

COMBAT MODIFIERS

Numerous factors can impact an attack's outcome.

These modifiers apply to all types of attacks.

Situation	Modifiers
Superior position	+20
Wounded/traumatized	−10 per wound/trauma
Called shot	−10
Using off-hand	−20
Wielding two-handed weapon with one hand	−20
Very small target (mouse or insect)	−30
Small target (child-sized)	−10
Large target (car sized)	+10
Very large target (side of a barn)	+30
Visibility impaired (minor: glare, light smoke, dim light)	−10
Visibility impaired (major: heavy smoke, dark)	−20
Blind Attacks	−30/50% miss chance