

WARHAMMER FRP 4E

Combat Modifiers

	Criteria	Detail	Melee Modifier	Ranged Modifier
Target Size	Monstrous (Giant)	4x4 square	+60	+60
	Enormous (Griffon)	3x3 square	+40	+40
	Large (Ogre)	2x2 square	+20	+20
	Average (Small or Medium)	1x1 square	+0	+0
	Little (Cat)	0.5x0.5 square	-20	-20
	Tiny (Mouse)	NA	-40	-40
Crowd Size	Shooting into a Mob	13+ creatures	NA	+60
	Shooting into a Large Crowd	7-12 creatures	NA	+40
	Shooting into a Small Group	3-6 creatures	NA	+20
	Shooting an Average Target	1 or 2 creatures	NA	+0
	A single target in a paired melee	2 creatures	NA	-20
	A single target in a Small Group	3-6 creatures	NA	-30
	A single target in a Large Group	7-12 creatures	NA	-40
	A single target in a Mob	13+ creatures	NA	-60
Range	Point Blank	Range/10	NA	+40
	Short Range	Range/2	NA	+20
	Medium Range	Range	NA	+0
	Long Range	Range x2	NA	-10
	Extreme Range	Range x3	NA	-30
Movement	Stationary	No movement	+0	+0
	Aiming	Aim action, no move	+20	+20
	Moving	Walk move	NA	-20
	Running	Double move	NA	NA
	Dashing	Double move+	NA	NA
	Charging (Melee attack only)	Double move	+20	NA
Target	Flanked		+20	+0
	Surprised		+20	+0
	Prone		+20	-20
	Cover, Soft	vegetation	-10	-10
	Cover, Hard	stone, wood	-20	-20
Attacker	Prone		-20	+0
	Shorter Weapon		-10	NA
	Called Shot		-20	-20
	Animosity		+10	+10
	Hatred		+10	+10
	Fear		-10/lvl	-10/lvl
	Low Ground		+0	+0
	High Ground		+10	+10
Visibility	Mud or Difficult Terrain		-10	+0
	Heavy Rain		-10	-20
	Extreme Weather (Blizzard)		-20	-40
	Concealment (Fog)		-10	-20
	Clear, Well Lit		+0	+0
	Dim Light/Nightvision		-20	-20
	Darkness		-20	NA