then the attack automatically knocks him down. Characters who take 10 or more boxes of damage in a single attack are always knocked down.

Note that certain less-than-lethal weapons are specifically designed to knock a target down, including gel rounds and shock weapons such as tasers and stun batons. Gel rounds reduce the Body of a character by 2 when comparing it to the DV to determine knockdown. Shock weapons have their own effects, noted under *Electricity Damage,* p. 154.

Attacking to Knock Down (Melee Only)

An attacking character may intentionally intend to knock his opponent to the ground by bowling him over, sweeping his feet out from under him, pulling him off balance, or some similar maneuver. The attacker must declare his intention to perform a knockdown attack during the Declare Actions part of the Action Phase. The attacker makes a melee attack as normal. If he succeeds (he scores more hits than the defender), compare the attacker's Strength + net hits to the defender's Body. If the attacker's total exceeds the defender's Body, the attacker knocks the defender to the ground. This knockdown attack causes no damage.

The attacker chooses whether to follow the defender to the ground or stay on his feet—unless he glitches, in which case he falls as well. On a critical glitch, the attacker falls down while the defender stays standing.

SUBDUING (MELEE ONLY)

Sometimes, characters will find it necessary to subdue an opponent without beating him into unconsciousness. To do so, the attacker must engage in subduing combat.

To subdue a character, resolve melee combat normally. If the attacker successfully hits, compare his Strength + net hits to the defender's Body. If the attacker's total exceeds the defender's Body, the attacker grapples and immobilizes the defender. This subduing attack causes no damage to the defender.

To break out of the lock, the defender must take a Complex Action and succeed in a Strength + Unarmed Combat Test with a threshold equal to the net hits scored on the grappling test. Otherwise the defender remains subdued and cannot take any actions requiring physical movement. Consider the subdued character to be prone for any attacks made against him.

The grappling character does not need to make any tests to maintain the grapple, but he must spend a Complex Action on each of his Action Phases to do so. The grappler may also choose to do one of the following on each Complex Action he spends to maintain the grapple:

- Make an additional Unarmed Combat Attack Test to get a better grip. The defender opposes as normal. The attacker gets the Superior Position bonus. If the attacker scores more hits, the net hits are added to his previous grappling net hits, making it harder for the defender to break free. If the defender scores more hits, however, reduce the attacker's net hits as his grip slips.
- Inflict Stun damage on the character with a Damage Value equal to his Strength. This requires no test, but the defender resists it as normal. Impact armor applies.

- Knock the defender down, following the rules for *Attacking to Knock Down*. The attacker gets the Superior Position bonus.

DAMAGE

Involved as they are in an illegal and often hazardous line of work, *Shadowrun* characters get hurt and get hurt often. What kind of damage, how bad an injury is, and how much it affects the character will vary greatly depending on the situation.

TYPES OF INJURY

Damage in *Shadowrun* is defined as Physical and Stun. Each type of damage is tracked separately.

Physical Damage

Physical damage, the most dangerous type, is the kind done by guns, explosions, bladed weapons, and most magic spells. Weapons that inflict Physical damage have the letter "P" following their Damage Value. As one might expect, Physical damage takes the longest time to heal.

Stun Damage

Stun damage—bruising, muscle fatigue, and the like—is the kind done by fists, kicks, blunt weapons, stun rounds, shock weapons, concussion grenades, some magic spells, and magical drain. If something does Stun damage, the letter "S" will follow the Damage Value. Stun damage heals quickly, but its immediate effects can be as deadly as Physical damage.

DAMAGE CODES

All weapons have Damage Codes that indicate how difficult it is to avoid or resist the damage, and how serious the actual wounds are that the weapon causes. A weapon's Damage Code consists of two numbers representing Damage Value (DV) and Armor Penetration (AP). These are separated with a slash, with DV to the left and AP to the right of the slash. So a weapon with a Damage Code 7/–1 has a Damage Value 7 and an Armor Penetration of –1.

Damage Value

The Damage Level indicates the severity of the damage inflicted by the weapon—its ability to transfer damage to the target. In game terms, each point of Damage Value inflicts one box of damage to the target's Condition Monitor. The base Damage Value of the weapon is modified by the attacker's net hits, ammunition type, and other factors.

Armor Penetration (AP)

A weapon's Armor Penetration (AP) represents its penetrating ability—its ability to pierce armor. The AP is used to modify a target's Armor rating when he makes a damage resistance test. Some weapons fare poorly against armor, and so actually raise the value of the armor—if the target is not wearing armor, however, this bonus does not apply. Others are designed to tear through armor, and so reduce its effectiveness. If a weapon's AP reduces an armor's rating to 0 or less, the character gets to roll no armor dice on his damage resistance test.