

SITUATIONAL MODIFIERS TABLE

-- RANGED COMBAT --

RECOIL, SEMI-AUTOMATIC	+1 FOR SECOND SHOT THAT COMBAT PHASE
RECOIL, BURST-FIRE	+3 PER BURST THAT COMBAT PHASE
RECOIL, FULL-AUTO	+1 PER ROUND FIRED THAT COMBAT PHASE
RECOIL, HEAVY WEAPON	2 X UNCOMP. RECOIL
BLIND FIRE	+8
PARTIAL COVER	+4
VISIBILITY IMPAIRED	SEE VISIBILITY TABLE
MULTIPLE TARGETS	+2 PER ADDITIONAL TARGET THAT COMBAT PHASE
CALLED SHOT	+4 TN / +1 DAMAGE CODE
TARGET RUNNING	+2
TARGET STATIONARY	-1
ATTACKER IN MELEE COMBAT	+2 PER OPPONENT
ATTACKER RUNNING	+4
ATTACKER RUNNING (DIFFICULT GROUND)	+6
ATTACKER WALKING	+1
ATTACKER WALKING (DIFFICULT GROUND)	+2
ATTACKER IS WOUNDED	PER INJURY MODIFIER
SMARTLINK (WITH SMARTGUN)	-2
SMART GOGGLES (WITH SMARTGUN)	-1
LASER SIGHT	-1
USING A SECOND FIREARM	+2
AIMED SHOT	-1 PER SIMPLE ACTION
IMAGE MAGNIFICATION	SPECIAL
RECOIL COMPENSATION	REDUCES RECOIL MODIFIER
GYRO-STABILIZATION	REDUCES RECOIL OR MOVEMENT

-- MELEE COMBAT --

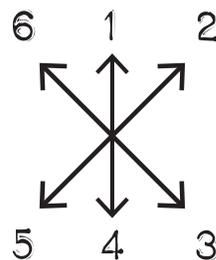
CHARACTER HAS FRIENDS IN THE MELEE	-1 PER FRIEND (MAX -4)
OPPONENT HAS FRIENDS IN THE MELEE	+1 PER FRIEND (MAX +4)
VISIBILITY IMPAIRED	SEE VISIBILITY TABLE
CHARACTER IS WOUNDED	PER INJURY MODIFIERS
CHARACTER'S WEAPON HAS SUPERIOR REACH	-1 PER POINT LONGER
CHARACTER'S WEAPON HAS INFERIOR REACH	+1 PER POINT SHORTER
CHARACTER IS ATTACKING MULTIPLE TARGETS	+2 PER TARGET
CHARACTER HAS SUPERIOR POSITION	-1
OPPONENT IS PRONE	-2

-- GRENADES --

TYPE	DAMAGE CODE	POWER LEVEL REDUCTION
OFFENSIVE	10S	-1 PER METER
DEFENSIVE	10S	-1 PER ½ METER
CONCUSSION	12M STUN	-1 PER METER

TYPE	Short	Med	Long	Extreme	SCATTER
	4	5	8	9	
STANDARD	0-STRx3	To STRx5	To STRx10	To STRx20	1d6 METERS
AERODYNAMIC	0-STRx3	To STRx5	To STRx10	To STRx20	2d6 METERS
LAUNCHER	5-50	51-100	101-150	151-300	3d6 METERS

-- SCATTER RULES --



- ROLL THROWING SKILL VS. TN
- ROLL SCATTER AMOUNT & DIRECTION
- EACH SUCCESS REDUCES SCATTER BY
 - 2 meters per success for standard grenade
 - 4 meters per success for aerodynamic/launcher