

is fragmentation, with a base Damage Code of 12P(f). Slim is standing 3 meters away when it detonates, so he is hit with a 9P(f) attack (DV 12 minus 1 per meter away). Rex stands 6 meters away and so suffers only 6P(f) damage. Teak happens to be 12 meters away from the blast point, so he is outside the grenade's blast effect entirely.

### Blast Against Barriers

When a grenade's blast hits a barrier such as a wall, door, or other similar structure, check to see if the barrier is damaged or destroyed (see *Barriers*, p. 157). If the barrier falls, the blast continues on, though any targets past the barrier receive its Armor rating bonus. If the barrier does not fall, the blast may be channeled; see *Blast in a Confined Space*, below.



### GRENADÉ DAMAGE TABLE

Type	Damage Code	AP	Blast
Flash-Bang	6S	-3	10m Radius
Flash-Pak	Special	—	Special
Fragmentation	12P(f)	+2	-1/m
High Explosive	10P	-2	-2/m
Gas Chemical	—	10m Radius	
Smoke	—	—	10m Radius
Thermal Smoke	—	—	10m Radius

### Blast in a Confined Space

When a grenade detonates in a confined space, such as a hallway or room, the game-master must first determine whether any barriers (usually walls) stood firm against the explosion. Consult the



### ROCKET/MISSILE TABLE

Type	Damage Value	AP	Damage Value Reduction
Anti-Vehicle	16P	-2/-6*	-4/m
Fragmentation	16P(f)	+2	-1/m
High Explosive	14P	-2	-2/m

\* AVR/AVMs have an AP of -2 against people, -6 against vehicles.



*Blast Against Barriers* rules above. If the walls or doors hold up, the blast is channeled. Otherwise, determine blast effects normally.

If the walls hold, the shock wave reflects off of them, continuing back in the direction from which it came. If this rebounding shock wave maintains enough Damage Value to reach a character, that character is subject to the appropriate blast effect. If the character is struck a second time by the shock wave (once as it headed out and again as it rebounded), the Damage Value of the blast is equal to the combined Damage Value of the two waves.

Theoretically, a detonating grenade could rebound repeatedly off each of the four walls in a small, well-built room, raising the effective Damage Value of the blast to a value far higher than the original damage of the grenade. This is known as the "chunky salsa effect."

*Ortega is trapped in a hallway when a high-explosive grenade goes off. The first wave hits him with a Damage Code of 8P. It then reaches the wall (1 meter away), rebounds, and hits him again. Since it traveled 2 meters to the wall and back, the second wave has a Damage Code*

*of 4P (-2 DV per meter). The Damage Values of these results are combined, for an effective attack of 12P.*

## ROCKETS AND MISSILES

Occasionally, characters get their hands on military-grade missiles and rocket launchers. Both use the same kind of launcher, but the two types of attacks have inherent differences. For details, see *Rockets and Missiles*, p. 313

### RESOLVING ROCKET AND MISSILE FIRE

Rocket fire is resolved in the same manner as for grenade launchers. See *Grenades*, p. 145.

Missile fire works a little differently. Missiles have a Sensor rating that reflects the sophistication of their targeting electronics. When using the missile's sensing and targeting circuits, the firing character rolls dice equal to his Heavy Weapons + the missile's Sensor rating.

If the missile is launched from a vehicle, use Gunnery + the missile (or vehicle's) Sensor rating (see *Passive Targeting*, p. 162). Active Targeting (see p. 162), may also be used to fire missiles. When a missile is fired against a vehicle, the vehicle's Signature acts as a dice pool modifier

to the attack (see *Gunnery*, p. 162).

Impact armor protects against missile and rocket attacks.

### ROCKET AND MISSILE SCATTER

Like grenades, missiles and rockets scatter (see the Scatter Table, p. 145). For both, reduce the scatter distance by 1 meter per net hit rolled on the attack test. Missile scatter is further reduced by 1 meter for every point of Sensor the missile possesses.

## MELEE COMBAT

Whenever two or more characters engage each other in hand-to-hand combat or armed combat that does not involve ranged weapons, the following melee combat rules apply. Melee combat in *Shadowrun* assumes that some maneuvering occurs as part of the fight. Rather than a single blow, each attack is a series of moves and counter-moves executed by those involved. Melee combat is not "I punch you and then I wait for your turn to punch me;" rather, it represents several seconds of feints, jabs, punches, counters, attacks, defends, kicks, and bites by both combatants at the same time. For simplicity, the character