

## Reloading Rules (updated 6/11/2021)

I've never fully agreed with how fast reloading works in the canon rules, and a *reloading rules* section isn't in BTS-2 (yet), so I saw this as a good opportunity to update the reloading rules to more realistic methods while keeping it simple. Note that some of these rules come from BTS-2 with others from various Palladium titles (like *Heroes Unlimited*).

**Without the W.P.:** Characters who do not have a Weapon Proficiency for the type of gun they're holding/using cannot reload it. This rule is canon (pg.166), but the GM and players can discuss having a "favorite gun" that they've learned or were taught how to reload.

**With the W.P.:** Most modern weapons are designed to reload easily and 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. Characters can reload these types of weapons in **two** actions.

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

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

**Reloading bolt-action, lever-action, muzzle loaders, breech loaders, pump-action, or hand-loading a revolver:** The character will need a full round or **four** 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 pump-action shotgun and be ready to fire it after two actions.

**In the "Thick of Combat":** While in the thick of combat/firefight/under direct fire or being in melee combat with someone (or something), it takes **twice as long** to reload your weapons. This rule came from *Heroes Unlimited G.M. Guide* (page 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, magazines & shells in familiar places on the 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 Modern W.P.'s.

**Bonus:** Costs one less action to reload range weapons (two less in the *Thick of Combat*).

**Requirements:** Must have the proficiency for that weapon.

**Limitation:** Can only be performed once per round. Cannot be used with W.P. Archery.