

RANGE TABLE

DICE POOL MODIFIER	SHORT +0	MEDIUM -1	LONG -3	EXTREME -6
PISTOLS RANGE IN METERS				
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 RANGE IN METERS				
Machine Pistol	0-5	6-15	16-30	31-50
SMG	0-10	11-40	41-80	81-150
Assault Rifle	0-25	26-150	151-350	351-550
LONGARMS RANGE IN METERS				
Shotgun (flechette)	0-15	16-30	31-45	45-60
Shotgun (slug)	0-10	11-40	41-80	81-150
Sniper Rifle	0-50	51-350	351-800	801-1,500
HEAVY WEAPONS RANGE IN METERS				
Light Machinegun	0-25	26-200	201-400	401-800
Medium/Heavy Machinegun	0-40	41-250	251-750	751-1,200
Assault Cannon	0-50	51-300	301-750	751-1,500
Grenade Launcher	5-50*	51-100	101-150	151-500
Missile Launcher	20-70*	71-150	151-450	451-1,500
BALLISTIC PROJECTILES RANGE IN METERS				
Bow	0-STR	To STR x 10	To STR x 30	To STR x 60
Light Crossbow	0-6	7-24	25-60	61-120
Medium Crossbow	0-9	10-36	37-90	91-150
Heavy Crossbow	0-15	16-45	46-120	121-180
IMPACT PROJECTILES RANGE IN METERS				
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 RANGE IN METERS				
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

* Launcher Minimum Range

OTHER MODIFIERS: ATTACK

Suppressive Fire: – Hits by Shooter

Melee

SITUATION	DICE POOL MODIFIER
Attacker making charging attack	+2
Attacker prone	-1
Attacker making a Called Shot	-4
Character attacking multiple targets	Split dice pool
Character has superior position	+2
Character using off-hand weapon	-2
Attacker wounded	-wound modifier
Defender receiving a charge	+1
Environmental modifiers	Use the Light and Visibility
Attacker has friends in melee	+1 or Teamwork
Opponent prone	+1
Touch-only attack	+2

Ranged

SITUATION	ATTACKER DICE POOL MODIFIER
Attacker firing from cover with imaging device	-3
Attacker firing from a moving vehicle	-2 <small>(doesn't apply to vehicle mounted weapons)</small>
Attacker in melee combat	-3
Attacker running	-2
Attacker using off-hand weapon	-2
Attacker wounded	-Wound modifier
Blind fire	-6
Called shot	-4
Previously aimed with Take Aim	+1 Dice Pool, +1 Accuracy
Wireless Smartgun	+1 (gear)/+2 (implanted)

DEFENSE MODIFIERS

Other

SITUATION	DICE POOL MODIFIERS
Defender inside a moving vehicle	+3
Defender prone ¹	-2
Defender in melee targeted by ranged attack ²	-3
Defender running	+2
Defender/Target has Good Cover ¹	+4
Defender/Target has Partial Cover	+2
Targeted by area-effect attack	-2
Defender unaware of attack	No defense possible
Attacker has longer Reach	-1 defense per point of net Reach
Defender has longer Reach	+1 defense per point of net Reach
Defender Receiving a Charge	+1

Firing Mode

Firing Mode	Bullets	Defender
SS (Simple)	1	0
SA (Simple)	1	0
SB (Complex)	3	-2
BF (Simple)	3	-2
LB (Complex), FA (Simple)	6	-5
FA (Complex)	10	-9
Suppressive Fire	20	Duck

1 – Prone penalty only applies if target is within 5 meters. A prone target 20+ meters away has Good Cover (+4 Defense).

2 – A miss can hit allies: others in Melee must defend until someone is hit or everyone in Melee successfully defends

Take worst modifier only. If multiple factors tie for worst, take next worst modifier (i.e. tie for -3, modifier = -6)

ENVIRONMENTAL MODIFIERS

VISIBILITY	LIGHT/GLARE	WIND	RANGE	MODIFIER
Clear	Full Light/No Glare	None or Light Breeze	Short	—
Light Rain/Fog/Smoke	Partial Light/Weak Glare	Light Winds	Medium	-1
Moderate Rain/Fog/Smoke	Dim Light/Moderate Glare	Moderate Winds	Long	-3
Heavy Rain/Fog/Smoke	Total Darkness/Blinding Glare	Strong Winds	Extreme	-6
Combination of two or more conditions at the -6 level row				-10

COMPENSATION

EFFECT

Flare Compensation	Glare conditions shift two rows up
Image Magnification	Reduce Range conditions by one category
Low-Light Vision	Treat Partial Light and Dim Light as Full Light
Thermographic Vision	Visibility and Light conditions shift one row up
Tracer Rounds (FA)	Wind in rows below Light Winds and Range in rows below Short shift one row up
Smartlink	Wind shifts one row up
Sunglasses	Glare conditions shift one row up/Light conditions shift one row down
Ultrasound	Visibility shifts one row up, ignore Light conditions (within 50 meters)

CONDITION HOW TO COMPENSATE

Visibility	Ultrasound, Thermographic
Light	Low-Light, Sunglasses, Thermographic, Ultrasound
Wind	Tracer Rounds, Smartlink
Range	Image Magnification, Tracer Rounds

