

Characters fall at a rate of 150 meters per Combat Turn, increasing by +50 meters per turn until they reach terminal velocity of about 300 meters/turn.

### Fatigue Damage

No one can run forever. After a period of sprinting, even the most conditioned athlete begins to slow down. These fatigue rules simulate this phenomenon.

A character can sprint for a number of turns equal to his Body plus the hits on a Running (Long Distance) + Strength Test before he or she begins to lose steam. If the character continues to run beyond this base period, he or she begins taking 1 box of Stun damage each Combat Turn from fatigue; this damage cannot be resisted.

If a character is merely jogging instead of sprinting, the gamemaster should increase the base period to (Body + hits) x 2 *minutes*, and only apply 1 box of fatigue Stun damage each time that period passes (rather than each Combat Turn).

The maximum amount of fatigue that can be taken is 6 boxes of Stun. After that point, the character must make a Body + Willpower (2) Test each Combat Turn (sprinting) or Body + hits minutes (jogging). If the character fails, he collapses from exhaustion and is simply unable to continue any sort of strenuous activity until he rests.

### Fire Damage

Certain types of flame or heat-based attacks inflict Fire damage, including (but not limited to): thermite, flares, Flamethrower and Fireball spells, and the Energy Aura and Engulf critter powers. Treat Fire damage as Physical damage, but Impact armor only protects against it with half its value (round up). The fire resistance armor upgrade (p. 317) adds its full rating to the armor value.

Objects hit by a Fire damage attack are in risk of catching fire. Make a damage resistance test using the item's Armor x 2 (see *Barriers*, p. 157), or just Armor if they are vulnerable to the effect (flammable material vs. fire, for example). The gamemaster should use her discretion as to which objects in the area are worth rolling a test for; most effects can simply be improvised. The gamemaster also decides which items have caught on fire and will continue to burn—as a rule of thumb, any item with a (modified) Armor rating less than the Fire DV has caught fire.

If an object is on fire, note the original Fire DV inflicted—this is the Fire damage rating. At the end of each subsequent Combat Turn, the gamemaster decides whether the fire has grown, shrunk, or stayed the same, depending on the item's flammability, efforts to put the fire out, environmental conditions, etc.; adjust the Fire damage rating accordingly. If the rating is reduced to 0, the flames are put out. In any other case, make another damage resistance test against DV equal to the adjusted Fire damage rating. Continue in this way until the fire diminishes (nothing burns forever—but the fire may also spread to nearby items).

The exact secondary effects of Fire damage on items are determined by the gamemaster. Wood and paper are likely to be consumed; common plastics and fabrics melt; while fire resistant fabrics and metals scorch but otherwise remain unharmed by nor-

mal flames. Damaged electronics may short-circuit and cease to function while weapons lose their integrity and are likely to misfire or fracture. Ammunition and explosives may explode.

## SURPRISE

Characters sometimes appear unexpectedly. This may be deliberate (a planned ambush) or accidental (two unlucky security guards stumble into a group of shadowrunners breaking into a top-secret research lab). Surprise simulates these and similar instances. The following rules apply to critters as well as to characters. Note that non-sentient objects (astral barriers, foci, programs, IC, etc.) cannot be surprised.

A surprised character is caught off guard and can do little except watch events unfold. Surprise occurs on a character-by-character basis. A character walking into an ambush set by two opponents, for example, may be surprised by one of his enemies but not by the other.

Surprise normally occurs at the beginning of combat, but it is possible for surprise to happen within a Combat Turn as well.

### SURPRISE AND PERCEPTION

Surprised characters are normally unaware that a situation that they need to react to is forthcoming. This normally occurs because they either failed to perceive something (they didn't get enough hits to notice the concealed sniper) or because the gamemaster decides that they didn't even have a chance to perceive it (they blithely walk into a room they expect to be empty, but it's in fact filled with relaxing guards).

In some circumstances, gamemasters may wish to give a character the chance to be alerted that something is about to happen. The best way to do this is to make a secret Perception Test for the character. If the character is lucky, he may, for example, hear approaching footsteps, notice the smell of cigarette smoke as he approaches the corner, or just get that tingly feeling that someone is behind him. A character who succeeds in the Perception Test is alerted in some way, and receives a bonus on his Surprise Test (see below).

The surprise rules below apply to all situations, whether all the parties involved are caught off guard or whether one or more parties are intentionally ambushing others.

### SURPRISE TESTS

To resolve surprise situations, all participants must make an Initiative Test (Reaction + Intuition). Note the number of hits scored for each character—this is the threshold that other characters need to beat in order to act against them in the first Initiative Pass. Characters who have been alerted in some way receive a +3 dice pool modifier on this test.

At this point, the Combat Turn begins, and characters roll Initiative as normal. During the first Initiative Pass, however, characters are considered surprised by any other characters who scored more hits than they did on the surprise test. A character who is surprised may not directly act toward or react to characters who have surprised him—this includes friends as well as foes.

Surprise only counts in the first Initiative Pass. Once the second Initiative Pass begins, the effects of surprise no longer apply.

