

# 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