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