MOVEMENT ACTIONS & MOVEMENT MODIFIERS

Action (Heeled/On Foot)	Cost	Movement Rate	Modifiers to Shooting Speed Penalty	Accuracy Penalty	Modifiers to being Targeted Accuracy Modifier
Drop Prone	3*	n/a	-	-	-
Crawling	20	5 feet/20 Count.	Must Stop - Acquire Target	Must Stop - Acquire Target	-1
Strolling	20	5 feet/20 Count	0	0	-1
Walking	10	5 feet/10 Count	1	-1	-2
Jogging	5	5 feet/5 Count	2	-3 pistol/-6 rifle	-3
Running	3	5 feet/3 Count	4	-4 pistol/-8 rifle	-4
Sprint**	5	10 feet/5 Count	Must Stop - Acquire Target	Must Stop - Acquire Target	-6
Halt Run/Sprint	10	-1per count for 10 count	per current mv. rate	per current mv. rate	per current mv. rate
Change Facing	1 per face	per current mv. rate	per current mv. rate	per current mv. rate	per current mv. rate
Dodging***	0	reduce speed by step	2	-4 pistol/-8 rifle	-2****
Sit/Kneel from Prone Position	3	n/a	-	-	-
Sit/Kneel from Standing Position	2	n/a	-	-	-
Stand from Sitting (Ground)	5	n/a	-	-	-
Stand from Sitting/Kneeling (Chair)	3	n/a	-	-	-
Pick up Dropped Weapon	5	n/a	-	-	-
Check Weapon Load	10	n/a	-	-	-
Check Weapon Working Order	20	n/a	-	-	-
ACTION MOUNTED*****					
Standing	0	n/a	2	0	-
Walking	10	5	2	-1	-2
Trotting	5	5	4	-5 pistol/-10 rifle	-4
Loping	2	5	3	-3 pistol/-6 rifle	-6
Galloping	1	5	3	-3 pistol/-6 rifle	-8

* Drop Pone: 0 Count when combined with another movement action.

** Sprint: 5 seconds max per hour.

*** Dodging: Lowers Movement Action by one increment (i.e. Run becomes a Jog...)

**** Dodging: Dodging modidiers are added with other movement types

***** Can hit horse. Check silhouette for misses
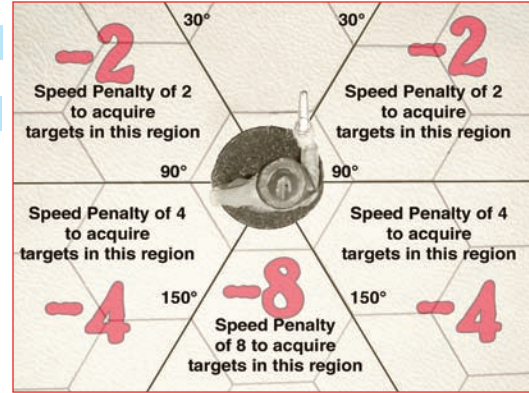
TABLE 2.3-3: SHOOTING PROCEDURE

☞ Declare general target

☞ Place the center of the Shot Clock over the intended target location on the Target Silhouette

☞ Add all Accuracy modifiers

☞ Take the shot (i.e., roll a d20 and add all modifiers to the roll)

☞ Draw a card to determine exact shot location (if necessary)

☞ Roll damage (if necessary)

SHOOTING ACTIONS

DRAWING

ACTION	COUNT/SPEED	ACCURACY
Draw a **Pistol**/Knife/Hatchet	5	-
Drawing a **Rifle/Shotgun**/Spear/Axe/Saber	10	-
Draw two weapons simultaneously	5	-
Drawing with off-hand	5	-
Drawing without holster	d4	-

AIMING

ACTION	COUNT/SPEED	ACCURACY
Bringing a fire arm to bear/aim	4	-
PISTOL Steady Aim	2	2
PISTOL Fire Deliberately	4	2
PISTOL Taking Careful Aim	10	3
RIFLE Fire Deliberately	8	4
RIFLE Taking Careful Aim	20	3

FIRING

ACTION	COUNT/SPEED	ACCURACY
Firing a cocked weapon	1	-
Cocking and firing a pointed weapon	3	-
Cocking and firing a **pistol** (2nd + shots)	5	-
Cocking and firing **rifle** (2nd + shots)	10 (6)*	-
Cocking and firing 2nd **Shotgun** Barrel	14(10*	-
Laying Prone	4	2
Unaware of Opponent	10	-
Resting Weapon on Solid Obj.	-	2 (1)
Resting Weapon on Horse	-	1 (-4)
2nd Shot at Same Target	-	1
3rd + Shot at Same Target	-	2
Second Shot < 2 seconds	-	-1
Third Shot < 2 seconds	-	-3
Fourth Shot < 2 seconds	-	-6
Fifth Shot < 2 seconds	-	-10
Sixth Shot < 2 seconds	-	-15

FIRING: Situational

ACTION	COUNT/SPEED	ACCURACY Pistol	ACCURACY Rifle
Off Hand	-	-4	-4
Firing Two Guns	-	-2	na
Hipshooting	0 (pistol) 6 (rifle)	-4	-4
Fanfiring (**pistol** only)	-2	-6	na
Grabbed by Opponent	-	-4	-6
Gun/Shooting hand or Arm Grabbed by Opponent	-	-6	-8

RELOADING

ACTION	COUNT/SPEED	ACCURACY
Pistol/Rifle Cartridge	10	-
Replacing Cylinder	100	-
Shotgun Shell (one)	25(23)**	-
Shotgun Shell (two)	30 (28)**	-
From Shell Loop	d4	-

Things that modify Base Speed
1. Personal Weapon (Table 3.2-17)
2. Action Based Modifiers (Table 3.2-18)
3. Movement Based Modifiers (Table 3.2-12) (or Mounted Movement (Table 3.2-9)
4. Wound Modifiers (Table 3.3-1)
5. Firing Arc Modifiers (Table 3.2-3)*
6. Target Acquisition Penalties (Table 3.2-4*
7. Experience Modifiers (Table 3.2-7)
8. Draw Speed Modifiers (based on Weapon)

Things that modify Base Accuracy
1. Visibility Modifiers (Table 3.2-6)
2. Range (based on Weapon)
3. Personal Weapon (Table 3.2-17)
4. Action Based Modifiers (Table 3.2-18)
5. Movement Based Modifiers (Table 3.2-12) (or Mounted Movement (Table 3.2-9)
6. Target Movement Modifiers (Table 3.2-11)
7. Firing Arc Modifiers (Table 3.2-3)*
8. Wound Modifiers (Table 3.3-1)
9. Indirect Fire Modifiers (Table 3.2-19)
10. Experience Modifiers (Table 3.2-7)

Firing Arc (target acquisition diagram)

- 30° / 30°: **-2** Speed Penalty of 2 to acquire targets in this region
- 90° / 90°: **-4** Speed Penalty of 4 to acquire targets in this region
- 150° / 150°: **-8** Speed Penalty of 8 to acquire targets in this region

TABLE 3.3-1: WOUND MODIFIERS TO SHOOTING

Type or Severity of Wound	Speed Penalty*	Accuracy pnlty
Wounded < 25% of HP	1	-1
Wounded = 25-50% of HP	3	-2
Wounded = 51-75% of HP	5	-4
Wounded > 75% of HP	10	-6
Each graze in firing arm/hand*	0 (1)**	-1
Each wound in firing arm*	0 (3)**	-3
Each wound in leg, foot or hip*	5 (0)**	0
Arrow wound*	2	-2
Each head wound*	1	-2

* Penalties compound with other wounds
** Use parenthetical numbers for shooting modifiers

* Ten count to take additional shots with a rifle. Otherwise shot is considered hurried and suffers an additional -4 accuracy penalty.

** If shotgun is empty and no shells need to be removed before loading/reloading use the count in parenthesis.

TABLE 3.2-6: VISIBILITY MODIFIERS

Visibility	Accuracy
Shooting blind, complete darkness	-8
Poor visibility	-1 to -7
Weak moonlight, dense foliage, overcast full moon	-7
Full moonlight	-6
Thick foliage, thick curtains	-5
Dim lighting, dusk, silhouettes, heavy shadows, very thick fog	-4
Early dawn, torchlight, fog, thick smoke	-3
Dawn, bright lights outdoors at night, thick haze, smoke	-2
Light smoke, haze, thin foliage	-1

Table 3.2-17: PERSONAL WEAPON MODIFIERS

Action	Speed	Accuracy
Unfamiliar with weapon	2	-2
Using your weapon	0	0
Using same weapon model as your weapon	1	-1
Using your signature weapon	-1	1