CHALLENGE 45

The Magazine of Science-Fiction Gaming

US $3.50

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Hole-N-One Donuts lies at the southwest corner of a horseshoe-shaped collection of small shops in midtown Seattle. Entry into the parking lot is from the south, with businesses lining the other three sides.

The front and south sides of the donut shop consist primarily of plexiglass with chromed plastic trim, through which you view an interior of chipped formica counters and faded synthleather seats. Two frazzled women sip soykaf at a table in front, near an ancient juke box, and keep an eye on a trio of preschoolers spinning stools at the counter. Behind the counter, a teen in a stained t-shirt wipes plastic glasses. Business seems light.

You make your way inside, through a glassed-in vestibule, past a half-stocked display case. Through a door behind the case, you can hear the sound of voices, muffled by the hum and clatter of donut production. Passing onward, you take a table near the back, where you can keep watch in all directions. Then you place your order and settle down to business.

While you talk, the young mothers nurse their soykaf; their brood clambers on the bar stools; and other customers come and go. Everything appears to be just wizard, but suddenly you feel a difference—a new tension in the air. You make a quick scan for trouble. There's a pair of rent-a-cops getting out of a van just outside, but that seems normal enough. The kid behind the counter is gone, though, and the back room sounds awfully quiet.

Without warning, that silence is shattered as the mirror behind the counter erupts with a burst of autofire that also splinters the plexiglass above the young mothers' heads. One rent-a-cop is knocked down by the shots, but the second dives for cover. Then more cops begin to scramble from the back of the van, some to cover the front of the shop, others running to the alley behind it. Looks like a whole SWAT team!

Just your luck. Minding your own business, you get caught up in somebody else's private war. You curse, but your voice is drowned in a sea of noise—guns blazing, cops shouting orders, young mothers and their children screaming. It's another glitter day in Seattle.

DONUT RUN

A Short Shadowrun Adventure by Lester W. Smith

"Donut Run" can be inserted into any urban adventure, adding an element of uncertainty to a larger adventure as the players struggle to analyze this encounter's significance.
Or it can be played as a simple shoot 'em up, a chance for players to practice the *Shadowrun* combat rules.

*D*uring the course of a mission, the shadowrunners decide to meet at a donut shop in a nearby mini-mall in order to talk over plans or meet someone important. While they are at the donut shop, a place called Hole-N-One Donuts, a rent-a-cop van pulls up outside.

For rent-a-cops to stop at a donut shop is not unusual, but this shop is a front for a black market operation with a load of military weapons and explosives, and the donut shop personnel panic. While two of them begin loading weapons and explosives into a van outside the back door, the others pull out shotguns and automatic weapons, and begin firing on the rent-a-cops out front. In the firefight that follows, the shadowrunners are caught in the middle between rent-a-cops who want to take everyone in for questioning and donut shop employees who want to kill all cops and witnesses, then make an escape.

Background: For several weeks now, Hole-N-One Donuts has been a front for a healthy black market operation. Most of the stuff that has passed through the business has been small-time electronics and light weapons, but last night the proprietor took on a load of military weapons and explosives, and the entire staff is very jumpy about it.

The rent-a-cops are on their way back to the station after a hard two-day contract as bodyguards for a news team doing a report on the worst of Seattle's barrens. Spotting the donut shop, they decided on the spur of the moment to stop for soykaf. Leaving the bulk of the team inside the van (to keep from causing a stir on the street), the driver and "navigator" prepare to get drinks for everyone.

Unfortunately, when the teen tending the counter spots the rent-a-cops, he freaks and heads for the back to tell the rest of the staff. Panic spreads, and while the owner and one employee begin running hardware to a van parked in the alley behind the shop, the other employees arm themselves and prepare to hold the cops off.

In his panic, the counter kid shoots through the two-way mirror above the back counter and hits the cop's van, as well as its driver.

At the sound of gunfire, the rest of the rent-a-cops suit up and vacate the van. Three head for the alley, where they will encounter the proprietor and his sidekick; another five lead an assault on the front of the shop.

Beginning the Firefight: Have each of the players make an Initiative roll while you roll for the cops and employees, giving the employees a bonus of six to the roll.

PCs whose Initiative roll is higher than those of the cops or employees will hear the weapons being readied in the back room before the first burst is fired, and they can take any actions they have coming before the cops' and employees' initiative points.

Character Motivations: Keep in mind that the donut shop employees want primarily to escape and secondarily to geek any witnesses to the firefight, while the cops want to capture anyone and everyone for questioning. The cops fire upon anyone who tries to escape.

The player characters, of course, want to keep from being killed by the shop employees. But they also want to avoid capture by the cops, lest they be checked for SINs and weapons licenses.

If ignored, the mothers and their children will simply cower beneath a table and hope that no stray shots hit them. If the PCs interact with them in some way, it is up to the referee's discretion how these noncombatants react.

After a few minutes of firefight, the referee should tell the players that their characters hear the sound of sirens approaching. They have only a short time in which to clear the area.

DEBUGGING

How well the PCs do in this situation will depend, of course, upon what skills they have, what equipment they carry, and how well the players roll dice. The referee is encouraged to make any changes needed to suit the team of shadowrunners, even during the course of play, if necessary. Remember that at the beginning of the fight the players have no way of knowing how many donut shop employees there are. They should only know that three cops headed for the alley, and that sounds of shooting are coming from back there. If the fight out front becomes too one-sided, the referee can bring the three cops or the manager and his pal back into the picture to bolster the losing side. The players can be told that the reinforcements must have finished with their opponents in the alley.

One potential problem is that the PCs might simply cower under cover and let the cops and donut shop employees fight it out, in which case the players will be reduced to watching the referee play combat solo.

If this happens, simply have the players take over the part of the rent-a-cops for a while. This will give even players with combat-poor characters a chance to shoot big holes in things for a change.

After the fight is over, the referee should leave the players guessing as to what brought it about. If they picked up any of the black market stuff or the computer files from the manager's office, it should be obvious to them that the donut shop was merely a front. For that matter, the very fact that the employees were so heavily armed should clue them in to that fact.

It is suggested that one Karma Point be awarded to each PC who survived this mini-adventure.

CHARACTER STATISTICS

For the donut shop owner and his five employees, use the Gang Boss contact's stats (page 167 of the *Shadowrun* rules book).

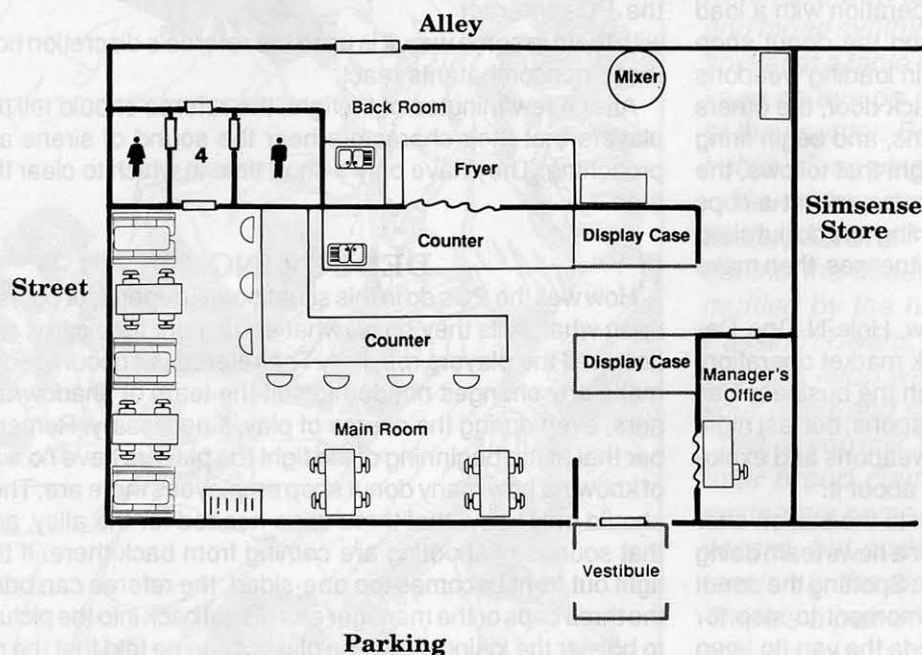The owner fights with a Defiance T-250 shotgun, as does one of the employees holding off the assault from the front of the shop.

The other employees all carry HK-227s.

For the eight rent-a-cops, use the Street Cop contact's stats (*Shadowrun*, page 171). One of the trio headed for the alley, and two of the cops out front carry AK-97 SMG/carbines. The others all have standard AK-97s. All wear armor jackets.

Hole-N-One Donuts

Key

Alley

Mixer

Back Room

4

Fryer

Counter

Display Case

Street

Counter

Display Case

Manager's Office

Simsense Store

Main Room

Vestibule

Parking

N →

2 Feet

——————	Wall
——— ———	Plexiglass
∿∿∿	Two-way mirror
▭	Door
⬠	Chair or stool
▱	Booth seat
▭	Table
⬚	Sink
▥	Jukebox
👤	Men's room
👤	Women's room

DONUT SHOP

See the map of the donut shop above.

Vestibule: This plexiglass entryway keeps the drizzle out in the street. It also slows exit from the shop.

Main Room: The counter against the west wall contains tableware, soykaf brewers, a microwave, and a credstick register on top, with extra napkins, sugar, and soykaf packets in cabinets beneath. The easternmost display case is 1.5 meters high, and the case against the wall is ceiling high.

On the wall behind the counter is a two-way mirror through which employees in the back room can watch the front, and a similar mirror is located on the north wall, allowing a view from the manager's office.

Manager's Office: This room contains a cheap desk and has crates of black market items along the walls. By the time the PCs might have occasion to be back here, many of the crates will have been opened to allow the donut shop employees to use the firearms inside. However, four HK227s are still here, as well as 50 kilos of Compound 12 plastic explosive. If the PCs cannot find a clear way out of the shop, they might wish to use these explosives to create one.

On the owner's desk is a personal computer (Orange 5, Scramble 3). In its files are records of the shop owner's black market activities, which the referee can use to introduce the PCs to new contacts (fixers, gang leaders, etc.). The referee can also roll for marketable data stored in this computer, using the rules on page 158 of the *Shadowrun* rule book, but keeping the value per 10 Mp at 2500¥.

Rest Rooms: There's not much of interest here, except a locked (Target Number 5) door that opens into the back room.

Back Room: This large, rambling room is where the shop's donuts are produced. It contains several work tables, a large steel sink, a floor-standing mixer, and a fryer large enough to hold a human body. Soy flour, oil, and flavorings are stored in the corridor at the south end of the room.

The back door opens into an alley with a small parking space for the store owner's van. When the fight starts, three employees will be in this room, firing through the two-way mirror above the fryer and the doorway between the display cases. The shop owner and one more employee will be carrying armloads of black market goods out the back door to the van. Ω

"Donut Run" is intended to be played with the variant shotgun and armor rules described in "New on the Street," also in this issue. But if you are using "Donut Run" as a combat training device for new players, you may want to discount those new rules for the present.

New on the Street

New Shadowrun Equipment and Rules
Brett A. Foland and Lester W. Smith

*T*It's good to keep your PCs guessing as to the capabilities of NPCs. One way to help keep your campaign constantly evolving is to give NPCs equipment the shadowrunners have never seen before, such as that listed below.

OPEL FIREBRAND

You say you need a fast, flashy car, but you don't have the nuyen for a Westwind? The Opel Firebrand may be just the solution to your problem. This sassy little two-seater will outrun the Runabout, Jackrabbit, and Americar, while fitting nicely within your budget. But utility wasn't forgotten when this beauty was designed. The Firebrand features a hatchback to store your gear or carry one extra passenger in a pinch.

Hand.	Speed	Body	Armor	Sign.	Pilot	Cost
3	55/165	2	0	2	2	65,000¥

PERIPHERAL MOTION DETECTION SYSTEM (PMDS)

PMDS, or "tail-warning radar," as it's called on the streets—is just the thing for the samurai in the thick of things. A trio of tiny motion sensors designed to be implanted in the sides and back of the your head give that extra bit of warning you need when there's no wall to put your back to. Hair can be worn long to hide the sensors when you wish, then ponytailed to clear them when you're ready for action. Designed by the up-and-coming New Age Security Concepts Corporation, the PMDS package is sure to be a big seller, so order now while prices are at their lowest.

	Essence Loss	Cost
PMDS	0.4	10,000¥

"As it's called on the streets"—now there's PR for you. This was originally released as "peripheral motion sensor." But when jokes started cropping up on the street about jumpy samurais having PMS, the ad execs had the name changed.

—Hoser <00:17:56/3-16-50>

(PMDS allows its user to make a Resisted Reaction Test to detect attacks from outside of the normal visual arc, even from directly behind. The target number for this test is 1, plus the distance in meters to the attack's origin, minus 1 if the attacker is troll-sized or larger. Also, the referee should increase the target number to account for thick crowds, heavy rain, and other high-motion conditions. The attacker makes a Stealth Test versus the PMDS user's Reaction rating, and the character with the most successes wins. If this is the defender, the number of net successes:

● Translates into how many dice can be used from the Dodge or Defense Pool—whichever is appropriate—to avoid the attack.

● Determines how much information is gained about the attacker.

Any motion will set off a PMDS—fax sheets blowing in the wind, traffic, people running for cabs, etc.—which tends to make PMDS user's jumpy and irritable. To simulate this, the referee should make all detection rolls for the character, and they should be made frequently, against randomly generated target numbers, with total failures providing the character with misinformation. PMDS is considered a reflex enhancement, which means it falls under the CB legal classification.)

BARCHETTA MODEL 279

This smooth operator carries twin magazines for double the duty.

Each 25-round magazine can be loaded with a different type of ammunition, and an easy-to-use thumb switch allows either to be accessed instantly, avoiding the need to change magazines when you want to change ammunition. Or load them both with the same ammunition to increase your firing time before you run out of your ammunition between reloads.

The Barchetta Model 279 also boasts a gas-vent recoil reducer and can be purchased with a built-in smartgun link.

Type	Conceal.	Ammo	Damage	Weight	Cost
M279	SMG	4	2×25	4M3	4	1900¥
M279s	SMG	4	2×25	4M3	4.25	2600¥

Just don't forget what kind of round you've got chambered, or when you shoot at that rat, you might take out the wall behind it!

—*Hoser <01:23:19/3-17-50>*

(Comes with Gas-Vent 1 recoil reduction. M279s is the smartgun variant.)

BARCHETTA MODEL 193

This pistol lets loose with the firepower! Together, its patented recoil system and high cyclic rate let you fire a three-round burst so fast you don't feel the recoil until after the third shot is away. (Settings for single shots or three-round bursts only.) The Barchetta Model 193 is available with or without a smartgun link.

Type	Conceal.	Ammo	Damage	Weight	Cost
193	Hvy	5	15	4M2	2	1200¥
193s	Hvy	5	15	4M2	2.2	1750¥

Drek! The 193 may kick less than other SMGs, but it still kicks.

—*Fuzz <11:06:48/3-17-50>*

(Rather than apply the standard autofire recoil modifiers when using the 193 or 193s, add 0 to the first round, 1 to the second, and 2 to the third.)

SHOK DOTS

These small (25mm diameter, 3mm thick), liquid-filled dots can easily be attached to any firearm to help cushion the recoil. They're useful on automatic weapons to help keep the muzzle on line.

Mount	Conceal.	Rating	Weight	Cost
Stock	—	×1/2	—	400¥

(When using Shok Dots, divide the normal recoil modifier by 2, rounding up.)

KNIGHT SCX
SHAPED CHARGE
EXPLOSIVE BULLETS

Choose SCX when you need a round that packs a punch! This is just what the doctor ordered for piercing heavy armor.

Not available for Light pistols or smaller.

Damage	Weight	Cost
+1 Staging, +1 Power	1	75¥/10 shots

It's stuff like this that makes me glad I didn't go to Street Samurai school.

—*Hoser <01:23:19/3-18-50>*

JACK-IN RADIO

For those who want the benefits of an implanted radio but don't want it all the time, the jack-in radio will fit the bill.

It's cheaper than a full implant, too, and it doesn't reduce your Essence. The chipjack version plugs into a standard chipjack, and the datajack—well, you guessed it.

Either model can be purchased with or without the mike implant.

	Option	Cost
Jack-In Radio	2 channel	2000¥
	3 channel	3500¥
	5 channel	4200¥
	Mike implant	+800¥

NEURO-STUN III
GAS GRENADE

Cheaper than the Neuro-stun VII grenade, N-S III is used by a number of small security companies as their gas weapon of choice.

Conceal.	Damage	Weight	Cost
6	4M2 Stun	.4	30¥

It's cheaper than Neuro-stun VII because it's not as effective. This stuff you have to breathe.

As for "a number of small security companies," two is a number, and they might be in downtown Mudville, for all we know.

—*Hoser <00:23:19/3-19-50>*

(Treat N-S III as N-S VII—see the *Shadowrun* rules book, page 147. But follow the exceptions which are listed below.

● Its Power number is 4 rather than 6.

● It does not work on skin contact, only upon inhalation—which means that air filters add their rating to the number of Body dice used for a Resistance check.

● Characters who fail to resist are affected for only 2D6 turns, rather than an hour.)

VARIANT SHOTGUN RULES

When a high-velocity object impacts with a body, the kinetic energy alone can cause death by an effect known as hydrostatic shock. Shotguns are designed to maximize this transference of kinetic energy. Rather than propelling a single slug that might punch right through a target (carrying much of the kinetic energy away), most shotgun shells propel many pieces of shot which individually have less chance of penetration. Less penetration means a higher percentage of kinetic energy transferred, and multiple pieces hitting means a high total energy when they are taken collectively.

Factor with this the fact that a shotgun burst spreads as it progresses from the barrel, and the result is that at long ranges a shotgun burst can hit many targets, doing less damage to each, while at short ranges it will hit fewer targets but do more damage. Armor can help—in fact, armor is more effective in stopping the spread-out kinetic energy of a shotgun blast than the focused energy of a bullet. But even with armor, the sound of a shotgun being readied at short range ought to be a truly frightening experience.

It is true that in *Shadowrun*'s fire combat rules, shorter ranges mean lower Target Numbers, which tends to mean more successes, which in turn means a higher damage. But this is the case with all firearms in the game, and it does not really convey the special effects of the burst cone a shotgun creates. It is for simplicity's sake that the *Shadowrun* rules treat shotguns the same as other firearms, but if you don't mind just a little more complexity, the rule modifications given here can make shotguns more the powerful close-assault weapons they ought to be.

Range	Damage Multiplier	Number of Figures	Secondary Effects
Point blank	×4	Primary	—
Short	×3	Primary	—
Medium	×2	Secondary	−2 Power
Long	×2	2 secondaries	−2 Power, −1 Wound
Extreme	×1	3 secondaries	−2 Power, −1 Wound

In the chart, a new range, "Point Blank," has been added for use with shotguns. Point Blank range is considered to be half a shotgun's Short range. Damage is given in terms of a multiplier, which means that the firer rolls that many times for damage, for each target, *using the standard damage code for each roll.* For instance, a character hitting at Short range with a Defiance T-250 would roll three times with a damage code of 3M3. The victim applies armor, Body, and Dodge dice to resist each of the three rolls.

The term "Secondaries" on the chart indicates figures standing in a square adjacent to the primary target. They are, then, secondary targets. If two secondaries are indicated, for example, it means that the shotgun user can chose two figures adjacent to the primary target who will take part of the effects of the blast. Note that all secondaries have to be adjacent to the primary target. In other words, if you want to hit three targets standing side by side, you have to aim at the middle figure as your primary. Also, figures in front have to be hit before figures in back. For example, if the three targets mentioned above were standing in a row, one behind another, the first target must be the primary and the figure directly behind could be a secondary—the third figure cannot be hit because it is not adjacent to the primary target.

Where reductions to Power and Wound category are indi-

cated, they apply only to secondary targets, not to the primary. Finally, because these rules make shotguns much more effective for close combat, it is suggested that shotgun ammunition cost ¥50 per 10 shots, rather than the normal ¥20. (Shotgun ammo is more expensive in reality than are other types of ammunition).

VARIANT ARMOR RULES

When your Kevlar vest stops a bullet, you might be grateful, but you won't be happy. Even with armor, intercepting a bullet is a decidedly uncomfortable experience. Armor prevents a round from piercing your skin, but the round's kinetic energy has to go somewhere. Armor simply spreads it out a bit. The result is something like being hit on bare skin by a really fast hardball: You get some serious bruising, and possibly a broken rib or two.

Armor in *Shadowrun* counts as automatic success in reducing damage, which means that if your armor stops a hit, your character feels nothing at all. This concession to simplicity makes for fast and furious action in combat. But a few slight variations in the armor rules can more reasonably reflect the real effects of armor, at the price of only a slight increase in complexity.
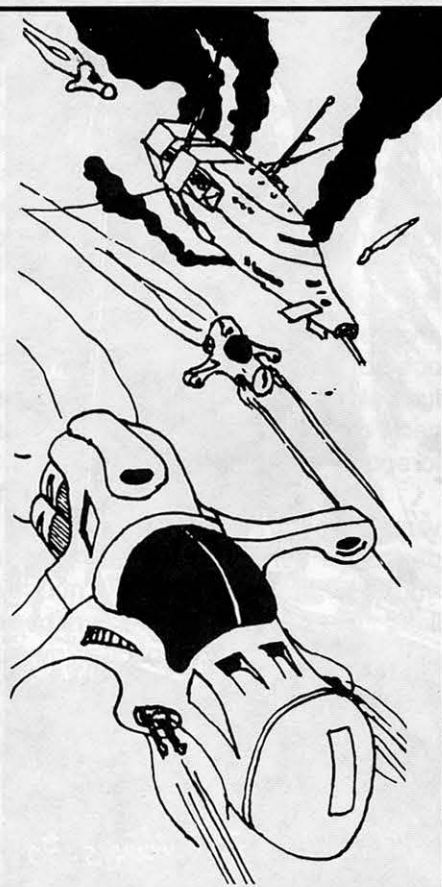
The first, and major, variation is to count armor successes versus ballistic damage *after* those for Body and Dodge rolls. If the total Resistance successes of Body, Dodge, and armor are insufficient to reduce damage to nothing, then your character takes damage as per the normal rules. If Body and Dodge successes are enough to reduce ballistic damage to nothing, without the help of armor, then the shot missed or barely grazed your character, who suffers no effects at all. If, however, Body and Dodge successes alone were insufficient to completely avoid damage, but the addition of armor successes reduces damage to nothing, then your character suffers a Stun hit one stage below the damage level that the armor stopped.

For example, imagine that Bobby Blackjack is wearing a lined coat and has been fired at by a character with an Ingram Valiant, who only scores one success. The damage code is 5S3. If Bobby rolls nine 5s for Body and Dodge, the shot misses him entirely. If he rolls no successes, his armor's ballistic rating of 4 will reduce the damage to a Moderate wound. But if he rolled five successes for Body and Dodge, he'd need four more successes to reduce the damage to nothing—successes provided by his armor. Under the official rules, he'd suffer no damage at all. Under these variant rules, the damage was Moderate before armor successes were taken into account, so Bobby takes a Light Stun hit. If he'd rolled six to eight successes for Body and Dodge, the damage would have been reduced to Light before armor was taken into account, and reducing that one level would mean he'd suffer no Stun at all.

A second variant method for handling armor would be to roll for it, rather than count it as automatic successes. That is, Bobby's lined coat would give him four more dice to roll versus damage, not four guaranteed successes. Similarly, the coat would give him two dice to roll versus impact damage, rather than two automatic successes. Note that this makes weapons with high Power numbers somewhat more deadly than under the standard rules.

Shadowrun referees and players should be advised that the use of these variant armor rules will tend to make combat, particularly a gun battle, an even more serious proposition than it is under the standard rules. The danger knob is turned up one more notch. But isn't that what shadowrunning is all about? Ω