**Sons of Lucatore Degenesis House Rules**

[#ejs/rpg/campaigns/degenesis-sons-of-lucatore](bear://x-callback-url/open-tag?name=ejs/rpg/campaigns/degenesis-sons-of-lucatore) – updated 2021-03-16

**Missile Combat**

Target’s Movement & Cover

*(values are added to attacker’s Difficulty)*

Base defense score: **+1D**

*plus one movement bonus if applicable*

* + - Active and on feet (+1) *or*
    - In motion (+2D) *or*
    - Running (+4D)

*plus one cover bonus if applicable (Artifacts, p.70)*

* + - Half exposed +1D *or*
    - 1/4 exposed +2D *or*
    - 1/8 exposed +4D

*If the shot misses but would have succeeded without the cover, the cover is hit*

Range to Target

*(values are subtracted from attacker’s Action Number, aka dice pool)*

Too Close (10m or less, applicable only to long arms): -1D

Effective: no modifier

Far: -1D

Extreme (2x Far): -2D

Prayer (3x Far): -3D

Firer’s Position

Prone: +1D (shifts to -1D at 10m or less)