

Exploiting Combat Hazards

A rules option for Delta Green and other D100 games, © 2021 by Shane Ivey

At the end of a combat turn, whoever made the best attack roll has the option to exploit some hazard in the environment.

Consider the scene. Detail a hazard the GM has mentioned or invent one. It becomes a part of the environment that others might exploit later. Describe how it affects the combat.

Exploiting a hazard means taking a risk that its benefit to your character outweighs its benefit to an opponent. Choose one of two effects:

- It grants a *bonus* to your next attack, defense, or damage roll *and* to one opponent's next attack roll, defense roll, or damage roll. Seizing some sudden advantage allows your opponent to seize it, too.
- Or it imposes a *penalty* to your next attack, defense, or damage roll *and* to one opponent's next attack, defense, or damage roll. Clumsy ground or your caution slows both you and your opponent.

MODIFIER TYPE	ATTACK ROLL	DEFENSE ROLL	DAMAGE ROLL
Bonus	+10%	+10%	+1 per die
Penalty	-10%	-10%	-1 per die

Does the hazard affect your attack chance, your defense chance, or your damage? Choose the bonus (or penalty) that affects you. Then choose the bonus (or penalty) that affects your opponent.

Ask the GM and other players whether a new hazard is appropriate and whether a given opponent could be affected. Exploiting a hazard might require a stat or skill test. Or it could have no effect at all if you try the same trick twice.

For a prompt to help invent a hazard, imagine the scene and roll 1D6:

1D6	HAZARD TYPE	EXAMPLES
1	Endurance	Fighting so hard or for so long that weariness sets in
2	Footing	Mud, sand, debris, broken or slick flooring, shattered glass
3	Maneuverability	Backed into a corner or on a ledge
4	Morale	Fighting aggressively or cautiously
5	Time	An unexpected pause or a sudden flurry of action
6	Visibility	Darkness, blinding glare, dust, hard rain