

MODIFIED COMBAT TABLES



Version 5.0 June 2020

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 yrds		
Jump Horisontially	1/4 X STR score in yrds		
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

	<u>Normal modifier</u>	<u>If early moving</u>
Fangun (6 shots)	+12	+6
Hipshot (3 shots)	+8	+4
steady shot (2 shots)	+4	+2
Careful shot (1 shot)	0	0

Weapon Speed

Very slow	-2
Slow	-1
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. Announce movement - Decide if you want to move this round. If so you are considered "in movement" for this entire round. Declare if you want to move **before first shots step**, otherwise your movement is always **after** repeating shots phase is finished

STEP 2. Roll and calculate initiative and arrange initiative order (High to low)

STEP 3. Early movement - If declared early movement you can **conduct 1 movement** (in initiative order)

STEP 4. First shots - Each person in order can conduct either: **1 careful shot, 1 steady shot, 2 hipshots, 3 fangun shots** OR **1 other action** requiring a check until all persons have acted

STEP 5. 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 6. Late Movement- If you have not ealry moved, **conduct 1 movement** (if desired) untill all persons have acted

STEP 7. 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 (Either before (early) or after (late) actions have been conducted)

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