

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)
-----------	--------------------------

Difficult Terrain Modifiers

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

Climbing

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

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
-----------	--------------

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

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

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

To Hit

Modifiers

Damage Chart

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

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

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

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

HTH Modifers

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

Defenders Com roll										
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	
8	I	I	I	C	C	H	H	M	Ct	R: Riposte
9	I	I	I	I	C	C	H	M	M	As Ct but no Re test
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