

Actions in a Combat Round

Action (1 per combat round on your turn)

- Attack
- Mount/Dismount
- Steering a wagon
- Any other Major Action

Bonus Action (1 per combat round on your turn)

- Draw/holster weapon
- Reload with a cartridge
- Attack with off hand at disadvantage
- Any minor motion

Reaction (1 per combat round at any time)

- Abilities that activate on a reaction

Movement (Can be broken up however you see fit)

- Move up to your maximum movement speed

Retreat (Used instead of your action)

- Move your full movement away from combat
- Gain a d4 cover save and cannot attack until the start of the next turn.

Cover Examples

d2	Dust, Haze
d3	Smoke, Thin Forest
d4	Thin Wooden Structures
d6	Plywood, Thick Forest
d8	Solid Wooden Structures
d10	Solid Metal or Stone
d12	Thick Wood or Metal
d20	Impenetrable Material

Wounds (Any body part is ½ or less hp)

Head Wound

- Disadvantage on all rolls
- Movement speed halved
- Head gains a bleeding wound

Torso

- Torso gains a bleeding wound

Arm Wound

- Disadvantage on all skill checks using affected arm
- Affected arm gains a bleeding wound

Leg Wound

- Lose 10' of movement for each wounded leg
- Gain a bleeding wound from the affected leg

1.) Announce whether you intend to fire a hip shot or an aimed shot.

2.) Hip Shot

- 2.1) Roll 2 different colored d20. One designated as the hit location and one designated as your to hit die.
- 2.2) Determine if the shot successfully hits the target.
- 2.3) Consult Hipfire Table to determine hit location of your hip shot on a successful hit.
- 2.4) Modify damage by success level.

3.) Aimed Shot

- 3.1) If you have moved more than half of your movement speed you can not take an aimed shot.
- 3.2) Determine whether your weapon fires on the accurate or standard hit table
- 3.3) Announce where on the target you are aiming
- 3.4) Roll and apply -2 modifier to see if you successfully hit the target
- 3.5) Consult appropriate table to find the result

4.) Roll damage

Misc. Combat

Bludgeoning with a firearm (Must be within 5' of your target)

- Announce the area of the body you intend to attack and declare a non-lethal attack
- Roll *bludgeoning check* on the accurate hit table
- On a successful hit roll 1d6 damage
- If the target drops to 0hp in the selected area they immediately suffer *system shock*.

Suppressing Fire

- Choose a target within range protected by cover
- Expend all ammunition you can fire for the round including an off hand weapon
- The target gains the suppressed condition

Point Blank Shot

- Choose a target within 5' of you
- Declare a body part to target
- Use the accurate hit table
- On a successful hit double your damage

Grappling (Uses your action)

- Choose a target within 5' of you
- Make opposed *athletics checks*.
- Whoever has the highest success level wins, ties go to the defender.
- If you succeed the target is restrained.
- The target may attempt to make an opposed *athletics check* at the end of each of their turns to escape.

- Restrained characters can only attack with their fists or a knife. **Off**

Hand Attack (Uses a Bonus Action)

- Attack a target using an off hand weapon
- All attacks using an off hand are made at *disadvantage* unless you have the *ambidextrous ability*.

Conditions

Bleeding Out: A character is bleeding out if either their torso or head hit points drop to 0. At the beginning of every turn, make an *athletics check*. A character passes the check on a *standard success*. A character that passes their *athletics check* returns all affected areas to 1 hit point.

After failing this check twice, the **character dies**. If a character that is bleeding out is shot, 1 failure is added to your attempts.

A character that is bleeding out can be returned to 1 torso or head hit point with a *standard success* on a *medicine check* by another character.

Bleeding Wound: Any time a bleeding wound is inflicted that body part suffers 1 damage at the end of the affected character's turn.

Blinded: A blinded character automatically fails any skill checks or abilities that require sight. Movement is halved, and the blinded character's attacks have **disadvantage**.

Broken Arm: A broken arm can not be used for any action until it is healed.

Broken Leg: A broken limb can not be used. A broken leg reduces your speed by ½, 2 broken legs reduce your speed to 0.

Deafened: A deafened character automatically fails any skill check requiring hearing and can't use abilities that require hearing.

Diseased: A diseased character's movement is halved, they can not regain hit points from resting, and lose 1 hit point in every hit point area each day until the character is killed or has been cured of the disease.

Infected: An infected character cannot regain hit points from resting and instead loses 1 hit point every day from their maximum to each infected area each day until the character is killed or has been cured of the infection. Once cured, your hit point maximum is restored.

Intoxicated: Intoxicated characters have **disadvantage** on *fighting*, *technical*, and *social skill checks*, but a -2 modifier on *brawling* and *performance checks*. A character becomes intoxicated either by choice or when they have failed three drinking checks in a short period of in-game time.

High: A character on opioids has **disadvantage** on all *fighting skill checks* and all social skill checks but **advantage** on *drinking skill checks*.

Panicked: A panicked character must either *retreat* or fire from the hip at the closest enemy.

Poisoned: A character that is poisoned has half movement and loses 1 hit point per round from the afflicted area. When that area reaches 1 hit point, the poison stops affecting that area and spreads to a connected body part (character's choice). A poisoned torso can spread to any body part (character's choice)—for example, if your left leg is poisoned, it can only spread to the torso. When all body parts reach 1 hit point the character goes into *system shock*.

A character carrying *antivenom* can end the effect with a *standard success* on a *medicine check*.

Prone: A character that is knocked prone may use their **bonus action** to stand, they are reduced to ½ movement for the rest of the round.

Restrained: If you are restrained your movement becomes 0 and all attacks against you have **advantage**. You may make attacks while *restrained* but only at **disadvantage**.

Suppressed: If you attempt to fire while suppressed, you gain a positive modifier to your attack roll, equal to the shots per round fired by all characters suppressing you. If you fire from the hip, a natural 20 on any of your attack rolls will allow all characters suppressing you to make a single attack roll using one of their shots fired. If you take an aimed shot while being suppressed, a natural 17–20 on any of your attack rolls will allow all characters suppressing you to make a single attack roll using one of their shots fired.. If you choose to leave cover, all characters suppressing you may take their attacks.

System Shock: When any limb drops to 0 hit points, make an *athletics check*. On a *hard success*, you remain at 0 hit points in that limb and repeat the check at the end of your next turn. If you fail the check or are hit for a second time, you fall *unconscious*. A new *athletics check* is made at **disadvantage** at the end of each successive turn; on a *standard success*, consciousness is restored. System shock can also be ended when another character achieves a *standard success* on a *medicine check*. Raising the limb hit points above 0 before you fall unconscious negates future checks.

Unconscious: An unconscious character can not perform any actions or movement until consciousness is restored. At the end of each turn in which you are unconscious, make an *athletics check* at **disadvantage**; on a *standard success*, consciousness is restored. Another character can restore consciousness to you with a *standard success* on a *medicine check*.