

WEAPON-BASED ACTIONS		MOVEMENT ACTION RATES		VISIBILITY MODIFIERS	
Basic Shooting Action	Counts	Action	Counts	Visibility	Accuracy
Firing a cocked weapon	1*	Drop prone	3*	Shooting blind, complete darkness	-8
Cocking and firing a pointed weapon	3	Crawl/stroll	5' /20	Poor visibility	-1 to -7
Cocking and firing a pistol (2 nd + shots)	5	Walk	5' /10	Half moon, dense foliage, overcast full moon	-7
Cocking and firing rifle (2 nd + shots)	10 (6)	Jog	5' / 5	Full moon	-6
Cocking and firing 2 nd Shotgun Barrel	14 (10)	Run	5' / 3	Thick foliage, thick curtains	-5
Bringing a fire arm to bear/aim	4	Sprint**	10' / 5	Dim light, dusk, silhouettes, heavy shadows/fog	-4
Draw a weapon: Pistol/Knife/Hatchet	5	Halt run/sprint	10' /10	Early dawn, torchlight, fog, heavy smoke	-3
Rifle/Shotgun/Spear/Lance/Axe/Saber	10	Change Facing (1 face)	1	Dawn, bright outdoor light, thick haze, smoke	-2
Draw two weapons simultaneously	5	Change Facing (2 faces)	2	Light smoke, haze, thin foliage	-1
Drawing with off-hand	5	Change Facing (3 faces)	3		
Drawing without holster	d4	Sit/kneel from prone	3		
Fanfiring	-2	Kneel/sit from standing	2		
Loading: Pistol/Rifle Cartridge	10	Stand from sitting (ground)	5		
Cylinder	100	Stand from chair/kneeling	3		
Shell	25 (23)	Pick up a dropped weapon	5		
Two Shells	30 (28)	Check weapon: load	10		
From Shell Loop	d4	Check weapon: function	20		

PERSONAL WEAPON MODIFIERS			
Status	Spd.	Acc.	
Unfamiliar with weapon	2	-2	
Using your weapon	0	0	
Using same weapon model as your weapon	1	-1	
Using your signature Weapon	-1	1	

WEAPON-BASED MODIFIERS			MOVEMENT-BASED MODIFIERS			TARGET MOVEMENT		WOUND MODIFIERS		
Action	Speed	Accuracy	Dismounted	Speed**	Accuracy	Dismounted	Acc.	Total hp's lost	Spd*	Acc.
Steady Hand (Pistol Only)	2	2	Crawling	Stop***	Stop***	Crawling/ Strolling	-1	<25%	1	-1
Fire Deliberately, Pistol	4	2	Strolling	0	0	Walking	-2	25-50%	3	-2
Taking Careful Aim, Pistol	10	3	Walking	1	-1	Jogging	-3	51-75%	5	-4
Fire Deliberately, Rifle	8	4	Jogging	2	-3 / -6	Running	-4	>75%	10	-6
Taking Careful Aim, Rifle	20	6	Running	4	-4 / -8	Dodging	-2	Ea. Graze,	0move	
Laying Prone	4	2	Dodging*	2	-4 / -8			firing hand	1shoot	-1
Unaware of Opponent	10	0			(Pistol / Rifle)			Ea. Wound,	0move	
Resting Weapon on Solid Obj.	-	2(1)	Mounted			Mounted		firing arm	3shoot	-3
Resting Weapon on Horse	-	1(-4)	Standing	2	0	Walking	-2	Ea. Wnd.	5move	
2 nd Shot at Same Target	-	1	Walking	2	-1	Trotting	-4	leg/foot/hip	0shoot	0
3 rd + Shot at Same Target	-	2	Trotting	4	-5 / -10	Loping	-6	Arrow wnd.	2	-2
Second Shot < 2 seconds	-	-1	Loping	3	-3 / -6	Galloping	-8	Head wound	1	-2
Third Shot < 2 seconds	-	-3	Galloping	3	-3 / -6					
Fourth Shot < 2 seconds	-	-6	**Movement-Based Speed Penalties only modify Weapon-Based Action, not Movement-Based.	* Dodging reduces actual movement speed by one degree.	***Must stop to shoot					
Fifth Shot < 2 seconds	-	-10								
Sixth Shot < 2 seconds	-	-15								

* dodging adds to other types
** can hit horse, check silhouette for misses
*Penalties compound with other wounds