



COMBAT REFERENCE GUIDE

Revised June 19, 2009

MODERN WEAPONRY

Reference: *Rifts Game Master Guide*, pg. 39

Firing Modes

- **Aimed:** +3 strike (+1 at levels 3, 6, 9, 12, and 15); 1 full attack
- **Burst:** +1 strike; 1 full attack
 - Weapons with “Burst” category and no damage do double pulse burst at double dice damage
 - Triple pulse burst weapons deal triple dice damage
- **Called Shot:** Add Aimed bonus (no Called Shot Burst or Wild possible); -4 penalty against small targets; miss on 1-4, 5-11 hits main body, 12 or higher hits called area
- **Wild:** no strike bonus; 1 full attack
 - Wild applies when shooting while spraying, running, leaping, flying, or on a moving vehicle
 - Move half speed and make Wild shot

Range and Speed

- **Within 60 feet:** roll 5 or higher to hit stationary target
- **61 feet up to Weapon Range:** roll 9 or higher to hit stationary target
- **Beyond Weapon Range:** -1 to strike every 25 feet beyond range
- **Fast Moving (40 mph+):** roll 10 or higher to hit

COMBAT SYSTEM

Reference: *Rifts*, pg. 34

1. Determine Initiative

- Roll d20 + modifiers; highest goes first
- Sneak Attack and Long Range Attack always have initiative
- On ties, reroll
- Rolled every melee round

2. Attacker Strikes

- Hand to Hand: Roll of 5 or more but less than A.R. does damage to armor
- Knockout/Stun or Death Blow must be declared before roll (exception: natural 20 from an attacker with the Boxing skill)

3. Defender Attempts Parry, Dodge, Entangle or Takes Hit

- **Parry**
 - Roll d20 + modifiers; equal or higher than attack parries
 - Can always attempt to parry melee attacks
 - Cannot parry bullets or energy attacks
- **Dodge**
 - Costs 1 full attack
 - Can Dodge when out of attacks, but are deducted from next melee attacks



- Roll d20 + modifiers; equal or higher than attack dodges
- **Entangle**
 - Costs 1 full attack
 - Roll d20 + modifiers; equal or higher than attack entangles
 - Maintain: 1 full attack plus roll to entangle
 - Defend: successfully Dodge attacker's entangle roll

4. Attacker Rolls Damage

- Critical strikes deal double damage
- Combined critical strikes (such as natural 20 and jump attack) deal triple damage

5. Defender May Roll With Impact

- Roll d20 + modifiers; equal or higher than attack halves damage
- Can only roll with blunt physical attacks (punch, kick, body block, staff, falling, explosive missiles, and so on)
- Cannot roll with damage from auto cannons, railguns, machineguns, bullets, energy weapons, or plasma/napalm missiles

MISSILE COMBAT

Reference: *Rifts*, pg. 41

Striking

- Guided Missiles: +3 strike; Smart Missiles: +5 strike (two attacks per melee until hit)
- Volleys can be two, three, four, or more missiles
- Four or more missile volleys cannot be dodged
- All missiles always strike the main body

Damage

- Direct Hit: roll all damage dice for every missile in volley
- Proximity: take half damage of direct hit when within blast area

Shooting Down Missiles

- Must have an available attack during current melee round
- Must deal more M.D. than missile's M.D.C.; 45% chance detonation destroys entire volley
- Shooting down missiles with missiles increases to 75% change of volley detonation
- Consider missiles "halfway" between attacker and defender to determine blast radius casualties

Special Missile Defense Tactic

- Robot pilots may cross arms over main body and take missile damage to arms instead of body

Mini-Missiles

- Strike as a normal ranged attack, not self-guided or smart weapons
- Add P.P. bonuses to strike