

Reloading Rules (updated 11/20/2019)

I've never fully agreed with how fast reloading works in the canon rules, and as there are no reloading rules available in BTS-2 (yet), I realized that this is a good opportunity to update them to more realistic methods while keeping it simple.

Without the W.P.: Characters who do not have a Weapon Proficiency for that type of gun cannot reload it. This is canon in the book (pg.166).

With the W.P.: Most modern weapons come equipped with easy to load clips/magazines. Even revolvers can be reloaded quickly with the use of "speed-loaders", which are easy to acquire. The character can reload these types of weapons in **two** actions.

Reloading Double (or triple) Barreled Shotguns: Takes **three** actions as these are sturdy, rugged beasts that takes abuse like no other (takes 3x normal S.D.C. to be broken), but they're clumsy and not designed for quick reloading.

Loading a bolt onto a crossbow/harpoon gun/crossbow pistol: Takes **two** actions.

Reloading revolvers/bolt-action/lever-action/pump-action/machineguns:

The character will need a full melee round or **four** melee actions (whichever is shorter).

Manual Reload Note: The character could perform less than a full reload for bolt-action, muzzle loaders and revolvers if in a hurry to fire. **Takes two actions** to load half the ammo capacity, rounding down. Example: A character can manually load three bullets in a six shooter or a common shotgun and be ready to fire it after spending two actions.

In the "Thick of Combat": While in the thick of combat/firefight/under direct fire or being in melee with someone (or something), it takes **twice as long** to reload their weapons. This rule came from *Heroes Unlimited* (pg.204).

New Skill - "Tactical Reloading": Considered a *Weapon Proficiency* related skill, *Tactical Reloading* is the practice (and perhaps art) of reloading quickly, even in the thick of battle. This covers the practice of placing clips and magazines in familiar places on their body (ammo belts, bandoliers, etc.) and the muscle-memory experience to reload with little cognizant thought.

-Can be taken as an **Elective Skill** for occupations in law enforcement, military, security work and those where practicing with and using guns is common practice.

-Can be taken as **two Secondary skills** by all other occupation types that allow W.P.'s.

Bonus: Costs one less action to reload the weapon their using (two less in the *Thick of Combat*).

Requirements: Must have the proficiency for that weapon.

Limitation: Can only be performed once per melee round. May not be used with W.P. Archery.

Written with pride for the houseofbts.net by Steve Dawes, the Host of the House