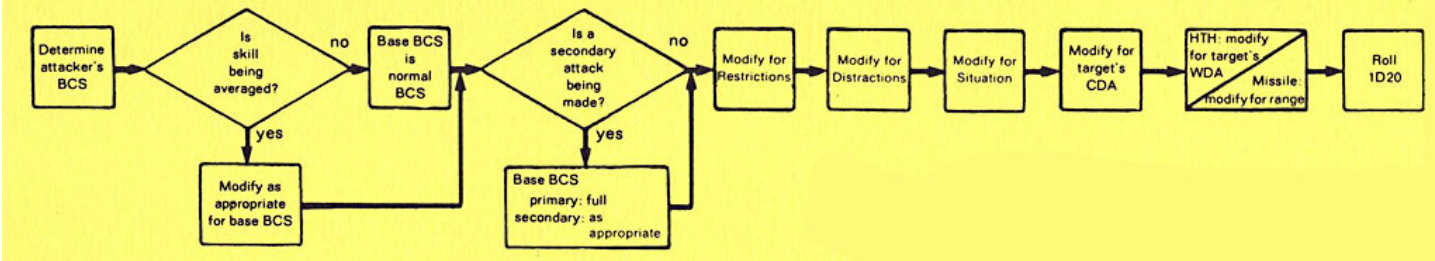


# Gun Cheat Sheet

## 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)
Firing Gun in Each Hand	-1
Surprised	-2
Shooting Newly Acquired Target	-2

In Firing Stance	+1
Braced Weapon (requires Stance)	+1
Sighted (requires Stance)	+1
Shooting to Side Hex	-2
Shooting to Rear Hex	-4

### 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

### Movement

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

### Target Range

	PBR	SHR	EFF	LNG	EXT	MAX
<b>BCS</b>	+1	+1	0	-1	-2	-5
<b>BDG</b>	+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