

Silhouette Combat Modifiers

Movement Modifiers					
Movement	Speed (m/round)	Close Att	Close Def	Rng. Att	Rng. Def
Sprinting	20 + 5 (Fit + Athl)	n/a	3	n/a	3
Running	2/3 Sprint	-3	2	-3	2
Jogging	1/2 Sprint	-2	1	-2	1
Walking	1/3 Sprint	-1	0	-1	0
Crawling	1/5 Sprint	-1	-2	-1	2
Prone	0	0	-3	0	1
Stationary	0	0	-1	0	-1
Climbing	special	n/a	-2	n/a	-2

Action Modifiers					
Situation	Close Att	Close Def	Rng. Att	Rng. Def	
Part. light cover	n/a	1	0	1	
Full light cover	n/a	2	-1	2	
Part. hvy. cover	n/a	3	0	3	
Full hvy. cover	n/a	auto	-2	auto	
Bright light	-1	-1	-1	-1	
Poor light	-1	-1	-1	-1	
Very poor light	-2	-2	-2	-2	
Barely lit	-3	-3	-3	-3	
Darkness	-4	-4	-4	-4	
Multiple Opponents	0	-1/addit.	n/a	n/a	
Point Blank	n/a	n/a	1	n/a	
Short Range	n/a	n/a	0	n/a	
Medium Range	n/a	n/a	-1	n/a	
Long Range	n/a	n/a	-2	n/a	
Extreme Range	n/a	n/a	-3	n/a	

Throwing Ranges							
Weight	Strength						
	-3	-2	-1	0	1	2	3
1	2	3	4	5	6	7	8
2	1	2	2	3	3	4	4
3	1	1	2	2	2	3	3
4	1	1	1	2	2	2	2
5	1	1	1	1	2	2	2
6	1	1	1	1	1	2	2
7	1	1	1	1	1	1	2
8	1	1	1	1	1	1	1
8+	1	1	1	1	1	1	1

Grey Value means that this is also the maximum range for throwing