



INCOMING FEED.....

armor (better armor is more difficult to bypass). If the attack hits, the target's armor is ignored for the damage resistance test; the target rolls only Body.

- Target a vital area in order to increase damage. The attacking character can choose to increase the DV of his attack by +1 to +4, but receives an equivalent dice pool modifier to the attack. So a character that opts to increase his attack by the maximum +4 DV suffers a -4 dice pool modifier on the attack.
- Knock something out of the target's grasp. The attacking character receives a -4 dice pool modifier on the attack. If the modified Damage Value of the attack exceeds the target's Strength, the target loses his grip on the object. The gamemaster determines whether or not the object is damaged and how far away it is knocked.
- The gamemaster may also allow other specific effects for called shots if he chooses. For example, you could use called shots to knock an opponent over a ledge, shoot out a tire, temporarily blind an opponent, etc.

## DEFENSE MODIFIERS

Defending against attacks is not an easy task—bullets are faster than people. Various situational modifiers affect a character's ability to get out of the way of both ranged and melee attacks. These defense modifiers are listed on the Defense Modifiers Table, p. 151.

### Defender Unaware of Attack

If the defender is unaware of an incoming attack (he does not see the attacker, the attacker is behind him, or he is surprised), then no defense is possible. Treat the attack as a Success Test instead. This does not apply to defenders who are already engaged in combat (see *Superior Position*, p. 148).

### Defender Wounded

Wound modifiers apply if the defender has taken damage. See *Wound Modifiers*, p. 153.

### Defender Has Defended Against Previous Attacks

If a character has defended against at least one other attack (melee or ranged) since his last action, apply a -1 cumulative modifier for each additional defense roll.

### Defender Prone

Characters who are on the ground have a more difficult time getting out of the way and suffer a -2 dice pool modifier. This modifier does not apply to defending against ranged attacks unless the attacker is extremely close (5 meters or less).

### Defender Running

Moving targets are harder to hit with ranged attacks, and give a character more maneuverability when dodging. Defenders who are running receive a +2 dice pool bonus.