Gun Cheat Sheet

Combat Procedure Flowchart Is a ls skill Base BCS HTH: modify no no Determine secondary attack Modify for or target's is Modify for Modify for Roll 1D20 lodify for attacker's BCS being averaged? target's CDA WD4 normal BCS estriction Distractio Situation Miss being made? odify for rang yes yes Base BCS Modify as primary: full appropriate for base BCS secondary: as appropriat

Is Skill Being Averaged?

Moving faster than combat move? Driving Car? Surprised? Hip Fire Only

Engaged

Roll DFT AST to fire if shooter is engaged.

Modify for Restrictions

Hex sides touching walls or object higher than 1m. Bodies in hex. Shooting over cover -5

Modify for Situation

Damaged in Combat Turn	(Damage/2)
Firing Gun in Each Hand	-1
Surprised	-2
Shooting Newly Acquired Target	-2

Target Combat Dodge Ability

Target Not Moving	CDA x 1
Target Walking	CDA x 2
Target Running	CDA x 3
Target Dodging	CDA + 1
Target Falling (diving to the ground)	CDA x 3

Target Range

	PBR	SHR	EFF	LNG	EXT	MAX
BCS	+1	+1	0	-1	-2	-5
BDG	+10	0	0	-10%	-25%	-50%

In Firing Stance	+1
Braced Weapon (requires Stance)	+1
Sighted (requires Stance)	+1
Shooting to Side Hex	-2
Shooting to Rear Hex	-4

Movement

Combat Move	-1 BCS
Walk	Hip fire, -2 BCS
Running	Hip fire, -4 BCS
Dodge	Double penalty

Inherent Accuracy

Pistol: Snub	-1	Pistol: SHT	0
Pistol: STD	+1	Pistol: LNG	+2
Carbine	+3	Rifle	+4
Shotgun: Slug	+3	Shotgun: Shot	+4

Recoil Effects

Apply from web data