

Range

Each weapon type has specified ranges, as noted on the Weapon Range Table (p. 139), broken down into categories of Short, Medium, Long, and Extreme. Distances are measured in meters. The range modifier appears at the top of the appropriate range column.

For some projectiles, range is based on the attacker's Strength (or the Minimum Strength for bows, see *Bows*, p. 306).

Minimum Ranges: Weapons marked with asterisks at short range have minimum range requirements, meaning that if they are used to attack targets at a closer range than the minimum, the attack automatically fails. See *Grenades*, p. 145, and *Rockets and Missiles*, p. 146.

Attacker Running

If the attacker is running at the time of the attack or during his previous action, the attack suffers a -2 modifier.

Attacker in Melee Combat

If the attacker is attempting to conduct a ranged attack while engaged in melee combat, or if he is aware of another character trying to block his attack within two meters of him, the attack suffers a -3 modifier.

Attacker in a Moving Vehicle

Shooting an unmounted weapon from a moving vehicle incurs a -3 modifier. See *Gunnery*, p. 162.

Target Has Partial Cover

Attacks against targets obscured by intervening terrain such as brush, foliage, or various obstacles (crates, windows, doorways, curtains and the like) receive a -2 modifier if at least 25% of the target's form is obscured. For obscurity due to environmental conditions such as smoke or darkness, use the modifiers given on the Visibility Table (p. 140).

Target Has Good Cover

If at least 50% of the target's form is obscured by intervening terrain. A -4 dice pool modifier applies. This modifier can also apply to prone targets at least 20 meters away.

Target Hidden (Blind Fire)

A -6 modifier applies to attacks against targets that cannot be seen. This modifier normally applies only to attacks through opaque barriers or for indirect fire by grenade or missile launchers against unseen targets. Attacks against normally visible targets that are invisible at the time of the attack—for example, a character protected by an invisibility spell—also suffer this modifier.

Note that shooting via Blind Fire (including against hidden/unseen targets) uses the firearms skill + Intuition (rather than Agility).

RANGED COMBAT SUMMARY

| | |
|------------------------------|--------------------------------------|
| Attacker Rolls: | Agility + combat skill +/- modifiers |
| Defender Rolls: | Reaction +/- modifiers |
| Defender using Full Defense: | Reaction + Dodge +/- modifiers |
| DV Modifiers: | Net hits, ammunition, autofire* |
| Armor Used: | Ballistic or Impact |
| Condition Monitor Used: | Physical or Stun |

*autofire does not count when comparing the modified DV to the modified Armor

Urgent Message...

Attacker Firing From Cover

Hiding behind cover limits a character's ability to see the action, even if they quickly move out from behind cover to shoot, and so applies a -1 dice pool modifier to any attacks.

Attacker Wounded

Wound modifiers apply if the attacker has taken damage. See *Wound Modifiers*, p. 153.

Attacker Using Laser Sight

Attacks using weapons equipped with a laser sight receive a +1 dice pool modifier. Laser sights are only effective out to 50 meters from the weapon; mist, light or heavy smoke, fog, or rain all counteract them. This bonus is not cumulative with the bonus for using a smartlinked weapon.

Attacker Using Smartlinked Weapon

Characters utilizing a smartlink system and using a properly equipped smartweapon (see p. 311) receive a +2 dice pool modifier. This bonus is not cumulative with the bonus for using a laser sight.

Attacker Using Image Magnification

Image magnification equipment allows the character to "zoom in" on the target, reducing the Range category to Short, and thus eliminating any range modifiers. The character must take a Take Aim action (p. 137) to "lock onto" the target (the Take Aim does not apply a +1 aiming bonus for this purpose, unless additional Take Aim actions are made). As long as the target and attacker do not move, the attacker remains locked on and may continue to get the image magnification bonus on subsequent actions without further Take Aim actions. Image mag can be used in conjunction with a laser sight or smartlinked weapon (but not both).

Attacker Using a Second Firearm

Characters can use two pistol- or SMG-class weapons, one in each hand, firing both with a single Simple Action. Doing so, however, requires that the character split his dice pool between the attacks. If two separate skills are being used (Pistols and Automatics), use the smallest dice pool. Split the pool *before* applying modifiers. Two-gun attacks also negate any dice pool bonuses from smartlinks or laser sights. Additionally, any