touch-only combat spells, etc.) to still do damage.

4. Compare Armor

Add the net hits scored to the base Damage Value of the attack; this is the *modified Damage Value.*

Determine the type of armor used to defend against the specific attack (see *Armor,* p. 148), and apply the attack's Armor Penetration modifier (see p. 152); this is the *modified Armor Value.*

If the attack causes Physical damage, compare the modified Damage Value to the modified Armor Value. If the DV does not *exceed* the Armor, then the attack inflicts Stun rather than Physical damage.

5. Damage Resistance Test

The defender rolls attribute + modified Armor Value to resist damage. Each hit scored reduces the modified Damage Value by 1. If the DV is reduce to 0 or less, no damage is inflicted.

6. Apply Damage

Apply the remaining Damage Value to the target's Condition Monitor (see *Damage,* p. 152). Each point of DV equals 1 box of damage. Wound modifiers (see p. 153) may apply as a result of damage. Characters may also need to check for knockdown (see p. 151).

RANGED COMBAT

All ranged combat in *Shadowrun*, whether it involves firearms, projectile weapons, or thrown weapons, is resolved in the same manner.

RANGED ATTACK MODIFIERS

Using a weapon is not always as easy as it might seem. Weapon accessories, range, intervening terrain, atmospheric conditions, and the movement of the attacker and the target can apply dice pool modifiers.

RANGED COMBAT MODIFIERS TABLE

Situation	Dice Pool Modifier
Attacker running	–2
Attacker in melee combat	–3
Attacker in a moving vehicle	–3
Target has partial cover	–2
Target has good cover	–4
Target hidden (blind fire)	–6
Attacker firing from cover	–1
Attacker wounded	–wound modifiers (see p. 153)
Attacker using laser sight	+1*
Attacker using smartlinked weapon	+2*
Attacker using image magnification	eliminates range modifiers (see p. 139)
Attacker using a second firearm	splits dice pool
Attacker using off-hand weapon	–2
Aimed shot	+1 per Simple Action
Called shot	–variable (see *Called Shots,* p. 149)
Multiple targets	–2 per additional target that Action Phase
Tracer rounds with short burst	+1
Tracer rounds with long burst	+2
Tracer rounds with full auto	+3
Recoil, semi-automatic	–1 for second shot that Action Phase
Recoil, burst	–2 (first burst), –3 (second)
Recoil, long burst	–5 (first burst), –6 (second)
Recoil, full auto	–9
Recoil, heavy weapon	2 x uncompensated recoil
Recoil compensation	Reduces recoil modifier
Gyro stabilization	Reduces recoil or movement modifier
Visibility Impaired	See Visibility Table, below

* Note that the bonuses for laser sights and smartlinks are not cumulative.

VISIBILITY TABLE

Visibility Modifiers	Normal	Low-Light	Thermographic	Ultrasound
Full Darkness	–6	–6	–3	–3
Partial Light	–2	0	–2	–1
Glare	–1	–1	–1	0
Light Fog/Mist/Rain/Smoke	–2	–1	0	–1
Heavy Fog/Mist/Rain/Smoke	–4	–2	–2	–2
Thermal Smoke	–4	–2	–6	–2

To determine the attacker's final dice pool for a ranged attack, add up all the applicable modifiers and apply that sum to the character's Agility + combat skill. The result is the final, adjusted dice pool. If the dice pool is reduced to 0 or less, the attack automatically fails, unless the character tries for a Long Shot (p. 55).

The various modifiers are listed on the Ranged Combat Modifiers Table, above, Visibility Table, above, and the Weapon Range Table, p. 139.