

MODIFIED COMBAT TABLES



STEP 1: Accuracy modifiers

Range	
Point Blank <2 hex, Pistol	+4
Point Blank <2 hex, Rifle	-2
Short	0
Long	-2
Extreme	-5
Movement (<i>Previous round of target</i>)	
Running/trotting	-2
Evading/Galloping	-4
Movement (<i>Previous round of Shooter</i>)	
Walking	-2
Running/Trotting/Galloping	-4
Wounds	
Each Light Wound	-1
Each Serious Wound	-2
Target Size	
Very large	+4
Large	+2
Normal	0
Small	-2
Very small	-4
Miscellaneous	
Sniping (Rifle)	+2
Sniping (Pistol)	+1
Shotgun / Scattergun	+2
Target obscured (<i>not Cover</i>)	-2
Darkness / Blinded	-4
Using wrong hand	-2
Shooting against higher ground	-1
Firing two pistols	-6

Cover

Full Solid cover	If wound location is behind cover - no wound gained
Sporadic solid cover	Luck check, if successful no wound occurs
Light / Soft Cover	Reduce wound severity roll by -1 to -3

Shotgun & Scattergun wounds

Roll (1d6)	Short	Long	Extreme
1	1	0	0
2-3	2	1	0
4-5	3	2	1
6	4	3	2
Additional targets	N/A	within 2 hex	within 5 hex

(Coordination score to hit all additional targets within range is 1/2 of normal for the shot taken + rifle skill. Wound locations for the additional targets cannot be modified)

STEP 2: Wound Location

Roll	Location
1-2	left leg
3-4	right leg
5-6	left arm
7-8	right arm
9-10	left shoulder
11-12	Right Shoulder
13-17	abdomen
18-19	Chest
20	Head shot (<i>unmodified roll</i>)

STEP 3: Wound location modifier

Type of shot	+/- Modifier
Careful	Weapon skill
Steady	1/2 weapon skill
Hipshot	1/4 weapon skill
Fanfire	None

(Round fractions down, can maximum be modified to 19)

STEP 4: Wound Severity

Roll (1d6)	Wound
0 (<i>or below</i>)	A scratch
1-3	Light Wound
4-6	Serious Wound
7-8	Mortal Wound
+2	If Hit to head
+1	If hit to chest
-1	If hit to arms or legs
-1/ 0 /+1	Weapons modifier