Drone Combat Cheat Sheet



What You Need to Know

Attributes

Drone's Pilot

Autosoft

Targeting

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

Damage 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 <u>weapon</u> and <u>ammo</u> you want to use, and note their \underline{DV} and \underline{AP} .
- 2. Choose a fire mode that you want to use.
- 3. Add your <u>Drone's Pilot</u> rating to your pool.
- 4. Add the Targeting Autosoft rating to your pool.
- 5. Subtract any <u>Damage Modifier</u> from your pool.
- 6. Subtract the <u>Recoil Compensation</u> from the <u>number of rounds fired this Phase</u>, then subtract one; the difference is the recoil modifier.
- 7. If the <u>weapon</u> is a heavy weapon, double the <u>recoil</u> <u>modifier</u>.
- 8. If the <u>weapon</u> is a shotgun and the <u>fire mode</u> is BF or FA, double the recoil modifier.
- 9. If the <u>recoil modifier</u> is greater than zero, subtract it from your pool.
- 10. Roll your pool dice, note your hits.
- 11. If your <u>fire mode</u> is one of the wide bursts, tell the gamemaster; the defender loses defense pool.
- 12. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
- 13. Add your <u>net hits</u> to your <u>weapon + ammo DV</u>; this is your <u>modified DV</u>. If this number is greater than the defender's armor modified by your <u>weapon AP</u>), it causes Physical damage, otherwise it causes Stun damage.
- 14. If your <u>fire mode</u> is one of the narrow bursts, add one less than the number of rounds in the burst to your modified DV.
- 15. Tell the gamemaster your final <u>modified DV</u>. The defender will attempt to resist the horrible damage you have just caused.

