

## SHOOTING, WEAPONS AND AUTOMOBILES OF THE PULP ERA

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
<b>Wanting to Shoot or Move and shoot</b>	<p><b>I'm not sure I can do this!</b> Lose confidence and will not shoot Instead falls back 4 paces facing the enemy or moves towards the nearest cover of if in cover ducks down</p>	<p><b>Where's the target!</b> Hesitate and do not Shoot</p>	<p><b>Shoot at the Enemy!</b> 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><b>Got Them!</b> 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 or drawing a firearm
- **Snap shots**– these are only possible with repeating, revolving, semi- automatic or automatic weapons and the shooter must not have moved.
- **Bursts** – these are only possible with automatic weapons
- **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.

- Poor shots have their action dice reduced but good shots can reroll.
- Some missile weapons adjust this roll to reflect the effects of firing more than one shot with a burst from an automatic weapon or more than one barrel such as a shotgun or multi-barrelled weapon.

Reason for Test	1	2 to 4	5 to 9	10
<b>To see if a hit is scored from Shooting or Throwing</b>	<p><b>Damn It!</b> Misses and if <b>a thrown weapon</b> it breaks <b>a net, lasso or whip</b> it becomes entangled <b>a revolver, repeater, bolt action or magazine weapon</b> is out of ammo &amp; it</p>	<p><b>Missed!</b> Fails to hit opponent  <b>If throwing a grenade, dynamite or similar</b> it falls short: throw for deviation.</p>	<p><b>Gotcha!</b> Hits opponent  <b>If more than 1 hit is scored</b> from a Shotgun or automatic weapon or explosion <b>these may be spread to opponents within 1 pace of target</b></p>	<p><b>Bulls Eye!</b> The hit is deadly – roll for the effect with the targets <b>DV lower by 2.</b>  <b>If more than 1 hit is scored</b> from a Shotgun or automatic weapon or explosion <b>these may</b></p>

	needs to be reloaded: <b>If a double action pistol, semi-automatic or automatic weapon</b> reroll on a 1 -4 it jams and needs be cleared before reloading: <b>If a grenade, dynamite or similar</b> drop it and it explodes - assess damage as normal			<b>be spread to opponents within 1 pace of target</b>
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The nature of the target, the skills of the shooter and the type of shooting influence the hit scored

## MOUNTS AND VEHICLES

### SHOOTING FROM A MOUNT OR VEHICLE

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

### SHOOTING AT A RIDER OR AT VEHICLES

A Marksman or a character who aimed can choose whether their hit from shooting is on the rider or the beast/vehicle. Otherwise the player must state whether they are shooting at the rider or the mount/vehicle. 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

These include:

- Reloading or repriming a weapon
- Repairing a jammed weapon
- Preparing/lighting the fuses for explosives or dynamite
- Deploy any form of artillery or machine gun with a full crew. The action dice are reduced if it is not a full crew.

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, expert with the weapon or good crews can reroll a failed dice
- Poor crews or diminished crews use reduced dice

Reason for Test	1	2 to 4	5 to 9	10
<b>Needing to reload or restring</b>	<b>It's Jammed!</b> The weapon is jammed and must pass an Action test to fix it before they can try to reload it, Or fail to unjam or foul up the deployment and make any further attempt with reduced action dice. If lighting a fuse, explodes prematurely	<b>This is Fiddly!</b> Do not reload or clear the jam or deploy on this turn. Fail to light a fuse	<b>Ready to shoot!</b> Successfully reload or reprime and may now move ½ move or make a hasty shot.  Successfully clear the jam or deploy or light the fuse.	<b>Rapid Reload!</b> Successfully reload or reprime and may immediately Open Fire, or move 1 move, or move ½ move and make a hasty shot or fire a burst. Successfully deploy or clear the jam and may load or shoot. 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"> <li>• All single shot weapons</li> <li>• All shot guns after both barrels have been fired</li> <li>• All bows</li> </ul>
Missile weapons that have to be replaced or recovered after each time they are used	<ul style="list-style-type: none"> <li>• a spear or throwing axe or similar</li> </ul>
Missile weapons that have to be recoiled or recovered after each time they are used:	<ul style="list-style-type: none"> <li>• a net, lasso, bolas or whip</li> </ul>
Missile weapons that have to be reloaded if any 1s are thrown when shooting:	<ul style="list-style-type: none"> <li>• All Automatic, Revolving or Repeating cartridge Firearms</li> <li>• All Bolt Action or Magazine Firearms</li> <li>• NB; if a drum magazine weapon jams it takes 2 successful actions to clear it.</li> </ul>
Reloading the following weapons is Difficult so characters or crews use reduced action dice:	<ul style="list-style-type: none"> <li>• A Machine gun without a full crew</li> </ul>

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

SHOOTING	Fighting	Firing	Firing	Firing	Firing
Character Action Dice	Using a Melee or Improvised Weapon or Fists, etc	A thrown weapon or Bow or a Single Shot from a fire arm Firearm or one barrel of a double barrelled weapon	A double barrelled weapon firing both barrels or one barrel of a sawn off shotgun or making snap shots or Snap shots from a Semi-automatic weapon	A both barrels of a sawn off shotgun or a Grenade	a bundle of dynamite/ or a burst from an automatic weapon
Main	2D10 High	2D10 High	2D10 and both can score	3D10 and all can score	4D10 and all can score
Supporting & Minor	1D10	1D10	2D10 High	2D10 and both can score	3D10 and all can score

If you need to determine where a thrown weapons has gone if it fails to hit then roll 1D10 an check on the following chart

DEVIATION	1	2 to 4	5 to 9	10
To see where a missed thrown or fired object lands	<p>The object goes in a random direction. Roll 1D10</p> <p>1 to 5 it veered off course – roll to see if it went left of right 6 to 10 it was in line – roll again to see if it under or over If thrown misses by 6 paces If shot misses by 10 paces</p>	<p>The object veers off missing the target. Roll 1D10 –</p> <p>1 to 5 it veered left 6 to 10 it veered right If thrown misses by 4 paces If shot misses by 8 paces</p>	<p>It's In Line but Missed! Roll 1D10</p> <p>1 to 5 it fell short 6 to 10 it over shot If thrown misses by 3paces If shot misses by 6 paces</p>	<p>The object just misses the target</p> <p>If thrown misses by 2 pace If shot misses by 4 paces</p>

## NEW DULD ERA WEAPONS

TYPE	RANGE	INFORMATION
<b>Most handguns</b> including Automatic & Double Action and 'Personal Protectors' or Saturday Night Specials	12	These normally have a range of 12 paces but Personal Protectors' or Saturday Night Specials only have a range of 8 paces. Some handguns are rated as High Impact but Personal Protectors' or Saturday Night Specials are Light Impact. Any 1s indicate out of ammo
<b>'Long' Pistols</b>	16	Long-barrelled or with shoulder stocks such as the Mauser Cannot be drawn and fired in the same turn. Some, such as the adapted Mauser, can fire bursts: any 1s indicate out of ammo;
<b>Lever or pump action shotguns</b>	20	These are repeating shotguns and are <b>High impact</b> Any 1s indicate out of ammo
<b>SMGs</b>	18	Any type of Submachine gun, such as the Thompson or Bergmann, and are capable of firing bursts. These only need to be reloaded when 1s are thrown and the character must be stationary to carry out the action. If more than 1 hit is scored it may be shared with other targets within 1 pace of the primary target.
<b>Most repeating, Lever, Pump action or magazine or semi-automatic rifles or carbines</b>	36/24	Such as the <b>Lee Enfield, Mauser, Winchesters or semi-automatic weapons such as the M1 Garand or M1 Carbine</b> - these only need to be reloaded when 1's are thrown if hasty or snap shots and the character must be stationary to carry out the action.
<b>BAR (Browning Automatic Rifle)</b>	24/36	This is a special type of weapon and uses its shorter range if fired without being deployed using its bipod or when moving. Its greater range is achieved when deployed using its bipod. It is capable of firing bursts. It only needs to be reloaded when 1s are thrown and the character must be stationary to carry out the action. If more than 1 hit is scored it may be shared with other targets within 1 pace of the primary target
<b>Grenade, stick of explosives, or improvised bomb</b>	8	High impact May affect or hit additional targets within 1 pace of the actual target When throwing - If a 1 is thrown it is dropped and explodes prematurely -test for injury on the thrower/shooter If 2-4 it misses - roll 1D10 for deviation
<b>Light Machine Guns</b>	48/36	This covers all types of Light/portable machine guns such as Lewis guns or similar weapons which are capable of firing bursts. These only need to be reloaded when 1s are thrown and the character must be stationary to carry out the action. If 2 1s are thrown it has jammed. These normally have a crew of 2 – a shooter and a loader They can be moved and fired but suffer a penalty by doing so and the range is reduced to 36 paces. If more than 1 hit is scored it may be shared with other targets within 1 pace of the primary target.
<b>Machine Guns</b>	100	This covers all types of machine guns such as the Maxim, Vickers and Browning - These only need to be reloaded when 1s are thrown and the character must be stationary to carry out the action. If 2 1s are thrown it has jammed. These have a crew of 3 – a shooter, a loader and a spotter/spare crewman – can operate with less They cannot be moved and fired and must be deployed before they can be fired. If more than 1 hit is scored it may be shared with other targets within 2 paces of the primary target.

## Wheeled and Tracked Motor Vehicles

For simplicity all wheeled or tracked motor vehicles are divided into the following categories

Vehicles	MOVE	Max Speed	Vehicle Defense Value (VDV)
Trucks	Fast	12	VDV1
Cars	Very Fast	16	VDV0
Supped-up Cars	Rapidly	16+	VDV0
Heavily Plated Vehicles e.g. those fitted with boiler plates or heavy metal shielding to provide some form of armour	Fast	12	VDV2
Armoured vehicles – such vehicles are fitted with armour and one or more Light Machine Guns or Machine Guns. They count as Heavily Plated Vehicle.	Fast	10	VDV2 or 3

### Movement rules

<b>Movement along surfaced/tarmac roads</b>	Movement for wheeled motor vehicles is increased by 50%. Accelerating, decelerating or manoeuvring is a <b>basic action</b> but may become a task in adverse circumstances such as in a storm, dust cloud, heavy rain, snow or high winds.
<b>Movement in Good Going</b>	Good going includes terrain such as tracks, and open ground. There are no deductions to movement. Accelerating, decelerating or manoeuvring is a <b>basic action</b> but may become a task in adverse circumstances such as in a storm, dust cloud, heavy rain, snow or high winds.
<b>Linear Obstacles</b>	<p><b>Linear obstacles</b> include items which are waist high such as walls and fences, or which impede movement such as ditches or gaps (up to 2 paces wide).</p> <ul style="list-style-type: none"> <li>• <b>Wheeled Vehicles cannot cross such obstacles unless ditches or gaps and then deduct 50% from movement. They must roll for completing a task (see below)</b></li> <li>• <b>Tracked vehicles can do so at slow speed – in some instances they crash through the obstacle</b></li> </ul>
<b>Movement in Bad Going</b>	<p>Bad going is terrain such as rocky ground, thick under brush, steep slopes, muddy or boggy ground. Areas of snow are bad going unless characters have snow shoes or skis. If there is poor visibility or bad weather, treat all terrain as bad going. Characters moving in a building count it as bad going.</p> <ul style="list-style-type: none"> <li>• Tracked vehicles suffer no penalty</li> <li>• Motor vehicles deduct <b>50% from movement.</b></li> <li>• Moving or manoeuvring slowly is treated as a basic action but <b>moving or manoeuvring any faster reduces the action dice.</b> Roll to check outcome.</li> </ul>
<b>Random Movement</b>	<p>On occasion characters will slip or lose control of a mount. In such cases their movement is random. Roll 1D10</p> <p>1- 3 Reverse: 4&amp;5 Go Right: 6 &amp; 7 Go left: 8+ Straight Ahead</p>

## Damage to Vehicles

Once one or more hits has been scored on a vehicle the player controlling the vehicles rolls the drivers **Action dice** to determine the outcome for each hit scored

- Fully enclosed Heavily Plated/ Armoured vehicles cannot be damaged by small arms, i.e. pistol, rifles, shotguns, SMG's so any result other than No Damage is treated as a Courage Test
- Hits on open topped Heavily Plated/ Armoured vehicles by small arms, i.e. pistol, rifles, shotguns, SMG's etc increase the vehicles VDV by 1
- Hits by grenades or Explosives on vehicles reduce their VDV by 1
- Hits on Heavily Plated/ Armoured vehicles by Machine Guns do not adjust the vehicles VDV
- Hits on Heavily Plated/ Armoured vehicles by Anti-tank weapons or similar reduce their VDV by 2

Dice Roll	VDV-3	VDV-2	VDV-1	VDV 0	VDV 1	VDV 2	VDV 3	VDV 3+1
10	No Damage	No Damage	No Damage	No Damage	No Damage	VDV 2	VDV 3	VDV 3+1
9	Courage test	Courage test	Courage test	Courage test	No Damage	No Damage	No Damage	No Damage
8	Reduced Mobility	Reduced Mobility	Reduced Mobility	Reduced Mobility	Courage test	No Damage	No Damage	No Damage
7	Immobilized	Reduced Mobility	Reduced Mobility	Reduced Mobility	Reduced Mobility	No Damage	No Damage	No Damage
6	Weapons Damaged	Immobilized	Reduced Mobility	Reduced Mobility	Reduced Mobility	Courage test	No Damage	No Damage
5	Destroyed	Weapons Damaged	Immobilized	Immobilized	Reduced Mobility	Reduced Mobility	Courage test	No Damage
4	Destroyed	Destroyed	Weapons Damaged	Immobilized	Immobilized	Reduced Mobility	Reduced Mobility	Courage test
4	Destroyed	Destroyed	Weapons Damaged	Immobilized	Immobilized	Reduced Mobility	Reduced Mobility	Reduced Mobility
3	Destroyed	Destroyed	Destroyed	Weapons Damaged	Immobilized	Immobilized	Immobilized	Immobilized
2	Destroyed	Destroyed	Destroyed	Destroyed	Weapons Damaged	Weapons Damaged	Weapons Damaged	Weapons Damaged
1	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed

Outcome	Effect
<b>Destroyed</b>	The target is destroyed including It's driver, crew or passengers carried in it
<b>Weapons Damaged</b>	The target's main weapon can no longer fire but it may still move: its driver and any crew or passengers carried in it also have to take a Courage Test. If no weapons, treat as immobilised.
<b>Immobilized</b>	The target may no longer move but may still fire its main weapon: It's driver and any crew or passengers carried also have to take a Courage Test
<b>Reduced Mobility</b>	The target's movement is reduced by 50% but may still fire its main weapon: It's driver and any crew or passengers carried in it also have to take a Courage Test
<b>Courage test</b>	Although hit causes only superficial damage to the vehicle but It's driver and any crew or passengers carried in it also have to take a Courage Test
<b>No Damage</b>	Although hit causes only superficial damage to the vehicle and its s driver and any crew or passengers carried in it are unaffected.