

SHOOTING RULES FOR BLACK POWDER WEAPONS

Shooting is a three-step process:

1. Characters must pass a 'Wanting to Shoot' test.
2. If successful, they then roll to determine whether the shot hits the target
3. If successful, the target character then rolls to determine the effect of the hit.

WANTING TO SHOOT

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Characters who are disciplined can reroll

Reason for Test	1	2 to 4	5 to 9	10
Wanting to Shoot or Move and shoot	<p>I'm not sure I can do this! Lose confidence and will not shoot Instead falls back 4 paces facing the enemy or moves towards the nearest cover or if in cover ducks down</p>	<p>Where's the target! Hesitate and do not Shoot</p>	<p>Shoot at the Enemy! Take your shot. If attacked may choose to make closing shots or make a counter attack but not both If moved any shots are rated as Hasty</p>	<p>Got Them! Make the perfect shot and may reroll the shooting attack dice if failed to hit ignoring any 1's rolled. OR if attacked may choose to make a Hasty Shot and make a counter attack</p>

If the character is successful by rolling (5+) test to see whether they hit the target.

TYPES OF SHOOTING

- **Hasty Shots** – these are any shots made whilst moving.
- **Deliberate Shots** – this covers most shots; the shooter must not have moved.
- **Aimed Shots** – the shooter must not have moved, **and** spent one turn aiming at a target before shooting. Aiming is a basic action.

SHOOTING – TRYING TO HIT

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below. Note: Poor shots have their action dice reduced and good shots can reroll..

Reason for Test	1	2 to 4	5 to 9	10
To see if a hit is scored from Shooting or Throwing	<p>Damn It! Misses and</p> <ul style="list-style-type: none"> • if a Knife or Tomahawk is lost • If a muzzleloader it needs to be re-primed 	<p>Missed! Fails to hit opponent If a Flint Lock – misfires on a 2</p>	<p>Gotcha! Hits opponent</p> <p>If a Blunderbuss or Multi Barrelled weapon scores more than 1 hit these may be spread to opponents within 1 pace</p>	<p>Bulls Eye! The hit is deadly – roll for the effect with the targets DV lower by 2. If a Blunderbuss or Multi Barrelled roll twice for each hit - the hits may be spread to foes within 1</p>

The nature of the target, the skills of the shooter and the type of shooting influence the hit scored

MOUNTS

SHOOTING FROM A MOUNT

Characters can make aimed, deliberate, and hasty shots from mounts moving slowly or quickly.

SHOOTING AT A RIDER

A marksman or a character who aimed can choose whether their hit from shooting is on the rider or the beast. Otherwise the player must state whether they are shooting at the rider or the mount.. They then roll 1D10 for each hit and if they score 5+ they hit their stated target on a 1- 4 they hit the other target.

SHOOTING RELATED TASKS

The player **rolls their character's action dice**, adjusted for any relevant Personality, Skills or Traits, and checks the outcome on the chart below.

- Characters who are disciplined or expert with the weapon can reroll a failed dice

Reason for Test	1	2 to 4	5 to 9	10
Needing to reload	It's Hopeless! The weapon is damaged and must pass an Action test to fix it before they can try to reload it, If lighting a fuse, explodes prematurely	This is Fiddly! Do not reload or Fail to light a fuse	Ready to shoot! Successfully reload or restring and may now move ½ move or make a hasty shot. Successfully light the fuse.	Rapid Reload! Successfully reload or restring and may immediately shoot, or move 1 move, or move ½ move and make a hasty shot. Successfully light fuse and may throw this turn

RELOADING WEAPONS

Missile weapons that have to be reloaded after each time they are used:	<ul style="list-style-type: none"> • All firearm unless Double barrellled: Such weapons must be reloaded after both barrels have been fired • a bow
Missile weapons that have to be replaced or recovered after each time they are used	<ul style="list-style-type: none"> • a thrown weapon such as a throwing axe or similar
Missile weapons that have to be recoiled or recovered after each time they are used:	<ul style="list-style-type: none"> • a net, lasso, bolas or whip

NB: Volley Guns are very difficult to reload so characters must use their Reduced Dice to do so

Due to the nature of the weapons used Characters action dice are changed depending on their form of attack

SHOOTING AND FIGHTING Character Action Dice	Fighting	Firing	Firing	Firing
	Using a Melee or Improvised Weapon or Fists, etc	A thrown weapon or a Single Shot Firearm	A Blunderbuss or Multi-barrelled pistol	A Volley Gun
Heroes & Main Characters	2D10 High	2D10 High	3D10 and all can score	4D10 and all can score
Supporting & Minor Characters	1D10	1D10	2D10 and both can score	3D10 and all can score

WEAPONS TABLE

This table includes most of the small arms likely to be used in the Black Powder era including pirate, smugglers, FWI and Napoleonic games. The range given is the effective range and is determined with a view to playability. Players can choose to shoot up to twice the effective range but roll reduced dice to hit.

WEAPONS

Weapon	Range Paces	Impact	Notes
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Hurled Weapon	8	Light	Includes throwing knives and rocks which are Light Impact
Smooth Bore Pistol	8	Normal	<ul style="list-style-type: none"> • Single shot pistols must be reloaded after each shot • All Flint Locks Misfire on a 1 or 2
Duelling Pistol	10	Normal	<ul style="list-style-type: none"> • Single shot pistols must be reloaded after each shot • All Flint Locks Misfire on a 1 or 2
Smooth Bore Musket /Carbine	24/16	Normal	<ul style="list-style-type: none"> • Must be reloaded after each shot • All Flint Locks Misfire on a 1 or 2
Rifled Musket	36/24	Normal	<ul style="list-style-type: none"> • All Rifles must be reloaded after each shot • All Flint Locks Misfire on a 1 or 2
Sporting Gun	36	Light	<ul style="list-style-type: none"> • Must be reloaded after each shot • All Flint Locks Misfire on a 1 or 2
Fowling Piece – single or double barrelled	20	Normal under 10 Light Impact over 10	<ul style="list-style-type: none"> • Must be reloaded after once its barrel or barrels have been used. • All Flint Locks Misfire on a 1 or 2 • Affects all within 2 paces of the target
Blunderbuss	12	High Impact under 6 Normal Impact over 6	Affects all within 2 paces of the target: Must be reloaded each time it is fired:
Volley Gun	18	Normal Impact	Affects all within 2 paces of the target: Must be reloaded after firing and Characters use their reduced dice when testing to reload.

CHARACTERS' BASE DV

- Characters have a base DV of 0 adjusted as follows

Adjustment	Decrease the target's DV by 2	Decrease the target's DV by 1	Increase the target's DV by 1	Increase the target's DV by 2
For the Target/Defender	<ul style="list-style-type: none"> • Defenceless or helpless 	<ul style="list-style-type: none"> • Shot at point blank range (1 pace) 	<ul style="list-style-type: none"> • Moving quickly • In light cover and shot • Stealthy and shot 	<ul style="list-style-type: none"> • Evading or in or hard cover or lying prone • Behind defences
For the Shooter/Attacker Or weapon	<ul style="list-style-type: none"> • Shot by a Marksman • Hit by a bulls eye shot or deadly blow • Hit by a Man Killer 	<ul style="list-style-type: none"> • Hit by a High Impact weapon • Hit by an aimed shot • Hit by a character rated as Two Weapon trained or by the fists of a character who is two fisted • Hit by a character who is off handed 	<ul style="list-style-type: none"> • Hit by a Light Impact weapon or an improvised weapon • Hit by opponent Drawing weapon on this turn 	<ul style="list-style-type: none"> • Hit by a hasty shot or hasty attack • Hit by a character who is On the Back Foot