

Firearms



Fire Weapon

Firearms (Weapon)

Single shot attack with drawn firearm. Use appropriate weapon skill (**handgun**, **rifle**, ...).

Extreme success causes impaling strike (except flamethrowers).

Cost: 1 combat action



Quick Fire

Firearms (Weapon)

Declare at round start to *fire first*. Add +50 to **DEX** for initiative this round only. *Firing* must be your only action - lose bonus if you *move*, *brawl*, or *take evasive action* before shooting. You may *dodge*, *counter* an attack or *take damage* as normal once you have made your shot.

Cost: 1 turn

Gain: +50 Initiative (**DEX**) for one round



Aim Weapon

Firearms (Weapon)

Spend entire turn aiming. Next turn, gain +1 bonus 🎲 if firing is your first action.

Lost if you take damage or move before firing.

Cost: 1 turn

Gain: +1 bonus 🎲 next round



Point Blank Range

Firearms (Weapon)

Target within 1/5 of **DEX** in feet. Gain +1 bonus 🎲 to attack. Target cannot dodge or fight back against firearm attacks.

Note that the shooter is vulnerable to melee attacks and disarming at point blank range.

Cost: 1 combat action

Gain: +1 bonus 🎲



Multiple Shot

Firearms (Handguns)

Handguns/burst weapons only. Fire up to weapon's max **attacks** rating in single round. Each shot takes +1 penalty 🎲.

Cost: 1 combat action, +1 penalty 🎲 for each shot taken



Fire Automatic

Firearms (Machine Gun // SMG)

Automatic weapons only. Fire up to **skill**/10 bullets (rounded down, min 3) per volley.

Multiple volleys are possible but increase difficulty.

- **Success:** half the bullets (rounded down) hit
- **Extreme success:** all hit, half are impaling

Cost: • 1 combat action for single volley • 1 Turn for multiple volleys • +1 penalty 🎲 / difficulty increase for each successive volley in a single turn



Reload Weapon

- **Manual loading:** 2 shells per action (revolvers, shotguns).
- **Magazine:** full reload per action.
- **Heavy weapons:** 2 full turns.

You cannot reload while sprinting.

Cost: 1 combat action



Single Bullet Reload

Manual weapons only. Load single shell and fire in same round.

Cost: +1 penalty 🎲 for combat roll

modifiers



Impaling strike

Extreme Success with firearm attack

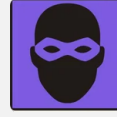
Full Damage + Damage Roll



Long range

2x to 4x weapon's base range

Roll hard difficulty //
Extreme difficulty roll



Surprise attack

Target unaware of incoming attack

+1 bonus 🎲



Target size

Target **build** ≤2 (small) or ≥4 (large)

+1 bonus 🎲 (large target)

+1 penalty 🎲 (small target)



Sprinting

Shooter is sprinting during combat round

+1 penalty 🎲 on shots



Fast-moving target

Target is sprinting (MOV 8+)

+1 penalty 🎲 on shots



Target dives

Target dives for cover + makes successful **dodge** roll

+1 penalty 🎲 on shots



In cover

Target behind cover (partial/full)

+1 penalty 🎲 // **unable to hit**



Malfunction

Malfunction on: 96+ (skill < 50) or 100 (skill ≥ 50)

Weapon malfunctions //
other consequence



Target Armour

Target is wearing armor

Damage reduced by armor value



Fire into melee

Target engaged in melee with ally

+1 penalty 🎲, **friendly fire on fumble**



Prone

Character is in prone position

+1 bonus 🎲 **when shooting**

+1 penalty 🎲 **when attacked (except at point blank range)**