

MEXICO 1889 COMBAT CHEAT SHEET VERSION 2

COMBAT PROCEDURE

- GM operates a counter indicating the passage of Counts, each count is 1/10th of a second.
- All roll for initiative: d10 plus Speed (Combat portion of PC Sheet). The number (cannot be less than 1) is the count when the PC/NPC can begin acting.
- When a PC's opportunity to act comes up, he chooses action(s), and waits for the appropriate number of counts to pass.
- To shoot, when the count arrives, the player rolls a d20 and adds in all modifiers.
- If a 14+ is rolled, the player draws one playing card (on-screen deck), and informs the GM of the target, point of general aim, weapon used, to-hit number rolled, and card drawn. (*shooting at #5, chest, rifle, 18, 3 of spades*)
- The GM uses the shot clock to determine if/where the target is struck, and applies damage
- **Mishap:** An unmodified "1" on a To-hit roll automatically misses and creates a Mishap

BASIC SHOOTING TIMES

Reloading: By weapon

2/3 Cock, fire a derringer/2nd shot

3/5 Cock, fire a pistol/2nd shot

10/6 Cock, fire a rifle/2nd shot

10/14 Cock, aim, fire a shotgun/2nd shot.

Fan Fire: -2 counts, -6 Accuracy

Draw/bring a weapon into play: By weapon

Draw 2 handguns at the same time: +5

Drawing with off-hand: +5

Drawing from non-holster +d4

Surprise: Inactivity for 10 counts

Mount horse 20 counts

Dismount/jump from horse 10 counts



FIRING ARC

Assumes right hand shooter in a position where changing facing is a problem (horseback, overwatch, ready walk, etc).

Arc B: Speed +1, -1 Accuracy

Arc C: Speed +2, -2 Accuracy

Arc D: Speed +5, -5 Accuracy

TARGET MOVEMENT

Crawl/Stroll -1

Walk/Jog -2/-3

Run/Dodge -4/-2 (dodge stacks)

Horse Walk/Trot/Lope/Gallop -2/-4/-6/-8

VISIBILITY

Shooting blind, complete darkness -8

½ moon, dense foliage -7

Full moon/cloudy full moon -6/-7

Thick foliage, thick curtains -5

Dim light, fog, smoke -4

Torch/lantern light -3

Thick haze -2 Thin foliage -1

SHOOTER MOVEMENT

Crawling: cannot shoot.

Stroll: No modifiers

Walking: +1 count, -1 accuracy

Jogging: +2 count, -3/-6 accuracy*

Running: +4 count, -4/-8 accuracy*

Dodging: +2 count, -4/-8 accuracy*

Mounted standing: +2 count

Walk: +2 count, -1 accuracy

Trot: +4 count, -3/-10*

Lope: +3 count, -3/-6*

Gallop: +3 count, -3/-6*

* = handgun/long gun

Dodge reduces movement rate by one step

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ACCURACY MODIFIERS

Pistol 2 handed (**Steady Aim**) +2 Cnts +3 acc
 Off-hand: -4
Deliberate aim, pistol: +4 Counts, +2 acc
Careful aim, handgun: +10 counts, +3 acc
 Fan Fire: -2 counts, -6 Accuracy
Deliberate aim, rifle: +8 Counts, +5 acc
Careful aim, rifle: +20 counts, +6 acc
 Shooter prone: +2 acc
 Weapon on solid object: +4
 Weapon on horse: +1
 2nd/3rd shot at same target +1/+2
 Shooting 2 pistols: -2 primary, -6 off-hand
 Range effect: by weapon

WOUND MODIFIERS

< 25% of HP +1 count, -1 accuracy
 25-50% of HP +3 counts, -2 accuracy
 50% of HP +3 counts, -2 accuracy
 51-75% of HP +5 counts, -4 accuracy
 76+% of HP +10 counts, -6 accuracy
 *Graze firing arm/hand -1 accuracy
 *Wound in firing arm/hand -3 accuracy
 *Wound hip, leg, foot +5 count, -2 acc
 *Arrow wound, +2 count, -2 accuracy
 *Head wound, +1 count, -2 accuracy
 * = Stacks with each wound.

TURNING A HORSE

Without a skill test

Standing 3 counts per facing
 Walk: Any direction.
 Trot: 60°/ one hex
 Lope: 45°/ ¾ hex
 Gallop: 30°/ ½ hex

With a skill test

Walk: N/A
 Trot: 90°/ 1½ hex
 Lope: 60°/ 1 hex
 Gallop: 45°/ ¾ hex

MOUNTED MOVEMENT

Walking 5' in 10 counts **Trot** 5 counts
Loping 2 counts **Galloping** 1 count

TABLE 3.2-8: MOVEMENT ACTION RATES

Action	Counts
Drop prone3 Count*
Crawl/stroll5 feet/20 Count
Walk5 feet/10 Count
Jog5 ft/5 Count
Run5 feet/3 Count
Sprint**10 feet/5 Count
Halt run/sprint10 feet over a 10 Count
Change Facing (1 face)1 Count
Change Facing (2 faces)2 Count
Change Facing (3 faces)3 Count
Sit/kneel from prone3 Count
Kneel/sit from standing2 Count
Stand from sitting (ground)5 Count
Stand from kneeling/sitting (chair)3 Count
Pick up dropped weapon5 Count
Check weapon: load10 Count
Check weapon: working order20 Count

*0 Count when combined with another move on this chart.

**5 seconds max per hour

Dodging lowers Speed by one increment (e.g., Run becomes Jog).

Walk or jog before Run/Sprint.

CONSOLIDATED MELEE WEAPON DATA

Attack, readied Thrusting weapon 2

Arrow: d6 p.41 for range stats.

***Axe, Hatchet/Wood:** d6+1/2d4, draw 5, ready1/2, recover 3, \$0.45/ 0.65

Bayonet, fixed: d6+1, ready1, recover 2, \$1

Bowie knife: d4, draw 5, ready1, recover 2, \$4 **Other knife:** d3, draw 5, ready 0, recover 1, \$1

***Club, butt-stroke, pistol-whip:** ready 2, recover 4, d4

***Saber:** d6, draw 5, ready 2, recover 2, \$7

Spear: D6+1, ready1, recover 2,

Fist, Knee, kick: Str Modifiers; ready 0, recover 2,

Attack, readied Swinging weapon 4

Melee attacks add the STR modifier

* = Swinging weapon