

Reference – House Rules

Revised December 9, 2009

Distance, Movement, and Grids

Shadowrun 4th Edition is not, by default, a tactical battlemat game; however, for our group, such works much better. So, the game is converted to a grid system. The easiest system, without lots of complicated math, is to use a battlegrid with 1 square = 1 meter. However, the average human can move 10 meters in a walking action, or 25 meters in a run action, in a single turn! This makes tactile gaming problematic due to the speed a character can cross a full-size game table. Making a 1 meter squares makes sense though because you have no conversions from game materials and our homebrew mapping. So, we use a compromise. The grid is set to 1 square = 1 meter. However, metahumanity movement speeds are cut in half, round down. A standard human therefore walks at 5 meters per turn or runs at 12 meters. Sprinting rules are unchanged.

See Also: Initiative Passes and Movement

Initiative Passes and Movement

The game rules state that given movement rates per metahuman type are per Combat Turn and *not* per Initiative Pass. It goes on to state that you can divide that speed by a character's number of initiative passes to determine how far the character moves per pass. What this does is allows characters with additional initiative passes to move short spurts during these times. However, logically, it does not add up. If an unenhanced character and an enhanced character with three initiative passes are walking side-by-side, at the end of the first pass, the unenhanced character will have outpaced the other by three times distance!

To resolve this issue, a character's movement is the maximum distance he can move in one turn. He may move any portion of it during any pass, up to the total maximum.

For example, a character with a movement of 10 and two Initiative Passes could move 7 meters in one pass and a maximum of 3 on the next.