

PULP CTHULHU FIREFIGHT CHEAT SHEET

Firearms Difficulty Levels

Base Range = Regular

Long Range* (2 x Base) = Hard

Very Long Range* (4 x Base) = Extreme

*bipod, tripod, braced weapon doubles base range

*telescopic sight doubles base range

Ranged/Firearm Modifiers

Diving For Cover (Dodge success)	1 Penalty Die
Partially Concealed	1 Penalty Die
Point-Blank Range* (within 1/5 DEX in feet) *excludes long/cumbersome weapons like rifles, full-length shotguns, and bows.	1 Bonus Die
Aiming for 1 round	1 Bonus Die
Target moving at full speed (MOV 8+)	1 Penalty Die
Target is small (Build -2)	1 Penalty Die
Target is large (Build 4+)	1 Bonus Die
Loading 1 bullet & shooting (same round)	1 Penalty Die
Handgun firing 2+ shots (semi-auto fire)	1 Penalty Die on all shots
Firing into melee	1 Penalty Die
Firing while running	1 Penalty Die
Mounted Weapon (to vehicle or structure)	1 Bonus Die
Firing while prone	1 Bonus Die
Firing at prone target (ignore if at Point Blank range)	1 Penalty Die
Two Weapon Fighting (increased Fumble chances)	1 Penalty Die on all attacks.

Other Firearm Rules

Readied firearms may shoot at +50 in DEX order.

Reloading a clip or magazine takes 1 round. Up to two individual shells can be loaded per round.

Melee Modifiers

Target already Dodged or Fought Back one attack this round. *n/a if allowed multiple attacks	1 Bonus Die
Kicking prone target	1 Bonus Die

Using Firearms

Firearm attacks are not opposed.

- 1: Determine Difficulty by weapon range.
- 2: Apply modifiers.
- 3: Make roll.

Target may Dive for Cover (Dodge) but cannot Fight Back.

Armor Values

Heavy leather jacket	1 point
WWI helmet	2 points
1" Hardwood	3 points
1" Steel Plate	19 points
Large sand bag	20 points
6" concrete	25 points

Optional Hit Locations

Die Roll	Location
1—3	Right Leg
4—6	Left Leg
7—10	Abdomen
11—15	Chest
16—17	Right Arm
18—19	Left Arm
20	Head

Movement During Combat

Melee

- Character may move their MOV in yards and attack normally
- Character may move their MOV x 5 in yards and make one melee attack at end of the round.

Firearms

- Character may move and take shots at any point during the round.
- To take advantage of the +50 DEX for readied firearm, it must be fired before any movement is made.
- The character may move up to a number of yards equal to their MOV rate and make their firearms attack (or attacks) normally on their usual DEX rank.
- If the character moves their MOV rate x5 in yards, they must fire while running (penalty die) and shots may be delayed in DEX order if significant distance must be covered to reach a firing position (Keeper's discretion)