

Fudge Combat Tables

Sample Wound Factors

Add all applicable offensive factors to determine the offensive damage factor; add all applicable defensive factors to determine the defensive damage factor.

Offensive Factors:

For Attacker's Strength

(muscle-powered weapons only):

Trait modifier (+3 for Superb, -1 for Mediocre, etc.)

For Attacker's Scale:

Plus the attacker's Strength Scale
(see *Non-human Scale in Combat*, p. 48).

For Weapon's Strength

(Guns, Crossbows, Beam weapons, etc.):

+/- Strength of weapon
(see *Ranged Combat*, p. 41).

For Muscle-powered Weapon:

- 1 for no weapon, not using a Martial Art skill
- +0 Martial Art skill, or for small weapons
- +1 for medium-weight one-handed weapons
- +2 for large one-handed weapons
- +3 for most two-handed weapons
- +1 for sharpness

Defensive Factors:

For Defender's Damage Capacity Attribute:

Note: Optional — see *Damage Capacity*, p. 43.
Trait modifier (+2 for Great, -2 for Poor, etc.)

For Defender's Mass Scale:

Plus the defender's Mass Scale
(see *Non-human Scale in Combat*, p. 48).
(If the defender has Mass other than Fair, or a gift of Tough Hide, it should also be figured in.)

For Armor:

- +1 for light, pliable non-metal armor
- +2 for heavy, rigid non-metal armor
- +2 for light metal armor
- +3 for medium metal armor
- +4 for heavy metal armor
- +5 or more for science fiction advanced armor
- + GM-set modifiers for magical armor

Note: The value of a shield may be subtracted from the opponent's skill — see *Melee Modifiers*, p. 37.

Offensive/Defensive Tactic Modifiers

- +2 to offense, -2 to defense
- +1 to offense, -1 to defense
- Normal offense and defense
- 1 to offense, +1 to defense
- 2 to offense, +2 to defense

Optional Damage Rolls

See *Damage Die Roll*, p. 50.

See also *Min-Mid-Max Die Roll*, p. 51, for an alternative wound determination method.

3d6 Dice Technique

Rolled:	3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
Result:	-4	-3	-2	-1	+0	+1	+2	+3	+4

d% Dice Technique

Rolled:	1	2-6	7-18	19-38	39-62	63-82	83-94	95-99	00
Result:	-4	-3	-2	-1	+0	+1	+2	+3	+4

Sample Graze Severity Table

Damage

Factor	Result
< 0	Undamaged
0-4	Scratch
5+	Hurt

Sample Scale Table

Scale	Mass (US)	Mass (Metric)	Example
-6	13 lb	6 kg	Large House Cat
-5	20 lb	9 kg	Fox
-4	30 lb	13 kg	Badger
-3	45 lb	20 kg	Coyote
-2	68 lb	30 kg	Medium Dog
-1	100 lb	45 kg	Cheetah
0	150 lb	68 kg	Human
1	225 lb	100 kg	Leopard
2	333 lb	150 kg	Black Bear
3	500 lb	225 kg	Utahraptor
4	750 lb	333 kg	Grizzly Bear
5	1125 lb	500 kg	Alligator
6	1687 lb	750 kg	Bison
7	1.25 tn	1.1 t	Great White Shark
8	2 tn	1.7 t	Killer Whale
9	3 tn	2.6 t	Allosaurus