FRI. NIGHT FIREFIGHT

Welcome to the Friday Night Firefight! Once again, I offer a heavily detailed PDF file that offers expanded functionality beyond Night Flyer's original attempts. Unlike Night Flyer's calculator, which merely tells you what you need to roll to hit, mine will handle the entire process. You enter your skill, REF, WA, ROF, and check off the modifiers, then enter the target's SP layers, and the program will automatically calculate your results, right down to how many rounds hit, how many penetrate, what damage they'll cause, and recalculating the target's SP. For convenient use, just make multiple copies on your computer and rename then for your player's characters and a group for NPCs (NPC1.pdf, NPC2.pdf, etc.). Now your firefights will be a breeze to deal with!

The Basics					
Weapon Skill		Reflexes		Rate of Fire:	
Weapon Accuracy		Caliber			Rounds
Range		Base Damage			

Modifiers

Target Immobile	Rocochet or indirect fire	Turret mounted weapon	Full Auto	
Target Dodging	Blinded by light or dust	Vehicle mounted, no turret	Aiming	
Target moving REF 11-12	Target silhouetted	Large target	Telescopic sight	
target moving REF 13-14	Using two weapons (must calculate separately for each)	Small target	3 round burst	
target moving REF 15+		Tiny target	Targeting Scope	
Fast draw/ Snapshot	Turning to face target	Laser sight		
Ambush	Firing while running	Smartgun		
Aimed shot at body location	Firing shoulder arm from hip	Smartgoggles		

Ammunition

Normal	Armor Piercing

The Results:

To hit, you must roll	or better	Calculate Hits?	Calculate Damage?	
The Die roll generated is:	on 1d10	rounds hit of fired.		

Damage and Location

1	7	13	19	25
2	8	14	20	26
3	9	15	21	27
4	10	16	22	28
5	11	17	23	29
6	12	18	24	30

BODY	SAVE	BTM		Wounds	State	Death

Head 1	Torso 2-4	R. Arm 5	L. Arm 6	R. Leg 7-8	L. Leg 9-10	**Location**
						Armor SP

Original SP