Procedural Step Chart – Regular Hit Chart, Shotgun Hit Chart, and Sniper Hit Chart

How to use the Regular, Shotgun and Sniper Hit Matrices

1. Find the state of the defending player on the left-hand side.
2. Find the weapons handling and movement status of the shooter at the top.
3. Find the “needed roll” at the intersection of the two lines. Note: The needed roll is the smallest number for a successful hit. For example, if the needed roll is 14, any number equal to or greater than 14 is considered a hit.
4. If the player is operating within his/her specialty, i.e. CQB with a CQB weapon engaged in close quarters combat, then subtract 2 from the needed roll number.
5. If the needed roll contains an * the player must roll at least the number before the * then he must roll at least the number after the *. If both rolls are successful then the shooter has hit the defender. If operating within the shooter’s specialty, only subtract 2 from the first number. The second number is not changed.
6. If the roll is a hit, the shooter rolls again to determine the damage using the damage chart.
7. Repeat for each shot fired or until the defender is neutralized. Note: When defenders are bunched together or their bodies present an over-lapping target to the attacker, shots that miss the intended defender may hit another player. In that case use the same procedure above to determine hits on each player in the path of the bullet.

Hand Grenade Probability Procedural Step Chart

How to use the Hand Grenade Probability Matrix

1. Find the attacker’s weapon handling along the left side of the matrix.
2. Find the attacker’s strength along the top.
3. Use these to find the needed roll to kill the defender.
4. If you do not roll the minimum number, the C.C. will decide exactly how close the grenade gets to the defender based on the difference between the needed roll and the actual number rolled. The greater the difference, the bigger the miss. The C.C. will take into consideration terrain and obstacles. For example: If the “Needed Roll” = 19 and the actual roll = 13, the CC may say “Distance = 15 ft”.
5. The CC will then use the Grenade Damage Matrix to determine the damage. Remember a hand grenade has a fuse that burns for between 3 to 5 seconds. The defender may have time to take cover if he sees the grenade. The CC will determine if or how the defender reacts and adjusts the results of the table accordingly. Maximum distance a hand grenade can be thrown is 100 feet.