

Controlling Horses	Injury from Falls		Response Reaction	Reaction Times
0-10 Rider thrown	0- 2 Dead	26-30 L.Body	After firing.	Pro. or Vet. on phase of occurrence
11-35 Stampedes	3-10 KO 10ph.	31-35 L.L.A.	After fighting.	Av. on phase after occurrence.
36-50 Out of control	11-15 Ser. R.A.	36-40 L.R.A.	After sighting enemy.	Nov. during two
2ph. to right.	16-20 Ser. L.A.	41-45 L.Head	On a demand to	ph. after occurrence.
51-65 2ph. to left.	21-25 Ser. Leg	46-100 OK-2ph.	surrender.	Enforced reaction
66-75 1ph. to right.	-10 G.R.	-30 Galloping	Seeing friend wounded	1. Close miss.
76-85 1ph. to left.	-20 P.R.	-10 Loping	Sudden or unexpected	2. Rescue friend.
86-100 CONTROLS.	+30 Drunk or KO'd.		occurrence.	
+10 ER -10 Lope				
-10 PR -30 Gallop				

FIGHTING TABLE: BASIC PERCENTAGE CHANCE OF HITTING

Attacker's weapon		Opponent's weapon											Opponent Evading
		1	2	3	4	5	6	7	8	9	10	11	
Unarmed/unable to use w.	1.	50%	45%	40%	30%	30%	25%	20%	15%	20%	15%	10%	0%
Handgun/rock/cosh	2.	55%	50%	45%	35%	30%	25%	20%	20%	25%	20%	10%	0%
Knife/dagger/bayonet	3.	60%	55%	50%	40%	35%	30%	25%	20%	30%	20%	15%	5%
Shoulder arm/lance	4.	70%	65%	60%	50%	45%	40%	30%	25%	35%	25%	20%	10%
Axe/tomahawk/war club	5.	70%	70%	65%	55%	50%	45%	35%	30%	40%	30%	25%	15%
Short sword/Bowie knife	6.	75%	75%	70%	60%	55%	50%	40%	35%	45%	35%	25%	15%
Fixed bayonet/spear	7.	80%	80%	75%	70%	65%	60%	50%	40%	45%	35%	25%	20%
Sabre/sword	8.	85%	80%	80%	75%	70%	65%	60%	50%	50%	40%	30%	20%
C) Any other weapon	9.	80%	75%	70%	65%	60%	55%	55%	50%	50%	35%	30%	30%
A) Spear / lance	10.	85%	80%	80%	75%	70%	65%	65%	60%	65%	50%	60%	40%
V) Sabre/sword/war club	11.	90%	90%	85%	80%	75%	75%	75%	70%	70%	40%	50%	40%

PERCENTAGE VARIATIONS

Ability	Movement & Position	Protection	Cavalry	Wounds
+5 each H-to-H factor over opponent.	+10 Charging	-5 Opp. has shield	+15 on left or rear of lancer.	-10 each light wnd.
-5 each H-to-H factor under opponent.	-10 Evaded last round.	-20 Opp. in cover.	-20 Opp. on left or rear of lancer.	-20 each serious wound.
1/2 basic chance if unskilled or wrong hand.	+ 5 above opp.	+5 Using shield.	-15 Opp. on left or rear of others.	-10 wounded last round.
	- 5 below opp.	Obstacles	- 5 Opp. trotting.	+15 Opponent wounded last round.
	Miscellaneous	-10 Unprepared.	-10 Opp. loping.	
-10 Poor rider.	-10 outnumbered.	+20 Opp. cav. crossing.	-20 Opp. galloping.	+10 Longer reach (1st round only)
+10 Expert rider.	-15 Snapfiring in fight	-20 Cav. crossing	+10 Opp. standing cavalry.	
	+10 two weapons.	+30 Opp. on rope.		
	-10 Opp. using two weapons.	+10 Opp. on ladder		

FIGHT WOUND TABLE: Actual Percentage Chance of hitting Opponent and the result

1	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	99	Cat	Inf v Inf.	Cav v Cav	Cav v Inf
1	-	-	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	A	Dead	Dead	Dead
-	-	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	B	Ser. Leg	Ser. Leg	Dead
-	-	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	C	Ser. Body	Ser. Bod.	S. Body
-2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50	D	Ser. R.A.	Ser. R.A.	S. R.A.	
-	-	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	E	Ser. L.A.	Light Bod	S. L.A.
-3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70	F	Opp. disarm	Disarmed	Disarm	
-	-	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	G	Light R.A.	Light R.A.	L. R.A.
-	-	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90	H	Light L.A.	Nick horse	L. L.A.
-4	-	14	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95	I	Light Body	dice/contr'l	L. Body	
-5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	99	J	Light Head	Light Head	L. Head	

The maximum possible actual chance is 99%. The minimum possible chance is 1%.

Inf v Cav = A, dead; B-F, horse nicked, rider thrown; G, LRA; H, LL; I, L. Body; J, horse nicked.

OBSERVATION TABLE

COVER		Percentage Variations			
Enemy	Soft or Partial	Solid	+5 each phase observed	+10 Local Scout	-10 Dusk
HIDING	-5%	-9%	+5 each man in area	+ 5 Vet./Pro.	-20 Night
Looking Out	0%	+5%	-20 Using telescope	- 5 Novice	-10 Enemy Indians.