**Gun Combat for d12**

Gun combat works the same as missile combat with a couple of additional rules and maneuvers.

#### Hip Shots

Aiming and firing a missile weapon takes a full action. However, you may use a “hip shot” and fire a missile weapon without aiming. This incurs a penalty based on the type of weapon you are firing.

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| **Weapon Type** | **Hip Shot Penalty** |
| Holdout Pistol, Thrown Weapon | 0 |
| Pistol | -1 |
| Rifle, Shotgun, SMG | -2 |
| Grenade Launcher, Heavy Weapon | -3 |

#### Automatic Fire

Weapons that are rated for autofire will be marked as being able to burst for 2, 3 or 5 dice and the amount of ammunition each type of burst consumes.

When firing a burst at a single target, the attacker rolls the number of dice in the burst. The defender rolls a single die to dodge as though he were defending against a single shot. Each die is resolved as a separate attack with all range and cover modifiers applied. Any die that hits does damage.

Bursts of 2 and 3 dice are at a -2 to hit. Bursts of 5 take a -3 penalty.

Bursts can be spread across multiple hexes. Each die of burst can be directed against a target so that a burst 2 can possibly hit up to 2 opponents, while a burst 3 can hit up to 3 enemies.

Bursts directed against adjacent targets take no additional penalty. Bursts can be walked through a maximum of one empty hex for each hex which takes fire. Each empty hex “walked” in this manner increases the to-hit penalty by 1.

*Example of Automatic Fire: Firing a gun with the Burst 2 attribute allows you to attack a single target with 2 dice, each die taking a -2 to hit.*

*If faced with two opponents in adjoining hexes, a Burst 2 gun would allow you to attack each of them with a single die at a -2 to hit.*

*Alternately, the two enemies could be two hexes apart and the burst could be walked through the empty hex. In this case, each target could be attacked with one die, but the penalty would be -3.*

**Scatter**

Some weapons have the scatter property which means they fire a large number of small projectiles at their target. The effect of this depends on the range band.

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| **Range Band** | **Scatter Effect** |
| Point Blank | No effect, treat the weapon as though it fired a single projectile. |
| Short | If the shot hits, no effect. However the shot can “miss” by up to 2 points and still damage the target. Each point missed by decreases the damage by 1 die. |
| Medium | Base damage reduced by one die step. The shot can “miss” by up to 3 points and still damage the target. Each point missed by decreases the damage by 1 die. |
| Long | Base damage reduced by two die step. The shot can “miss” by up to 3 points and still damage the target. Each point missed by decreases the damage by 1 die. |
| Extreme | Base damage reduced by three die steps. The shot can “miss” by up to 3 points and still damage the target. Each point missed by decreases the damage by 1 die. |

**Special Missile Maneuvers**

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| **Maneuver** | **Type** | **Attack** | **Defense** | **Damage** | **Notes** |
| **Brace** | SpA | Skill + 1 | Mode – 2 | Normal | The gunman can brace his long gun on a stationary object and get a bonus to hit a distant object. Increase the range bands by 0/+2/+6/+10/+20. |
| **Double Barrel** | SpA | Skill – 2 | Mode | Normal (x2) | By firing both barrels of a double-barrel shotgun at the same target, you may double the damage (roll both sets of damage dice).  Firing two barrels at different targets is possible as well, but this is considered double fire. |
| **Double Fire** | SpA | Skill - 4 | Mode | Normal | If the attacker is using double-action pistols, or a double-barrel shotgun, he can attack two opponents, or fire both shots at a single target. Double fire takes a half-action and can be aimed.  Uses 2 shots. |
| **Fannin’** | SpA | Skill – 4\*  To  Skill -9\* (HS) | Mode | Normal | By holding the trigger of a single action pistol (or level action rifle) and quickly fanning back the hammer, the gunman may fire up to 6 shots at targets in 6 adjacent hexes. The penalty for the first bullet is -4 and for each subsequent bullet fired, the penalty increases by one.  Fannin’ only takes a half-action, but cannot be aimed (and thus takes an additional penalty of -1 or -2 based on the weapon fanned). |
| **Set** | SpA | Skill + 2 | Mode - 2 | Normal | If the attacker spends a full round observing a target, he gets a +2 to hit when firing next round. |
| **Snap Shot** | SpA | Skill – 3 (HS) | Mode  (+cover?) | Normal | The attacker starts from behind cover, ducks out to take a quick shot and then disappears behind cover. This allows the character to move a hex before his attack and a hex after, possibly avoiding counter attack.  The penalty is a total of an un-aimed attack, a move and an additional -2.  Any enemies that are saving their attacks when the character snap shots may automatically preempt and the attacker gets no cover bonus. Enemies that are up to 3 initiative below the character can shoot before he gets back behind his cover, but in this case, he does get his cover bonus. |