Defender in Melee Combat

A character dodging and weaving in melee combat with another opponent has a more difficult time dodging attackers coming from a distance. The defender suffers a −3 dice pool modifier against ranged attacks, regardless of how many characters he is in melee with.

Attacker Firing Burst or Shotgun

The more bullets or flechettes thrown at a character, the harder it is to avoid them. Defending characters suffer a −2 dice pool modifier against wide bursts, −5 against long wide bursts, and −9 against full-auto wide bursts. Likewise, the defender suffers a −2 modifier if the attacker is using a shotgun set on medium spread, −4 against wide spread.

DEFENSE MODIFIERS TABLE

Situation	Dice Pool Modifier
Defender unaware of attack	No defense possible
Defender wounded	−wound modifiers (see p. 153)
Defender inside a moving vehicle	+3
Defender has defended against previous attacks since last action	−1 per additional defense
Defender prone	−2
Ranged Attacks only:	
Defender running	+2
Defender in melee targeted by ranged attack	−3
Attacker firing wide burst	−2
Attacker firing long wide burst	−5
Attacker firing full-auto wide burst	−9
Attacker firing shotgun on medium spread	−2
Attacker firing shotgun on wide spread	−4
Attacker using area attack weapon (grenade, missile)	−2

Attacker Using Area Attack Weapon

Dodging explosions is not as easy as it seems in the movies. Apply a −2 modifier when trying to defend against weapons like grenades, rockets, or missiles with a blast effect.

FULL DEFENSE

Characters who are expecting to be attacked can spend a Complex Action and go on full defense until their next Action Phase. Characters who choose this option focus all of their energy on dodging, weaving, ducking, and blocking incoming attacks. Characters on full defense may still walk or run, and in fact may be better off moving towards cover.

Full defense can either be taken as a full dodge, full parry, or gymnastics dodge.

Full Dodge: Character on full defense may add their Dodge skill to their dice pool when defending against incoming attacks. So a character on full defense against a ranged attack rolls Reaction + Dodge, whereas a character on full defense against a melee attack could roll Reaction + Dodge + Dodge, or Reaction + melee combat skill + Dodge. Full dodge may be used against both ranged and melee attacks.

Full Parry: Characters who go on full parry roll their Reaction + (melee combat skill x 2) against any and all melee attacks made against them. Full parry may not be used against ranged attacks.

Gymnastics Dodge: Characters skilled in Gymnastics can spend their action flipping, rolling, cartwheeling, etc. out of danger, and may add Gymnastics skill to their dice pool against either ranged or melee attacks.

Full Defense as an Interrupt Action

A character may invoke full defense against an attack at any point in a Combat Turn, so long as the character is not surprised (see p. 155). This means a character does not necessarily need to declare a full defense and take a Complex Action in advance—he can instead declare a full defense when attacked, even if it is not yet his Action Phase in the turn. Going on full defense as an interrupt, however, uses up the character's next available action.

An exchange with the Mob goes bad, and lead starts flying. Klaus's Initiative is 10, but one of the Mafia gunbunnies goes on 12 and starts shooting at him. Klaus is out in the open, and there are other attackers to worry about, so he decides to declare full defense so he can make his way towards cover. Klaus rolls Reaction + Dodge against the goon's attack, and manages to avoid getting shot. On 10, however, Klaus has already used his Complex Action to defend, so he spends his Free Action to run towards cover.

INTERCEPTION

If movement takes a character within one meter of an opponent, and the character attempts to pass by without attacking the opponent, that opponent can spend a Free Action to take a free melee attack. This rule also applies to characters who are attempting to move out of melee combat. If the opponent has a weapon ready, he uses his normal melee weapon skill rating; otherwise, he uses Unarmed Combat skill. This attack follows all of the normal rules for melee combat (see p. 146).

If the character attempting to pass takes damage, he is intercepted and cannot continue his movement.

KNOCKDOWN

Characters who take damage may be knocked down by the attack. If a character takes a number of boxes of damage (Stun or Physical) from a single attack that equal or exceed his Body,