

"BAD COMPANY" FIVE FINGER DEATH PUNCH

As heard on **WAR IS THE ANSWER** (PROSPECT PARK)
 Words and Music by **Paul Rodgers and Simon Kirke** * Transcribed by **Jeff Perrin**

Gtrs. 1-4 are tuned down two and one half steps (low to high, B E A D F# B).

All music for Gtrs. 1-4 sounds in the key of B minor, two and one half steps lower than written.

5-string Bass is in standard tuning.



A Intro (0:00)

Moderately ♩ = 114

(on repeat) A company

B 1st Verse (0:08)

always on the

Dsus2

Gtrs. 1 and 2 (elec. w/light dist.)

P.M.----- 1 let ring throughout

P.M.-----

Rhy. Fig. 1

Intro and first part of 1st Verse musical notation. Includes guitar staves for Gtrs. 1 and 2 (with P.M. effects) and Gtr. 3 (second time only). Includes bass staff with notes 2 and 5.

run A destiny oh it's a rising

5 Em * P.M.----- Dsus2

Second part of 1st Verse musical notation. Includes guitar staves for Gtrs. 1 and 2, Gtr. 3, and Bass. Notes in parentheses are played by Gtr. 2.

9 Sun I was born

Em Dsus2 Em P.M.

Second line of 1st Verse musical notation. Includes guitar staves for Gtrs. 1 and 2, Gtr. 3, and Bass. Includes notes 2 and 5 on the bass staff.

a shotgun in my hands Behind the gun I'll

Dsus2 Em

Gtrs. 1 and 2 play first eight bars of Rhy. Fig. 1 (see bar 3)

Gtr. 3

Third line of 1st Verse musical notation. Includes guitar staves for Gtrs. 1 and 2, Gtr. 3, and Bass. Includes notes 0, 5, 7, and 10 on the bass staff.

* (Bm) (Asus2) (Bm)

*Chord names in parentheses are for bass only and reflect concert key harmony.

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"BAD COMPANY"

D 2nd Verse (1:08)

deserters we've been called Chose a gun and

Em Dsus2 Em

Gtrs. 1 and 2 play Rhy. Fig. 1 (see bar 3)

Gtr. 3

35

(Bm) (Asus2) (Bm)

Bass
Bass Fig. 1

threw away the sun Now these towns

Dsus2 Em Dsus2 Em

40

(Asus2) (Bm) (Asus2) (Bm)

well they all know our name the Death Punch sound

Dsus2 Em

Gtrs. 1 and 2 play Rhy. Fig. 1 (see bar 3)

Gtr. 3

45

Bass plays Bass Fig. 1 (see bar 35)

is our claim to fame and that's why they call me

Dsus2 Em Dsus2 Em E5

Gtrs. 1 and 2 play Rhy. Fill 1 (see bar 21)

*Gtr. 1

50

Bass plays Bass Fill 1

Go back to C 2nd Chorus

*Gtr. 2 plays E5 VII

E Interlude (2:25)

we've all Eye for an eye tooth for a tooth all gotta die bleed

Em D Cmaj7

55

Riff A end Riff A

Gtr. 2 P.M. P.M. P.M. P.M. P.M. P.M. P.M. P.M. P.M.

(Bm) (A) (Gmaj7)

Bass Bass Fig. 2 end Bass Fig. 2

*Substitute notes in parenthesis on repeat.

Bass Fill 1 (1:49)

(Bm) (B5)

"BAD COMPANY"

I. || 2.

F Guitar Solo (2:41)
(as per video lesson)

for blood
Bm7

58 P.M. P.M. P.M. P.M. P.M. P.M. Gtr. 3 12 12 15 15 12 13 14 16

P.M. P.M. P.M. P.M. P.M. P.M. Gtr. 1 12 12 15 15 12 13 14 16

(F#m7) (F#m7) (Gsus2) Bass Fig. 3

Gtrs. 1 and 2
Rhy. Fig. 2
let ring

61 Em P.M. P.M. P.M. P.M. P.M. P.M. 16 16 X-16-14-12 14 14 12/14 12/14 14 (14) 2/ 12-14 14 14 14 12-14-16 12 12

P.M. P.M. P.M. P.M. P.M. Gtr. 4 (clean w/dist.) 15 15 15 15

(Bm) P.M. end Rhy. Fig. 2 end Bass Fig. 3

Csus2
Gtrs. 1 and 2 play Rhy. Fig. 2 twice simile (see bar 60)
Gtr. 3 Em

64 15 15 (15) 12 13 14/16 (16) X 16 14 12 14 14 12/14 12/14 (14) X 12 14 14 12 12 14 14 (14)

Gtr. 4 19 19 (19) 15 12 13 13 13 (13) 2 14 13 12 13 12 12 (12) X 11 12 12 12 12 (12) (12)

Bass plays Bass Fig. 3 twice simile (see bar 60)

Csus2
Gtr. 3 (w/harmonizer effect*) (harmonizer off)

68 12-7-8 12 7 8 12 7 8 12 7 8 12 7 8 12 7 8 10 7 8 10 7 8 10 7 8 9 7 8 9 9

*Harmonizer set to produce note one octave higher. Set effect mix to 100% "wet".

70 Em 15 12 12 15 12 15 (15) 7 12 12 15 14 12 15 14 12 15 14 12 14 14 14 12 14 12/14

