

TABLE 11-2: ATTACK SITUATION MODIFIERS

Attack Situation	Modifier
Attacker is:	
Taking an action to aim (modifier for each action)	+1
Aiming bonus when using a scope	+1
Attacking with two weapons (same target)	-3
Attacking with two weapons (different targets)	-6
Attempting to touch the target	+3
Making a total attack	+3
Executing a special manoeuvre with a Flexible Weapon	-3
Firing personal weapons from a moving vehicle	-1
Firing personal weapons while piloting a vehicle	-3
Firing personal weapons while swimming or performing acrobatics	-3
Melee attack or defence from an awkward position (on the ground, etc.)	-3
Attacker uses one attack against multiple targets:	
Two targets	-3
Three targets	-6
Four targets	-12
Five targets	-18
Attacker is moving quickly:	
Running (Body Stat x3 or 50-74% of top speed)	-1
Sprinting (Body Stat x 4 or 75-100% of top speed)	-3
Attacker is Attempting a Called Shot:	
Disarming (with melee attack)	-1
Disarming (with a ranged attack)	-3
Reducing armour	-3
Bypassing armour	-6
Targeting a vital spot	-6
Targeting a weak point	1, -3, or -6
Target is Moving at:	
up to 99 kph	no modifier
100 to 299 kph	-1
300 to 999 kph	3
1,000 to 9,999 kph	6
10,000 to 99,999 kph	12
100,000 kph and faster	-18
Target within melee range, and:	
Concealed by trees or brush	1
Concealed by darkness, fog, or smoke	1
Taking cover	1
Invisible	3
Target beyond melee range, and:	
Concealed by trees or brush	1
Concealed by darkness, fog, or smoke	3
Taking cover	3
Invisible	6
Range Modifiers:	
Attacking at medium range	1
Attacking at long range	3
Target Item is larger than attacker	+1 per Size rank difference
Target Item is smaller than attacker	-1 per Size rank difference

EXPANDED DEFENCE RULES

These rules add additional options for defence.

DEFENDING WITH A SHIELD

Shields are designed to deflect blows and turn them aside, and thus provide a slight (+1) bonus to the defender's defence roll for each Level of the Shield Attribute. Under these circumstances, the shield's Armour Rating does not reduce damage inflicted from a successful hit (since a success indicates that the shield was bypassed). This is a default assumption: the attacker will always try to bypass a shield, and a defender is will try to interpose the shield to block attacks. If an attacker does not care about bypassing the shield, and prefers to strike it head on, the defender does not gain the associated defence roll bonus but instead receives the benefit of the shield's Armour Rating (the shield acts like the Armour Attribute in this instance). See page 146 for details on how Armour Ratings reduce damage.

An attacker cannot attempt to strike a shield and also perform a called shot, however. In order to successfully perform any called shot, the attacker must attempt to bypass the shield as normal.

TABLE 11-3: DEFENCE SITUATION MODIFIERS

Defence Situation	Modifier
Defending with a shield (if not attacked head on)	+1 per shield Level
Total defence, first action sacrificed	+3
Total defence, each additional action sacrificed	+1
Defending against additional attacks	
One extra attack/round	-1
Two extra attacks/round	-3
Three or more extra attacks/round	-6
Defending against undetectable assailant	-3
Performing a total attack	-3
Defending when surprised	No Defence

DEFENDING OTHERS

A character can defend a friend or ally against another's attack provided the attacker or target is within reach. This requires sacrificing one of his or her own defences for this purpose. The decision may be made after the ally has failed a defence roll, but before any damage is resolved.

Defending others is difficult and suffers a significant (-3) penalty. Also, each attempt at defending others counts as one of the character's own defences, for purposes of defending against additional attacks (see page 145).

One special option is available when defending others: throwing oneself in front of the attack. This is made at a significant (+3) bonus, which cancels the penalty, for no net modifier. If it succeeds, instead of stopping the attack, the defending character becomes the target and suffers the appropriate damage.