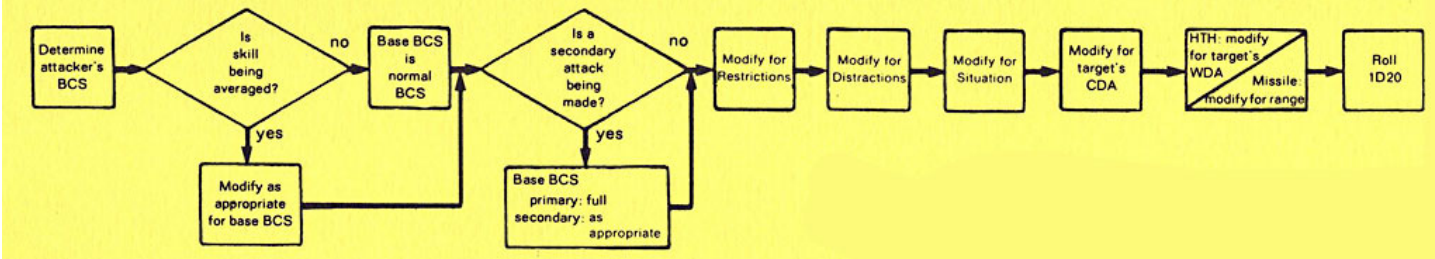# Gun Cheat Sheet

## Combat Procedure Flowchart



## Is Skill Being Averaged?

Moving faster than combat move? Driving Car?
Surprised? Hip Fire Only

## Engaged

Roll DFT AST to fire if shooter is engaged.

## Modify for Restrictions

Hex sides touching walls or object higher than 1m.  Bodies in hex.
**Shooting over cover -5**

## Modify for Situation

| | | | |
|---|---|---|---|
| Damaged in Combat Turn | (Damage/2) | In Firing Stance | +1 |
| Firing Gun in Each Hand | -1 | Braced Weapon (requires Stance) | +1 |
| Surprised | -2 | Sighted (requires Stance) | +1 |
| Shooting Newly Acquired Target | -2 | Shooting to Side Hex | -2 |
| | | Shooting to Rear Hex | -4 |

### Movement

| | |
|---|---|
| Combat Move | -1 BCS |
| Walk | Hip fire, -2 BCS |
| Running | Hip fire, -4 BCS |
| Dodge | Double penalty |

### Target Combat Dodge Ability

| | |
|---|---|
| Target Not Moving | CDA x 1 |
| Target Walking | CDA x 2 |
| Target Running | CDA x 3 |
| Target Dodging | CDA + 1 |
| Target Falling (diving to the ground) | CDA x 3 |

### Target Range

| | PBR | SHR | EFF | LNG | EXT | MAX |
|---|---|---|---|---|---|---|
| **BCS** | +1 | +1 | 0 | -1 | -2 | -5 |
| **BDG** | +10 | 0 | 0 | -10% | -25% | -50% |

### Inherent Accuracy

| | | | |
|---|---|---|---|
| Pistol: Snub | -1 | Pistol: SHT | 0 |
| Pistol: STD | +1 | Pistol: LNG | +2 |
| Carbine | +3 | Rifle | +4 |
| Shotgun: Slug | +3 | Shotgun: Shot | +4 |

## Recoil Effects

Apply from web data