COMPLEX ACTIONS

A Complex Action requires concentration and/or finesse. Only one Complex Action is possible per Action Phase. A character who wishes to take a Complex Action may also take a Free Action that Action Phase, but no Simple Actions are possible.

Fire Automatic Weapon

A character may fire a ready firearm in full autofire mode by taking a Complex Action. See *Firearms,* p. 142.

Fire Mounted or Vehicle Weapon

A character may fire a ready mounted or vehicle weapon by taking a Complex Action. See *Vehicle Combat,* p. 158.

Full Defense

A character may choose to dedicate his attention to avoiding incoming attacks as a Complex Action (see *Full Defense,* p. 151). Note that full defense actions may be taken at any time, even before the character's Action Phase, as long as the character is not surprised—but it uses up the character's next available action. Characters may goon full defense even if they don't have an action that pass, sacrificing their first action of the next Combat Turn instead.

Melee/Unarmed Attack

A character may make a melee or unarmed attack by taking a Complex Action (see *Melee Combat,* p. 146). A character may also attack multiple targets within melee range with a single Complex Action (see *Multiple Targets,* p. 148).

Reload Firearm

Weapons that do not use clips must be reloaded using a Complex Action (see *Reloading Firearms,* p. 312).

Use Complex Object

A character may operate a complex object, such as a computer, vehicle, mechanical tool, and so on by taking a Complex Action. "Use" entails activating a program, issuing detailed instructions, conducting an internal operation (such as copying files), driving the vehicle, and so on.

Use Skill

A character may use an appropriate skill by taking a Complex Action (see *Using Skills,* p. 106).

MOVEMENT

There are two types of movement: walking and running. Characters may move at one of these two rates during each Initiative Pass, or they may choose to remain stationary. To walk or run, the character must declare it during the Declare Actions part of his Action Phase. Walking does not take up any action, but running requires a Free Action.

Once a mode of movement has been declared, the character moves in that mode until his next Action Phase. A character continues to move in the last mode he chose during passes in which he does not have an action. This means a character with only one action, for example, who chooses to walk or run in the first Initiative Pass will be walking or running the same throughout subsequent Initiative Passes. The movement mode can only be changed when the character acts again.

MOVEMENT RATE

The movement rates for each metatype are noted on the Movement Table. This rate is the distance the character moves by that method *per Combat Turn* (not per Initiative Pass).

If a character mixed his modes of movement during a Combat Turn and it becomes important to know exactly how far the character moved in a particular pass, simply divide his Movement Rate by the number of passes in that turn.

Sprinting

Characters may attempt to increase their running distance by spending a Simple Action (rather than just a Free Action to run) and making a Running + Strength Test. Each hit adds 2 meters to their Running Rate.

Running Modifiers

Characters who are running take a –2 dice pool modifier to any tests attempted while running, with the exception of charging attacks (see p. 148) and defending against attacks.

Twitch the elf samurai is chasing down an opponent. He's an elf, so his Running Rate is 25 meters per Combat Turn. This particular Combat Turn is three Initiative Passes long, so he moves (25 ÷ 3) 8 meters per pass. If Twitch stopped running for one pass to help up somebody his opponent knocked over, then he would only be moving 16 meters that Combat Turn.

RESOLVING COMBAT

Shadowrun includes four types of combat: ranged combat (p. 140), melee (also known as hand-to-hand, p. 146), astral combat (p. 184), and cybercombat (p. 230). All combat, whether it involves firearms, knives, astral attacks, or attack programs, is resolved in the same manner.

OPPOSED COMBAT TEST

Combat is handled as an Opposed Test between the attacker and defender. The exact skills and attributes used depend

MOVEMENT RATE TABLE

Metatype	Walking Rate (m/turn)	Running Rate (m/turn)
Humans, elves, orks	10	25
Dwarfs	8	20
Trolls	15	35