FRI. NIGHT FIREFIGHT

E-mail

Welcome to the Friday Night Firefight! Once again, I offer a heavily detailed PDF file that offers expanded functionality beyond Night Flyer's original attempts. Unlike Night Flyer's calculator, which merely tells you what you need to roll to hit, mine will handle the entire process. You enter your skill, REF, WA, ROF, and check off the modifiers, then enter the target's SP layers, and the program will automatically calculate your results, right down to how many rounds hit, how many penetrate, what damage they'll cause, and recalculating the target's SP. For convenient use, just make multiple copies on your computer and rename then for your player's characters and a group for NPCs (NPC1.pdf, NPC2.pdf, etc.). Now your firefights will be a breeze to deal with!

The Basics				
Weapon Skill	0	Reflexes	0	Rate of Fire:
Weapon Accuracy	0	Caliber	-- Select --	Rounds
Range	-- Select --	Base Damage		

Calculate Reset Stop

Modifiers

☐ Target Immobile	☐ Rocochet or indirect fire	☐ Turret mounted weapon	☐ Full Auto	
☐ Target Dodging	☐ Blinded by light or dust	☐ Vehicle mounted, no turret	☐ Aiming	No
☐ Target moving REF 11-12	☐ Target silhouetted	☐ Large target	☐ Telescopic sight	
☐ target moving REF 13-14	☐ Using two weapons (must calculate separately for each)	☐ Small target	☐ 3 round burst	
☐ target moving REF 15+		☐ Tiny target	☐ Targeting Scope	
☐ Fast draw / Snapshot	☐ Turning to face target	☐ Laser sight		
☐ Ambush	☐ Firing while running	☐ Smartgun		
☐ Aimed shot at body location	☐ Firing shoulder arm from hip	☐ Smartgoggles		

Ammunition

◉ Normal	○ Armor Piercing

The Results:

To hit, you must roll	or better	Calculate Hits? ☐	Calculate Damage? ☐	Reset
The Die roll generated is:	on 1d10	0 rounds hit of fired.		Calculate Stop

Damage and Location

1 0	7 0	13 0	19 0	25 0
2 0	8 0	14 0	20 0	26 0
3 0	9 0	15 0	21 0	27 0
4 0	10 0	16 0	22 0	28 0
5 0	11 0	17 0	23 0	29 0
6 0	12 0	18 0	24 0	30 0