

Base

- Base number to strike: 8.

Called Shot

- To strike a specific target or area: -7 to hit.

Close Proximity

- Close proximity strikes (50ft or less) are +1 to strike.
- Strikes that are point blank (10ft or closer), automatically hit if the target is immobile (unconscious or tied up people, doors, etc.).

Distance

- Distance Penalty *without* Sensor Systems (targeting by line-of-sight only): -1 to strike for every 250ft of distance.
- Distance Penalty *with* Sensor Systems: -1 to strike for every 500ft of distance, up to maximum sensor system range (10 miles for most power armors, 30 miles for most robot vehicles).
- Telescopic Scope Bonus: negates one point of to strike penalty for each power of magnification.
- Target beyond maximum weapon range: -4 to strike for every 25ft beyond the maximum weapon range, plus there are no W.P. Skill Bonuses to hit.

Target Size

- Size Bonus: +1 to strike for every 10ft of height or width of a target.
- Size Penalty: -1 to strike targets between 5ft and 3ft of size, -4 to strike targets between 3ft and 1ft of size, and targets smaller than 1ft count as a Called Shot.

Moving

- Target moving up to 40mph: -3 to strike.
- Target moving 40mph+: -6 to strike.
- Shooting from a moving object (car, hover vehicle, horse, or other moving platform); all shots are Wild. This does *not* include the firing of weapon systems built into power armor, robots, cyborgs, or mounted weapons or turrets built into combat vehicles.

Aimed Shots

- All Aimed shots *with* a W.P. are at +3 to strike (+4 to hit with a Revolver).

Bursts

- All Bursts (whether short, long, rail gun, multi-pulse, etc.) *with* a W.P. are at +1 to hit.
- All Bursts (whether short, long, rail gun, multi-pulse, etc.) *without* a W.P. are Wild and -6 to strike.

Wild Shots

- All Wild shots (either un-aimed or sprayed into an area) *with* a W.P. receive neither a bonus nor a penalty to strike.
- All Wild shots *without* a W.P. are -6 to strike.

Modern Weapon Proficiencies

- Every third level advanced with a W.P. receives a +1 to hit (e.g.: a fourth level character with a W.P. would have +4 on an aimed shot, +2 on a burst, +1 on wild shots, a seventh level character with a W.P. would have +5 on an aimed shot, +3 on a burst, +2 on wild shots, etc.).

Notes:

- Virtually *all* rifles are designed as two-handed weapons for maximum accuracy, and are -1 to strike when fired with one hand (Triax FSE-Clip weapons are -2 to strike when fired one-handed).
- All missiles are either self-guided (+3 to strike) or smart (+5 to strike, +4 to dodge) and do not enjoy the firer's bonuses to strike.
- Mini-missiles are not self-guided and enjoy the firer's bonuses to strike. Bonuses may be derived from W.P. Heavy Energy Weapons where appropriate (remember that as many as two mini-missiles may be fired in an aimed shot).
- Physical training and other strike bonuses *do not apply* to modern weapons.

Dodging:

The following penalties should be used when attempting to dodge the various types of ranged weapons:

Ancient ranged weapons (arrows, sling shots, etc.): -3

Modern ranged weapons (bullets, etc.): -6

Energy weapons at short range (100 - 500 feet): -10 with NO bonuses

Energy weapons at long range (500+ feet): -8 with NO bonuses

- Note that if all the character does is dodge for that melee, the character receives a +2 bonus to dodge