

Note that this DV modifier does not apply when comparing the DV to the armor rating.

Wide Bursts

Wide bursts are intended to spray bullets around to have a better chance of hitting the target. Wide bursts decrease the defender's dice pool by -2.

Slinger has an Uzi in hand, ready to fire a burst against the hit man that just took out his friend. Slinger is rolling his Automatics 4 + Agility 5 (9 dice) against the target's Reaction 5. Though his recoil compensation of 2 accounts for the burst's -2 recoil, he's also facing some other modifiers (-3 total, for a dice pool of 6). Slinger goes for a narrow burst, increasing the Uzi's DV by +2. He rolls 3 hits, the target rolls 2, so he hits. His net hit of 1 increases the DV of the Uzi from 5P to 6P, which unfortunately doesn't exceed the assassin's armor rating of 6. That means the target has to resist 8S DV (base DV 5 + 1 net hit + 2 narrow burst, Physical converted to Stun by the armor).

With his next Simple Action, Slinger's facing a lot of recoil, so he goes for a wide burst. The extra -3 recoil reduces his dice pool to 4, so he only gets 1 hit. The target's dice pool is reduced by 2 from the wide burst though, so he rolls only 3 dice, also getting 1 hit. That's a tie, so Slinger just misses hitting the guy with the second burst.

Multiple Targets

Bursts can only be fired at one target for each burst. If a burst-firing attacker engages two different targets in the same Action Phase (either with two separate short bursts or one short burst and one long burst), there is an additional -2 dice pool modifier when attacking the second target.

Not Enough Bullets

If the firing character is short on ammo (2 bullets rather than 3), reduce each of the modifiers applied by 1 (so a narrow burst does +1 DV and -1 recoil on the first shot). Treat a burst with only 1 bullet in the clip as a single-shot attack.

FULL-AUTO MODE

Weapons that can fire in full-auto mode throw bullets for as long as the attacker keeps the trigger pulled. Characters can use a weapon in full-auto mode to fire bursts, as noted above, each taking a Simple Action. Full-auto weapons can also be used to fire *long bursts* with a Simple Action or *full bursts* with a Complex Action.

Long Bursts

Long bursts use up 6 bullets each. Firing a long burst imposes a -5 dice pool modifier if it is the first burst fired that Action Phase, -6 if it is the second (recoil compensation neutralizes this modifier). Like short bursts, long bursts can be fired as narrow or wide bursts.

