

## Movement and Special Actions

## Status Effects

Status	Received	Effects	Removed
Spooked	Shot	No engage, shoot or react. Can move to cover.	3+, DAR at end of turn or RW SA
Fleeing	Second Spook	No engage, shoot or react. Sprint towards table edge	3+, DAR
Stunned	Stumble, Grenade Hit	-1 level to all tests. Can't react.	4+, D6
Surprised	Failure to react (X ldr)	Can't react.	Change of gang/End of Turn/Model engaged in HTH
Ready	Special Action	+1, RE. No action spent to react.	Another action performed
Injured	Shot/HTH	-1 level to all tests.	End of game
Taken Out	Shot/HTH/2nd Injury	Lay down, can do nothin. D4 all tests.	End of game
Critical	3rd injury/2nd TO	Remove model	End of game

### Sprinting

Dex Check	Result
1	D4", Stunned
2-3	5"
4-6	6"
7-9	7"
10+	8"

### Crossing Obstacles

Dex check	Result
1-3	Stop b4 crossing, lose movement
4-6	Cross then stop
>= 7	Cross and move

### Breaking from Combat

All mod	Result
>= 2x	Normal move away, can engage
>	Normal move away, no engage
<=	No move, action wasted
<= 1/2	No move, action wasted, highest Re can attack. No status cha

### Difficult Terrain

Dex Check	1"/2 pts scored (or prt)
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### Difficult Terrain Modifiers

Terrain	Dex Modifier
Very difficult	-1 level
X difficult	-2 levels

### Special Actions

Action	Effect
Reloading	Reload single weapon
Recover Wits	If Hidden, remove spooked, else 3+ DAR
Hide	Place Hide marker
Stand Ready	+1 to next RE test
Drag	Move TO model to safety
Regroup	Ldr AU test. Score = models that can remove/flip spook/flee

### Climbing

Falling Off	1-2 on DEX check
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### Falling Damage

Dex-Distance	Dam Dice
<= 0	D12
1-3	D10
4-6	D8
7-9	D6
>= 10	D4

### Climbing Modifier

No Ladder	-1 level DEX
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### Reaction Summary

Circumstance	Reaction
Nme within 6"	Shoot or engage nme

### Reaction Modifiers

Circumstance	Result
No LOS	-1 level to RE
Injured	-1 level to RE

## Shooting and Damage

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Injured	Shot/HTH	-1 level to all tests.	End of game
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### To Hit

Acc - Dex	Result
<= 0	Miss
1-4	Hit
>= 5	Critical Hit

### Modifiers

Target (Dex)	
Injured	-1 level
TO	D4
Out of LOS	-1 level

Firer (Acc)	
Injured	-1 level
Point Blank	+1 level
Long Range	-1 level
Tgt in Cover	-1 level

### Damage Chart

Dam roll	Target's Con roll											
	1	2	3	4	5	6	7	8	9	10	11	12+
1	S	NE										
2	S	S	NE									
3	S	S	S	NE								
4	I	S	S	S	NE							
5	I	I	S	S	S	NE						
6	I	I	I	S	S	S	NE	NE	NE	NE	NE	NE
7	I	I	I	I	S	S	S	NE	NE	NE	NE	NE
8	I	I	I	I	I	S	S	S	NE	NE	NE	NE
9	I	I	I	I	I	I	S	S	S	NE	NE	NE
10	O	I	I	I	I	I	I	S	S	S	NE	NE
11	O	O	I	I	I	I	I	I	S	S	S	NE
12+	O	O	O	I	I	I	I	I	I	S	S	S

S: Stun
I: Injured
O: Taken Out (TO)

### Range chart

Firer's Acc	PB	LR
D4	4	12
D6	6	16
D8	8	20
D10	10	24
D12	12	28

### Reaction Summary

Circumstance	Reaction (Successful RE Test)
Missed Shot	Move or engage nme shooter
Friendly TO within 6"	Shoot or move to engage nme who took out friend

### Reaction Modifiers

Circumstance	Result
No LOS to opposing model	-1 level to RE
Model is injured	-1 level to RE

Melee

Status Effects

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Injured	Shot/HTH	-1 level to all tests.	End of game
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HTH Modifiers

Defenders (Com)		Attackers (Com)	
Injured	-1 level	Injured	-1 level
TO	D4	Behind Obs	-1 level
Pry Bns	Check	From Side	+1 level
Wpn Bns	Check	From Rear	+2 levels
		Wpn Bns	Check

Parry

Defenders (Dex)	Result
1	Fumble (Att 1 BD to COM)
2-4	Missed
5-8	Parry (Def 1 BD to COM)
>= 9	Feint (Def 2 BD to COM)

Parry Modifiers

Defenders (Dex)	
Def Injured	-1 Level
Def in Cvr	+1 level
Wpn Bns	Check

Hand-to-hand Combat Chart

Com roll	Defenders Com roll										
	1	2	3	4	5	6	7	11	12+		
1	H	M	M	M	Ct	Ct	Ct	R	R		H: Hit
2	H	H	M	M	M	Ct	Ct	R	R		C: Critical +1 BD
3	H	H	H	M	M	M	Ct	R	R		I: Injured
4	C	H	H	H	M	M	M	R	R		O: Taken Out
5	C	C	H	H	H	M	M	Ct	R		Ct: Counter
6	I	C	C	H	H	H	M	Ct	Ct		4+ on Re to attack or break
7	I	I	C	C	H	H	H	Ct	Ct		R: Riposte
8	I	I	I	C	C	H	H	M	Ct		As Ct but no Re test
9	I	I	I	I	C	C	H	M	M		
10	O	I	I	I	I	C	C	M	M		
11	O	O	I	I	I	I	C	H	M		Ct/R Active Gang
12+	O	O	O	I	I	I	I	H	H		Changes

Reaction Summary

Circumstance	Reaction
Counter result in HTH	Attack or break, no cost if re fails

Reaction Modifiers

Circumstance	Result
No LOS to opposing model	-1 level to RE
Model is injured	-1 level to RE

Weapon Reference

Equipment	Damage	Bonus	Penalties
Amulet		Immune to undead raise dead	
Axe		+1 Dam Level	
Bastard Sword		+1 Dam lvl	2 Handed
Blunderbuss	D20	-1 lvl dam for each 4"	12" Range, 1 Shot
Brace of Duelling Pistols	D6 x2	As Brace of SP	
Brace of Ship's Pistols	D6 x2	2 Shots, 1 Action	-1 ACC
Cudgel/Club/Maul			
Cutlass		+1 BD Dam	
Dagger			
Duelling Pistol	D6	PB increased by 4"	No LR
Fowler's Rum		+1 lvl in Com, Con, Dam, lasts till next recovery phase	1 use per game, -1 lvl Acc, Re, Dex
Great Axe		Knockback, +1 Dam lvl, + 1 DB Dam	2 Handed, no parry
Great Hammer		Knockback, +1 Dam lvl	2 Handed, no parry
Grenade	D8 Dam, within 4"	Acc check: 1:Explode in hand, 2:D6" past, 3:D6" short, 4+:on target	1 use per game, 12"
Hammer		Knockback	May not parry
Longsword		+1 BD Parry	
Lucky Charm		+1 BD for any attribute check	1 use per game
Musket	D8	No LR Penalty	No Point Blank
Parrot		+1 BD Com	
Powder Monkey		Free reload during move	
Ship's Pistol	D6		No Long Range
Spear/Bayonet		+1 Com Level, unless attacker armed with same	2 Handed
Spyglass		Ldr -1 AU check at start, reveals all hidden in los	
Unarmed			-1 Dam level in HTH