14.07 / CORE

Automatic Fire

Most automatic weapons tend to fire a lot of rounds rather quickly, and if we had to roll for every one, the table would soon grind to a halt.

So at Core detail a burst in A7 only uses two dice rolls, no matter how many rounds you fire. First, make a **Chance Roll** to find out whether you hit the target at all. Then make a **Hit Count Roll** to see how many rounds actually landed on the target.

A machine gun will consequently feel different from a pistol, but takes only slightly more work to resolve.

Here is the basic sequence, after which we will go over each step in detail.

THE BASIC SEQUENCE

1. Declare
2. Chance Roll
3. Hit Count Roll with recoil
4. Damage
5. One critical check

Declaring the Burst

For a burst, as for any shot, you declare how many rounds you are firing.

This could be a set number of rounds, a certain length of time, or simply dumping the whole magazine. The number you declare is entirely dependent on your choice and circumstances.

From this we determine how long the burst takes, how much ammunition you use, and how much recoil you have to deal with.

Most weapons list their common burst sizes, such as three rounds, five rounds, or ten rounds, with the recoil already worked out. Common practice is to copy the useful values onto your weapon sheet for convenience during play, based on your play LOD.

If you are using Main level detail that has multiple targets, you declare those as well, otherwise continue.

The Chance Roll

Make one ordinary Chance Roll for the burst, just as you would for any normal attack.

If the roll fails, nothing from the burst has hit your target. Those rounds still went somewhere, and that might matter if the failure was a critical failure (hitting a bystander, for example), or produces some other Flux-based outcome. But they did not hit the thing you were aiming at.

If the roll succeeds, at least one round hit the target. The Hit Count Roll tells you how many.

CORE / HIT COUNT

The Hit Count Roll

Roll both dice as percentile.

For a burst of **N** rounds, the result will be somewhere between 1 and N hits, with the percentile range divided as evenly as possible between those results. The number of rounds fired is the **Maximum Count** for the roll.

Find that Maximum Count on the Count table, make your percentile roll, and read off the result. The same table is also used later for the Target Count Roll at Main detail.

A compact version covering Maximum Counts from 1 to 5 is shown here. The full Count table can be found on the standard play reference sheet and GM screen, as well as in the reference section.

This is the main difference between a single-shot attack and a burst. A successful single shot does not need this extra roll because there can only be one hit.

Count table

MAX. COUNT \ RESULT	1	2	3	4	5
1	01-00	-	-	-	-
2	01-50	51-00	-	-	-
3	01-34	35-67	68-00	-	-
4	01-25	26-50	51-75	76-00	-
5	01-20	21-40	41-60	61-80	81-00

Recoil

Recoil is when a weapon kicks back and pulls your aim off target.

Every weapon lists a recoil adjustment for each round after the first. It adds up over the burst, so a long burst from an unruly weapon will pull you off target much more than a short one.

Recoil applies to the **Hit Count Roll**, not the Chance Roll.

Your Chance Roll decides whether you hit the target at all. Recoil affects how long that accuracy stayed in place.

Don't Count It Twice

Things such as target size, movement, cover, visibility and similar circumstances have already been applied to your Chance Roll.

They do not also apply to your Hit Count Roll unless a weapon or Ability specifically says that they do.

CORE / RESOLUTION

Damage and Criticals

Damage

When we make a damage roll for a burst, that roll represents the average damage caused by each round across the burst. Work out what one hit does, apply its Coupling and Protection reduction, then multiply the surviving damage by the number of hits.

In the Iska example on the next page, each round does **14 damage** and has **Normal Coupling**, so no Coupling adjustment is made.

The target has Protection which reduces **6 damage from each hit**, leaving 8 damage per hit.

Three hits × 8 damage = **24 damage**.

The target therefore takes 24 damage.

Why Not 42 – 6 = 36 Damage?

Because Protection has to reduce every round separately.

If you added all the damage together first and then applied Protection only once, a burst could overwhelm Protection which should reduce or stop each individual bullet.

When all of the hits are mechanically equivalent, work out what one hit does after Coupling and Protection and simply multiply that surviving damage by the number of hits. The Damage detail level still controls how much damage information is exposed; the Automatic Fire detail level controls how those hits are distributed and bundled.

Criticals

Each burst gets one critical check, using the Chance Roll you have already made.

The more rounds that hit the target, the wider the favourable critical band becomes. Add **2% for every hit after the first**, up to a maximum critical band of **28%**.

In the Iska example on the next page, Iska scored three hits, giving her a favourable critical band of **14%**.

She rolled 11 on her attack, so the burst scores a critical.

A burst can produce only **one critical result**, no matter how many rounds hit. Ten hits still means one critical, not ten criticals.

More hits make a favourable critical more likely, but they never make a bad critical more likely. The increased band therefore applies only to the favourable critical range.

Bursts and Timing

Like anything else, a burst takes time, and other things can happen during that time. Someone else might finish an action, or another event might occur.

That does not split your burst into separate pieces. It is still one firing action and is resolved as you declared it.

The exception is when something happens that actually changes the shot itself. The target might move and dive behind a wall, or the shooter might be knocked down.

If this happens, resolve the rounds already fired as a burst, resolve what happened, and then continue firing only if doing so still makes sense.

END OF CORE RULES → MAIN

EXAMPLE

Iska Fires Five Rounds

1. **Declare.** Iska fires a five-round burst from a C60 machine pistol with recoil of **−4% per round after the first**. Her weapon sheet lists a 5 round burst as -16% recoil, so she uses the prepared value.
2. **Chance Roll.** She rolls **11** for her Chance Roll and succeeds, so at least one round has hit the mark.
3. **Hit Count with recoil.** She rolls **74** for the Hit Count Roll. Using Maximum Count 5 on the Count table, that would mean four hits. However, since the 5 round burst has -16% recoil, her 74 therefore drops to **58**, which means three hits. Recoil has cost her one round on the target.
4. **Damage.** In this case, each round does 14 damage and has Normal Coupling, so no Coupling adjustment is made. The target has Protection which reduces 6 damage from each hit, leaving 8 damage per hit. Three hits × 8 damage = 24 damage.
5. **Critical.** Iska scored three hits, giving her a favourable critical band of 14%. She rolled 11 on her attack, so the burst scores a critical.

BUNNY MUSTARD C60

Kinetic Firearm / Automatic / Machine Pistol

USE	Range 200 m · XT 6.2×34 mm · 60 rounds · Semi / Auto · 900 rpm · Sling Ready ½ Round / 15 Ticks · Reload 1 Round / 30 Ticks		
FIRE	MODE	TIME	RECOIL
	Single	½ Round / 15 Ticks	—
	3 rounds	½ Round / 15 Ticks	−8%
	5 rounds	1 Round / 25 Ticks	−16%
	10 rounds	1 Round / 35 Ticks	−36%
DAMAGE	KIN / Piercing	2d10	
ABILITY	Automatic Fire		
AGENT	Integrated: status, diagn		
DESCRIPTION	Cheap, rugged and common machine pistol used ecurity and backup.		

