MELEE MODIFIERS TABLE

Situation	Dice Pool Modifier
Friends in the melee	+1 per friend (max. +4)
Character wounded	–wound modifier (see p. 153)
Character has longer Reach	+1 per point of net Reach*
Character using off-hand weapon	–2
Character attacking multiple targets	splits dice pool
Character has superior position	+2
Opponent prone	+3
Attacker making charging attack	+2
Defender receiving a charge	+1
Visibility impaired	Consult the Visibility Table (see p. 140)
Called shot	variable (see *Called Shots,* p. 149)
Touch-only attack	+2

* You may apply Reach as a –1 dice pool modifier per net point to the opponent instead.

Mukesh is attacking an opponent with his sword (Reach 1). His opponent is fighting back with a knife (Reach 0). Mukesh has a net Reach of 1. He can apply this as a +1 dice pool modifier on his attack test or inflict it as a –1 dice pool modifier on the opponent's defense test.

Off-Hand Weapon

If an attacking or parrying character is wielding the melee weapon in his non-dominant hand, he suffers –2 modifier for the attack. Note that all characters have a dominant hand (left or right, their choice), unless they have the Ambidextrous quality (see p. 77).

Multiple Targets

Characters may attack more than one opponent in melee with the same Complex Action, as long as those opponents are within one meter of each other. The attacker's dice pool is split between each attack, and each attack is handled separately.

Superior Position

A character has a superior position if he is standing on higher ground (by at least half a meter) than his opponent, if he is standing on stable ground while the opponent is not, if he is attacking the opponent from behind, or if the opponent is in a restricted position and the character is not.

Note that if a target is not aware than an attack is coming (see *Surprise,* p. 155), then he cannot defend against it (no dodge or parry). It is generally assumed that characters engaged in combat have enough situational awareness to notice attacks from behind (and thus dodge/parry them) unless the attacker is using Infiltration skill to sneak up on the character.

Character Charging

A character who runs and attacks an opponent in the same Action Phase is considered to be charging. The charging char-acter must cover at least 2 meters of ground to reach his opponent. Charging characters get a +2 Charging dice pool modifier to their attacks and do not suffer a movement modifier for running.

Defender Receiving a Charge

A character who has delayed his action and who is being charged by another character can intervene and take his action in the split-second before the charging character attacks. A character who receives a charge in this way receives a +1 dice pool modifier to his attack for bracing against the attack.

Touch-Only Attack

If a character is merely seeking to touch an opponent, rather than damage him (in order to cast a touch-only spell, for example), then the attacker receives a +2 dice pool modifier.

MELEE COMBAT WEAPONS

Melee combat weapons are any weapons wielded by combatants within a few meters of each other. Some of these weapons can also be thrown, but if the weapon is swung, melee combat rules apply. If you throw a melee weapon (a club, for instance), you resolve that action as a ranged projectile attack (see *Projectile Weapons,* p. 144 and *Ranged Combat,* p. 140). The Melee Weapons Table (p. 149) lists the melee weapons available in *Shadowrun,* along with their statistics. For full details, see the gear listings on p. 304.

Melee Damage

The Damage Value for most melee attacks is based on the attacker's Strength ÷ 2 (round up), modified for the weapon. A standard unarmed attack inflicts (Strength ÷ 2)S.

Impact armor (not Ballistic) is used to defend against melee weapons.

OTHER COMBAT FACTORS

Unless otherwise noted, the following rules apply to both ranged combat and melee attacks.

ARMOR

Two types of armor exist in *Shadowrun:* Ballistic and Impact. Armor is used with Body to make damage resistance tests (see *Damage Resistance Test,* p. 140). The armor rating is reduced by the attack's AP value (see *Armor Penetration,* p. 152).

Good armor will protect a character from serious physical harm. If the modified DV of an attack causing Physical damage does not *exceed* the AP-modified armor rating, then the attack will cause Stun damage instead.

Ballistic and Impact armor ratings are frequently noted as (B/I), with Ballistic armor to the left of the slash and Impact armor to the right.

Crazy brings a knife to a gunfight, and ends up with a bullet to the chest. Her attacker scored 1 net hit