

# MODIFIED COMBAT TABLES



**TABLE 6: 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		CRAWL OR WALK	
SERIOUS WOUND - ONE LEG			1/3
SERIOUS WOUND - BOTH LEGS		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 YRDS		
JUMP HORIZONTALY	1/4 X STR SCORE IN YRDS		
DIVE/FALL PRONE		NO COST	
* MIGHT ALSO CALL FOR SUCCESSFULL COORDINATION CHECK			
(ROUND ALL FRACTIONS UP)			

**ROUND ACTION SEQUENCE**

1. ROLL INITIATIVE AND APPLY MODIFIERS
2. ARRANGE INITIATIVE ORDER (HIGH TO LOW)
3. EACH PERSON IN ORDER CAN CONDUCT 1 CAREFUL SHOT, 1 STEADY SHOT, 2 HIPSHOTS, 3 FANGUN SHOTS OR 1 OTHER ACTION UNTILL ALL PERSONS HAVE ACTED
4. REPEAT INITIATIVE ORDER AS LONG AT LEAST 1 PERSON HAS MORE SHOTS (ONLY PERSONS SHOOTING STEADY, HIPSHOT AND FANGUN ACTS)
5. EACH PERSON IN ORDER CONDUCT 1 MOVEMENT (IF DESIRED) UNTILL ALL PERSONS HAVE ACTED
6. END OF ROUND. START NEW ROUND AND ROLL NEW INITIATIVE

**BASE INITIATIVE**

**INITIATIVE ROLL: ROLL 1D6**

IF INITIATIVE IS TIED THEN THE PERSON WITH HIGHEST COORDINATION ABILITY SCORE ACTS FIRST. IF STILL TIED HIGHEST OBSERVATION SCORE ACTS FIRST. IT IS POSSIBLE TO HAVE NEGATIVE INITIATIVE

**TABLE 8: INITIATIVE MODIFIERS**

<b>TACTICS</b> (FREE ACTION)	IF YOU ARE SKILLED IN TACTICS. A SUCCESSFULL CHECK ALLOWS YOU TO <b>ADD +1 TO THE INITIATIVE</b> ROLL IN THAT ROUND
<b>FAST DRAW</b> (FREE ACTION)	IF YOU ARE SKILLED IN FAST DRAW. A SUCCESSFULL CHECK ALLOWS YOU TO <b>AVOID THE NORMAL DRAW-2 PENALTY</b> . IF FAILING YOU DO NOT DRAW YOUR WEAPON IN THAT ROUND *
<b>SHOT TYPE</b>	<b>MODIFIER</b>
FANGUN	+12
HIPSHOT (3 SHOTS)	+8
STEADY SHOT (2 SHOTS)	+4
CAREFUL SHOT (1 SHOT)	0
<b>WEAPON TYPE</b>	
VERY SLOW	-2
SLOW	-1
NORMAL	0
FAST	+1
VERY FAST	+2
<b>OTHER</b>	
COCK GUN **	-1
DRAW WEAPON	-2
FAST DRAW (SEE ABOVE)	0
SURPRISED ***	-4
* 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	

**ACTIONS IN A COMBAT TURN**

- 1 ACTION** (1-3 SHOTS OR 1 OTHER ACTION REQUIRING CHECK)
- 1 MOVEMENT** (ONLY AFTER ACTIONS HAVE BEEN CONDUCTED)
- FREE ACTIONS:** (FAST DRAW, TACTICS, SPEAK, OPEN/CLOSE, PRONE)