

Combat Round

Roll Initiative-Break ties with ERIC (Edge, Reaction, Intuition, coin flip)

Determine surprise with Reaction + Intuition (3) modified test

Attacker uses [weapon skill] + Agility

Defender uses Reaction + Intuition and modifies for Surprise, damage, and so forth

Compare the Attack Rating of the weapon to the Defense Rating

If either is 4 or more, the bigger value gets an Edge

Second, look at the situation

Compare and toss an Edge to whoever has the advantage

Limit 2 per round.

Spend Edge

Roll Dice-ties go to attacker

Defender rolls their Body attribute

Apply the damage to the appropriate Condition Monitor

Combat Options

Off-Hand Attacks-Every shadowrunner has a preferred hand to use in attacks (except those with the Ambidextrous quality, p. 70), but sometimes that hand isn't available. Maybe your preferred hand is damaged, or cuffed, or holding something really important, so you have to attack with a weapon in your off-hand. When attacking with your offhand, you can neither gain nor use Edge. If you're attacking with two hands, the attack from your primary hand can still gain and spend Edge; for other rules, see Multiple Attacks below.

Combat Options (cont)

Knockdown-Sometimes you want to knock an opponent on their hoop—and sometimes you do that without meaning to. Whenever a character is damaged, if the amount of damage left after their Damage Resistance test is greater than their Body rank, then they are knocked down and gain the Prone status. They'll have to use a Stand Up action if they want to remove the effects of the Prone status.

Multiple Attacks-Whether it's shooting a bunch of bullets at multiple people, throwing shuriken at a marauding group, or using a sword in each hand, there may be times you want to deliver multiple attacks at once. This can be against multiple targets, or you could attempt two attacks against the same target. Whatever the case, to make multiple attacks, divide your attacking dice pool by the number of attacks made as evenly as possible, then make the rolls. If you are making two different kinds of attack (like, say, a gun in one hand, a knife in the other) divide each of your normal dice pools by two, rounded down. Defenders will defend as normal; if the multiple attacks are made against a single target, they only have to roll once, and their hits will be compared to all of the attacker's rolls to determine success.

Range

Close	0-3 meters
Near	4-50 meters
Medium	51-250 meters
Far	251-500 meters
Extreme	500+ meters

Grapple

If you want to grapple with an opponent, inform your gamemaster what you're doing, then make an unarmed Close Combat + Agility test. Instead of making the net hits into damage, the attacker rolls Strength + net hits vs. opponent's Strength. If they succeed in this test, they have wrapped up and restrained the opponent. The only physical actions the opponent can take are attempts to break out of the grapple, though spellcasters and technomancers can use their Magic and Resonance abilities, respectively. All attackers, including the grappler, automatically gains Edge on a restrained defender, and the defender also experiences a -4 dice pool penalty on their Defense test. Note, however, that any missed attack on the restrained individual may hit the grappler instead. Have the grappler make a Defense test against the same attack roll, as if they were the intended target.

Attacker -Restrain: The attacker may simply opt to keep holding the defender. Use the attacker's unarmed Attack Rating, and roll Close Combat + Strength vs. Close Combat + Strength. The -4 dice pool penalty applies to the defender.

Attacker-Damage the opponent: The attacker may attempt to inflict damage on the defender with a Close Combat + Strength vs. Strength + Reaction. The attacker's unarmed Attack Rating is used, and the defender suffers the -4 dice pool penalty for being restrained. If the attack is successful, the attacker does their unarmed combat damage (Strength/2, rounded up) plus net hits.



Grapple (cont)

Attacker-Tackle the opponent: The attacker may decide to bring the opponent to the ground. This is a Close Combat + Strength vs. Body + Strength test. The attacker uses their unarmed Attack Rating, and the defender does not suffer the dice pool penalty for being restrained. If the attack succeeds, the defender is brought to the ground, becoming Prone, and suffers Stun damage equal to their attacker's Body + net hits, resisted by Body.

Defender-Break free: In this action, the defender tries to break out of the grapple. This is a Close Combat + Strength test, using their unarmed Attack Rating, and it does not experience the -4 dice pool penalty for being restrained. If they succeed in the test, they do not do any damage, but they are free of the grapple.

Firing Modes

SS: No change
You fire a single bullet.

SA: Decrease the Attack Rating by 2
You fire two rounds rapidly with two trigger pulls.

BF: You can shoot a narrow burst, which decreases the Attack Rating by 4 and increases damage by 2, or make a wide burst and split your dice pool between two targets and count each as a SA-mode shot.
You can fire four rounds in an attack.

Firing Modes (cont)

Not Enough Rounds! If you don't have enough rounds to complete the full four-round narrow burst, reduce the effects accordingly, with Attack Rating adjustment matching the number of rounds fired and the Damage Value dropping to a +1 as long as at least 2 rounds were fired.

FA: This mode allows multiple attacks without using the Multiple Attack Minor Action. The shooter chooses to split their dice pool among any valid targets in range. This mode uses ten rounds and decreases the Attack Rating by 6.