



INCOMING FEED

Ambushing

Characters who are planning an ambush and have delayed their actions while they lie in wait for the arrival or appearance of their targets receive a +6 dice pool modifier on the surprise Initiative Test. Ambushing characters, however, are automatically not surprised by the characters they are ambushing—assuming they are aware of the movement and actions of their target(s). If the ambusher is unaware of his prey's activities (for example, he is waiting for someone to enter the room so he can leap out from behind the door, but he doesn't know when that will be), he still receives the +6 modifier, but must check for surprise as well (he may not be prepared when the target walks through the door).

Note that it is possible that the character(s) performing the ambush may get a lower Initiative Score than their targets. If a target is surprised, this doesn't matter. If a target is not surprised, however, he should be given a free Perception Test to notice the ambush. If he succeeds, he knows what's coming and can pre-empt the ambushers. If he fails, however, he has no idea what's coming, so the gamemaster should delay his action until the ambush commences.

Surprise Within Combat

Surprise may also occur within combats that have already started. A security guard may, for example, walk in a room to find a shadowrunner trying to strangle his partner. Whenever new characters are unexpectedly introduced to a combat situation, the gamemaster should make a surprise test between the characters

already involved and the ones just entering, and apply surprise effects as appropriate. The characters already involved in the combat do not have to check against each other for surprise.

EFFECTS OF SURPRISE

Characters who are surprised cannot take any actions that directly affect, impede, or counteract characters that have surprised them. This means surprised characters cannot attack those who surprised them, nor can they dodge or defend against attacks from those characters. The surprised character also cannot react to those characters' actions in any way. The surprised character can, however, carry out other actions that are not specifically directed at any surprising characters, such as dropping prone or readying a weapon (but not firing it).

Note that friends may surprise as well as foes. A character caught in an ambush situation may not react to his friend's warning to duck, for example, if the friend also surprised him.

Surprise and Glitches

Characters who glitch on their surprise tests may still react as appropriate, but they also jump or take an otherwise startled action, perhaps knocking into something or dropping something they were holding. The gamemaster determines the exact effect of the glitch.

A character who gets a critical glitch on the surprise test is either absolutely oblivious or flat-footed. He is considered completely surprised and cannot take any actions, including Free