on the type of combat, method of attack, and style of defense, as described in each section. Various modifiers may also apply.

If the attacker scores *more* hits than the defender (the defender wins on ties), the attack hits the target. Otherwise, the attack misses.

THE COMBAT SEQUENCE

Use the procedure outlined below to resolve combat.

1. Declare Attack

The attacker declares an attack as part of the Declare Actions part of his Action Phase (see p. 132) and spends an appropriate action depending on the type of attack.

The defender also declares what method he is using to defend. The defender can choose to go on *full defense* see (p. 151) if he chooses.

2. Apply Situational Modifiers

Apply appropriate situation dice pool modifiers to the attacker according to the specific attack. Modifiers may also apply to the defender's dice pool depending on his method of defense.

3. Make the Opposed Test

The attacker rolls attack skill + attribute +/− modifiers. The defender rolls defending skill + attribute +/− modifiers. If the attacker scores *more* hits than the defender (the defender wins on ties), the attack hits the target. Otherwise, the attack misses. Note the net hits (the number of hits that exceed the defender's hits).

If the result of the Opposed Test is a tie, the gamemaster may choose to rule it as a *grazing hit*. A grazing hit does not do any damage, but the character nevertheless makes contact. This allows certain contact-only attacks (poisons, shock gloves,

WEAPON RANGE TABLE

Dice Pool Modifier:	+0	−1	−2	−3
		Range in Meters		
	Short	**Medium**	**Long**	**Extreme**
Pistols				
Taser	0–5	6–10	11–15	16–20
Hold-out Pistol	0–5	6–15	16–30	31–50
Light Pistol	0–5	6–15	16–30	31–50
Heavy Pistol	0–5	6–20	21–40	41–60
Automatics				
Machine Pistol	0–5	6–15	16–30	31–50
SMG	0–10	11–40	41–80	81–150
Assault Rifle	0–50	51–150	151–350	351–550
Longarms				
Shotgun (flechette)	0–10	11–25	26–40	41–60
Shotgun (slug)	0–10	11–40	41–80	81–150
Sporting Rifle	0–100	101–250	251–500	501–750
Sniper Rifle	0–150	151–350	351–800	801–1,500
Heavy Weapons				
Light Machine Guns	0–75	76–200	201–400	401–800
Medium/Heavy Machine Gun	0–80	81–250	251–750	751–1,200
Assault Cannon	0–100	101-300	301–750	751–1,500
Grenade Launcher	*5–50	51–100	101–150	151–500
Missile Launcher	*20–70	71–150	151–450	451–1500
Ballistic Projectiles				
Bow	0–STR	To STR x 10	To STR x 30	To STR x 60
Light Crossbow	0–STR x 2	To STR x 8	To STR x 20	To STR x 40
Medium Crossbow	0–STR x 3	To STR x 12	To STR x 30	To STR x 50
Heavy Crossbow	0–STR x 5	To STR x 15	To STR x 40	To STR x 60
Impact Projectiles				
Thrown Knife	0–STR	To STR x 2	To STR x 3	To STR x 5
Shuriken	0–STR	To STR x 2	To STR x 5	To STR x 7
Thrown Grenades				
Standard	0–STR x 2	To STR x 4	To STR x 6	To STR x 10
Aerodynamic	0–STR x 2	To STR x 4	To STR x 8	To STR x 15