

## COMBAT MODIFIERS

MODIFIER	NOTES	OCV	DCV
Area Of Effect Attack	Must hit hex's DCV (3; 0 if adjacent)	-	-
Autofire	More than one shot; 1 hit/2 points roll is made by	+0	-0
Concealment	By Hit Location Table or:		
	Target half hidden	-2	-
	Only target's head and shoulders visible	-4	-
Bouncing An Attack	Requires 1 Combat Level per bounce	+ 1 to +3	-
Coordinated Attacks	Combine damage for purpose of Stunning	-	-
Encumbrance	Attacker is weighed down	-	-0 to -5
Environmental Conditions	Various ambient conditions or situations	Varies	Varies
Explosions	Treat like Area Effect	-	-
Multiple Attackers	+ 1 OCV/attacker after the first; must Coordinate	Varies	-
Off Hand	Using off hand	-3	-
Spreading An Attack	For one target, + 1 OCV per -DC	Varies	-
	To hit multiple targets, -1 d6 per additional hex	-	-
Surprised	In combat	-	x1/2
	Out of combat, take 2x Stun	-	x1/2
Surprise Move	GM decides	+ 1 to +3	
Target A Hex	Must hit hex's DCV (3; 0 if adjacent)		
Target Prone	May have Concealment	-	x1/2
Target Size	Fills 1 hex/2x human sized	+2	
	Fills 2 hexes/4x human	+4	
	Fills 4 hexes/8x human sized	+6	
	1/2 human sized	-2	
	1/4 human sized	-4	
	1/8 human sized	-6	
Throw Object	Unbalanced, unaerodynamic object	-4	
	Balanced or aerodynamic object	-2	
	Balanced and aerodynamic object	-0	
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	
Weapon Size/Shape	GM decides	Varies	Varies

## ENVIRONMENTAL MODIFIERS

CONDITION	PROBLEM; MODIFIERS
Climbing	During easy climbs (such as a ladder), characters suffer -1 DCV; more difficult ones can reduce DCV by up to half and subtract 2 DCs from all attacks.
Cluttered, Cramped	In cluttered or cramped areas, characters will typically be at -2 DCV, -1 OCV (if not worse); an Acrobatics roll eliminates these penalties.
Intoxication	Intoxicated or drunk characters are at -2 OCV/DCV
Narrow Surfaces	Characters fighting on tightropes, tiny ledges, tree branches, and other narrow surfaces are at -2 DCV and -2 DC to all attacks; an Acrobatics roll eliminates these penalties.
Poor Footing	When footing is poor - on ice, rain-slicked rocks, mud, or the like - characters suffer -1 DCV and -1 DC to all attacks; a Break-all roll eliminates these penalties.
Water	Characters fighting underwater are at -2 DCV and -2 DC to all attacks unless they make an appropriate Skill Roll or have TF:SCUBA. A character who is standing in water while he fights is at -2 DCV (and typically also suffers Poor Footing penalties) unless he makes a Breakfall roll.
Zero-Gravity	Characters in Zero-G are typically at -3 OCV and/or -3 DCs for any attacks which require them to have their feet on the ground (such as kicks) or which need the momentum of gravity to function properly (such as some punches or throws). Characters are also at 1/2 DCV. Some or all of these penalties can be eliminated with a successful PS: Zero-G Operations roll.

## RANGE MODIFIERS

RANGE IN INCHES	IN METRES (ROUNDED)	MODIFIER
Adjacent	Adjacent	-0
2-4"	5-10m	-0
5-8"	11-15m	-2
9-16"	16-30m	-4
17-32"	31-60m	-6
33-64"	61-125m	-8
65-128"	126-250m	-10
129-256"	251-500m	-12
257-512"	501-1000m	-14
x2 Range	x2 Range	Extra -2

## PRESENCE ATTACK MODIFIERS

MODIFIER	SITUATION
-1d6	Inappropriate setting
-2d6	Very inappropriate setting
-1d6	In combat
-1d6	At a disadvantage
-3d6	Covered
Presence Attack conflicts with target's Psychological Limitation:	
-1d6	Moderate
-2d6	Strong
-3d6	Total
Poor Reputation relevant or contrary to Presence Attack	
-1d6	8-
-2d6	11-
-3d6	14-
-4d6	Extreme Reputation
-1d6 to -3d6	Presence Attack runs against existing moods
Varies	Character has an appropriate Reputation Perk
Presence Attack agrees with target's Psychological Limitation:	
+1d6	Moderate
+2d6	Strong
+3d6	Total
+1d6	Character makes appropriate Interaction Skill Roll
+2d6	Character makes appropriate Interaction Skill Roll by half or more
+1d6	Target is Surprised
+1d6	Exhibiting a Power or superior technology
+1d6	Violent action
+2d6	Extremely violent action
+3d6	Incredibly violent action
+1d6	Good soliloquy
+2d6	Excellent soliloquy
+3d6	Incredible soliloquy
+1d6	Appropriate setting

## HIT LOCATION CHART

Roll 3d6 for Location  
(or see **General Location Chart** below)

General Location	OCV	Dice Roll
Head Shot (Head-Shoulders)	-4	1d6+3
High Shot (Head-Vitals)	-2	2d6+1
Body Shot (Hands-Legs)	-1	2d6+4
Low Shot (Shoulders-Feet)	-2	2d6+7*
Leg Shot (Vitals-Feet)	-4	1d6+12

\*Count 19 as Feet

Throwing Distance			STR	STRENGTH & THROWING		
Runni ng	Standi ng	Prone		Maximum Lift (kg)	Dam (d6) Jump (")	Example
NOTE: Effective throwing STR is that in excess of the amount required simply to lift the object being thrown.			-25	0.8	Nil	One arbalest-bolt , Javelin or Dart
			-23	1	Nil	Light bow or Fighting-knife
			-20	1.6	Nil	Shortsword
			-18	2	Nil	Longsword or Extra-heavy bow
			-15	3.2	Nil	Light crossbow or Battleaxe
			-13	4	Nil	Light crossbow and 20 quarrels
			-10	6.4	Nil	Heavy crossbow
			-8	8	Nil	Chainmail shirt
			-5	12.5	Nil	Chain shirt, small shield and longsword
-3	16	Nil	Chain hauberik			
0"	0"	0"	0	25	Nil	Full chain harness or complete suit of articulated plate
2"	1"	1/2"	3	37	1/2	Full suit of plate-mail
4"	2"	1"	5	50	1	Plate-mail, great helm, longsword, dagger, battleaxe and shield
6"	3"	1 1/2"	8	75	1 1/2	Standard adult human, nude
8"	4"	2"	10	100	2	Adult human with standard clothing and some equipment
10"	5"	2 1/2"	13	150	2 1/2	Fully armoured and equipped adult human.
12"	6"	3"	15	200	3	One standard barrel of beer (about 180 litres, plus the barrel.)
14"	7"	3 1/2"	18	300	3 1/2	Polar bear
16"	8"	4"	20	400	4	Large adult fresh-water crocodile
18"	9"	4 1/2"	23	600	4 1/2	Horse and armoured rider
20"	10"	5"	25	800	5	Fully armed knight on caparisoned heavy warhorse
22"	11"	5 1/2"	28	1,200	5 1/2	A brick wall, 5 1/2m long by 3m high
24"	12"	6"	30	1,600	6	Two horses, a chariot, charioteer and archer
28"	14"	7"	35	3,200	7	1 1/2 stones from the great pyramid of Cheops
32"	16"	8"	40	6,400	8	African elephant
36"	18"	9"	45	12,500	9	Two beer-wagons, each carrying 24 barrels of beer
40"	20"	10"	50	25,000	10	Two beer-wagons, 2 drovers, 16 oxen and 48 barrels of beer
44"	22"	11"	55	50,000	11	One Stonehenge sarsen-stone
48"	24"	12"	60	100,000	12	Brachiosaurus
52"	26"	13"	65	200,000	13	Small merchant ship
56"	28"	14"	70	400,000	14	Medium merchant ship
60"	30"	15"	75	800,000	15	Large merchant ship
64"	32"	16"	80	1,600,000	16	About twenty-five million arrows
68"	34"	17"	85	3,200,000	17	Thirty-two thousand archers
72"	36"	18"	90	6,400,000	18	The burden of guilt
76"	38"	19"	95	12,500,000	19	About four-and-a-quarter million chickens
80"	40"	20"	100	25,000,000	20	A small castle