



## Hit Probability Matrix

Attacker weapons handling vs. Defender state (can't shoot beyond 300 meters w/out a scope)  
 Mid-range = 100-200m. Long-range = 200 to 300m. Over 300 meters use Sniper table.

	1-5	6-10	11-15	16-19	20	1-5 moving	6-10 moving	11-15 moving	16-19 moving	20 moving
Normal	13	11	9	7	5	15	13	11	9	7
Crouching	14	12	10	8	6	16	14	12	10	8
Prone	15	13	11	9	7	17	15	13	11	9
Soft cover Visible	15	13	11	9	7	17	15	13	11	9
Soft cover Visible Crouching	16	14	12	10	8	18	16	14	12	10
Soft cover Visible Prone	17	15	13	11	9	19	17	15	13	11
Soft cover Not-Visible	17	15	13	11	9	19	17	15	13	11
Soft cover Not-Visible Crouching	18	16	14	12	10	20	18	16	14	12
Soft cover Not-Visible Prone	19	17	15	13	11	20*11	19	17	15	13
Underwater	20*4	20*2	20	18	16	20*16	20*4	20*2	20	18
Mid-Range	15	13	11	9	7	17	15	13	11	9
Mid-Range Crouching	16	14	12	10	8	18	16	14	12	10
Mid-Range Prone	17	15	13	11	9	19	17	15	13	11
Mid-Range Soft cover Visible	17	15	13	11	9	19	17	15	13	11
Mid-Range Soft cover Visible Crouching	18	16	14	12	10	20	18	16	14	12
Mid-Range Soft cover Visible Prone	19	17	15	13	11	20*11	19	17	15	13
Mid-Range Soft cover Not-Visible	18	16	14	12	10	20	18	16	14	12
Mid-Range Soft cover Not-Visible Crouching	19	17	15	13	11	20*11	19	17	15	13
Mid-Range Soft cover Not-Visible Prone	20	18	16	14	12	20*12	20	18	16	14
Mid-Range Underwater	20*5	20*3	20*1	19	17	20*17	20*5	20*3	20*1	19
Long-Range	17	15	13	11	9	19	17	13	11	9
Long-Range Crouching	18	16	14	12	10	20	18	16	14	12
Long-Range Prone	19	17	15	13	11	20*11	19	17	15	13
Long-Range Soft cover Visible	19	17	15	13	11	20*11	19	17	15	13
Long-Range Soft cover Visible Crouching	20	18	16	14	12	20*12	20	18	16	14
Long-Range Soft cover Visible Prone	20*11	19	17	15	13	20*13	20*11	19	17	15
Long-Range Soft cover Not-Visible	20	18	16	14	12	20*12	20	18	16	14
Long-Range Not-Visible Soft cover Crouching	20*11	19	17	15	13	20*13	20*11	19	17	15
Long-Range Not-Visible Soft cover Prone	20*13	20*11	19	17	15	20*15	20*13	20*11	19	17
Long-Range Underwater	20*18	20*16	20*4	20*2	20	20*20	20*18	20*18	20*5	20*2