

## INITIATIVE

### INITIATIVE ATTRIBUTE CHART

Initiative Type	Attributes	Base Initiative Dice
Physical or Matrix: AR	Reaction + Intuition	1D6
Spirit (Materialized)	Force x2 (plus type modifier)	2D6
Spirit (Astral)	Force x2	3D6
Astral	Intuition x2	3D6
Matrix: VR cold-sim	Data Processing + Intuition	3D6
Matrix: VR hot-sim	Data Processing + Intuition	4D6
Drone	Pilot x2	4D6
Sprite	Level x2	4D6
Intrusion Countermeasure	Host Rating x2	4D6
Edged Initiative: Blitz	(As Above)	5D6 (Max)

**Attributes** may be altered by augmentations, drugs, or magic up to their natural maximum limit +4.

**Base Initiative Dice** may be altered by augmentations, drugs, or magic up to a maximum of 5D6.

## MOVEMENT

### MOVEMENT CHART

Type	Walk Rate (MP)	Run Rate (MP)	Sprint Increase
Dwarf, Troll	Speed x 2	Speed x 4	+1 m / hit
Human, Elf, Ork	Speed x 2	Speed x 4	+2 m / hit
Spirit (Materialized)	Speed x 2	Speed x 4	+2 m / hit
Drone	Speed x 2	Speed x 4	+ (Accel) m / hit
Ground Vehicle	(Speed x 3) x 2	(Speed x 3) x 4	+ (Accel) m / hit
Aerial Vehicle	(Speed x 9) x 2	(Speed x 9) x 4	+ (Accel) m / hit

**Metahuman/Spirit Speed** =  $[Agility/2] + 2$ ; Add bonuses to Agility before calculating; round up final results.

**Drone/Vehicle Speed** = See Vehicle Loadout; Add Acceleration to movement in a straight line.

## TESTS

### HITS AND THRESHOLD CHART

Difficulty	Threshold	Extended	Task	Interval*
Easy	1	6	Fast	1 Combat Turn
Average	2	12	Quick	1 minute
Hard	4	18	Short	10 minutes
Very Hard	6	24	Average	30 minutes
Extreme	8+	30+	Long	1 hour
			Consuming	1 day
<b>Glitch</b>		-1D6 hits	Exhaustive	1 week
<b>Critical Glitch</b>		Failure	Mammoth	1 month

\*Each interval, reduce dice pool by 1.

## TACTICAL COMBAT RANGE

WEAPON RANGES				
Weapon Type	Short +0	Medium -2	Long -4	Extreme -6
<b>Pistols</b>				
Range in Meters				
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>				
Range in Meters				
Machine Pistol	0-5	6-15	16-30	31-50
SMG	0-10	11-40	41-80	81-150
Assault Rifle	0-25	26-150	151-350	351-550
<b>Longarms</b>				
Range in Meters				
Shotgun (flechette)	0-15	16-30	34-45	46-60
Shotgun (slug)	0-10	11-40	41-80	81-150
Sniper Rifle	0-50	51-350	351-800	801-1,500
<b>Heavy Weapons</b>				
Range in Meters				
LMG	0-25	26-200	201-400	401-800
MMG/HMG	0-40	41-250	251-750	751-1,200
Assault Cannon	0-50	51-300	301-750	751-1,500
Grenade Launcher	5-50*	51-100	101-150	151-500
Missile Launcher	20-70*	71-150	151-450	451-1,500
<b>Archery</b>				
Range in Meters				
Bow	0-STR	STR x10	STR x 30	STR X 60
Light Crossbow	0-6	7-24	25-60	61-120
Heavy Crossbow	0-15	16-45	46-120	121-180
<b>Throwing Weapons</b>				
Range in Meters				
Thrown Knife	0-STR	STR x 2	STR X 3	STR X 5
Shuriken	0-STR	STR x 2	STR X 5	STR X 7
Grenade	0-STR x 2	STR x 4	STR X 6	STR X 10

## CHASE COMBAT RANGE

CHASE RANGES	
Range	Distance (Meters)
Close	0-2
Short	3-10
Medium	11-50
Long	51-150
Extreme	151-300
Spotter (Aircraft Only)	301-500