Movement Modifiers

Terrain	
Elevation Change	+1 per level
Woods (Light)	+1
Woods (Heavy)	+2
Water (Depth 1)	+1
Water (Depth 2+)	+3
Rubble	+1

Elevation change is applied in addition to any terrain costs.

Attacker Modifiers

Base Target Number	**Skill**
Movement	
Jumped	+2
Ground Move	+0
Stood still	-1
Weapon Attacks	
Fire control	+2 per crit
Heat	+Heat
Physical Attacks	
Standard/Melee	+0
Charged/DFA	+1

Target Modifiers

Movement	
Immobile	-4
Stood still	+0
Ground Move/Sprinted	
Heat lvl 0-1	+TMM
Heat lvl 2+	+TMM-1
Jumped	
Base	+TMM+1
JMPS/W#	+#/-#
Range	
Short (0-3)	+0
Medium (4-12)	+2

Target Modifiers (cont)

Long (13-21)	+4
Terrain	
Woods	+1
Partial Cover	+1

Attack Rolls and Damage

Weapon Attack	
Base	See card
Rear attack	+1
Physical Attacks	
Standard	Size
Melee	Size+1
Charge	
Target	(Hexes Moved * Attacker Size) / 4
Attacker[1]	1 (If target Size 3+)
DFA	
Target	Charge Damage+1
Attacker (Hit)	Attacker Size
Attacker (Miss)	1 + 1 (If target Size 3+)

If using Multiple Attack Rolls:
Roll each point of weapon attack separately. Each hit deals 1 damage.
Roll once for a physical attack. If a hit, apply full damage.
Only the first 12 counts for a critical hit.

[1] Only if charge is successful

Sponsored by **ApolloPad.com**
Everyone has a novel in them. Finish Yours!
https://apollopad.com