

DEAD MAN'S HAND

QUICK REFERENCE SHEET IMPERIAL

ACTION SUMMARY

Action	Summary	Notes
Move	Move up to 4", mount/dismount a horse, enter Hand to Hand Fighting	
Aim	+1 to hit per aim	Affects 1st following shot
Shoot	Take a single shot	
Reload/Change Weapon	Reload, unjam or switch guns	
Recover	Remove an Under Fire Marker	

SHOOTING

Shooter is:	Effect on hit roll:	Notes
Taking two move actions	-1	Applies if two move actions are taken in turn not just before firing.
Point Blank Range with pistol	+2	
Close Range	0	
Long Range	-1	
Aimed Shot	+1	Only affects single following shot, rifles may Aim twice for +2 to hit.
Second shot	-1	
Third shot	-2	
Firing from a mount	-1	
Under Fire	-1	-1 per marker, 3 markers is -3 to hit.

Target is:	Effect on hit roll:	Notes
Moving	-1	-1 to hit per move action taken.
Behind substantial cover	-1	
A Boss	-1	No effect if the firer is another Boss.
Mounted	+1	
Obscured	-1	Obscured is any target where a clear LOS cannot be drawn to the entire base of the model due to intervening models.

WEAPONS TABLE

Weapon	Max Shots	Range (inches)			Notes
		Point Blank	Close	Long	
Pistol	3	0-4	4-8	8-12	+2 at Point Blank
Rifle	1	N/A	0-20	21+	May Aim twice
Repeater	2	N/A	0-16	17+	
Shotgun	2	0-4	4-8	N/A	+4 to hit at Point Blank, may not Aim; Out of Ammo if 2 shots taken in one turn
Shotgun - Both Barrels	1	0-4	N/A	N/A	+6 to hit at Point Blank and Out of Ammo, may not Aim or Quick Shoot

SHOOTING RESULT

Natural 1:	out of ammo	15-18:	under fire marker and nerve test
2-10:	miss	19+:	out of action
11-14:	under fire marker		