B. Resolve Actions.

B. Defender rolls attribute + skill +/– modifiers

C. If attacker achieves more hits, attack succeeds.

Ranged	 Reaction	 —	 +Dodge

Matrix	 Response	 Firewall	 +Hacking/rating

1. Declare attack

Attacker Attribute Skill

A. Attacker rolls attribute + skill +/– modifiers

Attack Base DV DV modifiers

Melee (unarmed)	 Strength	righted	2	 net	 hits

Melee (armed)	 by	 weapon	 net	 hits

Astral w/weapon focus	 by	 weapon	 net	 hits

4. Compare Damage to armor if the attack causes Physical damage

Perceiver has active enhancements +rating

Interfering sight/odor/sound –2

Perceiver is actively looking/listening for it +3

Perceiver is distracted –2

Modifier

situation Dice Pool

Obscured/Small/Muffled	 3

Obvious/Large/Loud	 1

item/event is: threshold

Complex Action or 2 Simple Actions during their combat turn sequence

Perception test MODIFIERS

Mammoth 1	 Month

Average	 2

Easy	 4

Average	 2

Complex	 4

Average	 2

Con	 Con 	+	 Charisma	 (Con	or	Negotiation)	+	Charisma

Missile	 2D6	 meters	–	1	 per

t net	hit

Rocket	 2D6	 meters	–	4	 per

t net	hit

Grenade Launcher	 3D6	 meters	–	4	 per

t net	hit

Standard Grenade	 1D6	 meters	–	2	 per

t net	hit

Gas	 Chemical	 —	 10m	 Radius

Flash-Bang	 6S	 –3	 10m	 Radius

Explosive Grenade	 1D6	 meters	–	2	 per

t net	hit

Shuriken	0–STR	 To	STR	x	2	 To	STR	x	5	 To	STR	x	7

Aerodynamic	 0–STR	x	2	 To	STR	x	4	 To	STR	x	8	 To	STR	x	15

Sniper Rifle	 0–150	 151–350	 351–800	 801–1,500

Assault Rifle	 0–50	 51–150	 151–350	 351–550

Pistols

Light Pistol	 0–5	 6–15	 16–30	 31–50

Medium Pistol	 0–5	 6–15	 16–30	 31–50

Heavy Pistol	 0–5	 6–15	 16–30	 31–50

Railgun	 100	 200	 300	 400

Hand Cannons

Light Cannon	 0–5	 6–15	 16–30	 31–50

Medium Cannon	 0–5	 6–15	 16–30	 31–50

Large Cannon	 0–5	 6–15	 16–30	 31–50

The maximum range for grenades or other melee items is given in yards. Exceptions are noted in parentheses. Ranges are measured from the gun or weapon, not the shooter.