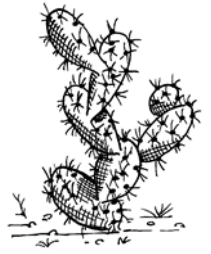




SON OF DESPERADO



FIRE CHART

WEAPON	UP CLOSE AND PERSONAL	SHORT	MEDIUM	LONG	EXTREME
PISTOL	80% 1"	60% 9"	40% 15"	30% 20"	10% 24"
DERINGER	80% 1"	60% 4"	40% 7"	30% 10"	10% 12"
RIFLE	75% 1"	65% 15"	50% 25"	40% 32"	10% 40"
SHOTGUN	90% 1"	70% 6"	40% 10"	20% 15"	
KNIFE	80% 1"	50% 3"	30% 5"	5% 8"	
BOW AND ARROW	80% 1"	60% 9"	40% 15"	30% 20"	10% 24"

DIVIDE CHANCE OF HITTING BY 50% IF...

Firer Badly Wounded ("immobile")	Halved
Firer Moving	Halved

THEN, SUBTRACT PENALTY FOR MULTIPLE SHOTS:

-10% Cover or Prone
-10% Mounted Shooter
-10% Shooting With Non-Dominant Hand
-30% Blind Shot
-10% For Each Shot After First (From All Guns).
+10% For Firing at Lawyer
Regardless of penalties, a single 1% shot can be taken.

FIRING AT MOUNTED TARGET

- ◆ 50/50 chance of hitting horse
- ◆ If horse goes down, 30% chance of rider getting pinned.

FIRING AT VEHICLES

- 1-20% Man hit
- 21-60% Horse (or mule or oxen) hit
- 61-100% Wagon hit

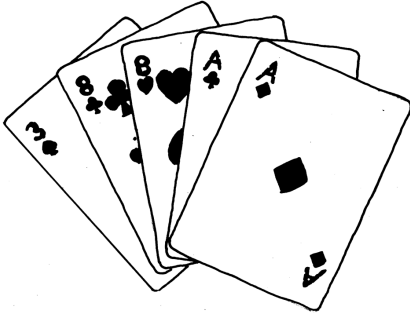
WOUND CHART

% DICE ROLL	BODY PART HIT	TYPE OF WOUND	DAMAGE POINTS	COMMENTS/EFFECT
1-5	Head	Fatal	100	Too Bad Boys
6-10	Right Arm	Light	1/2 % Roll	
11-15	Chest	Bad	Full % Roll	Immobile*
16-20	Groin	Bad	Full % Roll	Immobile
21-25	Left Leg	Broken Limb	Full % Roll	Crawl Only
26-28	Right Shoulder	Light	1/2 % Roll	
29-30	Left Shoulder	Light	1/2 % Roll	
31-35	Left Arm	Broken Limb	Full % Roll	Knocked Prone
36-40	Stomach	Bad	Full % Roll	Immobile
41-45	Head	Graze	5 Points	
46-50	Chest	Fatal	100 Points	Right Through the Heart
51-53	Left Foot	Light	1/2 % Roll	1/2 Movement
54-55	Right Foot	Light	1/2 % Roll	1/2 Movement
56-60	Right Leg	Broken Limb	Full % Roll	Crawl Only
61-65	Side	Graze	5 Points	
66-70	Left Leg	Light	1/2 % Roll	No Running
71-75	Right Arm	Broken Limb	Full % Roll	Knocked Prone
76-80	Chest	Graze	5 Points	
81-85	Right Leg	Light	1/2 % Roll	No Running
86-88	Left Hand	Graze	5 Points	Drop Weapon
89-90	Right Hand	Graze	5 Points	Drop Weapon
91-95	Left Arm	Light	1/2 % Roll	
96-97	Side	Bad	Full % Roll	Immobile
98-100	Weapon Being Held	Broken	None	No Way to Shoot Back!

Immobile characters roll full % damage points at the the end of each following turn.



SON OF DESPERADO



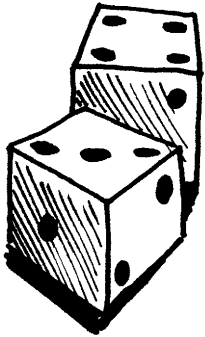
ACTIONS

Crawl, Walk, Run, Mounted Trot, Mounted Gallop, Wagon Walk, Wagon "Run", Go Prone, Get Up, Pick Up Object, Search, Mount or Dismount Horse, Load Weapon, Shoot, Fight Hand-to-Hand, other actions as allowed by Judge.

May combine two actions except: cannot make two movement actions on one card, and cannot run in combination with anything else (i.e. loading, firing).



MOVEMENT



MOVEMENT	
Crawl	1 die
Walk	2 dice
Run	3 dice
Mounted Trot	3 dice
Mounted Gallop	5 dice
Wagon Walk	2 dice
Wagon "Run"	3 dice

MODIFIERS

Mount/Dismount	-1"
Enter/Leave Door	-1"
Jump Fence/Low Wall	-1"
Get Up From Prone	-1/2 movement
Carry Heavy Load	-1/2 movement
No Running	As described in Wound Chart
No Movement	"Immobile" wound result or dead

HAND-TO-HAND COMBAT

MODIFIERS

Using Edged Weapon	+2
Using Club	+1
Jumping Down on Someone	+1
Unconscious	-3
Lightly Wounded	-1
Moderately Wounded	-2
Badly Wounded	-3

WINNER'S MODIFIED ROLL	EFFECT
0	Run away (3 Dice)
1	Run away (3 Dice)
2	No Effect
3	Knocked back 2 inches, 2 damage points
4	Knocked down, 2 damage points
5	Knocked unconscious, 5 damage points
6	Knocked unconscious, badly hurt "immobile" and roll full percentile damage.
7+	Killed

DYNAMITE



1. Throwing Range: 18"
2. Guess range and place marker.
3. Throw four dice and find drift in each direction from the target.
4. Characters within 6" take 3 wounds.
5. Buildings collapse with 50% chance of fire.
6. Dynamite within 2" can be picked up and thrown back by

SPOOKING AND STAMPEDING

- ◆ Roll for animals within 10" of gunfire. If the roll is failed, the animal immediately moves 4 dice away from the gunfire, then 4" in a random direction each turn thereafter (insert a card into the deck for the stampeding animals).
- ◆ Hobbled: 10% to stampede
- ◆ Tied to hitching post: 50% to stampede
- ◆ In a Herd : if you are within 1" and fire at a herd of animals, they will stampede on a roll of 95% or less. However, every inch further away deduct 10% with 6% being the lowest you can go.