QUICK REFERENCE TABLES

Hand-To-Hand Attack Modifiers

The following modifiers are applied to the base target number of 10 for all rolls to hit in hand-to-hand combat. It is possible for multiple modifiers to apply to a single roll.

Situation	Modifier
Charging a target	-1 to Success Die and +1 Skill Die success
Target charged you, or moved more than their Closing speed this Combat Round	-1 to Success Die
Target uses a defensive manoeuvre	-1 to all dice for each skill rank allocated to defence
Successfully hit the same target during the last Combat Round	+1 to Success Die
Attacking with a natural weapons (fists, teeth, claws etc)	+1 to Success Die

Ranged Attack Modifiers

The following modifiers are applied to the base target number of 10 for all rolls to hit in ranged combat. It is possible for multiple modifiers to apply to a single roll.

Situation	Modifier
Target is in light cover	-1 to Success Die
Target is in heavy cover or is concealed	-2 to Success Die
Target moved more than their Closing speed this Combat Round	-1 to Success Die
Recoil	-1 to Success Die for each point of recoil the weapon has
Firing blind	-1 to all dice
Aiming	+1 to Success Die or +1 Skill Die success (See "Aim")
Firing on Burst Fire	May reroll Success Die (See "Rate of Fire")
Firing on Full-Auto	May reroll any/all dice (See "Rate of Fire")

Damage Modifier - Margin of Success

The margin of success gained when rolling to hit can affect the amount of damage inflicted by a weapon, as follows:

Dice that Equal or Exceed Target Number	Damage Modifier
Skill Die	--
+1 Skill Die	+1 DMG
+2 Skill Dice	+2 DMG or hit an arm
+3 Skill Dice	+4 DMG or hit a leg
+4 or more Skill Dice	+6 DMG and hit the head

Damage Modifier - Strength

In hand-to-hand combat, particularly strong combatants are capable of inflicting additional damage with weapons on account of the brute force they naturally strike with. To reflect this, the following modifiers are applied to all attacks made with any weapon that uses the Melee Weapons skill:

Strength of User	Damage Modifier
1-4	-
5	+1 DMG
6	+2 DMG

Damage Modifier - Rate of Fire (ROF)

When making ranged attacks with a weapon that has a ROF greater than 1, only a single roll to hit it made, regardless of the number of rounds fired. Rather than needing to make multiple rolls, a volley of bullets is treated like a single more powerful shot. As such, high rate of fire weapons present a risk vs reward dilemma for their user, offering the potential for extreme damage, with the offset of being less accurate.

When a ranged attack hits, the following damage modifiers are applied in addition to those granted by the Margin of Success:

ROF	Damage Modifier
1	-
3	+2
10	+4