

Ranged Combat Cheat Sheet

SHADOWRUN

What You Need to Know

Attributes

Agility

Skills

(Weapon Skill)

Options

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode: (rounds fired)

SS(1)	SA(1)	BF/Narrow(3)	BF/Wide(3)
FA/Long Narrow(6)	FA/Long Wide(6)		
FA/Full Narrow(10)	FA/Full Wide(10)		

Recoil Compensation

Laser Sight/Smartlink Bonus

Wound Modifier

Variables

Number of rounds fired this
Action Phase (incl this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV



What You Need to Do

1. Choose the weapon and ammo you want to use, and note their DV and AP.

2. Choose a fire mode that you want to use.

3. Add your Agility to your pool.

4. Add the correct weapon skill to your pool: Archery, Automatics, Exotic Ranged, Heavy, Longarms, Pistols, or Throwing.

5. Add the bonus for a laser sight or smartlink to your pool.

6. Subtract any Wound Modifier from your pool.

7. Subtract the Recoil Compensation from the number of rounds fired this Phase, then subtract one; the difference is the recoil modifier.

8. If the weapon is a heavy weapon, double the recoil modifier.

9. If the weapon is a shotgun and the fire mode is BF or FA, double the recoil modifier.

10. If the recoil modifier is greater than zero, subtract it from your pool.

11. Roll your pool dice, note your hits.

12. If your fire mode is one of the wide bursts, tell the gamemaster; the defender loses defense pool.

13. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

14. Add your net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon AP, it causes Physical damage, otherwise it causes Stun damage.

15. If your fire mode is one of the narrow bursts, add one less than the number of rounds in the burst to your modified DV.

16. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.