HTH Modifiers
Each extra foe: -1
Mounted: +1
Bigger: +1
Vs. Fallen /Transfixed: +2 & Quick Kill
Defending obstacle/higher ground: +1
Power attack (2 actions): opponent -1
Ambush: +1

Combat results
Beaten ⚀ ⚁ ⚂: recoil
Beaten ⚃ ⚄ ⚅: knocked down
Doubled: killed
Trebled: Gruesome Death

Ranged Modifiers
Range x 2: -2
Range x 3: -4
Cover: -1
Aimed shot (2 actions): Target -1
Big or Huge: +1
Undead or Swarm: -2 unless Spell
Target Transfixed: +2
Target is Acrobat: -1 unless Transfixed
Target Fallen: no modifier