

Actions. Effectively, that character loses a pass. The character may act normally in the next Initiative Pass.

*Tess, Caitlin, and Mitch are lying in wait for three Mitsuhamas security goons. As the goons approach, the gamemaster secretly makes a Perception Test to see if the goons notice the trap, but they are distracted and fail. The goons arrive, and our heroes spring their ambush. All six characters make an Initiative Test. Since the shadowrunners were lying in ambush positions and their targets were not alerted, they receive a +6 dice pool modifier and are automatically not surprised. Tess rolls 3 hits, Caitlin gets 4, and Mitch gets 5. Goon A gets 4 hits, Goon B gets 2, and Goon C gets a critical glitch. All six characters then roll Initiative. Tess gets an Initiative Score of 6, Caitlin 5, and Mitch 10. The goons get 8, 5, and 5, respectively.*

*The goons are in deep trouble. Goon A can only take actions against Tess and Caitlin. Goon B can't react to anyone except Goon C in the first Initiative Pass, and Goon C is caught with his mouth hanging open and can take no actions at all.*

*Mitch goes first on 10, taking out Goon B with a surprise attack. Goon A goes next on 8, but since he is surprised by Mitch, he cannot react against him. The gamemaster makes a Perception Test for Goon A to determine how aware of the situation he is. The goon gets 2 hits, so he sees enough to know he's being ambushed. Goon A dives for cover on his action. That makes it a little more difficult for Tess and Caitlin to take him out, but since Goon C seems oblivious, they figure they can safely ignore him for the moment.*

## BARRIERS

Sometimes, a character may wish to attack through a barrier, either to get at a target on the other side or to make a hole through which he can move. The procedure for each is described below.

### BARRIER RATINGS

Barriers have two ratings: an Armor rating and a Structure rating. The Barrier Rating Table lists the Barrier ratings for various types of materials.

#### Armor Rating

Armor acts as a normal Armor rating, and is used to resist damage.

#### Structure Rating

The Structure rating is the number of "damage boxes" required to destroy a section 1 meter square and about 10 cm thick (approximately the typical wall thickness for a residential or office building).

## BARRIER RATING TABLE

Material	Armor Rating	Structure Rating
Fragile Example: standard glass	1	1
Cheap Material Example: drywall, plaster, door, regular tire	2	3
Average Material Example: tree, furniture, plastiboard, ballistic glass	4	5
Heavy Material Example: hardwood, dataterm, lightpost, chain link	6	7
Reinforced Material Example: densiplast, security door, armored glass, Kevlar wallboard	8	9
Structural Material Example: brick, plascrete	12	11
Heavy Structural Material Example: concrete, metal beam	16	13
Armored/Reinforced Material Example: reinforced concrete	24	15
Hardened Material Example: blast bunkers	32+	17+

## Shooting Through Barriers

If a character wants to shoot through a barrier to hit a target behind it, add the barrier's Armor rating to whatever armor the target already possesses. The attacker also suffers a -6 Blind Fire dice pool modifier because he cannot see the intended target, unless the barrier is transparent.

If the weapon's modified Damage Value does not exceed the barrier's Armor rating (modified by the weapon's AP), then the weapon is simply not strong enough to pierce the barrier, and the attack automatically fails.

*Rambler is engaging in some corporate headhunting—literally. His target has taken cover behind his hardwood executive office door. Rambler decides to shoot the suit through the door, which has an Armor rating of 6. Rambler is packing a heavy pistol (DV 5, AP -1), loaded with APDS rounds (AP -4), so the door only offers an effective 1 point of armor (6 - 5). Even with the -6 Blind Fire modifier, Rambler scores 2 net hits. The whimpering executive must resist 7 DV (5 + 2), but he receives 1 extra die for the door's modified armor.*

Against melee attacks with blunt weapons such as fists, clubs, or similar items, a barrier maintains its normal rating. Against melee attacks with edged weapons, such as swords and the like, the barrier has twice its normal rating.

## DESTROYING BARRIERS

If a character is attacking a barrier with intent to destroy it (or create a hole), resolve the attack normally. Since barriers can't dodge, the attack test is unopposed. (The purpose of the attack test is to generate extra hits to add to the Damage Value. If a char-