INCOMING FEED.......

hit for the spell to take effect. Direct Combat spells affect the target from the inside, so armor does not help with resistance.

Direct Combat spells cast against nonliving objects are treated as Success Tests; the caster much achieve enough hits to beat the item's Object Resistance (see p. 174). Net hits increase damage as normal (the object does not get a resistance test).

Indirect Combat Spells: Indirect Combat spells are treated like ranged combat attacks; the caster makes a Magic + Spellcasting Success Test versus the target's Reaction. If the spell hits, the target resist with Body + half Impact armor (+ Counterspelling, if available), with each hit reducing the Damage Value. If the modified spell DV does not exceed the modified Armor, Physical damage is converted to Stun. Note that nonliving objects resist damage from an Indirect Combat spell with their Armor rating x 2 (see *Barriers,* p. 157).

Elemental Effects: Many Indirect Combat spells utilize damaging elemental energies such as Fire damage, Electrical damage, etc (see *Special Types of Damage,* p. 154). These spells are resisted by only half the Impact armor rating (round up), as noted.

Spells with elemental components also create *secondary effects* on the environment. For example, a Fireball might start fires, cook off ammo, ignite fuel tanks, and set fire to armor and clothing all over the blast zone. An Acid Stream can melt surrounding material into smoking sludge. These are noted in the special case damage descriptions.

Damage Value: The base Damage Value for Combat spells is based on Force, which is chosen by the magician at the time of casting. Any net hits scored on the Spellcasting Test increase the DV by 1 per net hit. Each spell description notes whether damage is Stun (S) or Physical (P).

A drone is hot on Sarai's tail as she makes her way out of an Evo lab, but she's ready to eliminate it with extreme prejudice. She casts a Flamethrower spell, sending a geyser of flame its way. She decides that a Force 5 spell will do the trick—possibly enough to destroy the drone in one shot, or at least give it a good broiling.

Sarai is a hermetic magician with Magic 5 and Spellcasting 4, for a dice pool of 9. She rolls and gets 1, 1, 3, 4, 4, 4, 5, 6 and 6. Flamethrower is an Indirect Combat spell, so the drone rolls its Pilot + Handling to avoid getting hit. It rolls 0 hits, so Sarai's 3 net hits increase the base damage from 5 to 8.

The drone has Body 3 and Armor 2, so it rolls 4 dice (Body + half Armor) to resist the spell damage. The drone rolls poorly and gets only 1 hit. It takes 7 boxes of damage, showering sparks from its charred hull.

Now Sarai has to resist the Drain. The Flamethrower's Drain Value is (Force ÷ 2, round down) + 3, which works out to 5. She rolls Willpower 4 + Logic 3 to resist (she's a mage), for a dice pool of 7. She rolls a 1, 2, 2, 2, 6, 6, and 6 for 3 hits. That's enough to reduce her Drain from 5 to 2. She shakes off the headache and turns her attention back to escaping.