

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 |