SHADOWRUN

WKGAMES

FANPRO

COMBAT TURN SEQUENCE

1. All dice pools refresh
2. Determine Initiative (Reaction + Initiative Dice)
3. Characters take actions in their Combat Phase (characters act in order of highest Initiative to lowest)
   A. Declare actions
   B. Resolve actions
   C. Declare and resolve actions of remaining characters
   D. Calculate the next Initiative Pass (by subtracting 10 from each Initiative Score)
4. Begin new Combat Turn

RESOLVING RANGED COMBAT

(Occurs at Step 3B of the Combat Turn)

1. Determine Range (TN based on Weapon Range Table)
2. Apply Situational Target Modifiers (Situation Modifiers Table)
3. Make Attacker's Success Test (Skill + Combat Pool against TN)
4. Resolve Dodge Test (Combat Pool against TN 4 plus modifiers; if defender's successes exceed attacker's, the attack misses).
5. Resolve Target's Damage Resistance Test (Body + Combat Pool against TN of Weapon's Power – Armor)
6. Determine the Outcome (Net successes stage weapon damage)
7. Apply Damage
   (Return to Step 3C of Combat Turn)

RESOLVING MELEE/ASTRAL COMBAT

(Occurs at Step 3B of the Combat Turn)

1. Make Attacker's Success Test (Skill + Combat Pool against TN 4)
2. Make Defender's Success Test (Skill + Combat Pool against TN 4)
3. Compare Successes (Net successes does damage, tie goes to attacker)
4. Determine Damage (Winner does damage per net successes; over D damage 2 successes increase weapon's power)
5. Resist Damage (Body + Combat Pool against TN of weapon's Power – Armor)
   (Return to Step 3C of Combat Turn)

VEHICLE COMBAT TURN SEQUENCE

1. Determine starting distance and speeds (first Combat Turn only)
2. Begin Combat Turn (Steps 3, 4 and 5 take place before Initiative is rolled)
3. Determine Vehicle, Terrain and Speed Points for each vehicle
4. Allocate Control Pool dice
5. Determine Driver Points and calculate the final vehicle Maneuver Scores for the Combat Turn
6. Begin standard Combat Turn Sequence at Step 2
7. Determine changes in speed, distance or terrain for the start of the next Combat Turn (end of Combat Turn Only)

RESOLVING SPELLCASTING

(Occurs at Step 3B of the Combat Turn)

1. Preparation (choose spell, Force, pool dice, targets, etc.)
2. Sorcery Test (Sorcery + Spell Pool, TN determined by spell)
3. Spell Resistance Test (Target Attribute against Spell Force)
4. Spell Effect (net successes determines spell's outcome; tie goes to target)
5. Drain Resistance Test (Willpower + Spell Pool against the spell's Drain Code)
   (Return to Step 3C of Combat Turn)

SKILLS AND LINKED ATTRIBUTES TABLE

PHYSICAL ATTRIBUTES

Body ....

| Athletics |
| Diving |

Strength ....

| Edged Weapons |
| Clubs |
| Pole Arms/Staffs |

| Cyber-Implant Combat |
| Unarmed Combat |

| Throwing Weapons |

| Projectile Weapons |

| Heavy Weapons |

| Underwater Combat |

Quickness ....

| Pistols |
| Submachine Guns |
| Rifles |
| Assault Rifles |
| Shotguns |

| Laser Weapons |

| Whips |

| Stealth |

MENTAL ATTRIBUTES

Intelligence ....

| Aura Reading |
| Demolitions |

| Gunnery |
| Launch Weapons |

| Computer |
| Electronics |

| Biotech |

| Build/Repair |

| Knowledge Skills |

| Language Skills |

Charisma ....

| Etiquette |
| Instruction |
| Interrogation |
| Intimidation |
| Leadership |
| Negotiation |

Willpower ....

| Conjuring* |
| Sorcery* |

SPECIAL ATTRIBUTES

Reaction ....

| Bike |
| Car |
| Hovercraft |
| Motorboat |
| Ship |
| Sailboat |

| Winged Aircraft |
| Rotor Aircraft |
| Vector Thrust Aircraft |
| Lighter-Than-Air Aircraft |

| Submarine |

* Sorcery and Conjuring have no default. You cannot perform these actions without the actual skill.

WEAPON RANGE TABLE

Target Number	4	5	6	9
	Short	Medium	Long	Extreme
Firearms		**Range in Meters**		
Hold-out Pistol	0–5	6–15	16–30	31–50
Light Pistol	0–5	6–15	16–30	31–50
Heavy Pistol	0–5	6–20	21–40	41–60
SMG	0–10	11–40	41–80	81–150
Taser	0–5	6–10	11–12	13–15
Shotgun	0–10	11–20	21–50	51–100
Sporting Rifle	0–100	101–250	251–500	501–750
Sniper Rifle	0–150	151–300	301–700	701–1,000
Assault Rifle	0–50	51–150	151–350	351–550
Heavy Weapons				
Light Machine Guns	0–75	76–200	201–400	401–800
Medium Machine Gun	0–80	81–250	251–750	751–1,200
Heavy Machine Gun	0–80	81–250	251–800	801–1,500
Assault Cannon	0–100	101–300	301–900	901–2,400
Grenade Launcher	*5–50	51–100	101–150	151–300
Missile Launcher	*20–150	151–450	451–1,200	1,201–3,000
Impact Projectiles				
Bow	0–STR	To STR x 10	To STR x 30	To STR x 60
Light Crossbow	0–STR x 2	To STR x 8	To STR x 20	To STR x 40
Medium Crossbow	0–STR x 3	To STR x 12	To STR x 30	To STR x 50
Heavy Crossbow	0–STR x 5	To STR x 15	To STR x 40	To STR x 60
Thrown Knife	0–STR	To STR x 2	To STR x 3	To STR x 5
Shuriken	0–STR	To STR x 2	To STR x 5	To STR x 7

RANGED COMBAT MODIFIERS TABLE

Situation	Modifier
Recoil, semi-automatic	+1 for second shot that Combat Phase
Recoil, burst-fire	+3 per burst that Combat Phase
Recoil, full-auto	+1 per round fired that Combat Phase
Recoil, heavy weapon	2 x uncompensated recoil
Blind fire	+8
Partial cover	+4
Visibility impaired	See *Visibility Table*
Multiple targets	+2 per additional target that Combat Phase
Target running	+2
Target stationary	–1
Attacker in melee combat	+2 per opponent
Attacker running	+4
Attacker running (difficult ground)	+6
Attacker walking	+1
Attacker walking (difficult ground)	+2
Attacker wounded	See *Damage Modifiers Table*, p. 126.
Smartlink (with smartgun)	–2
Smart goggles (with smartgun)	–1
Laser sight	–1
Using a second firearm	+2
Aimed shot	–1 per Simple Action
Called shot	+4
Image magnification	Special
Recoil compensation	Reduces recoil modifier
Gyro stabilization	Reduces recoil or movement modifier

MELEE MODIFIERS TABLE

Situation	Modifiers
Called Shot	+4
Character has friends in the melee	–1/Friend (max –4)
Opponent has friends in the melee	+1/Friend (max +4)
Visibility impaired	See *Visibility Table*
Character is wounded	Damage Modifier (see p. 126)
Character's weapon has longer Reach*	–1/point longer
Character's weapon has inferior Reach*	+1/point shorter
Character attacking multiple targets	+2/target
Character has superior position	–1
Opponent prone	–2

*Only one of these modifiers may be applied, either to the attacker or defender. See *Reach,* p. 120.

DEFAULT TABLE

Default To:	Target # Modifier	Dice Pool
Specialization	+3	= to 1/2 specialization's base skill
Skill	+2	= to 1/2 base skill being used
Attribute	+4	No pool dice allowed

SCATTER DIAGRAM

PERCEPTION TEST MODIFIERS TABLE

Situation	Modifier
Perceiver is distracted	+2
Sight	
Very small object	+6
Object partially hidden	+2
Object brightly colored	–2
Action very obvious	–4
Action not obvious	+4
Visibility	See Visibility Table
Sound	**Modifier**
Single gunshot	–2
Silenced single gunshot	0
Burst fire	–4
Sound-suppressed burst fire	–2
Full autofire	–6
Sound-suppressed autofire	–4
Grenade blast	–8
A person's yell	–2
Sound is rooms away	+2
Sound is on same floor	+4
Sound is floors away	+6
Perceiver has active sound enhancements	Rating, or –2
Smell	
Odor obvious	–4
Other odors present	+2
Touch	
Temperature extreme (hot or cold)	–4
Perceiver wearing gloves	+2
Taste	
Taste obvious	–4
Perceiver has a cold	+2

PERCEPTION SUCCESS TABLE

Successes	Result
1	Something is there.
2	Something is definitely there, and the perceiver suspects what general type of thing it is.
3	The perceiver knows what type of thing it is and suspects its exact nature.
4+	The perceiver knows what it is, but has no specifics without further information or examination.

VISIBILITY TABLE

	Type of Vision		
Condition	Normal	Low-Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+2	+1/0	+2/+1
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light Smoke/Fog/Rain	+4	+4/+2	0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/0
Thermal Smoke	+4	+4	+8/+6

When target modifiers are separated by a slash, the first number applies to cybernetic vision enhancements and the second to natural vision.

CYBERCOMBAT TARGET NUMBERS TABLE

Host Security Code	Target Number to Hit Intruding Icon	Target Number to Hit Legitimate Icon
Blue	6	3
Green	5	4
Orange	4	5
Red	3	6

IC DAMAGE TABLE

Host Security Code	IC Damage Level
Blue	Moderate
Green	Moderate
Orange	Serious
Red	Serious

IC INITIATIVE TABLE

Host Security Code	Initiative
Blue	1D6 + IC Rating
Green	2D6 + IC Rating
Orange	3D6 + IC Rating
Red	4D6 + IC Rating

DRIVING TEST MODIFIERS TABLE

Condition	Target Number Modifier
Unfamiliar Vehicle	+1
Non-Stressful Situation	–1
Stressful Situation	Gamemaster discretion
Large Vehicle of Type	+2
Very Large Vehicle of Type	+3
Weather Conditions	
Bad	+2
Terrible	+4
Terrain	
Open	–1
Normal	0
Restricted	+1
Tight	+3
Action Performed During Combat	+2
Non-Rigger Driving Using Datajack	–1
Rigger in Control	–VCR Rating

FLUX RANGE TABLE

Flux Rating	Range	Flux Rating	Range
0	250 meters	6	12 km
1	1 km	7	16 km
2	2 km	8	20 km
3	4 km	9	25 km
4	6 km	10+	(2 x Flux) + 10 km
5	9 km		

FLUX RATING TABLE

Device	Flux Rating
Remote-control deck	2
Sensors and ECM	Device Rating x 1.5 (round up)
Other electronic transmitters (such as radios)	Device Rating
Cyberware	0

ASSENSING TABLE

Successes	Information Gained
0	None.
1–2	• The general state of the subject's health (healthy, injured, ill, etc.) along with the presence or absence of cyberware implants. • The subject's general emotional state or impression (happy, sad, angry). • The class of a magical subject (fire elemental, manipulation spell, power focus, and so on). • Whether the subject is mundane or Awakened. • If you have seen the subject's aura before, you will recognize it, regardless of physical disguises or alterations.
3–4	All of the above plus: • Whether the subject's Essence and Magic Attribute are higher, lower or equal to your own. • The general location of any implants. • A general diagnosis for any maladies (diseases or toxins) the subject suffers from. • The subject's exact emotional state or impression. • Whether the subject's Force is higher, lower or equal to your Magic Attribute. • Any astral signatures present on the subject.
5+	All of the above plus: • The exact Essence, Magic Attribute and Force of the subject. • The exact location of any implants. • An accurate diagnosis of any disease or toxin the subject suffers from. • The general cause of any emotional impression (a murder, a riot, a religious ceremony, and so on). • The general cause of any astral signature (combat spell, hearth spirit, and so on).

OBJECT RESISTANCE TABLE

Category	Target Number
Natural Objects (Trees, Soil, Unprocessed Water)	3
Manufactured Low-Tech Objects and Materials (Brick, Leather, Simple Plastics)	5
Manufactured High-Tech Objects and Materials (Advanced Plastics, Alloys, Electronic Equipment)	8
Highly Processed Objects (Computers, Complex Toxic Wastes)	10+

ASTRAL DAMAGE CODES

Attack Type	Damage Code
Unarmed Attack	(Charisma)M
Armed Attack	(Charisma) + Weapon Focus Damage (see *Weapon Foci*, p. 191)
Dual Being	(Strength)M or by type
Spirit, Focus or Barrier	(Force)M

SITUATIONAL RANGE MODIFIERS TABLE

Condition	Modifier
High elevation	+4
ECCM in use	–Rating of transmitter/2
Electrical storm	–2
Encryption in use	–0.5
Humid air	–0.5
Urban environment	–1