SHADOW GAMES
Ranged Rapid Fire and Automatic Fire Rules

Millennium's End makes rapid fire and autofire combat entirely too difficult to successfully account for everything as quickly as necessary to make the game feasible to run. These rules are designed to, hopefully, make the game easier to deal with in regards to rapid and automatic firing. Though I understand the reasoning behind having each shot in a group fired and accounted individually, it is entirely too time-consuming a procedure and not conducive to good game play.   The following procedure replaces the rules in Millennium's End and, hopefully, will allow for faster play:

1) Calculate the total roll required, including all bonuses and penalties, especially for rapid fire or automatic fire, as appropriate.
2) Roll percentage dice and apply the following measures for the appropriate type of fire:

FOR AUTOMATIC FIRE

a. Calculate where the first round hits, as normal.
b. If that round is below and to the left of the target template in use, per perceived upright target, remaining rounds will "walk" up and to the right, like a real weapon, between 35 and 50 degrees up and to the right of the perceived plain of gravity. Eyeball this, don't get real serious.
c. If a round "walks" across an outer body location, there is a 75% chance the round will still miss; an inner body location will have a 35% chance of hitting the adjacent outer body location, instead.
d. Resolve each hit, armor and trauma level, hit-by-hit until rounds from the group are expended and/or exit the aiming and/or target templates.
e. If the first round in a group hits to the upper left or anywhere to the right of the target template, the entire group is considered to have missed, unless there are other potential targets above, to the right, and within one meter of the primary target. If this latter bit is true, a new roll to-hit is made for the same group and resolved as normal.
f. If the remaining rounds of a group move outside the aiming template, and there are other potential targets above, to the right, and within one meter of the primary target, a new roll to-hit is made with secondary target modifiers to expend the remaining rounds. Resolve those remaining rounds by going to a. in this section and repeating each step as written.

FOR RAPID FIRE

a. Because the nature of rapid fire is predicated on the actions of the firer, not on the machine expelling the rounds as per automatic fire, calculate where the first round hits, as normal, but then...
b. For each successive round in the group, roll 1d10 and add that number to the failed location hit, or previous location roll for the third and fourth rounds, within the aiming template (ie – The player rolls and misses by 5 with their first round, placing the round outside the target template. For the second round of four in the group, the player rolls 1d10, getting a 7. (7 + 5 = 12), and that's where the second round in the group hits. For the third and fourth rounds, the player rolls 1d10 each, getting a 3 and a 5 successively, meaning the third round hits on the 15 dot (12 + 3 = 15), while the fourth hits on the 20 dot (15 + 5 = 20), all within the aiming template).
c. If a hit is scored on the target template, resolve the hit, armor and trauma level, for the current hit before rolling another 1d10 to determine where the next round in the group would fall.
d. If a round is placed in an outer body location, there is a 75% chance the round will still miss; an inner body location will have a 35% chance of hitting the adjacent outer body location, instead.
e. If the 1d10 roll on a succession round would take the next round outside of the aiming template, all successive rounds automatically miss, with the following exception...
f. If there are other potential targets in close proximity, within one meter of the primary target, one round falling outside the aiming template has a chance to hit that target, per secondary target rules. This is true for each round falling outside the aiming template, within reason.