

# 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