

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

Melee Modifiers

These modifiers apply to close-combat attacks.

Situation	Modifiers
Aggressive	+10 or +1d10 DV, -10 Fray
Charging	-10, +1d6 DV
Extra Weapon (Attack)	+1d6 DV
Extra Weapon (Defense)	+10
Grappling	
Smaller-Size Opponent	+20 per size step
Larger-Size Opponent	-20 per size step
2+ Limbs Advantage	+20
2+ Limbs Disadvantage	-20
Multiple Targets	-20 per extra target
Reach	+10 or more
Touch-Only	+20, no damage