

Combat Modifiers

Numerous factors can impact an attack's outcome.
These modifiers apply to all types of attacks.

Situation Modifiers

Superior position	+20
Wounded/traumatized	-10 per wound/trauma
Called shot (superior success needed, p. XX)	-10
Wielding two-handed weapon with one hand, p. XX	-20
Very small target (mouse or insect)	-30
Small target (child-sized)	-10
Large target (car sized)	+10
Very large target (side of a barn)	+30
Visibility impaired (minor: glare, light smoke, dim light)	-10
Visibility impaired (major: heavy smoke, dark)	-20
Blind Attacks, p. XX	-30 or 50% miss chance

Firing Modes

Mode	Effect
Single Shot	Standard DV
Semi-Auto	Standard DV
Burst Fire	
Single Target	+10 to hit or +1d10 DV
Two Adjacent Targets	Standard DV to both
Full Auto	
Single Target	+30 to hit or +2d10 DV
Three Adjacent Targets	Standard DV to all three
Suppressive Fire	Standard DV to anyone moving out of cover within cone

Ranged Modifiers

These modifiers apply to ranged combat attacks.

Situation	Modifiers
Aim (Quick Action)	+10
Aim (Complex Action)	+30
Attacker Behind/Coming Out of Cover	-10
Attacker In Melee	-10 (-30 long weapons)
Attacker Not Using Smartlink or Laser Sight	-10
Attacker Running	-20
Attacker Firing Multiple Weapons At Once	-20 cumulative (after first)
Defender Behind Minor Cover	-10
Defender Behind Moderate Cover	-20
Defender Behind Major Cover	-30
Defender Hidden	-30 or 50% miss chance (<i>Blind Attacks</i> , p. XX)
Defender Prone and at Range (10+ m)	-10
Firing Mode	
Single-Shot/Semi-Auto	+0
Burst Fire (Concentrated)	+10 or +1d10 DV
Full Auto (Concentrated)	+30 or +2d10 DV
Indirect Fire	-30
Range	
Point-Blank (2 m)	+10
Close (10 m)	+0
Range	-10
Beyond Range	-10 per Range increment -1d10 DV for kinetic weapons