

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	−10
Using off-hand	−20
Wielding two-handed weapon with one hand	−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	−30/50% miss chance

MELEE MODIFIERS

These modifiers apply to close combat attacks.

Situation	Modifiers
Aggressive	+10 or +1d10 DV, −10 Fray
Charging	−10, +1d6 DV
Extra Weapon (Defense Only)	+10
Grappling	
Smaller-Size Opponent	+20 / size category
Larger Size Opponent	−20 / size category
2+ Limbs Advantage	+20
2+ Limbs Disadvantage	−20
Multiple Targets	−20 / extra target
Reach	+10
Receiving a Charge	+20
Touch-Only	+20

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 Cover	−10
Attacker In Melee	−30
Attacker Not Using Smartlink or Laser Sight	−10
Attacker Running	−20
Defender Behind Minor Cover	−10
Defender Behind Moderate Cover	−20
Defender Behind Major Cover	−30
Defender Hidden	−30/50% miss chance
Defender Prone and at Range (10+ m)	−10
Firing Mode	
Semi-Auto	
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