delay

**Hex:** Long

**Tac:** A to C

74

# FIRE!



## Range

		0-3	4-6
Aim	5-9+	BE	LEG

### Target Status:

Move: LEG misses

Move: BE becomes LEG

Down: LEG misses

**Delay:** 2 delay

**Wound:** 4 delay

**Hex:** Long

**Tac:** A to C

75

# FIRE!



## Range

		0-3	4-9
Aim	1-5	LEG	miss
Time	6-9+	BE	LEG

### Target Status:

Move: LEG misses

Move: BE becomes LEG

Head: LEG misses

**Delay:** 2 delay

**Wound:** 4 delay

**Hex:** Long

**Tac:** A to C

76

# FIRE!



## Range

		0-2	3-4
Aim	2	BE	miss
Time	3-9+	BE	LEG

### Target Status:

Move: LEG misses

Move: BE becomes LEG

Head: LEG misses

**Delay:** 2 delay

**Wound:** 4 delay

**Hex:** Long

**Tac:** A to C

77

# FIRE!



## Range

		0-2	3-4
Aim	5-9+	BE	LEG

### Target Status:

Head: LEG misses

**Delay:** 2 delay

**Wound:** 4 delay

**Hex:** Long

**Tac:** A to C

78

# FIRE!



Range

		0-4
Aim	1-3	LEG
Time	4-9+	BE

**Target Status:**

Down: LEG misses

Head: LEG misses

**Delay:** 2 delay

**Wound:** 5 delay

**Hex:** Ahead Right

**Tac:** A to B

79

# FIRE!



Range

		0-4	5-10
Aim	4-6	LEG	miss
Time	7	BE	LEG
	8-9+	BE	BE

**Target Status:**

Down: LEG misses

Head: LEG misses

**Delay:** 2 delay

**Wound:** 5 delay

**Hex:** Ahead Right

**Tac:** A to B

80

# FIRE!



Range

		0	1-2
Aim	1-3	GUN	miss
Time	4-7	BE	GUN
	8-9+	BE	BE

**Delay:** 2 delay

**Wound:** 5 delay

**Hex:** Ahead Right

**Tac:** A to B

81

# FIRE!



Range

		0-3	4-5	6-7
Aim	3-8	BE	GUN	miss
Time	9+	BE	BE	BE

**Target Status:**

Move: GUN misses

Move: BE becomes GUN

**Delay:** 2 delay

**Wound:** 5 delay

**Hex:** Ahead Right

**Tac:** A to B

82

# FIRE!



Range

		0-1	2-8
Aim	2-7	GUN	miss
Time	8-9+	BE	BE

**Target Status:**

Run: GUN misses

Run: BE becomes GUN

**Delay:** 2 delay

**Wound:** 5 delay

**Hex:** Ahead Right

**Tac:** A to B

83

# FIRE!



Range

		0-1
Aim	3-8	GUN
Time	9+	BE

**Delay:** 2 delay

**Wound:** 5 delay

**Hex:** Ahead Right

**Tac:** A to B

84

# FIRE!



Range

		0-3	4-5
Aim	5-8	GUN	miss
Time	9+	BE	GUN

**Delay:** 2 delay  
**Wound:** 6 delay  
**Hex:** Straight Ahead  
**Tac:** All to B

85

# FIRE!



Range

		0-3	4-7
Aim	1-6	GUN	miss
Time	7-9+	BE	GUN

**Target Status:**  
Move: GUN misses  
Move: BE becomes GUN  
Down: GUN misses

**Delay:** 2 delay  
**Wound:** 6 delay  
**Hex:** Straight Ahead  
**Tac:** All to B

86

# FIRE!



Range

		0-2	3-6
Aim	1-5	GUN	miss
Time	6-7	BE	miss
	8-9+	BE	GUN

**Target Status:**  
Run: GUN misses  
Run: BE becomes GUN

**Delay:** 2 delay  
**Wound:** 6 delay  
**Hex:** Straight Ahead  
**Tac:** All to B

87

# FIRE!



Range

		0-1	2-3
Aim	5-6	BE	miss
Time	7-9+	BE	GUN

**Delay:** LOSE AIM  
**Wound:** 1 delay  
**Hex:** Back Right  
**Tac:** D to B

88

# FIRE!



Range

		0-4
Aim	2-8	GUN
Time	9+	BE

**Target Status:**  
Run: GUN misses  
Run: BE becomes GUN

**Delay:** LOSE AIM  
**Wound:** 1 delay  
**Hex:** Back Right  
**Tac:** D to B

89

# FIRE!



Range

		0-2	3-6
Aim	4-9+	BE	GUN

**Target Status:**  
Run: GUN misses  
Run: BE becomes GUN  
Down: GUN misses

**Delay:** LOSE AIM  
**Wound:** 1 delay  
**Hex:** Back Right  
**Tac:** D to B

90



# FIRE!



Range

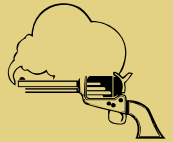
		0	1-2
Aim Time	1-3	ARM	miss
	4-7	BE	ARM
	8-9+	BE	BE

**Target Status:**  
Head: ARM misses

**Delay:** LOSE AIM  
**Wound:** 1 delay  
**Hex:** Back Right  
**Tac:** D to B

91

# FIRE!



Range

		0-3	4-5	6-7
Aim Time	3-8	BE	ARM	miss
	9+	BE	BE	BE

**Target Status:**  
Move: ARM misses  
Move: BE becomes ARM  
Head: ARM misses

**Delay:** LOSE AIM  
**Wound:** 1 delay  
**Hex:** Back Right  
**Tac:** D to B

92

# FIRE!



Range

		S	
		0-1	2-8
Aim	2-7	ARM	miss
Time	8-9+	BE	BE

**Target Status:**  
Run: ARM misses  
Run: BE becomes ARM  
Head: ARM misses

**Delay:** LOSE AIM  
**Wound:** 1 delay  
**Hex:** Back Right  
**Tac:** D to B

93

# FIRE!



Range

	Range	
	0-1	
Aim	3-8	ARM
Time	9+	BE

**Target Status:**  
Head: ARM misses

**Delay:** LOSE AIM  
**Wound:** WILD SHOT  
**Hex:** Back Left  
**Tac:** no change

94

# FIRE!



Range

		0-3	
		0-3	4-5
Aim Time	5-8	ARM	miss
	9+	BE	ARM

**Target Status:**  
Head: ARM misses

**Delay:** LOSE AIM  
**Wound:** WILD SHOT  
**Hex:** Back Left  
**Tac:** no change

95

# FIRE!



Range

		0-3	4-7
		ARM	miss
Aim	1-6		
Time	7-9+	BE	ARM

**Target Status:**  
Move: ARM misses  
Move: BE becomes ARM  
Down: ARM misses  
Head: ARM misses

**Delay:** LOSE AIM  
**Wound:** WILD SHOT  
**Hex:** Back Left  
**Tac:** no change

96

# FIRE!



## Range

		0-2	3-6
Aim	1-5	ARM	miss
Time	6-7	BE	miss
	8-9+	BE	ARM

**Target Status:**

Run: ARM misses

Run: BE becomes ARM

Head: ARM misses

**Delay:** LOSE AIM

**Wound:** WILD SHOT

**Hex:** Back Left

**Tac:** no change

97

# FIRE!



## Range

		0-1	2-3
Aim	5-6	BE	miss
Time	7-9+	BE	ARM

**Target Status:**

Head: ARM misses

**Delay:** LOSE AIM

**Wound:** WILD SHOT

**Hex:** Back Left

**Tac:** no change

98

# FIRE!



## Range

		0-4
Aim	2-8	ARM
Time	9+	BE

**Target Status:**

Run: ARM misses

Run: BE becomes ARM

Head: ARM misses

**Delay:** LOSE AIM

**Wound:** WILD SHOT

**Hex:** Back Left

**Tac:** no change

99

# FIRE!



## Range

		0-2	3-6
Aim	4-9+	BE	ARM

**Target Status:**

Run: ARM misses

Run: BE becomes ARM

Down: ARM misses

Head: ARM misses

**Delay:** WILD SHOT

**Wound:** DROP

**Hex:** Straight Back

**Tac:** All to B

100

# MALFUNCTION!



**Storebought:** no effect

**Handloaded:** no effect

**Cap and ball:** misfire!

**Second Draw:** GUN JAMS.

Cross off the gun's shells. It cannot fire until it has been completely reloaded.

**Delay:** WILD SHOT

**Wound:** DROP

**Hex:** Straight Back

**Tac:** All to B

101

# MALFUNCTION!



**Storebought:** no effect

**Handloaded:** no effect

**Cap and ball:** misfire!

**Second Draw:** GUN JAMS.

Cross off the gun's shells. It cannot fire until it has been completely reloaded.

**Delay:** WILD SHOT

**Wound:** DROP

**Hex:** Straight Back

**Tac:** All to B

102

## MALFUNCTION!



**Storebought:** no effect

**Handloaded:** no effect

**Cap and ball:** misfire!

**Second Draw: GUN JAMS.**

Cross off the gun's shells. It cannot fire until it has been completely reloaded.

**Delay:** WILD SHOT

**Wound:** DROP

**Hex:** Straight Back

**Tac:** All to B

103

## MALFUNCTION!



**Storebought:** misfire!

**Handloaded:** misfire!

**Cap and ball:** misfire!

**Second Draw: GUN JAMS.**

Cross off the gun's shells. It cannot fire until it has been completely reloaded.

**Delay:** 1 delay

**Wound:** DROP

**Hex:** Straight Ahead

**Tac:** All to B

104

## MALFUNCTION!



**Storebought:** misfire!

**Handloaded:** misfire!

**Cap and ball:** misfire!

**Second Draw: GUN JAMS.**

Cross off the gun's shells. It cannot fire until it has been completely reloaded.

**Delay:** 1 delay

**Wound:** DROP

**Hex:** Straight Ahead

**Tac:** All to B

105

## MALFUNCTION!



**Storebought:** misfire!

**Handloaded:** misfire!

**Cap and ball:** misfire!

**Second Draw: GUN JAMS.**

Cross off the gun's shells. It cannot fire until it has been completely reloaded.

**Delay:** 1 delay

**Wound:** DROP

**Hex:** Straight Ahead

**Tac:** All to B

106

## MALFUNCTION!



**Storebought:** no effect

**Handloaded:** misfire!

**Cap and ball:** misfire!

**Second Draw: GUN EXPLODES.**

Remove the gun from play.

**Delay:** DROP

**Wound:** DROP

**Hex:** Straight Back

**Tac:** All to B

107

## MALFUNCTION!



**Storebought:** no effect

**Handloaded:** misfire!

**Cap and ball:** misfire!

**Second Draw: GUN EXPLODES.**

Remove the gun from play.

**Delay:** DROP

**Wound:** DROP

**Hex:** Straight Back

**Tac:** All to B

108







