

uncompensated recoil modifiers applicable to one weapon also apply to the other weapon.

Attacker Using Off-Hand Weapon

If the character is using his non-dominant hand to fire the weapon (a southpaw shooting right-handed, for example), he suffers -2 modifier for the attack. Note that all characters have a dominant hand (left or right, their choice), unless they have the Ambidextrous quality (see p. 77).

Aimed Shot

Characters who aim receive a +1 dice pool modifier per Simple Action spent aiming. See *Take Aim*, p. 137.

Called Shot

Characters who seek to target a specific location on the target (the hole in an opponent's armor, a held item, a vital area, etc.) suffer a variable dice pool modifier. See *Called Shots*, p. 149.

Multiple Targets

If a character is attacking multiple targets within a single Action Phase, he takes a -2 dice pool modifier per additional target. For example, if a character engages two targets with burst fire, he receives a -2 modifier for the second target.

Recoil

Weapons that fire more than one round in an Action Phase suffer from an escalating recoil modifier as the rounds leave the weapon. Semi-automatic weapons that fire a second shot receive a -1 dice pool modifier for the second shot only.

Burst-fire weapons receive a -2 recoil modifier for the first burst fired in that Action Phase and -3 for the second. Long bursts suffer -5 (first burst in phase) or -6 recoil (second). Full auto bursts suffer -9 recoil.

Characters can only counter a recoil modifier with recoil compensation or gyro stabilization (see *Firearm Accessories*, p. 310).

Heavy Weapons: Any weapon classified as a heavy weapon (light, medium, and heavy machine guns and all assault cannons) has all of its uncompensated recoil doubled. For example, if a medium machine gun fires a 6-round burst and only has 3 points of recoil compensation (reducing its recoil modifier from -5 to -2), its final recoil modifier would be -4 (-2 x 2).

Any shotgun fired in burst fire mode is also subject to the double recoil modifier for any uncompensated recoil.

Recoil Compensation

Recoil compensation systems counteract the effects of recoil on a weapon. The recoil modifier is reduced by one for each point of recoil compensation the system provides. See *Firearm Accessories*, p. 310, for the exact degrees of recoil compensation. Recoil compensation does not counter any other situational modifiers.

Gyro-Stabilization

Gyro-stabilization provides portable, stabilized firing platforms that counter the effects of recoil and movement-based

modifiers (such as for running). Reduce the total recoil and movement modifiers by 1 for every point of gyro-stabilization the system provides. See *Firearm Accessories*, p. 310. Gyro-stabilization is cumulative with recoil compensation.

Visibility Impaired

Environmental conditions such as darkness or smoke occasionally affect combat; how much depends on the type of vision the attacker is using. Consult the Visibility Table for appropriate modifiers. Modifiers apply equally to all types of vision, whether they are natural or cybernetic.

DEFENDING AGAINST RANGED COMBAT

There is no skill that applies to defending against ranged attacks—defending characters simply roll Reaction (the defaulting modifier does not apply). Characters may also go on full defense (p. 151).

FIREARMS

Most ranged combat involves firearms that fire in one or more of the following modes: single-shot (SS), semi-automatic (SA), burst-fire (BF), and full-auto mode (FA). Firearms are detailed in the *Street Gear* chapter (p. 298).

SINGLE-SHOT MODE

Most weapons that fire in single-shot mode can fire only in that mode. Firing a single-shot weapon requires only a Simple Action, but that weapon cannot be fired again during the same Action Phase.

SEMI-AUTOMATIC MODE

Guns that fire in semi-automatic mode can be fired twice in the same Action Phase. Each shot requires a Simple Action and a separate attack test. The first shot is unmodified; the second shot, if fired in that same Action Phase, takes a -1 recoil dice pool modifier. Recoil compensation can cancel out this modifier.

Multiple Targets

If an attacker firing a semi-automatic weapon engages two different targets in the same Action Phase, apply a -2 dice pool modifier when attacking the second target.

BURST-FIRE MODE

In burst-fire mode, firearms spit out bullets in rapid succession every time the trigger is pulled. Firing a weapon in burst-fire mode is a Simple Action, which means that a character can fire up to two bursts per Action Phase. Each burst requires a separate attack test.

The firing character can choose to fire a narrow burst or a wide burst, each described below. Both use up 3 bullets. The first burst fired in an Action Phase inflicts a -2 recoil modifier, the second inflicts an additional -3 recoil (neutralized by recoil compensation, if any).

Narrow Bursts

Narrow bursts are intended to inflict a target with maximum damage. Narrow bursts increase the attack's DV by +2.

