

General Voice Lines

Character Selection:

1. *"Well now... ain't you just full of good ideas?"*
2. *"Pick me, and I'll make sure this fight ends quick."*
3. *"Heh... fine by me. Just hope you can keep up."*

Match Start:

1. *"Sun's up, iron's loaded... let's get to work."*
2. *"Ain't nothin' better than the smell of gunpowder in the mornin'."*
3. *"This town ain't big enough for all of us... guess we're 'bout to fix that."*

Match End (Victory/Defeat):

- **Victory:**
 1. *"Hah! Just like I figured—quick and clean."*
 2. *"Ain't no luck in a fast draw, just skill."*
 3. *"Told ya—there ain't a bounty I can't claim."*
- **Defeat:**
 1. *"Hmph... next time, I ain't holdin' back."*
 2. *"Guess I'll be ridin' outta town for now... but I always come back."*
 3. *"Ain't my first loss... won't be my last. But I remember faces."*

Respawn:

1. *"Back on my feet... let's settle this proper."*
2. *"Tch. Ain't the first time I been shot down. Won't be the last."*
3. *"Can't kill a legend, partner."*

Low Health:

1. *"Heh... gonna take more than that to put me in the dirt."*
2. *"Tch... not my best day, I'll admit."*
3. *"Still breathin'... still shootin'."*

Healing:

1. *"Now that's more like it."*
2. *"Feel like a brand-new me."*
3. *"Good as new... let's get back to business."*

Buying Items:

1. *"Ain't nothin' wrong with a little extra firepower."*
2. *"Well now, this should make things real interestin'."*

Taunts:

1. *"Go ahead... draw. I dare ya."*
2. *"Ain't the first fool I've outgunned... sure won't be the last."*
3. *"You're slower than a rattlesnake in winter."*
4. *"What's wrong? Hands shakin'? Thought you were a shooter."*
5. *"I give ya three seconds to run... but I only need one."*
6. *"Come on now... let's see if you got the grit to back up that bark."*

Jokes:

1. *"Ain't about who's the fastest... just about who's left standin'."*
2. *"I got a rule—never miss a shot, never waste a drink, and never trust a man wearin' a clean poncho."*

In-Game Actions

Attacking (Basic Attack):

1. *"Bang."*
2. *"Clean. Quick. Just the way I like it."*
3. *"Ain't no dodgin' that one."*
4. *"Easy Pickins"*
5. *"One shot's all I need."*
6. *<general attack grunts>*

Attacking (Skills):

1. *"Hope you said yer prayers."*
2. *"This is where it gets fun."*
3. *"One shot, one kill... or two if I feel like it."*

Attacking (Ultimate):

1. *"End of the road, partner."*
2. *"I ain't missin' this one."*
3. *"Ain't no dodgin' this one."*
4. *"Go on, say somethin'... won't matter none."*

Ability Activation:

1. *"Let's see 'em dance."*
2. *"Locked and loaded."*
3. *"Heh... time to put on a show."*

Moving:

1. *"Keep ridin'... don't stop now."*
2. *"Ain't got time to be standin' still."*
3. *"One step ahead, always."*

Killing an Enemy:

1. *"Hah! Should've known better, friend."*
2. *"Another name scratched off the list."*
3. *"Fastest draw. Every time."*

Killing a Specific Enemy:

1. *"Told ya this'd be your last fight."*
2. *"Reckon that's one less bounty on my head."*
3. *"You fought hard... just not hard enough."*

Assist:

1. *"Figured you could use a hand."*
2. *"Hmph. Guess that makes us even."*
3. *"Can't let ya have all the fun."*

Taking Damage:

1. *"Heh... nice shot. Won't happen again."*
2. *"Tch... I'll be fine. Always am."*
3. *"Takin' hits ain't my thing... dealin' 'em is."*
4. *<damage grunts>*

Dying:

1. *"Tch... shoulda seen that one comin'."*
2. *"Guess I'll be ridin' to the other side... for now."*
3. *"Ain't my first fall... won't be my last."*

Acknowledging Commands:

1. *"Hmph. Got it."*
2. *"Fine by me."*
3. *"Let's move."*
4. *"No problem, partner"*
5. *"Gotcha"*

Item Pickup:

1. *"Now this I like."*
2. *"Ain't nothin' wrong with a little extra firepower."*
3. *"Well now, this oughta be interestin'."*

Team-Based Interactions

Ally Support:

1. *"Don't say I never did nothin' for ya."*
2. *"Ain't savin' you twice."*
3. *"You're still breathin'—that means I did my job."*
4. *"You best get back in the fight. I ain't carryin' dead weight."*
5. *"Tch... if you fall again, I might not be so nice."*

Warn Ally:

1. *"Watch yer back. Trouble's comin'."*
2. *"Hope you got eyes in the back of your head."*
3. *"Wouldn't stand there too long if I were you."*
4. *"They're circlin'... don't be the fool that gets caught."*
5. *"Best stay sharp. I ain't got time to drag you outta this."*

Encouragement:

1. *"Alright, don't get cocky now."*
2. *"Keep shootin'. We ain't done yet."*
3. *"Not bad. For you."*
4. *"Let's finish the job. No loose ends."*

Situational Voice Lines

First Blood:

1. *"First kill? Guess I'm settin' the tone."*
2. *"Heh... shoulda drawn faster."*
3. *"First one down, plenty more to go."*

Kill Streaks:

1. *"They just keep comin'... and I just keep winnin'."*
2. *"Gettin' real tired of wipin' the floor with 'em."*
3. *"Hah! I'd call this a shootin' gallery at this point."*

Killstreak Shutdown:

1. *"Yer little streak? Consider it cancelled."*
2. *"Ain't nobody stays on top forever."*
3. *"Tch... gettin' too comfortable up there, weren't ya?"*

Minions Spawning:

1. *"Ain't much, but they'll do."*
2. *"Go on, little ones. Do yer part."*
3. *"Guess even a small army's better than none."*

Objective-Based Lines:

Attacking Enemy Structures:

1. *"That wall ain't gonna save 'em."*
2. *"Let's knock this place down to the foundations."*
3. *"One shot at a time... and this place crumbles."*
4. *"Tear it down, boys. No sense leavin' it standin'."*

Taking Damage to Allied Structures:

1. *"They think they can take our turf? Hah!"*
2. *"They're pushin' in. Time to push back."*
3. *"This fight ain't over yet—so draw your guns!"*
4. *"They wanna take what's ours? Let's remind 'em whose ground they're standin' on."*
5. *"We've held before. We'll hold again."*

Ally Tower Destroyed:

1. *"Tch... there goes one."*
2. *"We lost a post. Let's make 'em pay for it."*
3. *"Hmph. Ain't nothin' we can't rebuild... once we run 'em outta here."*

Enemy Tower Destroyed:

1. *"Down it goes. Shoulda built it stronger."*
2. *"Another piece of their defense, gone."*

Attacking Enemy Core:

1. *"Alright, folks... let's finish what we started."*
2. *"No more runnin'. No more hidin'. Just us and the end of the line."*
3. *"Their time's up. Let's see this through."*
4. *"Ain't no second chances here. Let's burn this place down."*
5. *"They played their hand... and it's a losin' one."*
6. *"This fight ends now."*

Ally Core Under Attack:

1. *"They're at our doorstep... and I don't take kindly to trespassers."*
2. *"Let 'em come. I got bullets with their names on 'em."*
3. *"Time to draw the line in the sand."*