

Shotgun Hit Probability Matrix



Attacker weapons handling and state vs. Defender state
 The number you need to roll to hit the defender.

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