

Shadowrun through the ages

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Introduction

Shadowrun is 30 years old and has been through six major revisions; core mechanics have been revised multiple times. It's interesting to put them side-by-side so we can watch them evolve.

Or at least, / think it's interesting...

A note about dice roll outcomes

When choosing dice roll results in the example, I have not always attempted to keep parity between the systems. Often, I've used anydice.com to calculate the most likely outcome, and just used that. But sometimes I've jiggered it up or down a bit to demonstrate some aspect of one of the systems. For example, I rigged the ranged attack rolls in 1e and 2e so I could walk you through how the Rule of Six operates.

This means you **shouldn't compare the outcomes of these scenarios across versions** to make wider judgements about, say, the relative lethality of each edition. **My goal here was to illustrate differing mechanics side-by-side**, not to make an apples-with-apples comparison of the outcomes and probabilities of each test. Indeed, if you start trying to do the comparison thing, I think you'll end up having to pull more and more of each edition's rules in, until it becomes hopelessly complex.

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Ranged attack resolution

Alice shoots Bob with an Ares Predator. What happens next?

Common factors across versions:

- Alice has:
 - Quickness/Agility 5
 - Intelligence 4
 - Willpower 4
 - a weapons skill of 6 and a smartgun link
 - That skill is “Firearms” in 1e/2e/6e, “Pistols” in 3e/4e/5e
 - A smartgun & cyberware smartgun link
- Bob has:
 - Body 4
 - Quickness/Agility 3
 - Intelligence 2
 - Willpower 2
 - Reaction 4
 - Intuition 4
 - an armoured jacket
 - partial cover
- This is happening at “Long” range (the exact definition of this varies a bit by edition, but it’s around 20 m.)

(1) Compare AR and DR to determine Edge (6e only)					
1e	2e	3e	4e 20A	5e	6e
No AR/DR mechanic in this edition	No AR/DR mechanic in this edition	No AR/DR mechanic in this edition	No AR/DR mechanic in this edition	No AR/DR mechanic in this edition	At Long range, the Predator has a base AR of 8; +2 for smartgun.
					Bob’s base DR is 4, +4 for his armoured jacket. He gets a further +2 for being in cover.
					10 vs 10 - no-one gets Edge.

(2) Alice rolls to attack					
1e	2e	3e	4e 20A	5e	6e
She uses a number of dice equal to her weapon skill (6).	<i>same as 1e</i>	<i>same as 1e</i>	She uses a number of dice equal to her weapon skill (6) plus its linked attribute, Agility (5).	<i>same as 4e</i>	<i>same as 4e</i>
The target number is 7, calculated by: Base of 7 for long range -2 for Alice's smartgun +2 because Bob is in partial cover.	The target number is 8, calculated by: Base of 6 for long range -2 for Alice's smartgun +4 because Bob is in partial cover.	<i>same as 2e</i>	This is modified as follows: -3 for long range +2 for smartgun Fixed target number of 5; 10 dice total.	<i>same as 4e</i>	There are no situational modifiers; although status effects (eg. Blinded) can apply in a similar way.
<i>N/A</i>	Alice has a Combat Pool of 6 dice ((Qui+Wil+Int)/2), which can be used for attack or defence, and refreshes each time she gets a turn. She allocates three dice from the Combat Pool to this attack.	<i>same as 2e</i>	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>
She rolls (2, 2, 3, 4, 6, 6)	She rolls (2, 2, 3, 4, 5, 5, 6, 6)	She rolls (2, 2, 3, 4, 5, 6, 6, 6)	She rolls three hits on 10 dice.	She rolls three hits on 10 dice.	She rolls four hits on 11 dice.
Because two of those rolled 6, and her target number is 7, she is allowed to re-roll and add on the new roll to the 6; however, she's guaranteed to get 7+ on both dice so there's no need to actually roll.	Because two of those rolled 6, and her target number is 8, she re-rolls them, getting (1, 3). That gives a final total of (2, 2, 3, 4, 5, 5, 7, 9)	Because three of those rolled 6, and her target number is 8, she re-rolls them, getting (1, 2, 3). That gives a final total of (2, 2, 3, 4, 5, 7, 8, 9)	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>
So Alice has two hits.	So Alice has one hit.	So Alice has two hits.	So Alice has three hits.	So Alice has three hits.	So Alice has four hits.

(3) Bob rolls dodge/defence					
1e	2e	3e	4e 20A	5e	6e
No dodge test in this edition	No dodge test in this edition	He can allocate any number of his Combat Pool (3 dice) to this roll.	He can roll his Reaction stat of 4. (If he chooses, he could also go on Full Defence and add his Dodge skill to this.) He gets +2 to this for his Partial Cover.	He can roll his Reaction+Intuition stats (total 8.) (If he chooses, he could also go on Full Defence and add his Willpower stat to this.) He gets +2 to this for his Partial Cover.	same as 5e
		The target number is 4, which would be modified if Alice was using burst/automatic fire or a shotgun.	As with all tests in 4e, the target number is 5.	same as 4e	same as 4e
		If Bob rolls more hits here than Alice did, the attack is a clean miss.	same as 3e	same as 3e	same as 3e
		Let's say Bob rolls (1, 2, 5) - one hit. Alice still attacks successfully, with one net hit.	Let's say Bob rolls two hits. Alice attacks successfully, with one net hit.	Let's say Bob rolls two hits. Alice attacks successfully, with one net hit.	Let's say Bob rolls three hits. Alice attacks successfully, with one net hit.

(4) Let's look at the gun Alice is using - the Ares Predator					
1e	2e	3e	4e 20A	5e	6e
The Ares Predator's damage code is 4M2.	The Ares Predator's damage code is 9M.	same as 2e	The Ares Predator's damage code is 5P, with -1 armour piercing.	The Ares Predator's damage code is 8P, with -1 armour piercing.	The Ares Predator's damage code is 3P.
The last part of this is the staging number, "2": for every two of Alice's hits, the damage is staged up.	For every two of net hits on the combat rolls, the damage will be staged up or down (all weapons in SR2e have a staging number of 2.)	same as 2e	No damage codes from 4e onwards. All damage is simply measured in boxes. Net hits on the attack/defence tests will be used to determine how many.	same as 4e	same as 4e
The middle part is the base damage, which is Medium (3 boxes). Alice's two hits stage this up to Serious (6 boxes).	same as 1e	same as 1e	N/A	N/A	N/A

(5) Now it is time for Bob to resist damage					
1e	2e	3e	4e 20A	5e	6e
He has to roll his Body (4 dice) against a target number of 4 (from the first part of the Predator's damage code)	He has to roll his Body (4 dice) against a target number of 9 (from the first part of the Predator's damage code)	<i>same as 2e</i>	He has to roll his Body (4 dice) plus his armour jacket's ballistic stat against a target number of 5.	He has to roll his Body (4 dice) plus his armour jacket's stat against a target number of 5.	He has to roll his Body (4 dice).
Bob's armoured jacket has stats 5/3 for ballistic/impact damage. This gives Bob five automatic hits on the damage resistance test.	Bob's armoured jacket has stats 5/3 for ballistic/impact damage. This reduces the target number by 5, so Bob only has to get 4 on each dice to reduce the damage.	<i>same as 2e</i>	His armour jacket has 8 points of ballistic protection (and 6 points of impact protection.) This is modified to 7 points because the Predator has AP-1.	His armour jacket has 12 points of protection. This is modified to 11 points because the Predator has AP-1.	<i>N/A</i>
Bob also has 3 dice in his Dodge Pool (equal to his Quickness attribute.) He could choose to use any or all of these on this roll, but they have to last him until his next turn; plus he's feeling lucky so chooses not to.	Bob's Combat Pool ((Qui+Wil+Int)/2) is 3 dice. He decides to put them all into this roll. Bob's player uses different coloured dice for the Combat Pool.	Bob has no Combat Pool dice left to allocate.	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>
Bob rolls (1, 2, 3, 3), which is zero hits, plus five from his jacket.	Bob rolls (1, 2, 3, 3, 4, 4, 5), which is three hits.	Bob rolls (1, 2, 3, 3, 4, 4, 5), which is three hits.	Bob rolls three hits from 11 dice.	Bob rolls five hits from 15 dice.	Bob rolls one hit from 4 dice.
If Bob got more hits from his Dodge Pool dice than Alice got in total, it would be a clean miss, and he would take no damage. But he didn't use any Dodge Pool.	Same, but "Combat Pool" instead of "Dodge Pool." Let's assume the attack is not a miss.	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>
As the staging number for the Predator is 2, five hits is enough to stage the damage down twice: from Serious to Medium to Light.	Every two net hits stages the damage up or down by one level.	<i>same as 2e</i>	Every net hit scales the damage up or down by one box.	<i>same as 4e</i>	<i>same as 4e</i>
	Alice got one hit, and Bob got three, so the damage goes one step in Bob's favour Medium to Light.	Alice got two hits, and Bob got one hit on his dodge test plus three hits on his damage resistance test, for two net hits to Bob. So the damage scales from Medium to Light.	Alice has one net hit from the attack and defence roll. Bob then rolled three hits to soak, so in total we have two hits in Bob's favour.	Bob then rolled five hits to soak, so in total we have four hits in Bob's favour.	One net hit to Alice from the attack/defence test is cancelled by one hit on Bob's soak test, so in total we have no net hits, and Bob takes the base damage of the weapon.
<i>N/A</i>	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>	The modified damage value for this attack was 8 for the gun, plus Alice's three hits, minus Bob's two hits to defend. Bob's modified armour value for this attack is 12 for his jacket, minus 1 for the Predator's AP value. As the modified DV (9) is less than the modified AV (11), this attack	<i>N/A</i>

				deals Stun damage. If Alice had scored two more net hits, it would have been physical damage.	
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(6) Final resolution					
1e	2e	3e	4e 20A	5e	6e
Bob takes Light damage (1 box).	Bob takes Light damage (1 box).	Bob takes Light damage (1 box).	Bob takes 3 boxes of damage.	Bob takes 4 boxes of Stun damage.	Bob takes 3 boxes of damage.
All characters have 10 boxes on their physical damage track.	same as 1e	same as 1e	All characters have 8+(BOD/2) boxes on their physical damage track. This means Bob has 10.	same as 4e	same as 4e

A note about lethality

You may be tempted to look at the results above and conclude SR5e is more lethal than the other editions... despite the caveat I wrote in the introduction. Well, it depends.

Consider 2e compared to 5e. Change the above scenario as follows:

- Move Alice and Bob to Close range
- Remove Bob’s Combat Pool from his defence roll (let’s assume he already used it to defend against another attack)

In the 5e case, this means that:

- Alice gets 3 extra dice to attack, so statistically, +1 hit
- Overall, Bob takes 5 boxes of damage.

Now consider what happens in 2e under these new circumstances.

- Alice’s target number for her attack roll is 2. On 6 dice, she’s all but certain to get 4+ hits. She has good odds of getting 6 hits.
- Bob now rolls 4 dice against target number 5 to defend, for an average of 1 hit.
- With 3-5 net hits, Alice can stage the damage up at least once and probably twice. That means Bob is looking at 6 or 10 boxes of damage. He’s quite likely dead.

This demonstrates that the “variable TN” versions of Shadowrun - 1e/2e/3e - have a wider range of possible outcomes than the later editions. This means they are very sensitive to small changes in the situation. So unless someone wants to write a doc that considers a whole load of different situations, you can’t really draw any conclusions from a couple of cherry-picked examples.

Still not convinced? Consider comparing 4e and 5e. These editions are mechanically similar, right? And 5e looks more lethal than 4e from the example above. Except: the above only spans a single Simple Action, but these editions have quite different action economies. In 4e, Alice still has a second Simple Action to take, and she can shoot Bob again - perhaps resulting in a further three boxes of damage. In 5e, however, Alice can only fire her Predator once per phase, so the five boxes she dealt is all she’s gonna get. Not so different after all.

Manabolt

Alice attacks Bob with manabolt. What happens next?

Common factors across versions:

- Alice has:
 - Magic rating 6
 - Willpower 5
 - Intelligence 4
 - Logic 3 (in 4e and onwards, this is her tradition-specific drain attribute)
 - Sorcery or Spellcasting skill 5
 - NB: in 1e/2e, Sorcery is one skill, with Spellcasting and Ritual Sorcery as specialisations under it.
 - Bob has:
 - Willpower 4
 - Intuition 4
 - Body 4
 - Armoured jacket
- In 1e/2e, Alice starts her turn with a refreshed Magic Pool equal to her Sorcery skill (5 dice). In 3e, she has a Spell Pool equal to $((\text{Intelligence} + \text{Willpower} + \text{Magic}) / 3)$ (5 dice). (Later editions do not have these pools.)
- In 1e/2e/3e, Alice knows manabolt at Force 6. (Later editions do not require casters to learn a spell at a specific Force.)
- Fun fact: in 1e & 2e, it's "mana bolt". In all other editions it's "manabolt." ヽ (ツ) ㄟ

(1) Compare AR and DR to determine Edge (6e only)					
1e	2e	3e	4e 20A	5e	6e
No AR/DR mechanic in this edition	No AR/DR mechanic in this edition	No AR/DR mechanic in this edition	No AR/DR mechanic in this edition	No AR/DR mechanic in this edition	Compare AR and DR.
					Alice's AR is Magic (6) + tradition attribute (3).
					Bob's DR is apparently 4 for his Body, plus 4 for his armoured jacket. (Yes, armour counts here, even for direct/mana spells.)
					9 vs 8; no Edge awarded.

(2) Alice rolls to cast the spell					
1e	2e	3e	4e 20A	5e	6e
Alice declares she is casting a Force 6 manabolt.	Alice declares she is casting a Force 6 manabolt.	Alice declares she is casting a Force 6 manabolt.	Alice declares she is casting a Force 6 manabolt.	Alice declares she is casting a Force 6 manabolt.	Alice declares she is casting a manabolt. She does not specify Force. However, she chooses to Amp Up the spell by 1 level.
She could choose a lower Force, if she wants, but no higher, as this is the Force she learnt the spell at.	<i>Same as 1e</i>	<i>Same as 1e</i>	She can choose to cast it at any Force up to 2x her Magic rating.	<i>Same as 4e</i>	<i>Same as 4e</i>
She rolls the spell's Force (6 dice) against a target number of Bob's willpower attribute (4).	<i>Same as 1e</i>	She rolls her Sorcery skill (5 dice) against a target number of Bob's willpower attribute (4).	She rolls her Spellcasting skill (5) plus her Magic rating (6) against a target number of 5.	<i>Same as 4e</i>	Same, except the skill is "Sorcery" now.
She gets three hits.	She gets three hits.	She gets two hits.	She gets four hits.	She gets four hits.	She gets four hits.
<i>N/A</i>	<i>N/A</i>	<i>N/A</i>	If she had rolled more hits than the Force of the spell, the extra hits would be discarded.	<i>Same as 4e</i>	There is no limit applied on the number of hits.

(3) Let's look at the manabolt spell & Alice's choices					
1e	2e	3e	4e 20A	5e	6e
Manabolt has a staging number of 1 (other spells differ); all combat spells have a base damage of Light.	Manabolt has a base damage of S; all spells have a staging number of 2.	Combat spells have variable damage levels, selected when casting.	Manabolt has no specific/relevant stats other than its drain code - (F/2)	Manabolt has no specific/relevant stats other than its drain code - (F-3)	Manabolt has a Drain Value of 4.
So each of Alice's three hits stage the damage up one level - from the starting value of Light and all the way to Deadly.	Damage is staged up and down by net hits after the resistance test.	Alice chooses to cast manabolt at a damage level of Serious. All spells have a staging number of 2.	<i>N/A</i>	<i>N/A</i>	Alice chose to Amp Up the spell by one level. For each level of Amp Up she applies, the damage value goes up by one, but the drain code goes up by 2.

(4) Bob's spell resistance					
1e	2e	3e	4e 20A	5e	6e
Rolls his Willpower (4 dice) against Alice's Sorcery skill (5).	Rolls his Willpower (4 dice) against the Force of the spell (6).	<i>Same as 2e</i>	Rolls his Willpower (4) against the standard target number of 5.	<i>Same as 4e</i>	Rolls his Willpower (4) plus his Intuition (4) against the standard target number of 5.
If Bob or any of his allies had a Magic Pool, he could have allocated dice to spell defence, and used them here. But alas, he does not.	<i>Same as 1e</i>	Same, except it's a Spellcasting Pool.	Bob or his allies may have allocated Counterspelling dice to his defence. In this case, they haven't.	<i>Same as 4e</i>	<i>Same as 4e</i>
Bob gets one hit.	Bob gets one hit.	Bob gets one hit.	Bob gets one hit.	Bob gets one hit.	Bob gets three hits.
If Bob tied or beat Alice for hits here, the spell would still be cast but do no damage.	If Bob beats Alice, the spell does no damage. But on a tie, it does its base damage.	If Bob beats Alice, the spell does no damage. But on a tie, it does its base damage.	If Bob beats or ties with Alice, the spell fails, and no damage is done.	<i>Same as 4e</i>	<i>Same as 4e</i>

(5) Time for Bob to get hurt					
1e	2e	3e	4e 20A	5e	6e
Bob's one hit is enough to stage the damage down, lucky for him. So he only takes a Serious wound.	Alice has three hits and Bob has one, for two net hits. The spell damage is staged up to Deadly. Sorry, Bob.	Alice has two hits and Bob has one, for one net hit. The spell damage isn't staged up or down.	The base damage value is the Force of the spell (6). In addition, Alice has three net hits. She chooses to apply them all to extra damage against Bob.	Direct combat spells have no base damage level; they only harm equal to the net hits. In this case, that's three boxes of damage.	Alice rolled four hits, and used one level of Amp Up. Bob rolled three hits. Outcome is 2 boxes of damage.

(6) Time for Alice to resist drain					
1e	2e	3e	4e 20A	5e	6e
The drain code for manabolt is S1 - Serious damage, with a staging number of 1.	The drain code for manabolt is (F/2)S.	The drain code for manabolt is (F/2) and the damage level is whatever Alice selected when casting it.	The base drain code is (F/2) and this is increased for every net hit used to increase the damage dealt to Bob.	The base drain code is (F-3).	The drain value is 4, +2 from the use of Amp Up.
Alice rolls her Willpower (5) against a target number of the Force of the spell (6). She could use Magic Pool dice here if she wanted.	Alice rolls her Willpower (5) against a target of 3. She could add Magic Pool dice if desired.	Alice rolls her Willpower (5) against a target of 3. She could add Spellcasting Pool dice if desired.	Alice rolls her Willpower (5) plus her tradition's drain stat (3).	<i>Same as 4e</i>	<i>Same as 4e</i>
She gets one hit.	She gets three hits.	She gets three hits.	She gets two hits.	She gets two hits.	She gets two hits.
Alice's single hit reduces the drain to Medium.	Two hits is enough to stage the drain down from Serious to Medium.	Two hits is enough to stage the drain down from Serious to Medium.	The base drain is 3, plus the three hits she used to get more damage against Bob, less the two hits she just rolled.	She is on the hook for one box of drain damage.	She is going to take four boxes of drain.
If the Force of the spell had exceeded her Magic attribute, this would have been physical damage.	<i>Same as 1e</i>	<i>Same as 1e</i>	<i>Same as 1e</i>	<i>Same as 1e</i>	If the number of boxes of damage that are going to be dealt is greater than Alice's Magic rating, the damage will be Physical, rather than Stun.

(7) Final resolution					
1e	2e	3e	4e 20A	5e	6e
Bob takes a Serious physical wound (6 boxes.)	Bob takes a Deadly physical wound (10 boxes.) Bye Bob!	Bob takes a Serious physical wound (6 boxes.)	Bob takes 9 boxes of physical damage.	Bob takes 3 boxes of physical damage.	Bob takes 2 boxes of physical damage.
Alice takes a Medium stun wound (3 boxes.)	Alice takes a Medium stun wound (3 boxes.)	Alice takes a Medium stun wound (3 boxes.)	Alice takes 5 boxes of stun damage.	Alice takes 1 box of stun damage.	Alice takes 4 boxes of stun damage.

Initiative & action economy

Alice and Bob are in a fight. Who moves first? And how often do they move?

Common factors across versions:

- Alice has: Wired Reflexes II, Quickness 6, Intelligence/Intuition 5, Reaction 5 (in 4e and later). In 1-3e, her derived Reaction is 5.
- Bob has: no initiative boosts, Quickness 4, Intelligence/Intuition 4, Reaction 3 (in 4e and later). In 1-3e, his derived Reaction is 4.

Roll for initiative!					
1e	2e	3e	4e 20A	5e	6e
Reaction is (Quickness + Intelligence)/2.	same as 1e	same as 1e	Initiative attribute is (Reaction + Intuition).	Initiative attribute is (Reaction + Intuition).	Initiative attribute is (Reaction + Intuition).
Basic initiative is Reaction +1d6.	same as 1e	same as 1e		Basic initiative is Reaction + Intuition +1d6.	Basic initiative is Reaction + Intuition +1d6.
Alice's Wired Reflexes II add +4 to her Reaction and +2d6.	same as 1e	same as 1e	Wired Reflexes II add +2 to Reaction and +2 Initiative Passes.	Alice's Wired Reflexes II add +2 to her Reaction and +2d6.	Alice's Wired Reflexes II add +2 to her Reaction and +2d6.
Wired Reflexes II cost 165k.	same as 1e	same as 1e	Wired Reflexes II cost 32k.	Wired Reflexes II cost 149k.	Wired Reflexes II cost 150k.
Wired Reflexes II cost 3 points of Essence.	same as 1e	same as 1e	same as 1e	same as 1e	Wired Reflexes II cost 2 points of Essence.
Alice's initiative roll is 9+3d6.	same as 1e	same as 1e	Alice's initiative roll is a normal test, done with a pool of Reaction (5) + Intuition (5) dice.	Alice's initiative roll is 11+3d6.	same as 5e
Bob's initiative roll is 5+1d6.	same as 1e	same as 1e	Bob's initiative roll uses 7 dice.	Bob's initiative roll is 7+1d6.	same as 5e
Alice rolls 25	Alice rolls 25	Alice rolls 25	Alice rolls 4 hits, added to her Initiative stat of 10 = 14	Alice rolls 25	Alice rolls 25
Bob rolls 11	Bob rolls 11	Bob rolls 11	Bob rolls 2 hits, added to his Initiative stat of 7 = 9	Bob rolls 11	Bob rolls 11

Multiple actions within the turn					
1e	2e	3e	4e 20A	5e	6e
One pass per turn, all characters act in initiative order.	<i>same as 1e</i>	Multiple passes per turn, all characters act in initiative order within the pass.	<i>same as 3e</i>	<i>same as 3e</i>	One pass per turn.
Initiative result determines number of actions: 1-10: one action 11-16: two actions 17-22: three actions 23+: four actions	Initiative result determines number of actions; character keeps acting while initiative score is greater than 0	<i>same as 2e</i>	The number of passes a character can act in is a fixed value, granted by cyberware, spells, etc.	Initiative result determines number of actions; character keeps acting while initiative score is greater than 0	N/A
After each action, subtract 7; characters keep taking actions in initiative order.	After each action, subtract 10; characters keep taking actions in initiative order.	After each full pass through all characters, subtract 10, then do another pass.	After each pass, any character with more passes gets to act again.	After each pass, subtract 10, then do another pass.	N/A
Initiative is re-rolled at the start of each turn.	<i>same as 1e</i>	<i>same as 1e</i>	<i>same as 1e</i>	<i>same as 1e</i>	Initiative keeps the same value for all turns in a single scene.

Example turn order					
1e	2e	3e	4e 20A	5e	6e
25: Alice acts	25: Alice acts	25: Alice acts	14: Alice acts	25: Alice acts	25: Alice acts
18: Alice acts	15: Alice acts	11: Bob acts	9: Bob acts	11: Bob acts	11: Bob acts
11: Bob acts	11: Bob acts	<i>new pass</i>	<i>new pass</i>	<i>new pass</i>	<i>end of turn</i>
11: Alice acts	5: Alice acts	15: Alice acts	14: Alice acts	15: Alice acts	
4: Bob acts	1: Bob acts	1: Bob acts	<i>new pass</i>	1: Bob acts	
4: Alice acts	<i>end of turn</i>	<i>new pass</i>	14: Alice acts	<i>new pass</i>	
<i>end of turn</i>		5: Alice acts	<i>end of turn</i>	5: Alice acts	
		<i>end of turn</i>		<i>end of turn</i>	

Getting stuff done					
1e	2e	3e	4e 20A	5e	6e
All actions are the same; characters can only do one action on their initiative phase.	On their phase, characters may do two Simple Actions or one Complex Action.	<i>same as 2e</i>	<i>same as 2e</i>	<i>same as 2e</i>	Characters get 1 Major and 1 Minor action; plus another Minor action per 1d6 of initiative. Can perform a second Major action in exchange for 4 Minor actions.
N/A	On any phase, including their own, characters may take a Free Action; but not before their first phase of the turn.	<i>same as 2e</i>	On any phase, including their own, characters may take one Free Action.	<i>same as 4e</i>	No Free Actions.
	Multiple Free Actions per pass.	<i>same as 2e</i>	Only one Free Action per entire pass.	<i>same as 4e</i>	
	Fire Weapon (SS, SA, BF) is a Simple Action.	<i>same as 2e</i>	<i>same as 2e</i>	Fire Weapon (SS, SA, BF(short), FA (short)) is a Simple Action.	Any kind of attack is a Major action.
	Fire Weapon (FA) is a Complex Action.	<i>same as 2e</i>	<i>same as 2e</i>	Fire Weapon (SA (burst), BF(long), FA (long)) is a Complex Action.	
	SS weapons can only be fired once per phase.	<i>same as 2e</i>	<i>same as 2e</i>	All weapons can only be fired once per phase.	Any weapon can be fired any number of times per phase, if you have enough Major actions.

Movement					
1e	2e	3e	4e 20A	5e	6e
Walking is (Quickness) m per phase; this is not an action.	<i>same as 1e</i>	Walking is (Quickness) m per turn.	Movement is fixed, at 8-15 m/turn (depending on race.)	Walking is (Agility x2) m per entire turn.	Movement is fixed, at 10 m per Minor action. Only one can be taken per turn.
Running is walking speed x3 or x4 (depending on race). This is an action.	Running is walking speed x2 or x3 (depending on race). This is not an action, but it incurs penalties to all tests.	<i>same as 2e</i>	Running is approx 2.5x faster than walking; requires a Free Action.	Running is walking speed x2.	No running mechanic (see sprinting below).
Running speed is a multiplier on walking speed Dwarfs/trolls: x3 Everyone else: x4	Running speed is a multiplier on walking speed Dwarfs/trolls: x2 Everyone else: x3	Running speed is a multiplier on walking speed Dwarfs: x2 Everyone else: x3	Running speed is fixed, per turn: Dwarfs: 20 m Everyone else: 25 m Trolls: 35 m	Everyone runs at (Walking x2) but dwarfs/trolls sprint more slowly	All metahuman races move at the same rate.
Trolls are slow	Trolls are slow	Trolls are normal	Trolls are fast	Trolls are slow	Trolls are normal
Can run as any action you want.	Can only run in one phase.	Can run in any phase, but total speed is capped per turn	<i>same as 3e</i>	<i>same as 3e</i>	Can run in any phase.
No penalty for running, as running cannot be combined with other actions.	Running penalty: +4 to all TNs.	<i>same as 2e</i>	Running penalty: -2 to all tests except charging into melee.	Running penalty varies.	No running/sprinting penalty, as they cannot be combined with other actions.
No sprinting.	Can sprint via Running skill (Complex action).	<i>same as 2e</i>	Can sprint via Running skill (Simple action).	Can sprint via Athletics skill (Complex action).	Sprinting is a Major action, cannot be stacked with the move Minor action..

Acting out of turn					
1e	2e	3e	4e 20A	5e	6e
If an action is conditional on someone else, it can be delayed until the condition occurs.	Any character can delay their actions until a later combat phase.	<i>same as 2e</i>	<i>same as 2e</i>	<i>same as 2e</i>	<i>No rules for delayed actions</i>
<i>N/A</i>	This requires a Free Action to activate.	<i>same as 2e</i>	This does not require a Free Action.	<i>same as 4e</i>	
<i>N/A</i>	Afterwards, the character's initiative score is reduced to whichever phase they act upon.	The initiative score is not changed as a result of delaying an action; instead, it is treated normally at the end of the pass (subtract 10 and start another pass.)	The initiative score is not changed as a result of delaying an action; instead, it is treated normally in the next initiative pass.	<i>same as 4e</i>	
<i>N/A</i>	Can carry a delayed action over into the next turn, and use it to take an action before their first phase.	Can carry a delayed action over into the next pass; must use the delayed action before the character's normal phase; cannot then act again in that pass.	Can carry a delayed action over into the next pass; cannot then act again in that pass.	Can carry a delayed action over into the next pass; can act normally during that pass.	
<i>No interrupt actions</i>	<i>No interrupt actions</i>	<i>No interrupt actions</i>	Can declare Interrupt Actions during any phase, eg. Full Defense.	<i>same as 4e</i>	Can use Anytime actions during any phase.
			Character loses their next action to "pay" for the Interrupt - even if that comes from the next turn.	Character's initiative score is immediately decreased by 5 or 10 to "pay" for the interrupt.	Must have a Major or Minor action available to use the Anytime action. If a character uses all their actions on their phase, they cannot use Anytime actions for the rest of the turn. If they save actions for Anytime actions, they lose them at the end of the turn.

Example turn order with all characters attacking as often as possible with SA/BF weapons					
1e	2e	3e	4e 20A	5e	6e
25: Alice attacks	25: Alice attacks	25: Alice attacks	14: Alice attacks	25: Alice attacks	25: Alice attacks
18: Alice attacks	25: Alice attacks	25: Alice attacks	14: Alice attacks	11: Bob attacks	25: Alice attacks
11: Bob attacks	15: Alice attacks	11: Bob attacks	9: Bob attacks	<i>new pass</i>	11: Bob acts
11: Alice attacks	15: Alice attacks	11: Bob attacks	9: Bob attacks	15: Alice attacks	<i>end of turn</i>
4: Bob attacks	11: Bob attacks	<i>new pass</i>	<i>new pass</i>	1: Bob attacks	
4: Alice attacks	11: Bob attacks	15: Alice attacks	14: Alice attacks	<i>new pass</i>	
<i>end of turn</i>	5: Alice attacks	15: Alice attacks	14: Alice attacks	5: Alice attacks	
	5: Alice attacks	1: Bob attacks	<i>new pass</i>	<i>end of turn</i>	
	1: Bob attacks	1: Bob attacks	14: Alice attacks		
	1: Bob attacks	<i>new pass</i>	14: Alice attacks		
	<i>end of turn</i>	5: Alice attacks	<i>end of turn</i>		
		5: Alice attacks			
		<i>end of turn</i>			
Alice:Bob attack ratio: 2x	Alice:Bob attack ratio: 1.5x	Alice:Bob attack ratio: 1.5x	Alice:Bob attack ratio: 3x	Alice:Bob attack ratio: 1.5x	Alice:Bob attack ratio: 2x
Alice attacks before Bob can attack: 3	Alice attacks before Bob can attack: 4	Alice attacks before Bob can attack: 2	Alice attacks before Bob can attack: 2	Alice attacks before Bob can attack: 1	Alice attacks before Bob can attack: 2

