

## COMBAT SEQUENCE

### 1. Declare Attack

### 2. Apply Situational Modifiers

### 3. Make the Opposed Test

A. Attacker rolls attribute + skill +/- modifiers

Attacker	Attribute	Skill
Astral	Willpower/Force	Astral Combat/Force
Matrix	attack program	Cybercombat
Melee	Agility	combat skill
Ranged	Agility	combat skill

B. Defender rolls attribute + skill +/- modifiers (+skill if on full defense)

Defender	Attribute	Skill	Full Defense
Astral	Intuition/Force	Astral Combat/Force	+Dodge/Force
Matrix	Response	Firewall	+Hacking/rating
Melee	Reaction	combat skill/Unarmed/Dodge	+Dodge
Ranged	Reaction	—	+Dodge

C. If attacker achieves more hits, attack succeeds. Ties can be considered a grazing hit (see p. 139). Otherwise, attack fails.

### 4. Compare Damage to Armor if the attack causes Physical damage

A. Attack's base DV + net hits = Modified Damage Value

B. Armor +/- AP modifier = Modified Armor Value

C. If the Modified Damage Value does not exceed the Modified Armor Value, damage is Stun rather than Physical.

Attack	Base DV	DV modifiers
Astral	(Charisma/Force) ÷ 2	net hits
Astral w/weapon focus	by weapon	net hits
Matrix	attack program	net hits
Melee (armed)	by weapon	net hits
Melee (unarmed)	Strength ÷ 2	net hits
Ranged	by weapon	net hits, ammo type, autofire*

\*autofire does not count when comparing the Modified DV to the Modified Armor

### 5. Damage Resistance Test

Defender rolls attribute + Modified Armor Value. Each hit reduces the Modified DV by 1.

Attack	Attribute used	Armor used
Astral	Willpower	Mystic
Matrix	System/Willpower	Armor/Biofeedback Filter
Melee	Body	Impact
Ranged	Body	Ballistic or Impact

### 6. Apply Damage

Each remaining point of DV = 1 box of damage.

## VISIBILITY MODIFIERS

Visibility Modifiers	Normal	Low-Light	Thermographic	Ultrasound
Full Darkness	-6	-6	-3	-3
Partial Light	-2	0	-2	-1
Glare	-1	-1	-1	0
Light Fog/Mist/Rain/Smoke	-2	-1	0	-1
Heavy Fog/Mist/Rain/Smoke	-4	-2	-2	-2
Thermal Smoke	-4	-2	-6	-2

## MOVEMENT RATE TABLE

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

## COMBAT TURN SEQUENCE

### 1. Roll Initiative

Initiative Score = Initiative attribute + hits

### 2. Begin First Initiative Pass

Characters act in turn from highest Initiative Score to lowest

### 3. Begin Action Phase

A. **Declare Actions.** Each character may take 1 Complex Action or 2 Simple Actions during their Action Phase. Each character also gets 1 Free Action to be taken on this phase or during any subsequent phase in the Combat Turn.

B. **Resolve Actions.**

### 4. Declare and Resolve Actions of Remaining Characters

### 5. Begin Next Initiative Pass

Characters who have more than one Initiative Pass may go again. Repeat this cycle for characters who get a third or fourth pass as well.

### 6. Begin new Combat Turn

## SPELLCASTING BY THE NUMBERS

### Step 1: Choose a Spell.

**Step 2: Choose the Force** up to the caster's Magic attribute (unless overcasting—see p. 172).

**Step 3: Choose a Target** within the caster's line of sight.

**Step 4: Roll Magic + Spellcasting.**

**Step 5: Determine Effect** (see spell description).

**Step 6: Roll Willpower + attribute to resist Drain.**

**Step 7: Determine Ongoing Effects** (-2 sustaining modifier).

## PERCEPTION TEST THRESHOLDS

Item/Event Is:	Threshold
Obvious/Large/Loud	1
Normal	2
Obscured/Small/Muffled	3
Hidden/Micro/Silent	4

## PERCEPTION TEST MODIFIERS

Situation	Dice Pool Modifier
Perceiver is distracted	-2
Perceiver is actively looking/listening for it	+3
Object/sound not in immediate vicinity	-2
Object/sound far away	-3
Object/sound stands out in some way	+2
Interfering sight/odor/sound	-2
Perceiver has active enhancements	+rating
Perceiver using virtual reality	-6



## SKILLS AND LINKED ATTRIBUTES

### PHYSICAL ATTRIBUTES

#### Agility

Archery  
Automatics  
Blades  
Clubs  
Escape Artist  
Exotic Melee Weapon (Specific)  
Exotic Ranged Weapon (Specific)  
Forgery  
Gunnery  
Gymnastics  
Heavy Weapons  
Infiltration  
Locksmith  
Longarms  
Palming  
Pistols  
Throwing Weapons  
Unarmed Combat

#### Body

Diving  
Parachuting

#### Reaction

Dodge  
*Pilot Aerospace*  
*Pilot Aircraft*  
*Pilot Anthroform*  
*Pilot Exotic Vehicle (Specific)*  
Pilot Ground Craft  
Pilot Watercraft

### Strength

Climbing  
Running  
Swimming

### MENTAL ATTRIBUTES

#### Charisma

Con  
Etiquette  
Instruction  
Intimidation  
Leadership  
Negotiation

#### Intuition

Artisan  
*Assensing*  
Disguise  
Interests Knowledge  
Language  
Navigation  
Perception  
Shadowing  
Street Knowledge  
Tracking

#### Logic

Academic Knowledge  
*Aeronautics Mechanic*  
Armorer  
*Automotive Mechanic*  
Computer  
*Cybertechnology*  
Cybercombat

Data Search  
Demolitions  
*Electronic Warfare*  
First Aid  
*Industrial Mechanic*  
Hacking  
*Hardware*  
*Medicine*  
*Nautical Mechanic*  
Professional Knowledge  
*Software*  
**Willpower**  
*Astral Combat*  
Survival

### SPECIAL ATTRIBUTE

#### Magic

*Banishing*  
*Binding*  
*Counterspelling*  
*Ritual Spellcasting*  
*Spellcasting*  
*Summoning*

#### Resonance

*Compiling*  
*Decompiling*  
*Registering*

**Note:** You cannot default on *Italicized skills.*

## DIFFICULTY TABLE

Difficulty	Threshold
Easy	1
Average	2
Hard	3
Extreme	4

## BUYING HITS

Dice Pool	Automatic Hits
1-3	not possible
4-7	1
8-11	2
12-15	3
16-19	4
20-23	5
24-27	6
28-31	7
32-35	8
36-39	9

## EXTENDED TEST DIFFICULTIES

Task Time	Interval
Fast	1 Combat Turn
Quick	1 Minute
Short	10 Minutes
Average	30 Minutes
Long	1 Hour
Consuming	1 Day
Exhaustive	1 Week
Mammoth	1 Month

Task Difficulty	Threshold
Easy	4
Average	8
Hard	12
Extreme	16+

## RANDOM ALERT RESPONSE

1D6 Roll	Response
1	Launch Track IC
2	Launch Attack IC
3	Launch Blackout or Black Hammer IC
4	Scramble Security Hacker
5	Terminate Connection
6	System Reset/Shutdown

## MATRIX SEARCH TABLE

Threshold	Difficulty
2	Easy
4	Average
8	Hard
16	Extreme

Interval	Search Area
1 Initiative Pass	Same device
1 Combat Turn	Same network
1 Minute	Entire Matrix

## CONCEALABILITY TABLE

Concealability Modifier	Examples
-6	RFID tag, bug, slap patch, micro-electronics, micro-drone
-4	Hold-out pistol, monowhip, ammo, credstick, chips/softs, sequencer/passkey
-2	Light pistol, knife, sap, microgrenade, flash-pak, jammer, minidrone
+0	Heavy pistol, taser, grenade, goggles, commlink
+2	Machine pistol, medkit, club
+4	SMG, stun baton, sword
+6	Assault rifle, katana

## AVAILABILITY INTERVAL

Item's Cost	Interval
Up to 100¥	12 hours
101 to 1,000¥	1 day
1,001 to 10,000¥	2 days
10,001¥+	1 week

## WEAPON RANGE TABLE

Dice Pool Modifier:	+0	-1	-2	-3
	Range in Meters			
	Short	Medium	Long	Extreme
<b>Pistols</b>				
Taser	0-5	6-10	11-15	16-20
Hold-out Pistol	0-5	6-15	16-30	31-50
Light Pistol	0-5	6-15	16-30	31-50
Heavy Pistol	0-5	6-20	21-40	41-60
<b>Automatics</b>				
Machine Pistol	0-5	6-15	16-30	31-50
SMG	0-10	11-40	41-80	81-150
Assault Rifle	0-50	51-150	151-350	351-550
<b>Longarms</b>				
Shotgun (flechette)	0-10	11-25	26-40	41-60
Shotgun (slug)	0-10	11-40	41-80	81-150
Sporting Rifle	0-100	101-250	251-500	501-750
Sniper Rifle	0-150	151-350	351-800	801-1,500
<b>Heavy Weapons</b>				
Light Machine Guns	0-75	76-200	201-400	401-800
Medium/ Heavy Machine Gun	0-80	81-250	251-750	751-1,200
Assault Cannon	0-100	101-300	301-750	751-1,500
Grenade Launcher	*5-50	51-100	101-150	151-500
Missile Launcher	*20-70	71-150	151-450	451-1500
<b>Ballistic Projectiles</b>				
Bow	0-STR	To STR x 10	To STR x 30	To STR x 60
Light Crossbow	0-6	7-24	25-60	61-120
Medium Crossbow	0-9	10-36	37-90	91-150
Heavy Crossbow	0-15	16-45	46-120	121-180
<b>Impact Projectiles</b>				
Thrown Knife	0-STR	To STR x 2	To STR x 3	To STR x 5
Shuriken	0-STR	To STR x 2	To STR x 5	To STR x 7
<b>Thrown Grenades</b>				
Standard	0-STR x 2	To STR x 4	To STR x 6	To STR x 10
Aerodynamic	0-STR x 2	To STR x 4	To STR x 8	To STR x 15

\* See *Grenade Launcher Minimum Range*, p. 145.

## RANGED COMBAT MODIFIERS TABLE

Situation	Dice Pool Modifier
Attacker running	-2
Attacker in melee combat	-3
Attacker in a moving vehicle	-3
Target has partial cover	-2
Target has good cover	-4
Target hidden (blind fire)	-6
Attacker firing from cover	-1
Attacker wounded	-wound modifiers (see p. 153)
Attacker using laser sight	+1*
Attacker using smartlinked weapon	+2*
Attacker using image magnification	eliminates range modifiers (see p. 139) splits dice pool
Attacker using a second firearm	-2
Attacker using off-hand weapon	-2
Aimed shot	+1 per Simple Action
Called shot	-variable (see <i>Called Shots</i> , p. 149)
Multiple targets	-2 per additional target that Action Phase
Tracer rounds with short burst	+1
Tracer rounds with long burst	+2
Tracer rounds with full auto	+3
Recoil, semi-automatic	-1 for second shot that Action Phase
Recoil, burst	-2 (first burst), -3 (second)
Recoil, long burst	-5 (first burst), -6 (second)
Recoil, full auto	-9
Recoil, heavy weapon	2 x uncompensated recoil
Recoil compensation	Reduces recoil modi- fier
Gyro stabilization	Reduces recoil or movement modifier
Visibility Impaired	See Visibility Table

\* Note that the bonuses for laser sights and smartlinks are not cumulative.

## MELEE MODIFIERS TABLE

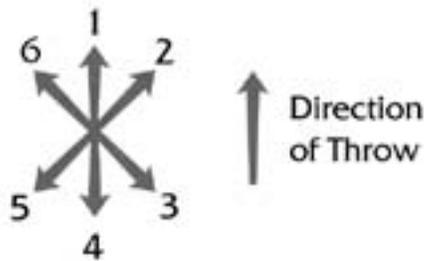
Situation	Dice Pool Modifier
Friends in the melee	+1 per friend (max. +4)
Character wounded	-wound modifier (see p. 153)
Character has longer Reach	+1 per point of net Reach*
Character using off-hand weapon	-2
Character attacking multiple targets	splits dice pool
Character has superior position	+2
Opponent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

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

## DEFENSE MODIFIERS TABLE

Situation	Dice Pool Modifier
Defender unaware of attack	No defense possible
Defender wounded	-wound modifiers (see p. 153)
Defender inside a moving vehicle	+3
Defender has defended against previous attacks since last action	-1 per additional defense
Defender prone	-2
<i>Ranged Attacks only:</i>	
Defender running	+2
Defender in melee targeted by ranged attack	-3
Attacker firing wide burst	-2
Attacker firing long wide burst	-5
Attacker firing full-auto wide burst	-9
Attacker firing shotgun on medium spread	-2
Attacker firing shotgun on wide spread	-4
Attacker using area attack weapon (grenade, missile)	-2

### SCATTER DIAGRAM



### SCATTER TABLE

Type	Scatter
Standard Grenade	1D6 meters – 2 per net hit
Aerodynamic Grenade	2D6 meters – 4 per net hit
Grenade Launcher	3D6 meters – 4 per net hit
Rocket	2D6 meters – 1 per net hit
Missile	2D6 meters – 1 per net hit (– Sensor rating)
Airburst	1D6 meters – 1 per net hit (– Sensor rating)

### MELEE WEAPONS TABLE

Blades	Reach	Damage Value	AP
Combat Axe	2	(STR/2 + 4)P	–1
Forearm Snap-Blades	—	(STR/2 + 2)P	—
Katana	1	(STR/2 + 3)P	–1
Knife	—	(STR/2 + 1)P	—
Monofilament Sword	1	(STR/2 + 3)P	–1
Survival Knife	—	(STR/2 + 1)P	–1
Sword	1	(STR/2 + 3)P	—
<b>Clubs</b>			
Club	1	(STR/2 + 1)P	—
Extendable Baton	1	(STR/2 + 1)P	—
Sap	—	(STR/2 + 1)S	—
Staff	2	(STR/2 + 2)P	—
Stun Baton	1	6S(e)*	–half
<b>Cyberware</b> (Blades or Exotic Melee)			
Hand Blade	—	(STR/2 + 2)P	—
Hand Razors	—	(STR/2 + 1)P	—
Spur	—	(STR/2 + 3)P	—
<b>Cyberware (Unarmed)</b>			
Aluminum Bone Lacing	—	(STR/2 + 2)P	—
Plastic Bone Lacing	—	(STR/2 + 1)P	—
Titanium Bone Lacing	—	(STR/2 + 3)P	—
Shock Hand	—	6S(e)*	–half
<b>Exotic Melee Weapons</b>			
Pole Arm	2	(STR/2 + 2)P	–2
Monofilament Chainsaw	1	5P	–2
Monofilament Whip	2	8P	–4
Riot Shield	—	(STR/2)S	+2
Taser Armor/Shield	—	6S(e)*	–half
<b>Unarmed</b>			
Shock Glove	—	5S(e)*	–half
Unarmed	—	(STR/2)S	—
<b>Sample Improvised Weapons</b>			
Bottle (unbroken):			
Clubs, broken: Blades	—	(STR/2)P	+1
Chain/Whip (Exotic Melee)	1	(STR/2 + 1)P	+1
Chair (Clubs)	1	(STR/2 + 1)S	—
Frying Pan (Clubs)	—	(STR/2 + 1)S	+1
Metahuman Body (Unarmed Combat)	1	(BOD/2)S	+2
Pistol/Rifle Butt (Clubs)	—	(STR/2 + 1)P	—
Pool Cue (Clubs, breaks after first hit)	1	(STR/2)S	—

\*(e) means that the weapon inflicts Electricity damage (see p. 154).

### PROJECTILE WEAPONS TABLE

Weapon	Damage Value	AP
Bow	(STR Min. +2)P	—
Light Crossbow	3P	—
Medium Crossbow	5P	—
Heavy Crossbow	7P	–1
Shuriken	(STR/2)P	—
Throwing knife	(STR/2 + 1)P	—

### GRENADE DAMAGE TABLE

Type	Damage Code	AP	Blast
Flash-Bang	6S	–3	10m Radius
Flash-Pak	Special	—	Special
Fragmentation	12P(f)	+2	–1/m
High Explosive	10P	–2	–2/m
Gas	Chemical	—	10m Radius
Smoke	—	—	10m Radius
Thermal Smoke	—	—	10m Radius

### CHARISMA-LINKED OPPOSED TESTS

Skill Used	Acting Character Rolls:	Target Character Rolls:
Con	Con + Charisma	(Con or Negotiation) + Charisma
Etiquette	Etiquette + Charisma	Perception + Charisma
Intimidation	Intimidation + Charisma	Intimidation + Willpower
Leadership	Leadership + Charisma	Leadership + Willpower
Negotiation	Negotiation + Charisma	Negotiation + Charisma

### SIGNAL RATING TABLE

Signal Rating	Signal Range
0	3 m
1	40 m
2	100 m
3	400 m
4	1 km
5	4 km
6	10 km
7	40 km
8	100 km
9	400 km

### BARRIER RATING TABLE

Material	Armor Rating	Structure Rating
Fragile	1	1
Cheap Material	2	3
Average Material	4	5
Heavy Material	6	7
Reinforced Material	8	9
Structural Material	12	11
Heavy Structural Material	16	13
Armored/Reinforced Material	24	15
Hardened Material	32+	17+

### DAMAGING BARRIERS TABLE

Weapon	DV Modifier
Melee or Unarmed	No change
Whip/Monofilament whip	DV of 1
Projectile	DV of 1 per projectile
Bullet	DV of 2 per bullet
Explosive	base DV x 2
AV rocket/missile	base DV x 3
Combat spell	No change

### BUILD/REPAIR TABLE

Item or Part/Repair	Threshold
Simple/Malfunction	2
Basic/Easy Fix	4
Complex/Common Repair	8
Intricate/Serious Damage	12
Exotic/Broken Beyond Repair	16+

Situation	Dice Pool Modifier
<b>Working Conditions:</b>	
Distracting	-1
Poor	-2
Bad	-3
Terrible	-4
Superior	+1
<b>Tools and/or Parts Are:</b>	
Inadequate	-2
Unavailable	-4 or not allowed
Superior	+1 or more
<b>Plans or Reference Material:</b>	
Available	+1
Augmented Reality Enhanced	+2
<b>Working From Memory</b>	
Logic 5+	+0
Logic 1-4	-(5 - Logic)

### KNOWLEDGE SKILL TABLE

Character Seeks:	Threshold
General knowledge	1
Detailed knowledge	2
Intricate knowledge	3
Obscure knowledge	4

### OBJECT RESISTANCE TABLE

Category	Threshold
Natural Objects (Trees, Soil, Unprocessed Water)	1
Manufactured Low-Tech Objects and Materials (Brick, Leather, Simple Plastics)	2
Manufactured High-Tech Objects and Materials (Advanced Plastics, Alloys, Electronic Equipment)	3
Highly Processed Objects (Computers, Complex Toxic Wastes, Drones, Vehicles)	4+

### SIGNATURE TABLE

Target Vehicle	Modifier
Large and oversized vehicles (trains, construction vehicles, zeppelins, tractor-trailers, airliners)	+3
Electric-powered (EP) vehicles	-3
Metahumans, critters	-3
Drones	-3
Micro-drones	-6

### SAMPLE DEVICES

Device Type	Device Rating	Example
Dumb	1	General appliances, bodyware
Simple	2	Public terminals, entertainment systems
Average	3	Standard personal electronics, headware, vehicles, drones, home/business terminals
Complex	4	Security vehicles, alphaware, research terminals, security devices
Smart	5	High-end devices, betaware, security terminals, military vehicles
Cutting-Edge	6	Deltaware, credsticks

### VEHICLE TEST THRESHOLD TABLE

Situation	Threshold
Easy	1
Average	2
Hard	3
Extreme	4

### TERRAIN TABLE

Terrain Type	Threshold Modifier
Open	0
Light	+1
Restricted	+2
Tight	+3

### HANDLING RATING TABLE

Vehicle	Handling
Motorcycle	+2
Car	0
Sports car	+3
Truck	-1
18-Wheeler	-3
Autogyro	+2
Utility helicopter	0
Combat helicopter	+3
Single-engine airplane	0
Jumbo jet	-3
Jet fighter	+3
T-bird	0

### ASSESSING TABLE

Hits	Information Gained
0	None
1	The general state of the subject's health (healthy, injured, ill, etc.). The subject's general emotional state or impression (happy, sad, angry). Whether the subject is mundane or Awakened.
2	The presence and location of cyberware implants. The class of a magical subject (fire elemental, manipulation spell, power focus, and so on). If you have seen the subject's aura before, you may recognize it, regardless of physical disguises or alterations.
3	The presence and location of alphaware cyber-implants. Whether the subject's Essence and Magic are higher, lower, or equal to your own. Whether the subject's Force is higher, lower, or equal to your Magic. A general diagnosis for any maladies (diseases or toxins) the subject suffers. Any astral signatures present on the subject.
4	The presence and location of bioware implants and betaware cyber-implants. The exact Essence, Magic and Force of the subject. An accurate diagnosis of any disease or toxins which afflict the subject.
5+	Any other implants. The general cause of any emotional impression (a murder, a riot, a religious ceremony, and so on). The general cause of any astral signature (combat spell, hearth spirit, and so on). The fact that a subject is a technomancer.

### ASTRAL TRACKING MODIFIERS

Condition	Threshold Modifier
Each hour passed since astral link was active	+1
Target behind mana barrier	+Force of barrier
Tracking master by spirit:	
Bound spirit	No modifier
Unbound spirit	+2