WEAPON-BASED A	MOVEMENT ACTION RATES			VISIBILITY MODIFIERS						
6		Counts	Action		Counts	Visibility		Acc	curacy	
Firing a cocked weapon 1*		1*	Drop prone		3*	Shooting blind, complete darkness			-8	
Cocking and firing a pointed weapon		3	Crawl/stroll		5' /20	Poor visibility		-1	to -7	
Cocking and firing a pistol $(2^{nd} + shots)$		5	Walk		5' /10	Half moon, dense foliage, overcast full moon			-7	
Cocking and firing rifle $(2^{nd} + shots)$ 10 (6)		10 (6)	Jog 5' / 5		Full moon			-6		
Cocking and firing 2 nd Shotgun Barrel		14 (10)	Run		5' / 3	Thick foliage, thick curtains			-5	
Bringing a fire arm to bear/aim		4	Sprint** 10'/ 5		Dim light, dusk, silhouettes, heavy shadows/fog					
Draw a weapon: Pistol/Knife/Hatchet 5		5	Halt run/sprint 10'/1		10'/10	Early dawn, torchlight, fog, heavy smoke			-3	
Rifle/Shotgun/Spear/Lance/Axe/Saber		10	Change Facing (1 face) 1		Dawn, bright outdoor light, thick haze, smoke			-2		
Draw two weapons simultaneously		5	Change Facing (2 faces) 2			Light smoke, haze, thin foliage				-1
Drawing with off-hand 5		5	Change Facing (3 faces) 3							
Drawing without holster d4		d4	Sit/kneel from prone 3							
Fanfiring -2		Kneel/sit from standing 2			<u>PERSONAL WEAPON MODIFIERS</u>					
Loading: Pistol/Rifle Cartridge 10			Stand from sitting (ground) 5			Status			Spd.	Acc.
Cylinder		100	Stand from chair/kneeling 3			Unfamiliar with weapon			2 pu.	-2
Shell		25 (23)	Pick up a dro			Using your weapon	ipon		0	0
Two Shells		30 (28)	Check weapo		10		model a	s vour weanon	1	-1
From Shell Loop d4		Check weapon: function 20			Using same weapon model as your weapon 1 Using your signature Weapon -1			-1	1	
WEAPON-BASED MODIFIERS			MOVEMENT-BASED MODIFIERS							
WEAPON-BASED MO	DIFIER	5	MOVEMENT	T-BASED M	ODIFIERS				DIFIER	S
						TARGET MOVEM	ENT	WOUND MO		- 1
Action	DIFIER Speed	Accuracy	Dismounted	Speed**	Accuracy	TARGET MOVEM	ENT Acc.	WOUND MO Total hp's lost	DIFIER Spd*	Acc.
Action Steady Hand (Pistol Only)	Speed 2	Accuracy 2	Dismounted Crawling		Accuracy Stop***	TARGET MOVEM Dismounted Crawling/ Strolling	Acc.	WOUND MO Total hp's lost <25%	Spd*	Acc. -1
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol	Speed 2 4	Accuracy 2 2	Dismounted Crawling Strolling	Speed**	Accuracy	TARGET MOVEM Dismounted Crawling/ Strolling Walking	Acc. -1 -2	WOUND MO Total hp's lost <25% 25-50%	Spd* 1 3	Acc. -1 -2
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol	Speed 2 4 10	Accuracy 2 2 3	Dismounted Crawling Strolling Walking	Speed** Stop*** 0 1	Accuracy Stop*** 0 -1	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging	Acc. -1 -2 -3	WOUND MO Total hp's lost <25% 25-50% 51-75%	Spd* 1 3 5	Acc. -1 -2 -4
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol Fire Deliberately, Rifle	Speed 2 4 10 8	Accuracy 2 2 3 4	Dismounted Crawling Strolling Walking Jogging	Speed** Stop*** 0 1 2	Accuracy Stop*** 0 -1 -3 / -6	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running	Acc. -1 -2 -3 -4	WOUND MO Total hp's lost <25% 25-50% 51-75% >75%	Spd* 1 3 5 10	Acc. -1 -2
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol Fire Deliberately, Rifle Taking Careful Aim, Rifle	Speed 2 4 10 8 20	Accuracy 2 2 3 4 6	Dismounted Crawling Strolling Walking Jogging Running	Speed** Stop*** 0 1 2 4	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging	Acc. -1 -2 -3	WOUND MO Total hp's lost <25%	Spd* 1 3 5 10 0move	Acc. -1 -2 -4 -6
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol Fire Deliberately, Rifle Taking Careful Aim, Rifle Laying Prone	Speed 2 4 10 8 20 4	Accuracy 2 2 3 4 6 2	Dismounted Crawling Strolling Walking Jogging	Speed** Stop*** 0 1 2	Accuracy Stop*** 0 -1 -3 / -6	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running Dodging	Acc. -1 -2 -3 -4	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand	Spd* 1 3 5 10 0move 1shoot	Acc. -1 -2 -4
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol Fire Deliberately, Rifle Taking Careful Aim, Rifle Laying Prone Unaware of Opponent	Speed 2 4 10 8 20	Accuracy 2 2 3 4 6 2 0	Dismounted Crawling Strolling Walking Jogging Running Dodging*	Speed** Stop*** 0 1 2 4	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8 -4 / -8	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running Dodging Mounted	Acc. -1 -2 -3 -4 -2	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand Ea. Wound,	Spd* 1 3 5 10 Omove 1 shoot Omove	Acc. -1 -2 -4 -6 -1
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol Fire Deliberately, Rifle Taking Careful Aim, Rifle Laying Prone Unaware of Opponent Resting Weapon on Solid Obj. Resting Weapon on Horse	Speed 2 4 10 8 20 4	Accuracy 2 2 3 4 6 2 0 2(1)	Dismounted Crawling Strolling Walking Jogging Running Dodging* Mounted	Speed** Stop*** 0 1 2 4	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8 -4 / -8	TARGET MOVEM Dismounted Crawling/Strolling Walking Jogging Running Dodging Mounted Walking	Acc. -1 -2 -3 -4 -2 -2	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand Ea. Wound, firing arm	Spd* 1 3 5 10 Omove 1 shoot Omove 3 shoot	Acc. -1 -2 -4 -6
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol Fire Deliberately, Rifle Taking Careful Aim, Rifle Laying Prone Unaware of Opponent Resting Weapon on Solid Obj. Resting Weapon on Horse	Speed 2 4 10 8 20 4	Accuracy 2 2 3 4 6 2 0	Dismounted Crawling Strolling Walking Jogging Running Dodging* Mounted Standing	Speed** Stop*** 0 1 2 4	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8 -4 / -8 (Pistol / Rifle)	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running Dodging Mounted Walking Trotting	Acc. -1 -2 -3 -4 -2 -2 -2 -4	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand Ea. Wound, firing arm Ea. Wnd.	Spd* 1 3 5 10 0move 1shoot 0move 3shoot 5move	Acc. -1 -2 -4 -6 -1 -3
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol Fire Deliberately, Rifle Taking Careful Aim, Rifle Laying Prone Unaware of Opponent Resting Weapon on Solid Obj. Resting Weapon on Horse 2 nd Shot at Same Target	Speed 2 4 10 8 20 4	Accuracy 2 2 3 4 6 2 0 2(1) 1(-4) 1	Dismounted Crawling Strolling Walking Jogging Running Dodging* Mounted Standing Walking	Speed** Stop*** 0 1 2 4 2 2	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8 -4 / -8 (Pistol / Rifle) 0	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running Dodging Mounted Walking Loping	Acc. -1 -2 -3 -4 -2 -2	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand Ea. Wound, firing arm Ea. Wnd. leg/foot/hip	Spd* 1 3 5 10 Omove 1shoot Omove 3shoot 5move Oshoot	Acc. -1 -2 -4 -6 -1 -3 0
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol Fire Deliberately, Rifle Taking Careful Aim, Rifle Laying Prone Unaware of Opponent Resting Weapon on Solid Obj. Resting Weapon on Horse	Speed 2 4 10 8 20 4	Accuracy 2 2 3 4 6 2 0 2(1)	Dismounted Crawling Strolling Walking Jogging Running Dodging* Mounted Standing Walking Trotting	Speed** Stop*** 0 1 2 4 2 2	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8 -4 / -8 (Pistol / Rifle) 0 -1 -5 /-10 -3 / -6	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running Dodging Mounted Walking Trotting	Acc. -1 -2 -3 -4 -2 -2 -2 -4 -6	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand Ea. Wound, firing arm Ea. Wnd.	Spd* 1 3 5 10 0move 1shoot 0move 3shoot 5move	Acc. -1 -2 -4 -6 -1 -3
Action Steady Hand (Pistol Only) Fire Deliberately, Pistol Taking Careful Aim, Pistol Fire Deliberately, Rifle Taking Careful Aim, Rifle Laying Prone Unaware of Opponent Resting Weapon on Solid Obj. Resting Weapon on Horse 2 nd Shot at Same Target 3 rd + Shot at Same Target	Speed 2 4 10 8 20 4	Accuracy 2 2 3 4 6 2 0 2(1) 1(-4) 1 2	Dismounted Crawling Strolling Walking Jogging Running Dodging* Mounted Standing Walking Trotting Loping	Speed** Stop*** 0 1 2 4 2 2	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8 -4 / -8 (Pistol / Rifle) 0 -1 -5 /-10 -3 / -6 -3 / -6	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running Dodging Mounted Walking Loping	Acc. -1 -2 -3 -4 -2 -2 -2 -4 -6	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand Ea. Wound, firing arm Ea. Wnd. leg/foot/hip Arrow wnd. Head wound	Spd* 1 3 5 10 Omove 1shoot Omove 3shoot 5move Oshoot	Acc. -1 -2 -4 -6 -1 -3 0 -2
ActionSteady Hand (Pistol Only)Fire Deliberately, PistolTaking Careful Aim, PistolFire Deliberately, RifleTaking Careful Aim, RifleLaying ProneUnaware of OpponentResting Weapon on Solid Obj.Resting Weapon on Horse2 nd Shot at Same Target3 rd + Shot at Same TargetSecond Shot < 2 seconds	Speed 2 4 10 8 20 4	Accuracy 2 2 3 4 6 2 0 2(1) 1(-4) 1 2 -1	Dismounted Crawling Strolling Walking Jogging Running Dodging* Mounted Standing Walking Trotting Loping Galloping **Movement-	Speed** Stop*** 0 1 2 4 2 2 4 2 2 4 3 3 * Dodging	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8 (Pistol / Rifle) 0 -1 -5 /-10 -3 / -6 ***Must	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running Dodging Mounted Walking Trotting Loping Galloping	Acc. -1 -2 -3 -4 -2 -2 -2 -4 -6	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand Ea. Wound, firing arm Ea. Wnd. leg/foot/hip Arrow wnd. Head wound *Penalties	Spd* 1 3 5 10 Omove 1shoot Omove 3shoot 5move Oshoot	Acc. -1 -2 -4 -6 -1 -3 0 -2
ActionSteady Hand (Pistol Only)Fire Deliberately, PistolTaking Careful Aim, PistolFire Deliberately, RifleTaking Careful Aim, RifleLaying ProneUnaware of OpponentResting Weapon on Solid Obj.Resting Weapon on Horse 2^{nd} Shot at Same Target 3^{rd} + Shot at Same TargetSecond Shot < 2 seconds	Speed 2 4 10 8 20 4	Accuracy 2 2 3 4 6 2 0 2(1) 1(-4) 1 2 -1 -3 -6	Dismounted Crawling Strolling Walking Jogging Running Dodging* Mounted Standing Walking Trotting Loping Galloping **Movement- Based Speed	Speed** Stop*** 0 1 2 4 2 2 4 2 2 4 3 3 * Dodging reduces	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8 -4 / -8 (Pistol / Rifle) 0 -1 -5 /-10 -3 / -6 -3 / -6	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running Dodging Mounted Walking Trotting Loping Galloping * dodging adds to other types	Acc. -1 -2 -3 -4 -2 -2 -2 -4 -6	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand Ea. Wound, firing arm Ea. Wnd. leg/foot/hip Arrow wnd. Head wound *Penalties compound with	Spd* 1 3 5 10 Omove 1shoot Omove 3shoot 5move Oshoot	Acc. -1 -2 -4 -6 -1 -3 0 -2
ActionSteady Hand (Pistol Only)Fire Deliberately, PistolTaking Careful Aim, PistolFire Deliberately, RifleTaking Careful Aim, RifleLaying ProneUnaware of OpponentResting Weapon on Solid Obj.Resting Weapon on Horse2 nd Shot at Same Target3 rd + Shot at Same TargetSecond Shot < 2 seconds	Speed 2 4 10 8 20 4	Accuracy 2 2 3 4 6 2 0 2(1) 1(-4) 1 2 -1 -3	Dismounted Crawling Strolling Walking Jogging Running Dodging* Mounted Standing Walking Trotting Loping Galloping **Movement-	Speed** Stop*** 0 1 2 4 2 2 4 2 2 4 3 3 * Dodging	Accuracy Stop*** 0 -1 -3 / -6 -4 / -8 (Pistol / Rifle) 0 -1 -5 /-10 -3 / -6 ***Must	TARGET MOVEM Dismounted Crawling/ Strolling Walking Jogging Running Dodging Mounted Walking Trotting Loping Galloping * dodging adds to other	Acc. -1 -2 -3 -4 -2 -2 -2 -4 -6	WOUND MO Total hp's lost <25% 25-50% 51-75% Ea. Graze, firing hand Ea. Wound, firing arm Ea. Wnd. leg/foot/hip Arrow wnd. Head wound *Penalties	Spd* 1 3 5 10 Omove 1shoot Omove 3shoot 5move Oshoot	Acc. -1 -2 -4 -6 -1 -3 0 -2

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