

ACES & EIGHTS

SHATTERED FRONTIER

— A ROLE PLAYING GAME —

COVER OBJECTS

VERSION 1.0

This PDF contains cover objects for use in your Aces & Eights game. Although designed to replicate some of the most frequently used cover found in *Trouble on the Sequoyah Star*, these items are common enough to be utilized time and time again in your western adventures.

PRINTING

Cover objects are designed to be placed over the target silhouette allowing you to accurately gauge where cover exists (and more importantly – where it does not!) As such, the images are purposely designed to be translucent to permit the underlying object to be seen.

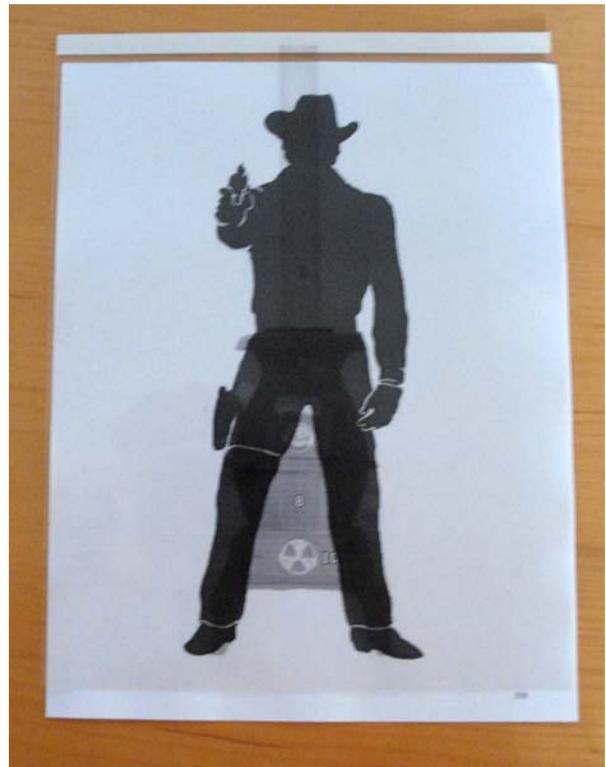


Proper usage can only be accomplished by printing the object on transparency film. While certainly possible to simply print them out on plain paper and trim away the excess, this is tedious and diminishes your ability to immediately tell if a bullet passes through the cover but misses the target.

USE

Using cover objects in play is extremely intuitive. Just lay the cover object over the target silhouette before employing the Shot Clock. When you determine where the shot hits, you can immediately tell if it hit the cover object but not the target behind it or if the bullet struck true.

The latter case necessitates using the final feature of the cover object images – namely Hardness Values. Each image has several numbers that represent the hardness of that feature of the cover. If a bullet strikes cover before wounding the target behind, this numerical value is subtracted from the damage rolled (a full discussion of the topic can be found beginning on page 44 of the *Aces & Eights rulebook*). Bullets not exceeding the Hardness Value become lodged in the cover object.



*This outlaw is using a bench as cover. The silhouette can be found in the *Shootist's Guide*.*



1

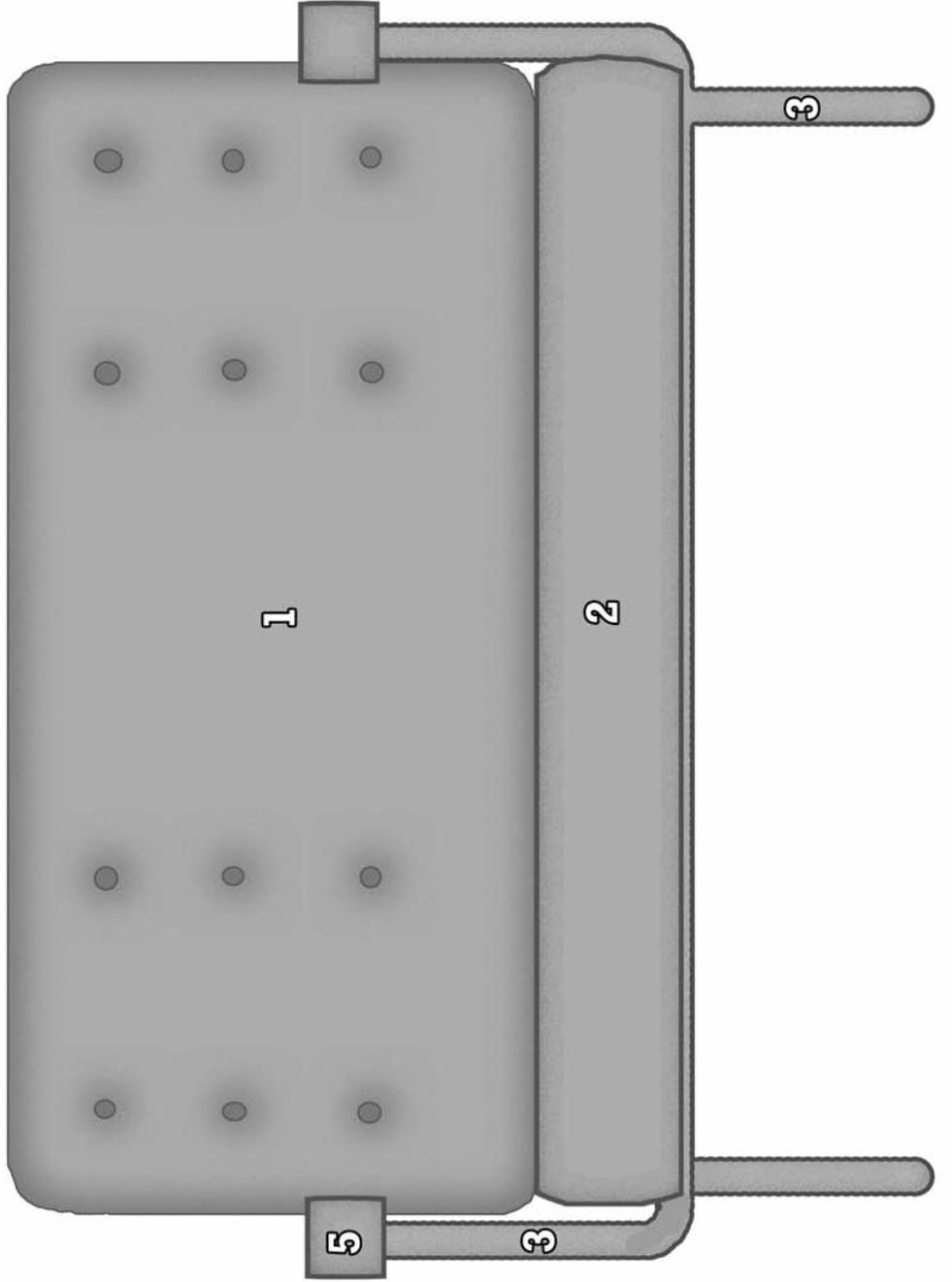
8

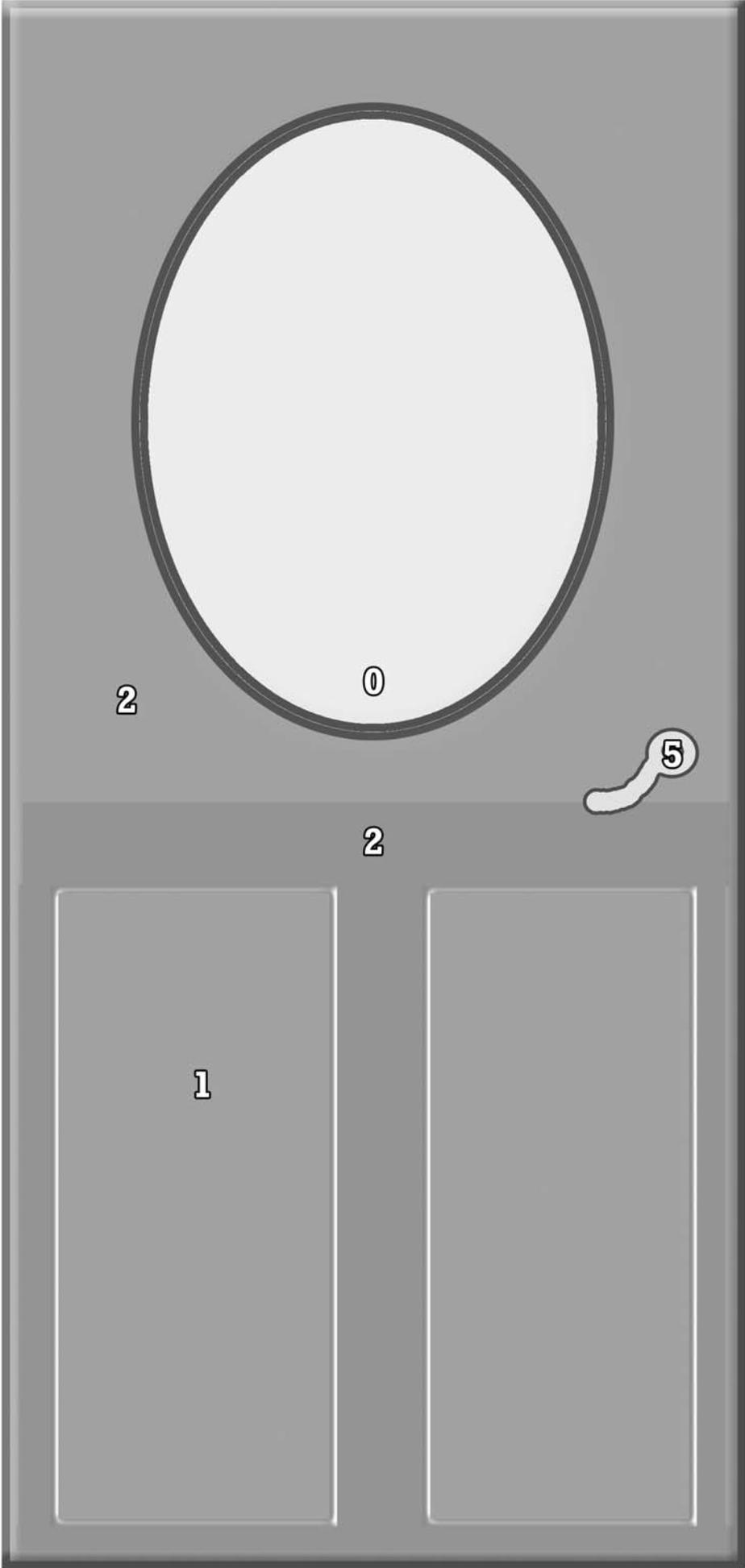
10

8

10

6





**Add +5 to Hardness Value
if barrel is full of liquid**

