

MODIFIED COMBAT TABLES

Version 4.0 June 2019



Combat turn movement

<u>On foot</u>		<u>Mounted</u>	
Crawling	2	Walking	8
Walking	6	Trotting	16
Evading	12	Galopping	32
Running	24		
Light wound - one leg			1/2
Light wound - both legs		+ Only crawl or Walk	
Serous wound - one leg			1/3
Serious wound - both legs		Only Crawl	
Moving through obstacles*			1/2
Difficult terrain			1/2
Mount/dismount		Cost 1/2 movement	
Stand up from prone		Cost 1/2 movement	
Jump Vertically		1/10 X STR score in yds	
Jump Horisontially		1/4 X STR score in yds	
Dive/Fall prone		No cost	
* Might also call for successfull Coordination check			
(Round all fractions up)			

Base Initiative

Initiative roll: Roll 1d6

If initiative is tied then the person with 1) *highest Coordination* score acts first or If still tied 2) *highest Observation* score acts first.
It is possible to have negative initiative

Initiative modifiers

Tactics

(Free action)

*If you are skilled in Tactics. A successfull check allows you to add +1 to the initiative roll for entire combat encounter***

Fast draw

(Free action)

*If you are skilled in fast draw. A successfull check allows you to avoid the normal draw - 2 penalty**

Shot Type

Fangun (6 shots)
Hipshot (3 shots)
steady shot (2 shots)
Careful shot (1 shot)

modifier

+12 (optional if allowed)
+8
+4
0

Weapon Type

Very slow -2
Slow -1
Normal 0
Fast +1
Very fast +2

Other

Cock gun ** -1
draw weapon -2
fast draw (see above) 0
surprised *** -4
Other non-weapon actions 0

* Can only be applied untill weapon is drawn (normally or by successfull fast draw) ** Only applied once when calculating initiative *** Cannot choose fangun as action in 1st round

Round action sequence

STEP 1. Roll initiative and apply modifiers

STEP 2. Arrange initiative order (*High to low*)

STEP 3. First shots - Each person in order can conduct either: *1 careful shot, 1 steady shot, 2 hipshots, 3 fangun shots* OR *1 other action* until all persons have acted

STEP 4. Repeating shots in same initiative order with *1 shot each* as long at least one person has more shots (*only persons shooting steady, hipshot and fangun acts*)

STEP 5. Movement- Each person in order *conduct 1 movement* (if desired) untill all persons have acted

STEP 6. End of round. Start new round and roll new initiative



Actions in a combat turn

1 action (*1-3 shoots or 1 other action requiring check*)

1 movement (*Only after actions have been conducted*)

Free actions: (*Fast draw, tactics, speak, open/close, prone*)