

# MODIFIED COMBAT TABLES



**TABLE 4: ACCURACY MODIFIERS**

<u>RANGE</u>	
POINT BLANK <2 YARDS, PISTOL	+4
POINT BLANK <2 YARDS, RIFLE	-2
SHORT	0
LONG	-2
EXTREME	-5
<u>MOVEMENT (OF TARGET)</u>	
RUNNING/TROTTING	-2
EVADING/GALLOPING	-4
<u>MOVEMENT (OF SHOOTER)</u>	
WALKING	-2
RUNNING/TROTTING/GALLOPING	-4
<u>WOUNDS</u>	
EACH LIGHT WOUND	-1
EACH SERIOUS WOUND	-2
<u>TARGET SIZE</u>	
VERY LARGE	+4
LARGE	+2
NORMAL	0
SMALL	-2
VERY SMALL	-4
<u>MISCELLANEOUS</u>	
SNIPING	+2
SHOTGUN	+2
SCATTERGUN	+2
TARGET OBSCURED	-2
DARKNESS / BLIND	-4
USING WRONG HAND	-2
FIRING TWO PISTOLS	-6

**TABLE 11: WOUND SEVERITY**

<u>ROLL</u>	<u>WOUND</u>
0 (OR BELOW)	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

**TABLE 10: WOUND LOCATIONS**

<u>ROLL</u>	<u>LOCATION</u>
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 (UNMODIFIED ROLL)

**TABLE 12: WOUND LOCATION MODIFIER**

<u>TYPE OF SHOT</u>	<u>+/- MODIFIER</u>
CAREFUL	WEAPON SKILL
STEADY	1/2 WEAPON SKILL
HIPSHOT	1/4 WEAPON SKILL
FANFIRE	NONE

(ROUND FRACTIONS DOWN, CAN MAXIMUM BE MODIFIED TO 19)