

Sheet1

Multiple Attack Weapons	Short	Solid Strike	Glancing Hit	Shots
	Range	♥ Damage	♦ Damage	per Turn
Bow <sup>1</sup>	20 yd. <sup>3</sup>	7	2	4
Hue Bow	30 yd. <sup>3</sup>	9	3	3
Crossbow <sup>1</sup>	40 yd. <sup>3</sup>	12	3	1
Longbow <sup>1</sup>	40 yd. <sup>3</sup>	11	5	2
.35 Police Revolver	40 yd. <sup>3</sup>	13	8	3
.45 Semi-automatic Pistol	50 yd. <sup>3</sup>	20	12	3
Tommy Gun <sup>5</sup>	30 yd. <sup>3</sup>	30	15	5
Shot Gun	30 yd. <sup>3</sup>	21	12	2
Compound Cross Bow	60 yd	12	5	1

Note: The first shot is normal. Each additional shot the player draws one extra card per shot  
 A Spade will result in additional shots being lost. Ie: String break, Jam, etc.