

- We are removing the accuracy cone from the game
- Instead, there will be a range of 'Shot Quality' which determines a buff or debuff to the shot, which will be determined by a roll based on the relevant Weapon skill of the Player, as well as any relevant buffs on the Weapon itself
- Example Shot Qualities:
 - Glancing - Always does 1 damage
 - Half-Damage - Does half the damage of whichever point on the range the Weapon rolled
 - Minimum Damage - Does the minimum damage of the Weapon's damage range
 - Normal Damage - Whatever the Weapon rolls for damage in it's range
 - Max Damage- Does the maximum damage of the Weapon's damage range
 - Bleeding Damage - 1.5x damage + 1 point/second for 10 seconds
 - Critical Hit - 2x damage
- Chance Table for the different types of Hits will be a banded range
- The Hit Chance is no longer the Hit Chance, it is the Quality of Hit Chance
- Melee Weapons will still have a Hit Chance as it currently does, and then will resolve the damage in the same ways as Ranged Weapons
- Universal Modifiers
 - Single Shot Weapon - +0
 - Automatic Weapon - (-15)
 - Full Auto - (-25)
 - Walk - (-10)
 - Run - (-20)
 - Crouch - +15
 - Focus Aim - +10

CHANCE RANGE	SHOT QUALITY
1-20	Glancing
21-22	Critical
23-35	Half-Damage
36-60	Normal Damage
61-64	Bleed
65-70	Minimum Damage
71-80	Normal Damage
81-83	Glancing

84-100	Normal Damage
101-105	Critical
106-110	Half Damage
111-130	Normal Damage
131-135	Bleed
136-141	Critical
142-144	Minimum Damage
145-170	Normal Damage
171-180	Critical
181-183	Glancing
184-192	Bleed
193-210	Normal Damage