Sniper Matrix

Attacker Weapons Handling vs. Defender State
300 – 500 meters

	Snipers					Non-Snipers				
	1-5	6-10	11-15	16-19	20	1-5	6-10	11-15	16-19	20
Standing Still	10	8	6	4	2	13	11	9	7	5
Walking	11	9	7	5	3	14	12	10	8	6
Running	15	13	11	9	7	18	16	14	12	10

When using a scoped sniper rifle at ranges less than 300 meters a shooter gets -10 on this hit chart. For example: a non-sniper with a weapons handling skill of 4, shooting at a stationary target at 100 meters would need to roll a 3 or better for a hit instead of 13 or better.

Snipers shooting semi auto weapons may only shoot once per action. For bolt action weapons see the player's GA chart for the number of actions per shot. If an opponent is not moving, the attacker may shoot any part of the body he chooses. Therefore the Damage Chart is not used. Obviously a shot to the CVT (Cardio-vascular Triangle) or head renders instant incapacitation.

The CC may use his discretion to modify results from this table as conditions dictate i.e. rain, fog, high winds, and smoke.

Snipers should always ask the CC about wind and visibility conditions. This will help them decide how long of a shot is possible and help them decide where to set up. Snipers must guess windage and range to target unless they have a range finder. Shots over 500 meters require the special matrix below. Non-snipers should not attempt shots over 500 meters.

For Snipers Only.
Attacker Weapons Handling vs. Defender State and Range to Target. Do not subtract 2 for Skill.
* Indicates that 2 rolls are necessary. Number after the * is the minimum number for the second roll.

	1-5	6-10	11-15	16-19	20
500 to 600 meters					
Standing	12*5	10*5	8*5	6	4
Walking	13*5	11*5	9*5	7	5
Running	15*5	13*5	11*5	9	7
600 to 800 meters					
Standing	14*5	12*5	10*5	8	6
Walking	15*5	13*5	11*5	9	7
Running	17*5	15*5	13*5	11	9
800 to 1000 meters					
Standing	16*5	14*5	12*5	10*3	8
Walking	17*5	15*5	13*5	11*3	9
Running	19*5	17*5	15*5	13*3	11
>1000 meters					
Standing	18*10	16*10	14*10	12*5	10*3
Walking	19*10	17*10	15*10	13*5	11*3
Running	20*10	19*10	17*10	15*5	13*3