

COMBAT RESOLUTION

UNIVERSAL MODIFIERS

Situation	Dice Pool Mod
Delayed Action	-1
Distracted	-2
Wounded	- Wound mod

RANGED ATTACK MODIFIERS

MELEE ATTACK MODIFIERS

Situation	Dice Pool Mod	Situation	Dice Pool Mod
Attacker running or in a vehicle	-2	Attacker in a moving vehicle	-2
Attacker using off-hand	-2	Attacker using off-hand	-2
Attacker blind firing	-3 or -6	Attacker has inferior position	-2
Attacker Calls a Shot	-4	Attacker Calls a Shot	-4
Attacker environment/range	- Environment mod	Attacker environment	- Environment mod
Attacker has Recoil	- Recoil mod		
Attacker Multiple Attacks	Split dice pool	Attacker Multiple Attacks	Split dice pool
Attacker Takes Aim	+1 or +1 Accuracy	Attacker has ally in melee	+2
Attacker has wireless laser sight	+1	Attacker has superior position	+2
Attacker has wireless smartgun	+1 (gear)	Attacker using touch-only attack	+2
Attacker has wireless smartgun	+2 (implant)	Attacker running (charging)	+2

ENVIRONMENTAL MODIFIERS

Visibility	Light/Glare	Wind	Range	Modifier
Clear	Full Light/None	None or Breeze	Short	--
Light Rain/Fog	Partial/Weak	Light Winds	Medium	-2
Mod Rain/Fog	Dim/Moderate	Moderate Winds	Long	-4
Heavy Rain/Fog	Dark/Blinding	Strong Winds	Extreme	-6
++ Two or more (-6) conditions				-10

Apply only the most severe penalty.

RECOIL MODIFIERS

Simple Action	Complex Action	Rounds Fired
Semi-Auto (SA)		1
Burst Fire (BF)	Semi-Auto Burst (SB)	3
Full-Auto (Simple)	Long Burst (LB)	6
	Full-Auto (Complex)	10

Recoil Mod = [Base Recoil Compensation + RC of weapon] - Total rounds fired in consecutive Action Phases.

Apply only negative values of Recoil Mod.

COMBAT RESOLUTION (Cont.)

DEFENSE MODIFIERS

Melee and Ranged		Melee Only	
Situation	Dice Pool Mod	Situation	Dice Pool Mod
Defender in a moving vehicle	+2 or +4	Defender has Reach	+2
Defender Full Defense	+ WIL	Defender Blocking	+ Unarmed
		Defender Dodging	+ Gymnastics
Defender previously attacked	-1 per attack	Defender Parrying	+ Weapon Skill
Defender unaware of attack	No defense	Attacker has Reach	-2

Ranged Only

Situation	Dice Pool Mod
Defender has cover (obstacles or prone at distance)	+1 Hit
Defender Take Cover	+2 Hits
Defender running	+2
Defender Evasive Driving (Vehicle)	+ WIL

Situation	Dice Pool Mod
Attacker firing flechette (narrow spread)	-1
Attacker firing Burst Fire (BF) or Semi-Auto Burst (SB)	-2
Attacker firing flechette (medium spread)	-3
Attacker firing Long Burst (LB) or Full-Auto (Simple)	-5
Attacker firing flechette (wide spread)	-5
Attacker firing Full-Auto (Complex)	-9
Attacker has net Sensor hits (Vehicle)	- Sensor hits

EDGE EFFECTS

Initiative

Blitz	Roll maximum (5D6) Initiative Dice for a single Combat Turn.
Seize the Initiative	Move to the top of the initiative order regardless of Initiative Score.
Saw That Coming	Apply only the -10 Initiative Score penalty of being surprised.

Actions

Close Call	Negate the effects of one glitch or turn a critical glitch into a glitch.
Push the Limit	Add your EDG to your test before or after roll; ignore any limits; Rule of Six.
Second Chance	Re-roll all dice that did not score a hit. Cannot negate a glitch.
Smackdown (Burn)	Burn a point of EDG to automatically succeed in an action with four net hits.

Death

Dead Man's Trigger	Body + Willpower (3) test to spend remaining action on a single action before death.
Not Dead Yet (Burn)	Burn a point of EDG to avoid death, against all odds. GM devises exact circumstances.