MODIFIED COMBAT TABLES

Version 5.0 June 2020

STEP 1: Accuracy modifiers

Range

Point Blank uo to 2 yards, Pistol	+4
Point Blank up to 2 yards, Rifle*	-2
Short	0
Long	-2
Extreme	-5

If shooter "in movement" for the round

Crawling	-2
Walking	-4
Running/Trotting/Galopping	-6

Wounds

Each Light Wound	-1
Each Serious Wound	-2

Target Size

Very large	+4
Large	+2
Normal	0
Small	-2
Very small	-4

Miscellaneous

Sniping (Rifles only**)	+1
Shotgun	+2
Scattergun (Sawed off Shotgun)	+3
Target obscured *(not Cover)*	-2
Darkness / Blinded	-4
Using wrong hand	-2
Shooting from higher ground	+1
Firing two pistols	-6

* Not shotguns or Scatterguns

** Colt Buntline pistol can snipe as well

Cover

|	
Full Solid cover	If wound location is behind cover - no wound gained
Sporadic solid cover	Luck check, if successfull no wound occurs
Soft Cover	Reduce wound severity roll by -1 to -3

Shotgun & Scattergun wounds

Roll (1d6)	Short	Long	Extreme
1	1	0	0
2-3	2	1	0
4-5	3	2	1
6	4	3	2
Addtional targets	N/A	within 2 yrds	within 4 yrds

(Cordination score to hit all addtional targets within range is 1/2 of normal for the shot taken + shotgun skill. Wound locations for the additional targets cannot be modified)
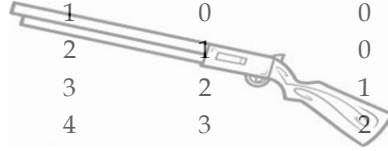
STEP 2: Wound Location

Roll	Location
1-2	left leg
3-4	right leg
5-6	left arm
7-8	right arm
9-10	left shoulder
11-12	Right Shoulder
13-17	abdomen
18-19	Chest
20	Head shot *(must be a unmodified roll)*
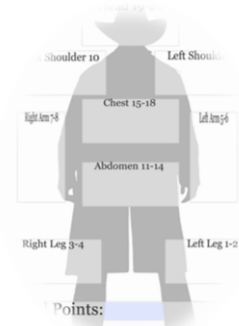
* No location modification if "in movement" for the round.

** No location modification for shotguns/scatterguns (random hits)

*** If a "1" was rolled, 2 times the normal modifier can be applied

STEP 3: Wound location modifier

Type of shot		+/- Modifer
Careful	If a "**1**" was rolled when conducting the shoot, **x2 times** the normal modifier can be applied	Weapon skill
Steady		1/2 weapon skill
Hipshot		1/4 weapon skill
Fanfire		None

(Round fractions down, can maximum be modified to 19)
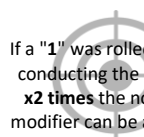
STEP 4: Wound Severity

Roll (1d6)	Wound	
0 *(or below)*	A scratch	
1-3	Light Wound	
4-6	Serious Wound	
7-8	Mortal Wound	
+2	If Hit to head	
+1	If hit to chest	
-1	If hit to arms or legs	
-1/ 0 /+1	Apply weapon modifier *(if any)*	