

# Sons of Lucatore Degeneration House Rules

[#ejs/rpg/campaigns/degeneration-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)