

Ranged Combat Actions

Aim (Half or Full Action)

If you spend a Half Action to aim, your next attack gains a +10 bonus to your Ballistic Skill. If you spend a Full Action aiming, the bonus is +20. An attack must immediately follow this action or the benefit is lost.

Brace Heavy Weapon (Half Action)

An unbraced heavy weapon suffers -30 to a Ballistic Skills test. Once braced a heavy weapon cannot be moved without losing the benefit, but can be traversed 45° or more depending on the type of bracing.

Called Shot (Full Action)

You declare the location of the target you wish to hit (Head, Body, Right Arm, etc.) and make a (-20) Ballistic Skill test. If successful you hit the desired location.

Full Auto Burst (Full Action)

A Full Auto Burst grants a +20 bonus to your Ballistic Skill test. If successful, a hit is scored as normal. Furthermore, every two degrees of success scores an extra hit. The number of hits cannot exceed the weapon's fully automatic rate of fire. Extra hits can be allocated to the original target or any other target within 2 metres (provided they are not harder to hit). See **p.190** to determine Hit Locations for multiple hits. A result of 94 to 00 on your Ballistic Skill test indicated the weapon has Jammed. If you have a pistol in each hand you may fire them both. See Two-Weapon Fighting **p.197**.

Overwatch (Varies)

You must be using a weapon capable of full automatic fire to use this action. Overwatch may operate over multiple rounds of combat. Pick an area to watch. This 'kill zone' extends 45° out from the direction you are facing and up to half the range of the weapon. Establishing a kill zone takes a full turn. Once established, you may spend subsequent turns waiting for targets to enter your kill zone.

Whilst lying in wait, at any time before your next turn, you may take the Full Auto Burst action at any targets within your kill zone. Additionally, when you use this action, characters within the kill zone must take a Hard (-20) Pinning test. See **p.196**. If this action occurs at the same time as another character's, the character with the higher Agility Bonus acts first. If both characters have the same Ag Bonus, you must make an Opposed Agility test to see who acts first.

You may continue Overwatch for up to your Willpower Bonus in hours. After this time you

must rest for 1d10x10 minutes. You may opt to end Overwatch during your turn, but once you have used your Full Auto Burst, make any Action or Reaction, Overwatch immediately ends. This does not include Free Actions, such as speech.

Semi-Auto Burst (Full Action)

A Semi-Auto Burst grants a +10 bonus to your Ballistic Skill test. If successful, a hit is scored as normal. Furthermore, every two degrees of success scores an extra hit. The number of hits cannot exceed the weapon's semi-automatic rate of fire. Extra hits can be allocated to the original target or any other target within 2 metres (provided they are not harder to hit). See **p.190** to determine Hit Locations for multiple hits. A result of 94 to 00 on your Ballistic Skill test indicated the weapon has Jammed. If you have a pistol in each hand you may fire them both. See Two-Weapon Fighting **p.197**.

Standard Attack (Half Action)

You can make a standard ranged attack by testing Ballistic Skill. Certain weapons require talents to use them effectively, any attacks made without the required talent incurs a penalty of -20 to your Ballistic Skill.

Suppression Fire (Full Action)

You must be using a weapon capable of full automatic fire to use this action. Pick an area to watch. The kill-zone extends 45° out from the direction you are facing and up to half the range of the weapon. Targets within this area must make a Hard (-20) Pinning test. See **p.196**. Additionally, you must make a Hard (-20) Ballistic Skill test to see if your wild spray of fire has hit anyone, friend or foe, in the kill zone. If the ranged attack is successful, the GM assigns the hit to a random target. Furthermore, every two degrees of success scores an extra hit against another random victim. Use of Suppression Fire does not affect the defensive benefits of armour or cover. The number of hits cannot exceed the weapon's fully automatic rate of fire. See **p.190** to determine Hit Locations for multiple hits against the same target.

A result of 94 to 00 on your Ballistic Skill test indicated the weapon has Jammed.