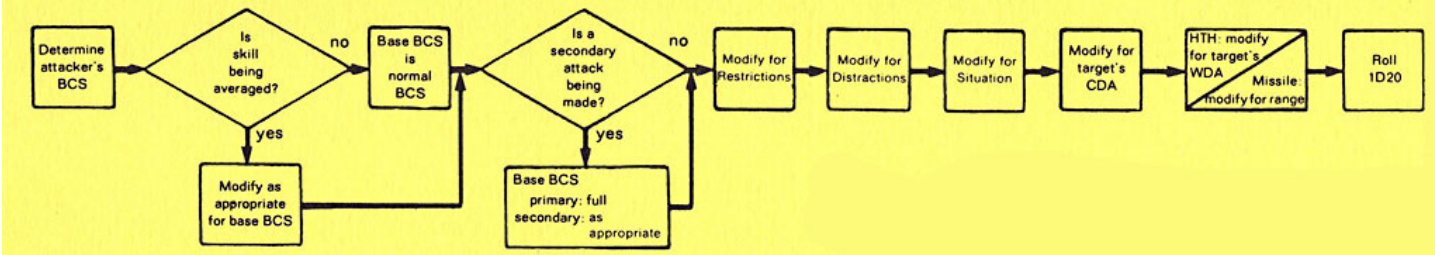# HTH Cheat Sheet

Combat Procedure Flowchart

Is Skill Being Averaged?

Moving faster than combat move? Driving Car? Using Brawling instead of proper skill for weapon?

Modify for Restrictions

Hex sides touching walls or object higher than 1m. Bodies in hex.

Modify for Situation

Target is Prone	+2
Attacker is Prone (Not Unarmed Combat)	-10
Attacking to Rear Hex	-10
Attacking from a Rear Hex	+10
Superior Position (stairs, crate)	+1
Inferior Position	-1
Dim Light	-3
Poor Light	-5
Darkness or Partially Blind	-9
Totally Blind	-12
Missile Attacker over 50% wounded	-2
Missile Attacker over 75% wounded	-4

Target Combat Dodge Ability

Target Not Moving	CDA x 1
Target Walking	CDA x 2
Target Running	CDA x 3
Target Dodging	CDA + 1
Target Falling (diving to the ground)	CDA x 3

Target WDA

Target weapon skill/20 (nearest)