

PLEASE NOTE THESE RULES ARE STILL A WIP

Automobile Rules

All Automobiles are unlike other playing pieces. Although it is controlled by a player, it does not move and fight in the same way as other members of the Posse.

The Automobile uses the following rules:

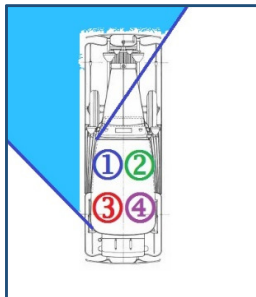
- **Movement** — The Automobile can move up to 16" per turn, and must travel along the roads.
 - Models in the way are moved slightly to make way for it,
 - If speed is less than or equal to 8" (slow speed) and models were more than 4" away.
 - If speed is greater than 8" (fast speed) and models are more than 8" away.
 - Otherwise models must make a Hit n' Run roll and
 - As soon as the Automobile takes any damage (see below), its movement rate is reduced by 2" for every wound it loses. The Automobile has no control zone, and does not count as a combatant.
- **Damaging the Automobile** — The Automobile may be damaged by shooting (but not by close combat) in the usual manner. The vehicle (include all passengers) is counted as a single model with a Grit value of 7 and 7 wounds.
- **Riding Shotgun** — The occupants in vehicle may fire out within their fire arc's (see diagram 1.1), and always counts as having moved for the purposes of shooting at
 - Half normal movement rate if vehicle was moving at slow speed.
 - Full normal movement rate if vehicle was moving at fast speed (driver cannot shoot at this speed).

Also fanning is not possible from a moving vehicle.

The passengers may be targeted, but the vehicle is in the way with a value of,

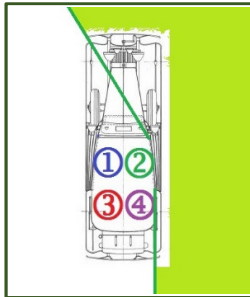
- 5+ if at slow speed.
- 6+ if at fast speed.

Diagram 1.1



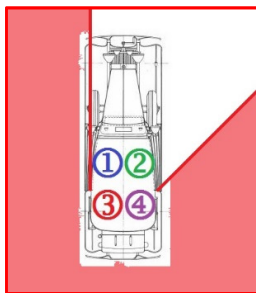
Driver

From front of driver's side window at an angle to opposite front corner of vehicle to 45° out from back of driver's side rear window forward. Blue shaded area.



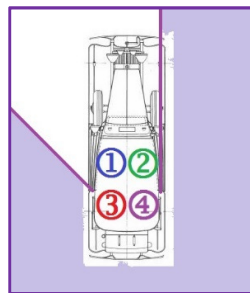
Front Passenger

From front of passenger's side window at an angle to opposite front corner of vehicle to directly backwards alongside of vehicle. Green shaded area.



Drivers side rear.

Directly forward alongside of vehicle to a 45° out from front of passenger's side rear window. Red shaded area.



Passenger side rear.

Directly forward alongside of vehicle to a 45° out from front of driver's side rear window. Purple shaded area.

Hit 'n Run Table

Dice	Result
1	<p>Hit n Splattered - The pedestrian hits the pavement and suffers a single hit,</p> <ul style="list-style-type: none"> • At slow speed strength of hit is 5 • At fast speed strength of hit is 6 <p>If he survives, he is placed lying down beside where model was standing away from centre on road. If already engaged in a fight they fight lying down.</p>
2	<p>Knocked Flying - The pedestrian hits the pavement and suffers a single hit,</p> <ul style="list-style-type: none"> • At slow speed strength of hit is 3 • At fast speed strength of hit is 4 <p>If he survives, he is placed lying down beside where model was standing away from centre on road. If already engaged in a fight he fight lying down.</p>
3-5	<p>Rises from the Dust – The pedestrian disentangles themselves and dusts themselves down. The pedestrian can do nothing else for that, turn — if already engaged in a fight, he cannot strike blows if he wins.</p>
6	<p>Leaps into Action - The pedestrian bounds out of the way of the ploughing automobile to confront his enemy. The pedestrian is placed out of the way of where the vehicle travelled and suffers no further penalty</p>

Thompson Submachine Gun

Thompson submachine gun:

Range	Strength	Move Penalty	Special Rules
Special	3	Half	Machine gun

Machine gun: The Tommy gun uses the Spread template with the narrow end of the template no further than 6" away from the firer, with the wide end pointing directly away. All models under or partially touched by the template are potential targets. Even if some of the models under the template are friendly, you may still target the area.

To fire the gun, you must first determine how many shots are fired. To do this, roll a D6; the result is the initial number of shots fired. You can now decide whether to stop or roll another dice. The result of the second dice is added to the first and their total will be the number of shots fired. You may now stop or continue firing, repeating the same process as many times as you like. However, if you roll a double (that is, if any of the dice duplicate one of the numbers already rolled), then the gun jams. You may still fire all of the shots rolled so far, including the doubles. The jam will take effect from the start of the next turn but, because a Tommy gun jam is so complex, it will take D3 turns to clear rather than just one. Once you have worked out the number of shots, roll that many dice to see how many actually hit.

The Shootin' value of the weapon user is used, but the gun will never hit on anything better than a 4+. The 'Trick Shooter', 'Trigger Happy' and 'Deadeye Shot' skills may never be used in conjunction with the Tommy gun. Objects and models in the way are rolled for as usual on an individual basis. Before allocating hits, take all the dice that scored a hit and put them to one side. The first dice must be allocated to the initial target. Then, the opposing player chooses one of the models, friend or foe, under the template to take the second hit. Players take it in turns to allocate hits in this way. No model may be allocated more than one hit until every other model under the template has taken one. Finally, roll to wound each affected model as normal.

- **Terrifying:** Despite its gross inaccuracy, the psychological damage of being shot at by a Gatling gun was priceless. Any model under a Tommy gun template must take a Dive for Cover test when the gun has finished firing, whether they were hit or not!
- **Forceful:** The large-rate of fire of a Tommy gun smashes through cover, in the same way as a 12-gauge blast (see Legends of the Old West, page 40).