

# Ranged Combat

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## 1 Fire Modes

### 1.1 Rapid Fire

Weapons with the rapid fire trait may make a single attack as a full attack action with the following attributes:

- Fire 2+1d3 shots.

- Apply a penalty on the hit roll equivalent of the number of shots fired.

- No Criticals

### 1.2 Burst Fire

Weapons with an available burst fire setting may make a single attack as a full attack action with the following attributes

- Make a single attack at a +2 to hit

- Resolve damage as if a single shot was fired

- Uses up three bullets

### 1.3 Suppressing Fire

Light Machine Guns have the option to spend a full round action to make an attack with the following attributes:

- Any opponents not in cover must make a reflex save at DC of the attack roll. Successful saves take no damage, unsuccessful saves take 2d4 damage.

- Affects the area up to 40 ft away in a 45 degree sweep.

- Uses 6d6 bullets

- No criticals

## 1.4 Spray and Pray

Uses 6+d6 bullets

Same as rapid fire, but player may not take any bonuses on the attack roll.

No criticals