

Gun	Shorg- Bombs	Impact Hit Location							
		Vital	Crit	Body	Side	Head	Gun	Arm	Leg
SD58, SH50	0-1	Kill	Kill	Stagger Serious 3 Wound 6	Stagger Serious 1 Wound 4	Kill	Serious 2 Wound 4 Gun Hand Gun Arm 6	Serious 2 Wound 4 Other Hand Other Arm 6	Stagger Serious 3 Wound 5 Leg 6
W44, C45, C45c	2	Kill	Kill	Stagger Serious 2 Wound 4	Stagger Wound 2	Wound 8	Serious 1 Wound 4 Gun Hand Gun Arm 4	Serious 1 Wound 4 Other Hand Other Arm 4	Stagger Serious 2 Wound 3 Leg 4
W44s, H44, C44, SW45	3	Kill	Stagger Serious 3 Wound 8	Serious 2 Wound 3	Wound 2	Wound 6	Serious 1 Wound 3 Gun Hand Gun Arm 3	Serious 1 Wound 3 Other Hand Other Arm 3	Serious 1 Wound 3 Leg 3 Drop
C41, C36c	4	Kill	Serious 3 Wound 6	Serious 1 Wound 2	Fatigue 4	Wound 4	Wound 2 Gun Hand Gun Arm 2	Wound 2 Other Hand Other Arm 2	Wound 2 Leg 2 Drop
C32, R41d, SW38	5	Kill	Serious 2 Wound 4	Fatigue 4	Fatigue 2	Wound 4	Fatigue 2 Gun Arm 2	Fatigue 2 Other Arm 1	Fatigue 2 Leg 1

Weapon	Striking Hit Location								
	Vital	Crit	Body	Side	Head	Gun	Arm	Leg	
Hands	Fatigue 4 Lose Aim	Fatigue 3 Lose Aim	Fatigue 4 Lose Aim	Fatigue 1	Wound 1	Fatigue 1 Lose Aim	Fatigue 1	Fatigue 1	
Pail, Dynamite, Bottle, 1HGun	Fatigue 5 Lose Aim	Fatigue 4 Lose Aim	Fatigue 3	Fatigue 1	Fatigue 6 Lose Aim	Fatigue 2 Gun Hand	Fatigue 2 Other Hand	Fatigue 2	
Bear Hug, Kick, Spade, Chair, 2HGun	Wound 4	Fatigue 6 Lose Aim	Fatigue 3 Lose Aim	Fatigue 2	Wound 3	Fatigue 3 Gun Hand Gun Arm 1	Fatigue 3 Other Hand Other Arm 1	Fatigue 3	
Lock, Table, Bale, Rock	Stagger Fatigue 10 Lose Aim	Fatigue 8 Lose Aim Drop	Fatigue 6 Lose Aim Drop	Fatigue 2	Wound 4 Drop	Wound 2 Gun Hand Gun Arm 2	Wound 2 Other Hand Other Arm 2	Stagger Wound 2 Leg 0	
Tomahawk	Kill	Fatigue 5 Lose Aim	Fatigue 4	Fatigue 2	Serious 0 Wound 4	Wound 2 Gun Hand Gun Arm 1	Wound 2 Other Hand Other Arm 1	Fatigue 3	
Knife	Kill	Serious 1 Wound 3	Fatigue 4 Lose Aim	Wound 1	Fatigue 3 Lose Aim	Wound 1 Gun Hand Gun Arm 1	Wound 1 Other Hand Other Arm 1	Fatigue 3 Leg 0	
Pitchfork	Kill	Serious 2 Wound 6	Serious 1 Wound 3	Fatigue 3	Fatigue 3 Lose Aim	Wound 1 Gun Hand Gun Arm 2	Wound 2 Other Hand Other Arm 2	Serious 0 Wound 3 Leg 1 Drop	
Axe, Sabre	Kill	Serious 2 Wound 6	Serious 1 Wound 4	Wound 2	Serious 2 Wound 8	Serious 0 Wound 3 Gun Hand Gun Arm 3	Serious 0 Wound 3 Other Hand Other Arm 3	Stagger Serious 0 Wound 3 Leg 2	

**BE** Hit Location when Shooting or Throwing: Shooter/Thrower selects Impact Hit Location.  
**BE** Hit Location when Attacking: The attack hits the location named on its card.  
 Strength can increase wielding (range) or damage.  
 When strength increases damage, it adds to each Gun Arm, Other Arm, Leg, Serious, Wound and Fatigue #.

Result		Result Effect
Drop		Turn counter Down. Draw 3 result cards. The DELAY line shows the number of Delay points gained. No effect if down.
Gun Arm #		Subtract # from aim time when using Gun Hand.
Fatigue #		Draw n cards. The DELAY line shows the number of Endurance boxes lost and the number of Delay points gained.
Gun Hand		Release item in Gun Hand (Wild Shot if a weapon is dropped). Lose Aim.
Leg #		Draw “ <i>Fatigue #</i> ” cards each time you move voluntarily while upright. Subtract # from aim when making kick attack.
Lose Aim		Lose Aim.
Other Arm #		Subtract # from aim time when using Other Hand.
Other Hand		Release item in Other Hand (Wild Shot if a weapon is dropped). Lose Aim.
Serious #		Drawn “ <i>Fatigue #</i> ” cards at the start of each turn. At the end of a showdown, add the DELAY of a result card to the number of Serious results. If it is 4 or more, you die.
Stagger		Draw a result card and move in the direction pointed by HEX. Draw another result card, turn to face the direction indicated by the HEX line. Drop. No effect if down.
Wild Shot		All cocked guns are uncocked and lose a shell. Lose Aim if there was a cocked gun.
Wound #		Draw # result cards. The WOUND line shows the number of Endurance boxes lost and the number of Delay points gained.

Victory Points			
Kill enemy	+2	Ally killed	-1
Survive	+ 2	Run away	-2
Hold field	+2	Surrender	-2
Knock out enemy	+1	Captured	-4
Pass out	0	Killed	-8

Aim Time		Probability (%) of hitting											
		Range											
		0	1	2	3	4	5	6	7	8	9	10	11
1	35	22	14	8	4	2	1	1	1	1	1	1	1
2	62	32	28	15	10	6	1	1	1	1	1	1	1
3	76	41	40	28	19	16	3	1	1	1	1	1	1
4	86	68	54	35	27	15	7	3	1	1	1	1	1
5	94	82	64	45	35	20	11	5	3	1	1	1	1
6	96	82	74	58	45	27	16	8	5	3	1	1	1
7	98	96	88	72	47	36	24	14	7	5	3	1	1
8	100	100	98	84	64	55	36	22	13	9	5	3	1
9	100	100	98	93	72	67	49	34	21	15	9	7	3