

## SHADOWRUN >noun

Any movement, action, or series of such made in carrying out plans which are illegal or quasilegal.

WorldWide WorldWatch  
2050 archive



INCOMING MESSAGE FROM M. WRATH:

**Hoi chummers!**

This is a preview of an in-progress version of *Shadowrun, Fifth Edition*, and proofing is still under way. Spelling, grammar, "p. XX" references and so on may be updated before heading to press.

Get more info at [www.shadowruntabletop.com](http://www.shadowruntabletop.com)

**SHADOWRUN, FIFTH EDITION • PREVIEW FOUR**





# COMBAT

In the world of *Shadowrun*, combat is an inevitability. At some point the talker will run out of words, the sneaker will get spotted, and the fight will be on. Shooting, stabbing, blowing things up, drive-bys, car chases, breaking things, and healing wounds will be covered in this chapter.

## THE BASICS

*Shadowrun* assumes we're all past the "I shot you!"—"You missed me!" arguments of childhood. Combat is governed by rules and procedures designed to keep the action clear and flowing. In *Shadowrun* everyone in the game quickly learns whether your axe-toting troll whacks the obnoxious elf ganger or if that elf is just too damn fast. We'll open up the Combat rules lessons with the basics: Who goes first? Where can I go? What can I do? Then we'll ground you in the general concepts you'll need to understand before we get into the more in-depth stuff.

## COMBAT TURN SEQUENCE

Things happen fast in combat. To keep those things straight, *Shadowrun* breaks each encounter into three-second chunks called **Combat Turns** (20 Combat Turns = 1 minute). Each Combat Turn follows a set sequence to resolve issues such as who acts first, who's faster on the draw, what happens when one character punches another, and so on. During the Combat Turn, players act in an order determined by their Initiative Score (see p. 159); each player describes their character's action, then rolls dice to see how well the character performs. The gamemaster describes the actions and reactions of the non-player characters, as well as the final outcome of all actions.

Combat Turns are broken up into a series of **Initiative Passes**, which are further broken down into **Action Phases** allowing player characters (PC) and non-player characters (NPC) to take actions sequentially during the Combat Turn. This allows combat to flow smoothly from character to character without clogging up on the actions of a single player. Things can happen quickly; one of the gamemaster's jobs is to keep players engaged and ready for their next Action Phase.

The Combat Turn plays out as follows:

### 1. ROLL INITIATIVE

Determine Initiative Scores for all the characters, critters, spirits, sprites, intrusion countermeasures (IC), and anything else involved in the fight (see **Initiative**, p. 159). The order in which things happen during the Action Phase is determined by Initiative Scores, going from highest first to lowest last. Initiative is fluid and changes both within a Combat Turn and between Combat Turns.

Note that wound modifiers affect the Initiative Score (see **Changing Initiative**, p. 160) as soon as the wound is inflicted.

### 2. BEGIN INITIATIVE PASS

The character with the highest Initiative Score in the combat takes their Action Phase first. This character is the acting character.

If more than one character has the same Initiative Score, compare Attributes according to **Initiative Score** (p. 159) to determine who acts first. Alternatively, the gamemaster can simply determine that all actions occur simultaneously.

### 3. BEGIN ACTION PHASE

The acting character declares and takes his actions, according to the steps below.

If another character has delayed an action (see **Delaying Actions**, p. 161) and wants to act during this Action Phase, he must declare it here. That character chooses whether to act before, after, or at the same time as the current acting character.

#### 3A. DECLARE ACTIONS

The acting character declares his actions for the Action Phase. He may take two Simple Actions or one Complex Action during his Action Phase. Action types are further detailed in the **Actions** section (p. 163). Alternately, the character can choose to delay his action until a lower Initiative Score in that Combat Turn (see **Delaying Actions**, p. 161).

The character may also declare one Free Action during each Action Phase in the Combat Turn. Likewise, any character who has already acted in the Combat Turn





הפעלה לפי אסטרטגיה של דף המהלך  
של פאזל של דף המהלך בן 100 עמודים.  
הדפוס של דף המהלך הוא 100 עמודים.  
הדפוס של דף המהלך הוא 100 עמודים.  
הדפוס של דף המהלך הוא 100 עמודים.  
הדפוס של דף המהלך הוא 100 עמודים.  
הדפוס של דף המהלך הוא 100 עמודים.

prior to this Action Phase and still has his Free Action left may declare it at this point if he chooses.

**3B. RESOLVE ACTIONS**

Resolve the actions of the acting character.

**4. DECLARE & RESOLVE ACTIONS OF REMAINING CHARACTERS**

Once the character with the highest Initiative Score has acted, move on to the character with the next highest Initiative Score and repeat Step 3 until all characters have acted in the Initiative Pass. Once all characters have acted, subtract 10 from all characters' Initiative Scores and return to step 2 for all characters with an Initiative Score greater than 0.

If a character was wounded previously, wound modifiers may affect his Initiative Score on this and any subsequent Combat Turns.

Once all characters have an Initiative Score of 0 or less, move to Step 5.

**5. BEGIN NEW COMBAT TURN**

Begin a new Combat Turn, starting again at Step 1. Continue repeating Steps 1 through 4 until the combat ends.

**INITIATIVE**

Initiative determines the order in which characters act, as well as how often they act during a single Combat Turn. Initiative is based on three factors: Initiative Attribute, Initiative Score, and Initiative Dice.

**INITIATIVE ATTRIBUTE**

The Initiative Attribute is a derived attribute used to measure the speed, perceptiveness, and reaction rate of a combatant. See the Initiative Attribute Chart to determine Initiative attributes for different types of combatants (Physical, Astral, Matrix, or Rigging) and their Base Initiative Die.

**INITIATIVE SCORE**

To determine a character's Initiative Score, make an Initiative Test rolling the character's Initiative Dice and adding the total to your Initiative attribute—this total is your Initiative Score. Edge may be used on this test to roll the maximum of 5D6 for a single Combat Turn. The gamemaster records the score for each character, from highest to lowest. The character with the highest score goes first and the others follow in descending order during each Initiative Pass.

If there is a tied Initiative Score use ERIC (Edge, Reaction, Intuition, Coin toss) to break the tie, comparing Attributes in that order, with the character with the higher Attribute going first. If you're still tied after comparing all three tie-breaker Attributes, flip a coin. Alternately, at the gamemaster's discretion, both characters can act simultaneously.

**INITIATIVE PASSES**

How many times a character can act during a Combat Turn is determined by the Initiative Test. Every character starts out with a base Initiative die of 1D6. Some characters may spend Edge or have magic or implants that increase their Initiative dice total, allowing them to roll more dice and potentially perform more actions than their non-enhanced associates.

The Combat Turn is divided into Initiative Passes. Everyone gets to act during the first Initiative Pass (in order according to their Initiative Score). At the end of each Initiative Pass the gamemaster subtracts 10 from all characters Initiative Score. Characters with an Initiative

**INITIATIVE ATTRIBUTE CHART**

| INITIATIVE TYPE     | ATTRIBUTES                  | BASE INITIATIVE DICE |
|---------------------|-----------------------------|----------------------|
| Physical            | Reaction + Intuition        | 1D6                  |
| Astral              | Intuition x 2               | 2D6                  |
| Matrix: AR          | Reaction + Intuition        | 1D6                  |
| Matrix: cold-sim VR | Data Processing + Intuition | 3D6                  |
| Matrix: hot-sim VR  | Data Processing + Intuition | 4D6                  |
| Rigging AR          | Reaction + Intuition        | 1D6                  |





**EXAMPLE**

Saskatchewan Pete and Cayman have stumbled down the wrong alley and encountered a Halloweeneer who is intent on making his name by beating on a few shadowrunners. There is no room for negotiation or bargaining—the Halloweeneer is set on a fight. It's time to roll initiative.

Cayman has a Reaction of 4 (augmented to 6, thanks to his wired reflexes level 2) and an Intuition of 5, giving him an Initiative Rating of 11 and 3 Initiative Dice (1 base die and 2 more from his wired reflexes). Saskatchewan Pete did not get a chance to cast any of his spells yet, so he is using his regular Reaction of 3 and Intuition of 5, for an Initiative Score of 8. He has his base of 1 Initiative Die. The Halloweeneer has Reaction 3 (augmented to 4 thanks to wired reflexes 1) and Intuition 3, for an Initiative Rating of 7 with 2 Initiative Dice (1 base, 1 from wired reflexes).

The dice rolls go like this:

**Cayman:** Dice roll 11 + Initiative Rating 11 = Initiative Score 22

**Saskatchewan Pete:** Dice roll 2 + Initiative Rating 8 = Initiative Score 10

**Halloweeneer:** Dice roll 9 + Initiative Rating 7 = Initiative Score 16

In the first Initiative Pass, Cayman's score of 22 allows him to go first, while the Halloweeneer goes second with his 16. Pete's 10 makes him go third.

Score higher than 0 get to go again during a second Initiative Pass. This process is repeated until all characters have an Initiative Score of 0 or less, the Combat Turn ends, or the combat ends.

A character with an Initiative Score of 0 or less can only take one Free Action during an Initiative Pass. However, a character with 0 or less Initiative is allowed one Free Action. She can also respond to attacks by dodging or defending herself.

**CHANGING INITIATIVE**

In some cases, a character's Initiative Score or Base Initiative Dice may change in the middle of a Combat Turn. A player might gain Initiative by activating an augmentation, for example, or could receive a boost from a drug or spell or other enhancer. Conversely, a character who is wounded or whose vital equipment (weapon, augmentation, etc.) takes damage might lose Initiative.

If a character's Initiative attribute changes, immediately apply the difference as a positive or negative modifier to the character's Initiative Score. This new Initiative Score applies to all remaining actions in that Combat Turn. So a character with Initiative 8 and an Initiative Score of 11 who activates an implant that changes his Initiative to 10 (+2) immediately raises his Initiative Score to 13 (11 + 2).

If the number of Base Initiative Dice available to a character increases, that character immediately rolls the

**EXAMPLE**

Continuing the example from above, after Cayman, Pete, and the Halloweeneer have taken their actions, everyone subtracts 10 from their Initiative Score, leaving the following totals:

**Cayman:** 12

**Saskatchewan Pete:** 0

**Halloweeneer:** 6

This means that in the second Initiative Pass, Cayman goes first and the Halloweeneer goes second. Pete's score is too low to allow him another Action Phase.

The third Initiative Pass, once again subtracting 10, leads to these totals:

**Cayman:** 2

**Halloweeneer:** -4

Cayman is the only one who can act in this Initiative Pass—hopefully he can use his actions to bring a decisive end to the fight, because he won't have another action after this one. A new Combat Turn will start, and everyone will get a turn in the next Initiative Pass.

extra Initiative Dice and adds the sum to their current Initiative Score for that Combat Turn. So a magician with 1d6 Initiative dice who takes his first action to astrally project (2d6 Base Initiative Dice) gains the die (and the change in Initiative) for their Astral Initiative during that Combat Turn. (In this case, the magician would also replace their Reaction + Intuition for Physical Initiative with Intuition x 2 for Astral Initiative.)

If the number of Initiative Dice available to a character decreases, then that character immediately rolls the number of lost dice and subtracts the total from their Initiative Score (along with any decrease to their Initiative Attribute).

Initiative also changes when a character or NPC is injured. Wound modifiers are applied directly to the character's Initiative attribute. These changes are made immediately after the injury occurs and can affect the initiative order even within the same Initiative Pass. These changes do not allow the character to act again; they simply change their Initiative score.

If a character enters combat after it has already begun, they should roll for their Initiative Score as normal and then subtract 10 for each Initiative Pass that has already occurred. This means they may get an Action Phase during the current Combat Turn or they may not, but at least they have a chance.

**INITIATIVE AND EDGE**

Here's what you can do with Edge to mess with initiative.

- **Seize the Initiative:** Move to the top of the initiative order, regardless of your Initiative Score. If multiple characters spend Edge to go first in the



same Combat Turn, those characters go before everybody else, in order of their Initiative Scores. The other players and NPCs then take their actions according to their Initiative Scores. This move to the top of the initiative order lasts for the entire Combat Turn (meaning multiple Initiative Passes); you return to your normal place in Initiative order at the start of the following Combat Turn.

- **Blitz:** Roll the maximum of five Initiative Dice for a single Combat Turn.

## DELAYING ACTIONS

There are times when a player wants to see how others act and what happens before making his move; choosing to wait is called a Delayed Action. A Delayed Action must be declared during Step 3A of the Combat Turn Sequence (see **Declare Actions**, p. 158). A player can declare a Delayed Action on any of his Initiative Passes and can continue to delay action until a later Initiative Pass. When the character decides to act, he replaces his normal Action Phase for that Initiative Pass with the Delayed Action and then acts on an Initiative Score lower than their own.

During the Declare Actions part of that Initiative Pass, the character must declare that he is intervening at a specific Initiative Score. He can make that declaration when it is time for players with that score to act. Characters who have a Delayed Action and intervene in this manner can choose to go before, after, or at the same time as a currently acting character who would normally take his action on that Initiative Score; any actions they take receive a -1 dice pool penalty. If multiple characters delay their actions until the same Initiative Score, they break the tie in the same manner as Initiative (p. 159).

Characters delaying an action in this manner keep their initial Initiative Score. If the character does not act before the end of the Initiative Pass, they incur the standard reduction of 10 at the end of the Initiative Pass.

Players can also decide to go after the last player's Action Pass. As long as the character acts before that Initiative Pass ends and the next one begins, there is no problem. If more than one character wants to act last in a Initiative Pass, they act in the reverse order of their Initiative Scores; the character with the highest score goes last. In the event of a tie the characters must either act simultaneously or continue delaying their actions into the next Initiative Pass.

A character can delay his action into the next Initiative Pass and be the first to act. He must still use his own Initiative Score to determine the Action Phases he has for the Combat Turn.

## TIMED ITEMS & INITIATIVE

Some items, such as grenades, explosive devices, timed traps, and so on, go off after a certain preset interval. In most situations, these items do what they do based on the character's current Initiative Score during

### EXAMPLE

Tempers have flared at a gathering of the Hellhounds gang (to no one's surprise), and the gang members have rolled initiative and are ready to start raining blows on one another. Cutter may be faster than his fellow Hellhounds, but he really wants to make a point of how well he can take a hit before dishing them out. He declares he is delaying his action on Initiative Score 13 and waits for one of the others to make a move.

PainKiller is up next in Initiative Score 11 and he wants to whale on Ash, so he takes a swing, connects, and knocks him flat. Cutter is not about to let that go unanswered, so he declares he wants to use his Delayed Action. When he makes his attack on PainKiller, he suffers a -1 dice pool penalty on his melee attack action. On the next Initiative Pass, Cutter's Initiative Score drops to 3. This means he will get a second swing at PainKiller before PainKiller goes on Initiative Score 1.

the next Combat Turn. If there are no more Combat Turns, the item activates as the gamemaster sees fit.

If an item has a timer set by a player character, that character can decide for how long to set the timer, but he must declare this when the item is activated. It's usually best to have such items go off during the character's Action Phase on a predetermined Initiative Pass or at the beginning or end of a three-second Combat Turn. Timed items always go last in the case of tied Initiative Scores. In the case of radio-detonated items, the character spends their Action Phase performing a Use Item action.

## MOVEMENT

Getting from one place to another, especially from one piece of cover to another or closing the distance on an opponent, is important. Characters in *Shadowrun* have three types of movement: Walking, Running, and Sprinting.

A character's movement for an entire Combat Turn (meaning total movement for *all* Initiative Passes, not for *each* Initiative Pass) is based on their Run rate, which is determined by metatype. Walk rate determines the farthest a character can move during a Combat Turn before they are considered to be Running.

It's important to point out that "run" does not mean bolt as fast as you can; that's sprinting. Think of running as a trained combat hustle or a jog, something to get you to another point quickly but still leave you able to perform other actions, albeit with a penalty. Sprinting is exactly that, running as fast as you can from point A to point B.

## STANDARD MOVEMENT (WALKING AND RUNNING)

The Movement Rates (Walk and Run) for each metatype are noted on the **Movement Table**. This is the dis-





tance the character can move during their Combat Turn. As soon as the character exceeds their Walk rate, they are considered Running until the end of the Combat Turn and incur any penalties or benefits of running. Running characters must use a Free Action in each Initiative Pass they are considered running.

Characters cannot exceed their calculated Run Rate in a Combat Turn without making a Sprinting test.

## SPRINTING

Characters may attempt to increase their running distance by performing a Sprint Action during their Action Phase. In this action, they make a Running + Strength [Physical] Test. Each hit increases the distance a character can move in a Combat Turn by either 1 meter (for dwarfs and trolls) or 2 meters (for elves, humans, and orks). Characters are allowed a maximum number of Sprinting tests equal to half their Running skill per Combat Turn, minimum of 1. Sprinting characters also suffer fatigue (see **Fatigue from Running**, p. 172) if they sprint for too long.

### EXAMPLE

Cutter needs to make sure he can get clear of the Zero-Zone before MCT's security goons open up with their assault rifles. He chooses to spend a Complex Action to Sprint. Cutter rolls Running + Strength [Physical] test and gets 1, 4, 5, 5, 5, 6, 6 for 5 hits. His Physical limit is only 4, though, so he's limited to 4 hits from the test. As a human those 4 hits add 2 meters per hit to his Run Rate, meaning he gets a boost of 8 meters. He adds 8 meters to his Run rate of 20 (he has Agility 5), so he can cover a total of 28 meters during this Combat Turn.

He also gains the defensive benefits of Running Modifiers, specifically Sprinting (-4), and is harder to hit when the MCT gun emplacements open fire.

## RUNNING MODIFIERS

Characters who are running take a -2 dice pool modifier to all actions performed while running (except for Sprinting). Characters charging into melee combat gain a +4 dice pool modifier (making a net bonus of +2 when combined with the general penalty) when running into melee combat. Characters making a ranged attack against a running opponent suffer a -2 dice pool penalty

### EXAMPLE

Wombat wants to take a quick shot and bolt for the next piece of cover. He declares his actions and fires while moving for cover 8 meters away. He has an Agility of 5, making his Walk Rate 10 meters. He makes the cover and would be considered walking on this Action Phase.

If the same cover was 11 meters away, Wombat would be considered running. On his next Initiative Phase Wombat can only move 2 meters before he is considered Running. His Run Rate is 20 meters, meaning he has 12 meters of movement left for the Combat Turn before he has to Sprint.

Caster, a dwarf with Agility 3, is going right after Wombat and wants to blast a guard with a quick spell while moving into cover with Wombat. Since the cover is 8 meters away and Caster's Walking rate is 6, he is considered Running. On any subsequent Initiative Passes in this Combat Turn, Caster is still considered to be Running even if he doesn't cover any more ground. He can only move another 4 meters. This Combat Turn before he has to Sprint.

| METATYPE        | WALK RATE   | RUN RATE    | SPRINT INCREASE |
|-----------------|-------------|-------------|-----------------|
| Dwarf, Troll    | Agility x 2 | Agility x 4 | +1m/hit         |
| Elf, Human, Ork | Agility x 2 | Agility x 4 | +2m/hit         |

## COMBAT ACTIONS

### FREE ACTIONS

|                           |                            |
|---------------------------|----------------------------|
| Call a Shot               | Eject Smartgun Clip        |
| Change Linked Device Mode | Multiple Attacks           |
| Drop Object               | Run                        |
| Drop Prone                | Speak/Text/Transmit Phrase |

### SIMPLE ACTIONS

|                              |                           |
|------------------------------|---------------------------|
| Activate Focus               | Quick Draw                |
| Call Spirit                  | Ready/Draw Weapon         |
| Change Device Mode           | Reckless Spellcasting     |
| Command Spirit               | Reload Weapon (see table) |
| Dismiss Spirit               | Remove Clip               |
| Fire Bow                     | Shift Perception          |
| Fire Weapon (SA, SS, BF, FA) | Take Aim                  |
| Insert Clip                  | Take Cover                |
| Observe in Detail            | Throw Weapon              |
| Pick Up/Put Down Object      | Use Simple Device         |

### COMPLEX ACTIONS

|                                |                           |
|--------------------------------|---------------------------|
| Astral Projection              | Melee Attack              |
| Banish Spirit                  | Reload Weapon (see table) |
| Cast Spell                     | Rigger Jump In            |
| Fire Weapon (FA)               | Sprint                    |
| Fire Long or Semi-Auto Burst   | Summoning                 |
| Fire Mounted or Vehicle Weapon | Use Skill                 |

### INTERRUPT ACTIONS

|              |              |
|--------------|--------------|
| Block        | Hit the Dirt |
| Dodge        | Intercept    |
| Full Defense | Parry        |



to their attack test. Characters making a ranged attack against a sprinting opponent suffer a -4 dice pool modifier to their attack test.

## ACTION PHASE

When a character's Action Phase arrives, she must decide what she's going to do. She has many options to choose from: fire a gun, cast a spell, activate a computer program, and so on. Each of these actions falls into one of four categories: Free, Simple, Complex, or Interrupt. During her Action Phase a character can perform two Simple Actions or one Complex Action. The character may also take one Free Action at any point in the Initiative Pass (either during her own Action Phase or at any later time). Interrupt actions are a little different as they can be taken at any time in a Combat Turn, even if it is not the acting character's Action Phase.

The **Combat Actions Table** lists common actions in each category. Note that actions possible while rigging or in the Matrix are detailed in the **Matrix** section (p. 214); magical actions are detailed in the **Magic** section (p. 276). A complete list of actions can be found at the back of this book.

When it's your turn to act, you must declare the actions that you will perform during the Action Phase. While you generally may take your actions in any order during your Action Phase, sequence can sometimes be important; like drawing your weapon before you fire it.

Many of the combat actions a character might take in *Shadowrun* are described below. Gamemasters must determine on the fly whether any action not listed that a character wants to take would be Free, Simple, or Complex by comparing it with actions that are listed and considering the effort the action would take.

Movement is declared and taken into consideration during the declare actions phase of the Action Phase. Once declared, a character cannot increase the distance

they wish to move but can decrease the distance or change the direction if they run into unforeseen obstacles. The same movement penalties and bonuses apply regardless of whether the character moves their full distance.

## MATRIX ACTIONS

A chart of Matrix actions is provided here for Action Type reference, but rules are located in the **Matrix** section (p. 214) of this book.

## FREE ACTIONS

Free Actions are relatively simple, nearly automatic actions that require little effort to accomplish. Examples are saying a word, dropping an object, gesturing, or walking.

A character may take one Free Action during his own Action Phase or at some later point in the Initiative Pass. A character may only take a Free Action prior to his first Action Phase in the Initiative Pass if they are not surprised (see **Surprise**, p. 192). Only one Free Action is normally allowed per Initiative Pass, but multiple Free Actions could be allowed by the gamemaster if the situation seems reasonable (dropping an object and speaking a phrase).

Free Actions generally require no Success Test, though special circumstances may warrant one.

## CALL A SHOT

A character may call a shot (aim for a vulnerable portion of a target) with this Free Action; see **Called Shots**, p. 178. This action must be combined with a Fire Weapon, Throw Weapon, or Melee Attack Action.

## CHANGE LINKED DEVICE MODE

A character may use a Free Action to activate, deactivate, or switch the mode on any device that he is linked to by a direct neural interface through either a wired or wireless link. This includes activating cyberware, changing a smartgun's firing mode, changing a smartlinked shotgun's choke, deactivating thermographic vision, switching a commlink to hidden mode, turning a device's wireless functionality off, and so on. Note that it takes longer to interact with some devices, as noted in individual gear descriptions.

## DROP OBJECT

A character may drop a held object as a Free Action. If he is holding an object in each hand, he may drop both objects as a single Free Action. At the gamemasters discretion, dropped items may suffer damage from being dropped if they are fragile or dropped in a hostile environment.

## RELOADING WEAPONS

| RELOADING METHOD      | RESULT                                  | TYPE OF ACTION |
|-----------------------|---|----------------|
| Removable Clip (c)    | Remove or insert clip                   | Simple         |
| Speed Loader          | Use speed loader to completely load gun | Complex        |
| Fill Clip             | Insert (Agility) rounds into clip       | Complex        |
| Break Action (b)      | Insert 2 rounds                         | Complex        |
| Belt Fed (belt)       | Remove or insert belt                   | Complex        |
| Fill Belt/Drum        | Insert (Agility) Rounds into belt/drum  | Complex        |
| Internal Magazine (m) | Insert (Agility) rounds                 | Complex        |
| Muzzle-Loader (ml)    | Load 1 muzzle tube                      | Complex        |
| Cylinder (cy)         | Insert (Agility) rounds into belt       | Complex        |
| Drum (d)              | Remove or insert drum                   | Complex        |
| Bow                   | Nock 1 arrow                            | Simple         |





## MATRIX ACTIONS

| FREE ACTIONS                 | SIMPLE ACTIONS        | COMPLEX ACTIONS       |                         |                           |
|------------------------------|-----------------------|-----------------------|-------------------------|---------------------------|
| Load Program                 | Call/Dismiss Sprite   | Break File            | Erase Matrix Signature  | Snoop                     |
| Switch Two Matrix Attributes | Change Icon           | Brute Force           | Format Device           | Spoof Command             |
| Swap Two Programs            | Command Sprite        | Check Overwatch Score | Grid-Hop                | Trace Icon                |
| Unload Program               | Jack Out              | Crack File            | Hack on the Fly         | Compile Sprite            |
|                              | Invite Mark           | Crash Program         | Hide                    | Decompile Sprite          |
| VARIABLE ACTIONS             | Send Message          | Data Spike            | Jam Signals             | Erase Resonance Signature |
| Control Device               | Switch Interface Mode | Disarm Data Bomb      | Jump Into Rigged Device | Kill Complex Form         |
| Matrix Search                |                       | Edit File             | Matrix Perception       | Register Sprite           |
|                              |                       | Enter/Exit Host       | Reboot Device           | Thread Complex Form       |
|                              |                       | Erase Mark            | Set Data Bomb           |                           |

### DROP PRONE

A character may kneel or drop prone as a Free Action, as long as he is not surprised (see **Surprise**, p. 192). A character who is surprised may not drop prone.

### EJECT SMARTGUN CLIP

A character linked to a ready smartgun may use a mental command to eject the weapon's clip. It still takes a separate Simple Action to insert a new, fresh clip (see **Smartgun System**, p. 433).

### GESTURE

A character may communicate with a few quick gestures as a Free Action. Characters unfamiliar with the gestures may make an Intuition (2) Test to determine what the gesture means.

### MULTIPLE ATTACKS

A character may use a Free Action to attack multiple targets in a single action (see **Multiple Attacks**, p. 196) by splitting their dice pool. This action must be combined with a Fire Weapon Action, Throw Weapon Action, Melee Attack Action, Reckless Spellcasting, or Cast Spell Action.

### RUN

Running uses a Free Action and inflicts Running movement modifiers. Running is any movement that exceeds the character's Walking Movement Rate in a single Combat Turn (see **Movement**, p. 161).

### SPEAK/TEXT/TRANSMIT PHRASE

One short phrase of verbal communication is a Free Action. If the character wants to speak more, each additional phrase or sentence requires a Free Action. The

gamemaster should be careful to control excessive, unrealistic conversations within the span of a single action during a 3-second Combat Turn. If the gamemaster and players prefer more elaborate communications, parameters should be laid out before the mission begins. Characters who are equipped to send text messages through a direct neural interface connection with their commlink may also send short messages as a Free Action.

## SIMPLE ACTIONS

A Simple Action is one step more complicated than a Free Action and requires more concentration to attempt.

During his Action Phase, a character may take two Simple Actions, though only one can be an attack action. A character may also take a Free Action with the two Simple Actions.

### ACTIVATE FOCUS

A character may activate a focus they are carrying with a Simple Action.

### CALL SPIRIT

This action is used to call a spirit that has already been summoned and placed on standby.

### CHANGE DEVICE MODE

A character may use a Simple Action to activate, deactivate, or change the mode on any device with a simple switch, a virtual button, or a command from a commlink or other control device through either a wired or wireless link. This includes changing a gun's firing mode, changing a shotgun's choke, changing vision systems, switching a commlink to hidden mode, turning a device's wireless functionality off, and so on. It takes longer to interact with some devices; check individual gear descriptions.





## CHANGE GUN MODE

A character holding a ready firearm can change its firing mode via a Simple Action. If the weapon is a properly linked smartgun, it costs only a Free Action to change the mode (see **Firearms**, p. 424, and **Smartgun Systems**, p. 433). This includes changing a shotgun's choke if the gun does not have a smartgun link (see **Shotguns**, p. 429).

## COMMAND SPIRIT

Issuing a command to a single spirit or group of spirits under a summoner's control is a Simple Action.

## DISMISS SPIRIT

This is the action of freeing a spirit from the summoner's control. It does not immediately send the spirit back to its home plane but instead frees it to do as it chooses.

## FIRE BOW

Firing a single arrow from a loaded bow is a Simple Action. To nock a single arrow, the character must use the Reload Weapon Simple Action.

## FIRE SEMI-AUTO, SINGLE-SHOT, BURST FIRE OR FULL-AUTO

A character may fire a readied firearm in Semi-Auto, Single-Shot, Burst-Fire, or Fully-Auto mode via a Simple Action (see **Firearms**, p. 424) but may not take any other attack actions in the same Action Phase. If a character has one weapon in each hand, he may fire once with each weapon by adding a Multiple Attacks Free Action (see **Multiple Attacks**, p. 96); the off-hand modifier applies (see **Attacking Using Off-Hand Weapon**, p. 178). When taken as Simple Actions, Burst Fire fires 3 bullets, while Full-Auto fires 6 bullets.

## INSERT CLIP

A character may insert a fresh clip into a ready firearm by taking a Simple Action, but only if he has first removed the previous clip (see **Remove Clip**, p. 166, and **Reloading Weapons**, p. 163).

## OBSERVE IN DETAIL

A character may make a detailed observation by taking a Simple Action. This allows a Perception Test (see **Using Perception**, p. 135).

Note that characters should always be able to observe what is immediately obvious (gamemaster's discretion, keeping in mind any perception enhancements the character may have) without having to spend a Simple Action and make a Perception Test. For example, a character might automatically be aware that someone is running toward him with something in hand; however, the gamemaster may decide that the character cannot

tell if it is a friend or foe or what is in their hand without taking an Observe in Detail action.

## PICK UP/PUT DOWN OBJECT

A character may pick up an object within reach or put down one that he was holding as a Simple Action. This action means care is taken to put the object down or pick it up. Just dropping an object is a Free Action, but items that get dropped are more likely to be damaged than items that are set down.

## QUICK DRAW

A character may attempt to quick-draw a pistol, pistol-sized weapon, or small throwing weapon and immediately fire it by using a Quick Draw Simple Action. For the character to successfully draw the weapon, the player must make a (Weapon Skill) + Reaction [Physical] (3) Test. If the weapon is held in a quick-draw holster (see p. 432), reduce the threshold to 2. If the test is successful, the character draws the weapon and fires as a single Simple Action. If the test fails, he clears the gun but cannot fire with the same action. If he glitches, the gun is stuck in the holster or dropped, and no more actions are allowed. On a critical glitch, a drawn blade may be fumbled out of the character's reach or a pistol accidentally fired while still in the holster; the gamemaster decides the exact nature of the screw-up.

Only properly holstered weapons can be quick-drawn. They do not have to be in a quick-draw holster, but they do need to be in a holster or sheath or on a proper sling to be quick-drawn. Two weapons may be quick-drawn and fired simultaneously, but the (Weapon Skill) + Reaction dice pool is split, and off-hand penalties apply.

## READY WEAPON

A character may ready a weapon by spending a Simple Action. The weapon may be a firearm, melee weapon, throwing weapon, ranged weapon, or mounted or vehicular weapon. Readyng entails drawing a firearm from a holster, drawing a throwing or melee weapon from a sheath, picking up any kind of weapon, or generally preparing any kind of weapon for use. A weapon must be ready before it can be used. Weapons not held in a traditional holster may require a Complex Action to ready at the gamemaster's discretion.

A character can ready a number of small throwing weapons, such as throwing knives or shuriken, equal to one-half his Agility (round up) per Ready Weapon action.

## RECKLESS SPELLCASTING

A spellcaster may use a Simple Action to cast a spell more quickly, but at the cost of higher Drain. See **Step 4: Cast Spell**, p. 281.





## REMOVE CLIP

A character may remove a clip from a ready firearm by taking a Simple Action (see **Insert Clip**, p. 165, and also **Reload Weapons**, p. 163). It takes another Simple Action to grab a fresh clip and slam it into the weapon.

## SHIFT PERCEPTION

A character capable of Astral Perception may shift perception to or from Astral Space as a Simple Action.

## STAND UP

Using a Simple Action, a character who is lying down or prone may stand up. If the character is wounded and attempting to stand, he must succeed in a Body + Willpower (2) Test to do so (wound modifiers apply to this test).

## TAKE AIM

A character may take aim with a ready firearm, bow, or throwing weapon as a Simple Action. Take Aim actions are cumulative, but the benefits are lost if the character takes any other kind of action—including a Free Action—at any time before attacking. Take Aim actions may be extended over multiple Action Phases and Combat Turns. The maximum bonus a character may gain from sequential Take Aim actions, either to her limit or her dice pool, is equal to one-half the character's Willpower, rounded up.

Each Take Aim action applies a +1 dice pool modifier or +1 Accuracy increase to the Attack Test.

If the character is using image magnification or a targeting scope, Take Aim must be used to line up the shot in order to receive the bonus from the item. In this case the first action of Take Aim does not provide any additional bonus beyond enabling the function of the modification.

## TAKE COVER

A character may use this Simple Action to gain a cover bonus to their defense test, as long as she is not surprised (see **Surprise**, p. 192). A character who is surprised may not take cover.

## THROW WEAPON

A character may throw a ready throwing weapon (see **Ready Weapon**, p. 165) by taking a Simple Action. The character may not take any other attack actions in the same Action Phase. Multiple readied throwing weapons can be thrown at a target within Short or Medium range by adding a Multiple Attacks Free Action (see **Multiple Attacks**, p. 196).

## USE SIMPLE DEVICE

A character can use any simple device with a Simple Action. Simple devices are those that are activated with





a simple movement like a thumb trigger, pressing a single key, or tapping a single icon.

## COMPLEX ACTIONS

A Complex Action requires intense concentration and/or finesse. Only one Complex Action is possible per Action Phase. A character may also take a Free Action in the same Action Phase as a Complex Action.

### ASTRAL PROJECTION

A character capable of Astral Projection may shift their consciousness to the astral plane as a Complex Action (see p. 313).

### BANISH SPIRIT

A character may enter into a Banishing contest with a spirit as a Complex Action (see p. 301).

### CAST SPELL

A character may cast a spell as a Complex Action.

### FIRE FULL-AUTO WEAPON

A character may fire a readied firearm in Full-Auto fire mode via a Complex Action (see **Firearms**, p. 424). If a character has one weapon in each hand, he may fire once with each weapon by adding a Multiple Attacks Free Action (see **Multiple Attacks**, p. 196). Off-hand modifier applies (see **Attacker Using Off-Hand Weapon**, p. 178). When fired as a Complex Action, Full-Auto uses 10 bullets. Remember the effects of cumulative recoil when using these fire modes. And good fragging luck!

### FIRE LONG BURST OR SEMI-AUTO BURST

A character may fire a readied firearm in Long Burst or Semi-Auto Burst via a Complex Action (see **Firearms**, p. 424). A character may attack multiple targets within Short or Medium range by adding a Multiple Attacks Free Action (see **Multiple Attacks**, p. 196). If a character has one weapon in each hand, he may fire once with each weapon by adding a Multiple Attacks Free Action (see **Multiple Attacks**, p. 167). Off-hand modifier applies (see **Attacker Using Off-Hand Weapon**, p. 178). Remember the effects of cumulative recoil when using these fire modes.

### FIRE MOUNTED OR VEHICLE WEAPON

Fire a previously readied mounted or vehicle weapon by taking a Complex Action (see **Vehicle Combat**, p. 198).

### LOAD AND FIRE BOW

With this action a character can load and fire a bow with a single Complex Action. The two activities can be re-

versed, Fire and Load Bow, if the bow had been readied using a Simple Action already.

## MATRIX ACTIONS

A character may perform most Matrix actions with a Complex Action.

### MELEE ATTACK

A character may make a melee attack by taking a Complex Action (see **Melee Combat**, p. 184). A character may also attack multiple targets within melee range by adding a Multiple Attacks Free Action (see **Multiple Attacks**, p. 196).

### RELOAD FIREARM

Weapons that are belt fed (belt), break action (b), cylinder (cy), drum (d), internal magazine (m), muzzle loaders, or use a speed loader are reloaded using a Complex Action (see **Reloading Weapons**, p. 163).

### RIGGER JUMP IN

A character with a VCR and rigger adapted vehicle may jump in to control the vehicle with a Complex Action.

### SPRINT

Sprinting allows a character to increase his Running rate by using a Complex Action and making a Running Test (see **Movement**, p. 161).

### SUMMONING

A character may summon a spirit to assist them with a Complex Action.

### USE SKILL

A character may use an appropriate skill by taking a Complex Action (see **Using Skills**, p. 128).

## INTERRUPT ACTIONS

There are times when a character is permitted to take an action outside his allotted Action Phase. Such rare instances are called Interrupt Actions and are clearly identified in the rules. When a character uses an Interrupt Action, such as Full Defense, he takes an action out of turn, but only if he has enough Initiative Score left in the Combat Turn to pay the price for the action. Interrupt Actions occur outside the normal course of the Combat Turn and do not cost the character their Action Phase (unless they reduce their Initiative Score below 0 with their actions). The Initiative Score reduction occurs at the time of the Interrupt Action. A character may only take an Interrupt Action prior to their first Action Phase if they are not surprised (see **Surprise**, p. 192).



## BLOCK (-5 INITIATIVE SCORE)

A character may choose to use her own unarmed combat skill to block incoming melee attacks as an Interrupt Action (see **Defending in Combat**, p. 188). By decreasing her Initiative Score, the defending character can add her Unarmed Combat skill to their defense test. This is a one-time add, unlike going on Full Defense (below) which lasts for an entire Combat Turn. Bonus die, such as die from a relevant weapon foci, can be added to this test.

## DODGE (-5 INITIATIVE SCORE)

A character may choose to use her own skill to dodge incoming attacks as an Interrupt Action (see **Defending in Combat**, p. 188). By decreasing her Initiative Score, the defending character can add her Gymnastics skill to the defense test. This is a one-time add, unlike going on Full Defense (below) which lasts for an entire Combat Turn.

## HIT THE DIRT (-5 INITIATIVE SCORE)

A character who has already used their Free Action may choose to drop prone when caught by suppressive fire using this action (see **Suppressive Fire**, p. 179). The defending character doesn't need to make the Reaction + Edge test but is considered prone on their next Action Phase. If the suppressive fire continues, the defending character needs to use a Stand Up Simple Action to get back up, risking getting shot, or fight from the ground. If the suppressive fire has stopped the prone character still needs to use a Stand Up Simple Action to get back up.

## INTERCEPT (-5 INITIATIVE SCORE)

A character may take an Interrupt Action to intercept an opponent who attempts to move past him (within 1 + Reach meter(s)) or break out of melee combat (see **Interception**, p. 194). The Intercept Action allows a character to make a melee attack out of turn. If the character does not have enough Initiative Score left that Action Phase he cannot intercept.

## PARRY (-5 INITIATIVE SCORE)

A character may choose to use his own melee weapon skill to deflect incoming melee attacks as an Interrupt Action (see **Defending in Combat**, p. 188). By decreasing his Initiative Score, the defending character can add his melee weapon skill to their defense test. This is a one-time add, unlike going on Full Defense (below), which lasts for an entire Combat Turn.

## FULL DEFENSE (-10 INITIATIVE SCORE)

A character may choose to focus on deliberately avoiding incoming attacks as an Interrupt Action (see **Defending in Combat**, p. 188). This action adds the character's Willpower to their Defense tests for the entire Combat Turn. Full Defense actions may be taken at any time, even before the character's Action Phase as an Interrupt Action, as long as the character is not surprised. Characters may only go on Full Defense if they have enough Initiative Score left in that Combat Turn. The bonus gained in this manner is kept until the end of the Combat Turn so a character can choose to fight defensively early in the round by decreasing her Initiative Score to increase her defense. This bonus is also cumulative with other Interrupt Actions.

## ACCURACY

All weapons have an Accuracy score that acts as a Limit for that weapon. Accuracy scores reflect the quality and craftsmanship of a weapon and determine the number of hits that can be used in a skill test.

Melee weapons, those that were made for combat, have an average Accuracy of 5. Improvised weapons—items that can be used, however awkwardly, to inflict damage but are not designed for combat, such as a golf club or frying pan—usually have an accuracy of 4. Random objects used as weapons that are very unwieldy or heavy (like a chair, barstool, or refrigerator) generally have an Accuracy of 3. Standard Weapons that are in poor condition or broken can have their Accuracy reduced by 1.

Unarmed attacks use the Inherent Limit [Physical] as determined by the Attributes of the character and do not have an Accuracy rating. Items used as part of the Unarmed Attack, also use the Physical limit.

Most basic ranged weapons have an accuracy of 4 or 5. Specialized ranged weapons, like some sniper rifles, have an accuracy of 6 or higher. Improvised ranged weapons have an Accuracy of 3, and broken, old, damaged, or otherwise flawed ranged weapons can have their Accuracy reduced by 1, to a minimum of 1. This includes items that have been damaged through Matrix Combat.

## ARMOR

Armor is used with Body to make damage resistance tests (see **Step 3: Defend**, p. 173). The armor rating is modified by the attack's AP value (see **Armor Penetration**, p. 169).

Good armor protects a character from serious physical harm. If the modified Damage Value (DV) of an attack causing Physical damage is less than the AP-modified armor rating, then the attack causes Stun damage instead of Physical damage.





## ARMOR AND ENCUMBRANCE

If a character is wearing more than one piece of armor at a time, the value of the highest armor piece applies for determining Armor. All the other pieces do nothing but add a lot of bulk; too much can make Joe Shadowrunner look like the SoyPuff Marshmallow Man, slowing him down more than the protection is worth.

Armor accessories, items listed with a “+” in front of their rating, add to the character’s Armor for the purpose of Damage Resistance tests. The maximum bonus a character receive from these items is limited to their Strength attribute. For every 2 full points by which the bonus exceeds the character’s Strength, the character suffers a -1 penalty to Agility and Reaction.

### EXAMPLE

Full Deck is headed out on a run and wants to be able to make a quick change from runner chic to corporate clean. He throws on some Actioneer Business Clothes (Armor 8) and then pulls on his Urban Explorer jumpsuit (Armor 10). For resistance tests he uses only the Armor 10 from the jumpsuit.

Caster is looking for a little extra protection during a particularly dangerous raid the team is planning. He borrows Wombat’s riot shield (Armor +6) to hide behind as they enter. He’s seen Wombat use it dozens of times and thinks it shouldn’t be a problem. Caster has a Strength of 2. Comparing the Armor bonus to his Strength shows a difference of 4 full points, meaning Caster receives a -2 to both his Agility and Reaction while trying to use the riot shield.

When Caster eventually decides he can’t handle hauling around the big shield, he gives it back to Wombat. Wombat has a Strength attribute of 5. Comparing his Strength to the Armor bonus of the shield gives a difference of only 1. He doesn’t have a problem with it, but he is also wearing a helmet (Armor +2). The total Armor bonus needs to be compared to his Strength. Wombat is now at a +8 Armor bonus with a Strength of 5, so he suffers a -1 penalty to his Agility and Reaction while using both armor accessories.

## SPECIALIZED PROTECTION

Standard armor is generally not designed to protect against electricity, fire, and other special damage types and thus suffers greatly when faced with attacks of this nature. But fear not, good shadowrunner, you have options. Any clothing item, including Armor, can be modified with a number of additional features that help protect against other forms of damage. This additional protection is used along with the modified Armor values to determine total Armor against an attack. Specialized armor

values can be combined on a single piece of armor, but the sum of the ratings cannot exceed the capacity of the armor (p. 436).

## ARMOR PENETRATION

Certain weapons are better at punching holes in armor than others. A weapon’s Armor Penetration (AP) represents this penetrating ability. AP modifies a target’s Armor rating when he makes a damage resistance test. Some weapons fare poorly against armor, and so actually raise the value of the armor. If the target is not wearing armor, this bonus does not apply. If a weapon’s AP reduces an armor’s rating to 0 or below, the character loses all his armor dice on his damage resistance test but does not subtract from his Body.

## DAMAGE

Involved as they are in an illegal and often hazardous line of work, shadowrunners get hurt and get hurt often. What kind of damage, how bad an injury is, and how much it affects the character vary greatly depending on the situation.

## TYPES OF INJURY

Damage in *Shadowrun* is defined as Physical or Stun. Each type of damage is tracked on a separate Condition Monitor.

### PHYSICAL DAMAGE

Physical damage, the most dangerous type, is the kind done by guns, explosions, most melee weapons, and many magic spells. Weapons that inflict Physical damage have the letter “P” following their Damage Value.

Physical damage takes a longer time to heal.

The number of boxes in the Physical Condition Monitor equals  $(\text{Body} \div 2) + 8$ .

### STUN DAMAGE

Stun damage—bruising, muscle fatigue, and the like—is the kind done by fists, kicks, blunt weapons, stun rounds, shock weapons, concussion grenades, and some magic spells. If something does Stun damage, the letter “S” follows the Damage Value.

Stun damage takes a shorter time to heal.

The number of boxes in the Stun Condition Monitor equals  $(\text{Willpower} \div 2) + 8$ .

## WOUND MODIFIERS

Injuries cause pain, bleeding, and other distractions that interfere with doing all sorts of actions. Wound modifiers are accumulated with every third box of damage and are cumulative between damage tracks and with other negative modifiers such as spells or adverse conditions.



Wound modifiers are applied to all tests not about reducing the number of boxes you're about to take on your Condition Monitor (such as damage resistance, resisting direct combat spells, toxin resistance, and so on).

The Wound Modifier penalty is also applied to the character's Initiative attribute and therefore their Initiative Score during combat.

## EXCEEDING THE CONDITION MONITOR

When the total number of boxes in a damage track (Physical or Stun) are filled in, and damage still remains to be applied, one of two things happens:

- If the damage is Stun, it carries over into the Physical damage track. For every two full boxes of excess Stun damage, carry over 1 box to the Physical damage track
- If a character takes more Physical damage than he has boxes in the Physical damage track, the character is in trouble. Overflowing the Physical damage track means he's near death. Instant death occurs only if damage overflows the Physical damage track by more than the character's Body attribute. One point over that limit and his memory will be toasted at their favorite shadowrunner bar.

Characters whose Physical damage overflow has not been filled can survive if they receive prompt medical attention. If no medical attention is available, the character takes an additional box of damage from loss of blood, shock, or other complications for every (Body) minutes he manages to hang on. If the cumulative overflow damage exceeds the character's Body attribute before medical help arrives, he dies.

### EXAMPLE

Pauly G, a troll smuggler, and Beta Test, his human decker sidekick, got caught sneaking across the Salish border. Neither has a valid SIN, and the Rangers who caught them are looking to send a message to other smugglers. They tie the runners to a tree and line up their shots.

The two Rangers fire their rifles and one of them does a staggering 13P of damage.

Pauly G rolls his Body (9) + Armor (1) and gets 4 hits, reducing the damage to 9 boxes of Physical damage. Pauly has 6 empty boxes in his Physical Condition Monitor so he fills in all those and takes the remaining 3 as overflow. If he could get some medical attention before the overflow damage reaches 10 boxes he could survive.

Beta Test rolls his Body (2) + Armor (0) and manages to get 1 hit, reducing the damage to 12 boxes of Physical damage. Beta Test has 3 empty boxes in his Physical Condition Monitor so he fills in all those and moves the remaining 9 to overflow which only has 2 boxes (equal to Beta Test's Body).

Beta Test is headed to the Happy Hunting Grounds. Pauly G is going to have to get some luck and some help to avoid joining him.

## SPECIAL DAMAGE TYPES

Bullets do their damage by delivering kinetic energy to a target, but that's not the only kind of hurting that can be put on a runner. Burning, freezing, zapping, and chemical damage can all dampen the mood of the most boisterous runner. Along with the elemental forces things like gravity (or at least the stop at the bottom), drowning, and general exhaustion can add to the pain and suffering. All of these different damages have their own rules quirks, detailed below.

## ELEMENTAL DAMAGE

This is damage caused by non-kinetic sources, like acid, fire, etc. Most of the time you'd look to magic for this sort of damage, but some mundane weapons and attacks can deliver added elemental effects.

### ACID DAMAGE

Acid damage is Physical. In addition to its normal damage, it also reduces the rating of any Armor it hits by 1. If the acid isn't removed from the target (by washing it off, or because the acid is from a spell and evaporates into mana after the spell ends), then the acid continues to burn. Each Combat Turn the base DV of the acid is decreased by 1 and damage is applied again. The acid also continues to burn through armor reducing the target's Armor rating by 1 until the acid is removed, neutralized, or loses all its base DV. The Armor reduction should be applied to worn Armor first but could be applied to Armor accessories (+Armor items) if the gamemaster allows.

At the gamemaster's discretion, acid can also create Light Smoke conditions in an area around the target.

### COLD DAMAGE

Cold is just the absence of heat, but it hurts when too much heat is absent, and calling cold "absent heat" doesn't make it any less painful. Cold damage is Physical. Additionally, cold damage can make armor brittle, liquids freeze, lubricants gum up, etc. Make a simple Armor Test for anything directly hit. If the armor gets no hits, it breaks and cannot be used as armor. It can be repaired with the **Building & Repairing** rules, p. 145. In the case of a glitch, it's destroyed irreparably. With a critical glitch the armor breaks irreparably in a dangerous way.

### ELECTRICITY DAMAGE

A wide variety of nonlethal weapons are designed to incapacitate targets with electrical shock attacks, including stun batons, tasers, cyberware shock hands, and similar electrically charged weapons. These weapons rely on a contact discharge of electricity rather than kinetic energy. Spells and critter powers such as Lightning Bolt and Energy Aura cause similar effects.



Electrical damage is treated as Stun or Physical damage depending on the source and/or target. The **Non-conductivity** armor upgrade (p. 438) adds its full rating to the Armor value. The gamemaster can also decide which (if any) other factors may modify the target's damage, such as extra conductivity for a character covered in water.

An Electricity attack that does damage can stun and incapacitate the target as well, though if there is no damage, there is no secondary effect at all.

Secondary effects for characters injured by Electricity damage include a -1 dice pool penalty on all actions and Defense Tests, but not Damage Resistance Tests, for 1 Combat Turn and an immediate Initiative Score reduction of 5. The dice pool penalty and Initiative Score

reduction do not accumulate with multiple attacks, but the length of the penalty is extended by 1 Combat Turn for each successful damaging attack while a character is affected. If the character's Initiative Score is reduced to 0 or below, they lose their last action. If they have no Initiative Score left the reduction comes on the start of the next Combat Turn.

Electronic equipment and drones can also be affected by Electricity damage. They never suffer Stun damage so Electricity damage is Physical when used against electronics and drones. They resist damage as usual and suffer a secondary effect if they take even a single box of damage.

The secondary effect for electronics and drones damaged by Electricity damage is shorting out or overloading. In game terms this is reflected as secondary Matrix damage equal to half the Physical damage rounded down.

Vehicles can be damaged by Electricity attacks but do not suffer any secondary effects. Specific systems of vehicles can be targeted by a **Called Shots** (p. 195).

### EXAMPLE

Wombat has been drinking pretty heavily and the bouncers at the Blue Flame Tavern remember the last time they had to ask him to leave, so they call Knight Errant and wait for the officers to arrive and help them escort Wombat out the door.

Well, Wombat can't stand Pawns (his term of endearment for KE cops) and decides "quietly" is not an option for how he wants to leave. The KE officers feel sufficiently threatened, and they decide it would be easier to carry Wombat out than try to change his mind.

Both officers pull their Yamaha Pulsar tasers and fire before poor Wombat can reconsider his options. They score 4 and 3 net hits, so Wombat must make a Damage Resistance test against 11S and 10S respectively. Luckily for Wombat, he upgraded his lined coat with nonconductivity rating 4.

Against the first damage he rolls Body 6 + Armor 9 + nonconductivity 4, with an AP adjustment of -5, for a total of 14 dice. He gets 6 hits, reducing the damage to 5S. Since he took damage he also suffers the secondary effects of -1 to all actions for 1 Combat Turn and -5 to his Initiative Score.

Against the second hit he rolls the same pool of dice and gets 7 hits. He still takes 3S, but the secondary effects are changed. He doesn't lose any more from his Initiative Score, and the -1 dice pool penalty is already there and does not increase. It does, however, get extended by 1 Combat Turn to a total of 2 Combat Turns.

After Wombat lays out one of the Pawns on his Action Phase (he may be slowed but he's not out) the other hits him with another dart from the Pulsar. The KE officer scores 6 hits but is limited by the Accuracy of the weapon, which is 5, so Wombat is facing 12S.

Wombat rolls his Damage Resistance but spends a point of Edge to throw some extra dice into the pool and gain the Rule of Six. After an awesome roll that scores 14 hits, he shrugs off the damage. Since he didn't take damage he doesn't suffer any secondary effects and still has some actions left to KO the other KE Pawn.

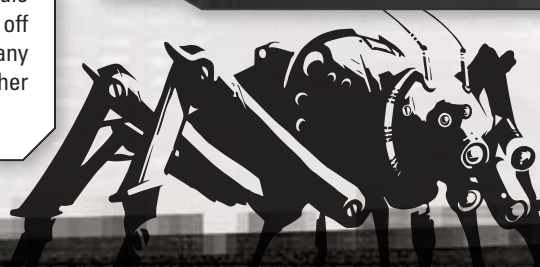
## FIRE DAMAGE

Fire damage is Physical. It can also make things catch fire. To determine if something catches fire, roll Armor Value + Fire Resistance - Fire AP (see **Fire Armor Piercing Ratings** table, below). The threshold on this test is the net hits rolled on the fire-based attack. If the item succeeds, it is not on fire (for now). Armor accessories are excluded from the test but the gamemaster may require them to make their own test.

When something catches fire, the fire has an initial Damage Value of 3. This damage is caused at the end of each Combat Turn, and the DV increases by 1 at the start of each subsequent Combat Turn until the item is completely destroyed or the fire is put out. You can fight the fire a number of ways (water, smothering, etc.), making an Agility + Intuition Test and reducing the fire's DV by 1 for each hit. Remember, as long as the fire is burning it can ignite any nearby flammables, including furniture, vehicles, foliage, and elves.

### FIRE ARMOR PENETRATION

| TYPE OF FIRE       | AP          |
|--------------------|-------------|
| Open Flame         | -2          |
| Fire-based spells  | spell Force |
| Flame-based weapon | -6          |



**EXAMPLE**

Wombat is having a bad day. He left the bar and ran afoul of one of those really deranged members of the Halloweeners who carries a flamethrower! His reflexes are a little off due to the booze and he gets a solid blast of flame. The gamemaster calls for a test to see if his lined coat catches fire and rolls the lined coat's Armor 9—the flamethrower's AP of 6 versus the two net hits the Halloweener got on the test. He only gets one hit, so the coat, and therefore Wombat, catches fire.

At the end of the Combat Turn Wombat has not put out the fire and has to resist 3P damage.

In his next Action Phase Wombat decides to try to put out the fire with the classic stop, drop, and roll. The gamemaster calls it a Complex Action with a Drop Prone free action and asks for an Agility roll modified by his wounds. Wombat hits the dirt, rolls—and fails.

Another Action Phase comes up and Wombat keeps trying. This time he gets 1 hit, still not enough to put out the fire but enough to lessen it a little.

At the end of this Combat Turn Wombat faces 2P damage again and needs to think fast if about how he's going to get this fire out.

**FALLING DAMAGE**

When a character falls more than three meters, he takes Physical damage with a DV equal to the number of meters fallen, with an AP of -4. Use Body + Armor to resist this damage. The gamemaster should feel free to modify the damage to reflect a softer landing surface (sand), branches to break the fall, and so on.

Falling characters drop 50 meters in the first Combat Turn, 150 meters in the second Combat Turn, and 200 meters every Combat Turn after that. Terminal velocity for a falling body is about 200 meters per turn.

**FATIGUE DAMAGE**

Fatigue damage is Stun damage you incur through doing something strenuous or for being in the middle of something stressful. It's caused by harsh environments, hard exertion, and drek like that. Fatigue damage is resisted with Body + Willpower, not with any armor. Fatigue damage cannot be healed while the condition causing it still exists.

**FATIGUE FROM RUNNING**

If you sprint over multiple consecutive Combat Turns or during multiple Action Phases in the same Combat Turn, you risk taking fatigue damage. For every consecutive Action Phase or Combat Turn in which you use the

Sprint action, you take a cumulative 1S DV of fatigue damage, which means that the second time you take it without dialing it back you take 2S, then 3S, etc.

If you're only running (using your running movement rate) instead of sprinting, this damage is taken every 3 minutes.

**FATIGUE FROM ENVIRONMENTS**

Hot, cold, humid, dry, polluted, or irradiated environments can cause fatigue damage, depending on the severity of the surroundings. As with running fatigue, the DV from a harsh environment starts at 1S and increases over time. Unlike running fatigue, if you keel over in a hostile environment the damage doesn't stop rolling in.

**ENVIRONMENT & FATIGUE**

| ENVIRONMENT SEVERITY | FATIGUE DAMAGE INTERVAL    |
|----------------------|----------------------------|
| Mild                 | 6 hours                    |
| Moderate             | 3 hours                    |
| Harsh                | 60 minutes                 |
| Extreme              | 1 minute (10 Combat Turns) |
| Deadly               | 6 seconds (2 Combat Turns) |

**HUNGER, THIRST, AND SLEEP DEPRIVATION**

After 24 hours, if you haven't eaten, slept, or had a (non-alcoholic) drink, you risk fatigue damage. Like running, the damage starts at a mere 1S and increases over each interval it is taken. The interval for hunger is 6 days, for thirst is 2 days, and for sleep is 3 hours. This damage stops when you eat, drink, or sleep, respectively.

**COMBAT RESOLUTION**

*Shadowrun* includes four types of combat: **ranged combat** (p. 173), **melee combat** (p. 184), **astral combat** (p. 315), and **cybercombat** (p. 226). All combat, whether it involves firearms, knives, astral attacks, or attack programs, is resolved in essentially the same manner.

Combat is handled as an Opposed Test between the attacker and defender. The exact skills and attributes used depend on the type of combat, method of attack, and style of defense, as described in each section. Various modifiers may also apply to both attack and defense rolls.

If the attacker scores more hits than the defender, the attack hits the target. In the case of a tie the defender usually wins, with the exception of a **grazing hit** (p. 173). Otherwise, the attack misses.





# GUNSLINGER ADEPT

It started when the adept was a kid, and he shot a devil rat off a roof ledge with a BB gun from 300 meters. With a battered gun he found behind a dumpster. The amount of time people repeated the story let him know it was something special, so he dedicated himself to honing his skills, making himself deadlier with each day. People started offering him all sorts of money to use his skills, and he could have left a long path of bodies behind him. He decided, though, that powers like his had to be used carefully, so he developed a code to put boundaries around when he lets his abilities loose. When he does, though, make sure you're either on his side or very far away. If you are his target, his bullets will find you.

## METATYPE: ELF

| B                              | A  | R     | S | W | L | I | C | ESS | EDG | M |
|--------------------------------|--|-------|---|---|---|---|---|-----|-----|---|
| 3                              | 6  | 3 (5) | 2 | 2 | 2 | 3 | 3 | 6.0 | 5   | 6 |
| <b>Condition Monitor (P/S)</b> | 10 / 9   |       |   |   |   |   |   |     |     |   |
| <b>Armor</b>                   | 14   |       |   |   |   |   |   |     |     |   |
| <b>Limits</b>                  | Physical 4, Mental 3, Social 5   |       |   |   |   |   |   |     |     |   |
| <b>Physical Init</b>           | 6(8) + 3D6   |       |   |   |   |   |   |     |     |   |
| <b>Active Skills</b>           | Blades 4, Con 3, Firearms skill group 5, First Aid 3, Gymnastics 5, Perception 4, Pilot Ground Craft 3, Running 4, Sneaking (Urban) 4 (+2), Swimming 2, Tracking 3   |       |   |   |   |   |   |     |     |   |
| <b>Knowledge Skills</b>        | Egyptian Ceramics 2, Weapon Manufacturers 4  |       |   |   |   |   |   |     |     |   |
| <b>Languages</b>               | English 5, Lakota N, Sperethiel 4  |       |   |   |   |   |   |     |     |   |
| <b>Qualities</b>               | Adept, Addiction (Mild, BTLs), Code of Honor (Assassin's Creed), Guts, Natural Athlete   |       |   |   |   |   |   |     |     |   |
| <b>Adept Power</b>             | Attribute Boost (Agility) (4, 1 PP), Combat Sense (1, 0.5 PP), Enhanced Accuracy (Pistols, Automatics) (2, 0.5 PP), Improved Reflexes (2, 2.5 PP), Mystic Armor (2, 1 PP), Spell Resistance (1, 0.5 PP)  |       |   |   |   |   |   |     |     |   |
| <b>Gear</b>                    | Armor jacket [12, chemical protection 3, fire resistance 3, non-conductivity 4], contacts [Capacity 3, w/ smartlink, vision enhancement 2], DocWagon contract (Platinum, 1 year) earbuds [Capacity 3, w/ audio enhancement 1, spatial recognizer], 2 fake SINs (Rating 5, w/ 5 Rating 5 fake gun licenses) gecko tape gloves, Hyundai Shin-Hyung, maglock passkey (Rating 3), Low Lifestyle (1 month), medkit (Rating 4, w/ 2 re-supplies), Renraku Sensei commlink (Device Rating 3), 2 trauma patches  |       |   |   |   |   |   |     |     |   |
| <b>Weapons</b>                 | Ares Predator V (2) [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ smartlink, 100 rounds regular ammo, 100 rounds Stick-n-Shock ammo]<br>Ingram Smartgun X [SMG, Acc 4(6), DV 8P, AP —, BF/FA, RC 2, 32(c), w/ gas-vent 2, integral sound suppressor, smartlink, 100 rounds regular ammo, 100 rounds explosive ammo]<br>Knife [Blade, Acc 5, Reach 1, DV 3P, AP -1]<br>PJSS Model 55 [Shotgun, Acc 6, DV 11P, AP -1, SS, RC (1), 2(b), w/ integrated shock pad, 100 rounds regular ammo, 100 rounds explosive ammo]<br>Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP -2, SS, RC —, 6(cy), w/ 100 rounds regular ammo]<br>Steyr TMP [Machine Pistol, Acc 5, DV 7P, AP —, SA/BF/FA, RC —, 30(c), w/ laser sight, 100 rounds regular ammo, 100 rounds explosive ammo, 100 rounds Stick-n-Shock ammo]<br>Yamaha Raiden [Assault Rifle, Acc 6(8), DV 11P, AP -2, BF/FA, RC 1, 60(b), w/ integral sound suppressor, smartlink, 100 rounds regular ammo, 100 rounds explosive ammo] |       |   |   |   |   |   |     |     |   |
| <b>Contacts</b>                | Black market gun dealer (Connection 3/Loyalty 3)<br>Target range operator (Connection 3/Loyalty 2)   |       |   |   |   |   |   |     |     |   |
| <b>Starting ¥</b>              | 1,690 + (3D6 x 60)¥  |       |   |   |   |   |   |     |     |   |





The cover art for Shadowrun Fifth Edition depicts a chaotic cyberpunk battle scene. In the center, a large, translucent blue dragon-like creature with glowing eyes and lightning bolts around it is the focal point. To its right, a man with a beard and cybernetic arm aims a futuristic weapon. In the foreground, a man with a shaved head and tattoos wields a glowing sword. To his right, another man with a cybernetic arm and a visor aims a handgun. In the background, a woman with long purple hair is seen from behind, and a small robot flies through the air. The scene is set against a backdrop of a city at night with neon lights and a large, stylized red dragon logo at the top.

# SHADOWRUN<sup>®</sup>

## FIFTH EDITION

**CATALYST**  
game labs™

**SUMMER 2013**  
[www.shadowruntabletop.com](http://www.shadowruntabletop.com)

© 2013 The Topps Company, Inc. All Rights Reserved. Shadowrun and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.



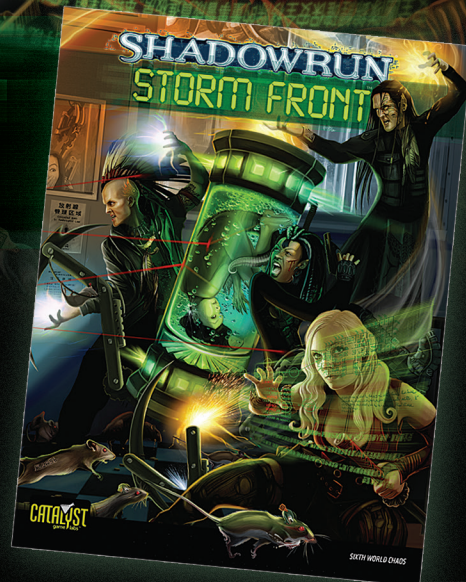
# SHADOWRUN



## STORM FRONT

It's been a tense couple of years (or couple of decades, if we're being accurate) in the Sixth World. Aztlan and Amazonia have been slugging it out. Great dragons have turned on each other, testing old alliances and forging new ones. Governor Kenneth Brackhaven of Seattle is facing pressure unlike ever he's ever seen, and scandals seem on the verge of overwhelming him. In Denver, a powerful dragon and an angry elf are set to butt heads in ways that will shake the whole city—and provide new opportunities for an old enemy. And on top of that, a new plague is spreading through the world, and the denizens of JackPoint aren't immune to its effects.

All this tension has been building up, and in *Storm Front*, it breaks. *Storm Front* provides background and updates on these and other plotlines changing the shape of the Sixth World. The shadows are shifting, and runners need to move fast if they want to earn a paycheck—or if they want to keep from being crushed as the powers of the world slug it out. The world is changing, but some things remain the same. Power will corrupt. Money will flow to those who already have it. And shadowrunners will scramble to make a living without selling their soul.



**CATALYST**  
game labs™

**AVAILABLE NOW!**  
[www.shadowruntabletop.com](http://www.shadowruntabletop.com)