

# MODIFIED COMBAT TABLES



**TABLE 6: COMBAT TURN MOVEMENT**

<u>ON FOOT</u>		<u>MOUNTED</u>	
CRAWLING	2	WALKING	8
WALKING	6	TROTGING	16
EVADING	12	GALOPPING	32
RUNNING	24		
LIGHT WOUND - ONE LEG			1/2
LIGHT WOUND - BOTH LEGS		MAX. WALK NORMAL	
SERIOUS WOUND - ONE LEG			1/3
SERIOUS WOUND - BOTH LEGS		MAX. CRAWL NORMAL	
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 YRDS	
JUMP HORIZONTALY		1/4 X STR SCORE IN YRDS	
DIVE/FALL PRONE		NO COST	
* MIGHT ALSO CALL FOR SUCCESSFULL COORDINATION CHECK (ROUND FRACTIONS UP)			

**TABLE 9: SHOOTOUT TURN MOVEMENT**

<u>ON FOOT</u>		<u>MOUNTED</u>	
CRAWLING	1	WALKING	1
WALKING	1	TROTGING	3
EVADING	2	GALOPPING	5
RUNNING	4		

**INITIATIVE / ACTIONS IN COMBAT TURN**

<b>INITIATIVE</b> = ROLL 1D20 + INITIATIVE MODIFIER <i>(IF YOU ARE SKILLED IN TACTICS. A SUCCESSFULL CHECK ALLOWS YOU TO ROLL 2D20 AND CHOOSE THE HIGHEST ROLL)</i>
<b>INITIATIVE MODIFIER</b> = FROM 0 TO +6 <i>(COORDINATION + OBSERVATION SCORE)/6 (ROUNDED DOWN)</i>
<b>1 ACTION</b> <i>(SHOOTING OR OTHER ACTION REQUIRING CHECK)</i>
<b>1 MOVEMENT</b> <i>(BEFORE/AFTER ACTION OR IN BETWEEN)</i>
<b>MINOR ACTIONS:</b> FREE <i>(SPEAK, OPEN/CLOSE, PRONE)</i>

**TABLE 7: SHOOTOUT ACTIONS (< 20 YARDS)**

<u>ACTION</u>	<u>COUNT</u>
FANGUN	1
HIPSHOT	2
STEADY SHOT	3
CAREFUL SHOT	6
FAST DRAW, SUCCESS	0
FAST DRAW, NO SUCCESS	2
NORMAL DRAW	3
COCK GUN	1
FIRE & COCKED GUN*	1 LESS THAN NORMAL
SWITCH TARGETS**	1
* ( DOES NOT APPLY TO FANGUN SHOTS)	
** ( YOU CAN SWITCH TARGET BETWEEN TURNS WITHOUT PENALTY)	

**TABLE 8: SPEED MODIFIERS**

<b>NORMAL DRAW:</b> SPEED = COORDINATION SKILL	
<b>FAST DRAW:</b> SPEED = FAST DRAW SKILL*	
<b>ACTION</b>	<b>MODIFIER</b>
WALKING/TROTGING	-1
RUNNING/GALLOPING	-3
EACH LIGHT WOUND	-1
EACH SERIOUS WOUND	-2
SURPRISED	-2
COMPLETELY SURPRISED	-4
FIRING TWO GUNS	-2
<b>WEAPON IS:</b>	
V. SLOW	-2
SLOW	-1
NORMAL	0
FAST	+1
V.FAST	+2
* ONLY FIRST SHOT AFTER FAST DRAW, OTHERWISE COORDINATION	