

## 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<br>(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 |