

# MOVEMENT ACTIONS & MOVEMENT MODIFIERS

Action (Heeled/On Foot)	Cost	Movement Rate	Modifiers to Shooting		Modifiers to being Targeted
			Speed Penalty	Accuracy Penalty	Accuracy Modifier
Drop Prone	3*	n/a	-	-	-
<b>Crawling</b>	20	5 feet/20 Count.	Must Stop - Acquire Target	Must Stop - Acquire Target	-1
Strolling	20	5 feet/20 Count	0	0	-1
<b>Walking</b>	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
<b>Sprint**</b>	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
<b>Change Facing</b>	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****
<b>Sit/Kneel from Prone Position</b>	3	n/a	-	-	-
Sit/Kneel from Standing Position	2	n/a	-	-	-
<b>Stand from Sitting (Ground)</b>	5	n/a	-	-	-
Stand from Sitting/Kneeling (Chair)	3	n/a	-	-	-
<b>Pick up Dropped Weapon</b>	5	n/a	-	-	-
Check Weapon Load	10	n/a	-	-	-
<b>Check Weapon Working Order</b>	20	n/a	-	-	-
<b>ACTION MOUNTED*****</b>					
<b>Standing</b>	0	n/a	2	0	-
Walking	10	5	2	-1	-2
<b>Trotting</b>	5	5	4	-5 pistol/-10 rifle	-4
Loping	2	5	3	-3 pistol/-6 rifle	-6
<b>Galloping</b>	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

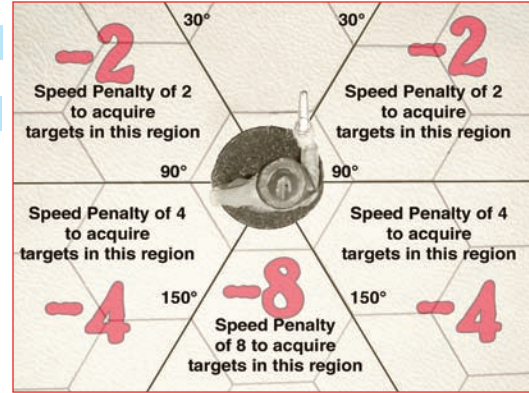
- ☞ Declare general target
- ☞ Place the center of the Shot Clock over the intended target location on the Target Silhouette
- ☞ Add all Accuracy modifiers
- ☞ Take the shot (i.e., roll a d20 and add all modifiers to the roll)
- ☞ Draw a card to determine exact shot location (if necessary)
- ☞ Roll damage (if necessary)

# SHOOTING ACTIONS

ACTION	COUNT/	ACCURACY
	SPEED	
<b>DRAWING</b> Draw a <b>Pistol</b> /Knife/Hatchet	5	-
Drawing a <b>Rifle/Shotgun</b> /Spear/Axe/Saber	10	-
Draw two weapons simultaneously	5	-
Drawing with off-hand	5	-
Drawing without holster	d4	-
<b>AIMING</b> Bringing a fire arm to bear/aim	4	-
<b>PISTOL</b> Steady Aim	2	2
Fire Deliberately	4	2
Taking Careful Aim	10	3
<b>RIFLE</b> Fire Deliberately	8	4
Taking Careful Aim	20	3

ACTION	COUNT/	ACCURACY	
	SPEED	Pistol	Rifle
<b>FIRING: Situational</b> Off Hand	-	-4	-4
Firing Two Guns	-	-2	na
Hipshooting	0 (pistol) 6 (rifle)	-4	-4
Fanfiring ( <b>pistol</b> only)	-2	-6	na
Grabbed by Opponent	-	-4	-6
Gun/Shooting hand or Arm Grabbed by Opponent	-	-6	-8
<b>RELOADING</b> Pistol/Rifle Cartridge	10	-	-
Replacing Cylinder	100	-	-
Shotgun Shell (one)	25(23)**	-	-
Shotgun Shell (two)	30(28)**	-	-
From Shell Loop	d4	-	-

<b>FIRING</b> Firing a cocked weapon	1	-
Cocking and firing a pointed weapon	3	-
Cocking and firing a <b>pistol</b> (2nd + shots)	5	-
Cocking and firing <b>rifle</b> (2nd + shots)	10 (6)*	-
Cocking and firing 2nd <b>Shotgun</b> 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



- ### 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)

### TABLE 3.3-1: WOUND MODIFIERS TO SHOOTING

Type or Severity of Wound	Speed Penalty*	Accuracy penalty
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

- ### 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)

\* 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