

The world of *Shadowrun* is violent and hostile. Inevitably, player characters will be drawn into combat situations. Whether the characters are spraying bullets or throwing kicks, these are the combat rules they'll use to get the job done.

COMBAT TURN SEQUENCE

Combat in *Shadowrun* proceeds in a set sequence known as the Combat Turn. Each Combat Turn is 3 seconds long (so there are 20 Combat Turns per minute). The Combat Turn attempts to mimic real combat, resolving issues such as who acts first, who is faster on the draw, what happens when one character punches another, and so on. During the Combat Turn, each player—starting with the fastest—takes turns describing his character's action and rolls dice to see how well he performs it. The gamemaster describes the actions and reactions of the non-player characters, as well as the final outcome of all actions.

Combat Turns may be broken up into a series of **Initiative Passes** if any characters have the ability to take extra actions in a Combat Turn. The point during each Combat Turn when a specific character can act is called an **Action Phase**.

1. ROLL INITIATIVE

Determine Initiative for all the characters, critters, spirits, intrusion countermeasures, and anything else involved in the fight (see *Initiative*). The order of Initiative Scores from high to low determines the order in which the action will take place.

Note that wound modifiers affect the Initiative Score (see *Initiative and Damage*).

2. BEGIN FIRST INITIATIVE PASS

Characters involved in the combat now take their actions sequentially in the first Initiative Pass, starting with the character who has the highest Initiative Score. This character is the acting character.

If more than one character has the same Initiative Score, they go at the same time.

3. BEGIN ACTION PHASE

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

If another character has delayed an action (see *Delayed Actions*, p. 134) and wishes 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 current acting character.

A. Declare Actions

The acting character declares his actions for the Action Phase. He may take two Simple Actions or one Complex Action. Alternately, the character can choose to delay his action until a later Action Phase in that Combat Turn (see *Delayed Actions*, p. 134).

The character may also declare one Free Action during either this Action Phase or on any subsequent Action Phases in the Combat Turn. Likewise, any character who has already acted in the Combat Turn prior to this Action Phase and still has his Free Action left may declare it at this point if he chooses.

B. Resolve Actions

Resolve the actions of the acting character.

4. DECLARE AND RESOLVE ACTIONS OF REMAINING CHARACTERS

Move on to the character with the next highest Initiative Score and repeat Step 3. Continue this cycle until the actions of all characters have been resolved for that Initiative Pass.

5. BEGIN NEXT INITIATIVE PASS

Once all of the characters have acted and the all of the actions have been resolved for the first Initiative Pass, Steps 2 through 4 are then repeated for characters who get a second Initiative Pass due to implants, magic, or other abilities. This cycle is repeated in full for characters who get a third pass, and then for those who get a fourth pass (if any). No character can act in more than 4 Initiative Passes in a Combat Turn.

If a character was wounded in a previous Initiative Pass, wound modifiers may affect his Initiative Score on this and any subsequent passes.

6. BEGIN A NEW COMBAT TURN

Begin a new Combat Turn, starting again at Step 1. Continue repeating Steps 1 through 6 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 two factors: Initiative Score and Initiative Passes.

INITIATIVE SCORE

To determine a character's Initiative Score, make an Initiative Test using his Initiative attribute. (A character's Initiative attribute is the sum of Reaction and Intuition.) Edge may be used on this test. Add the hits to your Initiative attribute—this total is your Initiative Score. 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.

If two characters get the same score, then they act simultaneously. If for some reason it is imperative to determine which one acts first, compare attributes to see who has the highest Edge, Initiative, or Reaction (resolving ties in that order).

Cottonmouth has an Initiative attribute of 8 (Reaction 4 + Intuition 4), so he rolls 8 dice on his Initiative Test. He rolls 1, 2, 2, 3, 5, 5, 6, 6—a total of 4 hits. That makes his Initiative Score 12 (8 + 4). The ganger running his way with a baseball bat has a score of 13, however, so Cottonmouth won't be going first.

Initiative and Damage

When making the Initiative Test, wound modifiers from damage affect the Initiative Score. In addition, if a character takes damage that inflicts wound modifiers during a Combat Turn, apply those (additional) modifiers to his Initiative Score immediately. This means that a character's Initiative Score may be affected in the middle of an Initiative Pass (though if he has already acted in that pass, it won't matter until the next one).