

## 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*