

Long bursts only take a Simple Action, but only one long burst can be fired in an Action Phase. An attacker could, however, fire a long burst and a short burst in the same Action Phase (or vice versa).

Narrow: Narrow long bursts apply a +5 DV modifier to the attack.

Wide: Wide long bursts apply a -5 dice pool modifier to the defender's dice pool.

Not Enough Bullets: If the attacker is a bullet or two short, reduce each of the modifiers applied by 1 (one bullet short) or (2 bullets short). If there are only 3 or less bullets available, treat it as a short burst instead.

Full Bursts

Full bursts use 10 bullets and take a Complex Action. Firing a full burst imposes a -9 dice pool modifier (recoil compensation neutralizes this modifier)

Narrow: Narrow full bursts apply a +9 DV modifier to the attack.

Wide: Wide full bursts apply a -9 dice pool modifier to the defender's dice pool.

Multiple Targets: Full bursts may be made against more than one target as long as they are within one meter of each other, but in that case treat it as separate burst fire attacks against each target (one short and one long against two targets, or three short against three targets).

Suppressive Fire

Sometimes a character may just use full autofire to make his opponents keep their heads down. This type of shooting—where the character saturates an area with bullets without specifically targeting anyone—is called suppressive fire. A character using a full burst to suppress can target a triangular area projecting from the shooting character outward up to a distance of his choosing with a width of 10 meters at its end and a height of 2 meters. Suppressive fire takes a Complex Action and uses 20 bullets. The area remains “suppressed” until the shooting character's next Action Phase.

Suppressive fire is treated as a wide burst, but for simplicity we assume that the wide burst and recoil modifiers cancel out. The character laying down suppressive fire simply makes a Success Test using Agility + appropriate firearm skill. Note any hits.

Any character that is currently in (but not behind cover or prone) or that moves into or out of the suppressed area before the shooter's next Action Phase risks catching some flying lead. That character must make a Reaction + Edge Test (+ Dodge if on full defense) with a threshold equal to the hits scored by the suppressing attacker. If the test fails, the character is hit, suffering damage at the weapon's base Damage Value. Characters in the suppressed area who do not move other than taking cover or dropping prone are not at risk.

AMMUNITION

Most weapons can fire an assortment of ammunition types. For ease of record-keeping and damage calculation, how-

ever, we suggest that ammunition cannot be mixed in a clip; each clip must contain only one type of ammo. Clips can be interchanged during Combat (see *The Action Phase*, p. 135).

A weapon's listed Damage Code is based on regular ammunition. If a specialized form of ammunition is used, it may modify the weapon's Damage Value and AP, as noted with the ammo description (see *Ammunition*, p. 312). Some weapons such as autocannons and tasers have distinctive ammunition that is already calculated into the Damage Code of the weapon (see *Street Gear*, p. 298).

SHOTGUNS

The shotguns described in the *Street Gear* section (beginning on p. 309) fire slug rounds. Characters can load them with shot rounds, but shot rounds have little effect against 21st-century body armor. To determine the damage done by shot rounds, apply the flechette ammunition rules to the Damage Code indicated for the weapon.

Shot rounds spread when fired, creating a cone of shot extending outward from the shotgun's muzzle. This allows the shot to hit multiple targets, but with reduced effectiveness (the same number of shot pellets are spread out over a larger area.) The mechanism that controls this spread is called the choke.

The shotgun user can set his weapon's choke for a narrow spread, medium spread, or wide spread. Changing the choke setting requires a Simple Action (or a Free Action if the shotgun is smartlinked). Taking a shot requires a Simple Action, regardless of the choke setting.

Narrow Spread

A shotgun user can shoot at only one target with a narrow spread. Use the shotgun's standard flechette-modified (+2 DV, +2 AP) Damage Code.

Medium Spread

A shotgun user can catch up to two targets who are within one meter of each other with a medium spread. The shotgun wielder makes a single attack test against all targets, who each suffer a -2 dice pool modifier on their defense roll. Medium spread shots are more scattered, so they inflict less damage and armor penetration. Taking into account the flechette ammunition, they inflict +0 DV, +4 AP.

Wide Spread

Up to three targets within one meter of each other can be caught in a shotgun's wide spread. The shotgun wielder makes a single attack test against all targets, who each suffer a -4 dice pool modifier on their defense roll. Wide spread shots are even less effective than Medium spread. Taking into account the flechette ammunition, they inflict -2 DV, +6 AP.

PROJECTILE WEAPONS

The ranged combat rules also apply to bows and throwing weapons. Due to their nature, however, some special rules also apply. Projectile and throwing weapons are detailed in the *Street Gear* chapter.

