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The Magazine of Science-Fiction Gaming US \$3.50

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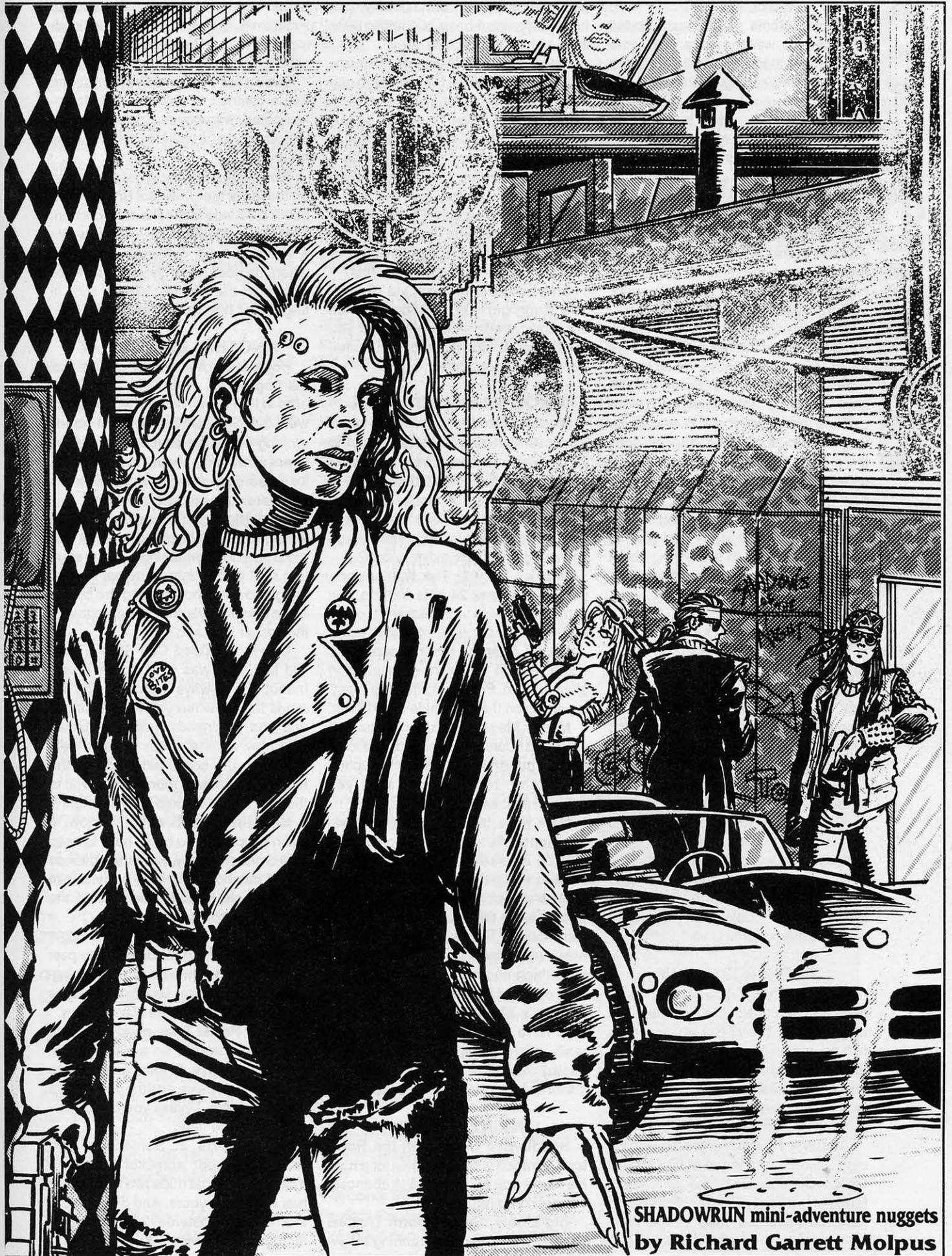
HORT TAKES!

You know the scene—just when you want to referee a *Shadowrun* game, three people are busy doing something else, and the other two can't handle the current module alone. What're ya supposed to do?

These mini-adventure nuggets can be run by one or two players. These little situations are the seasoning of a good reputation. Or they can be little distracters for a team that never seems to do anything but take on mega-nuyen deals. They have lives outside the shadows, don't they?



Paul
Harris
1992



SHADOWRUN mini-adventure nuggets
by Richard Garrett Molpus

MALL BRAWL

Loaded: Some perps snuck loaded clips into the weapon store. You were waiting for the trigger pull to get adjusted on your Colt. What're ya gonna do?

Dragon: A young dragon has settled down in the parking lot for a siesta. The rentacops have him roped off, but you might be able to convince him to leave—for another mall?

Peacemaker?: Two gangs decide to settle a difference in the food arcade of your favorite mall. The problem is that you are there! Try to prevent serious damage, and the mall management might start paying you to help security.

Run, Rabbit, Run!: Some perp just lifted a very expensive trinket. The store owner is screaming reward! Wanna go for it? Goodwill is always valuable.

Shatterproof Crass: Some uptown kids—probably salaryman pups—are causing trouble on your turf. Looks like they need to be spanked. After all, don't the merchants pay you to keep things quiet? But be careful—Papa might be next week's Mr. Johnson.

Stick Up: A gang is trying to rob everybody they can in the food court of the mall. Can you do something about it? After all, what are you going to do when they ask you to give?

NEW TOYS

Toys from Playland: You don't know where they're from, but you haven't seen weapons like this except in the vids. Your contact wants an after-action report. Why not try the stuff out on that gang three blocks over? The one that's been causing you trouble.

Return Favors: The gang three blocks over went and got some new toys themselves. Now they're coming to play in your sandbox. Have fun!

Warranty Good Until Needed: That gear you bought last week—the really neat stuff that cost oh-so-much—seems to have some trouble. Can you get the warranty support that Dwarf promised?

BAD LUCK FRIDAY

Aaahhh-Choo!: You thought oneness with nature would eliminate these allergies, didn't you? But your eyes are red as a Basilisks' behind, and your throat is tighter than the line on tomorrow's baseball game. Just your luck that you have to patrol the park all by your lonesome today.

Apology Not Accepted: Gee, you didn't know that the place you hit last week was occupied by the current girlfriend of the southside Don, But you *did* send back all but ¥500 of the take. Unfortunately, he wants the balance—

plus 50% and your arm. Luckily, you have that much money, but getting back in one piece may not be easy.

Good Deeds Never go Unpunished: You and some friends help a guy collect his car from the police pound on the far side of town. You didn't expect the cops to check everybody for outstanding warrants, did you? Maybe if you smile real nice, they'll forget whatever it is they have on you.

Not Really Your Day: First you ticked off a mage. Then you upset a shaman. They both want the honor of frying your hide. Who's going to get to you first?

Short of Everything: One clip left. Your lasersight is in the shop. Your left snapclaw needs sharpening. And you are on the far side of town from home. Don't be late for dinner!

ANOTHER DAY AT WORK

Model Citizens: A simsence store wants some real-live runners to promo for a new vid release. How good is your autograph? Remember to show up in your best warpaint and look real mean.

Courier Duty: A courier company wants a team to escort a driver for some pickups and dropoffs. What could go wrong?

Courier Duty 2: The courier company guarantees 24-hour service. But somebody keeps vandalizing the delivery vans. Find out who—and stop them.

Escort Agency: Mr. Johnson wants some muscle at his next meeting in shadowtown. Problem is that the meeting site is on the other side of turf lines.

Messy, Messy: The judge sentenced you to 10 hours of cleaning up the local park as punishment for shooting up the playground. Hope nobody sees you doing it! Just keep cool and smile.

New Kids in Town: A former Mr. Johnson wants a pair of twins protected. Just be discreet. Trouble starts when the kids rip up the best club in town.

Open-Door Policy: Somebody's been leaving the dock doors open at a warehouse. Things keep wandering away when this happens. Can you do something about it? This might be the start of a profitable relationship.

What's My Stench?: Some neighbors have been complaining about a really nasty smell. You trace it to a nearby warehouse. Why not see what's inside before you torch the place?

NIGHTTIME FUN

Beddie-Bye Dragon on the Rooftop: A dragon is settling down for a nap. He wants you to prevent disturbances. How can you refuse?

Big Lights, Small Room: That vid store down the block is running a new

promo about that new Vita Revak tape. Problem is, the searchlights keep flooding your room! Go talk to the manager about the need for beauty sleep.

Decoy for Fun and Profit: A friend has a contract to visit an Aries Macro-technology warehouse. Could you cause a diversion and keep Ares security busy for a while?

Moth to the Flame: What's that thing on the top of the Universal Brotherhood building? Kinda looks like a big cocoon.

Waltzing Matilda: Mr. Johnson wants a visitor to town followed—no matter where he goes. How do you keep track of him in the fanciest dance spot in town? And how do you get inside?

ANOTHER BORING DAY

Bogeyman Alert: A lot of kids fear the bogeyman. Heck, even you shivered in fear a few times when the lights went out. So when that little kid comes running out of the slumbox across the street screaming about the bogeyman, it's just a case of fright, right? But why are there claw marks on his arm?

Cold Nights: You stoked that old furnace every night, so it should run until morning. But something's been shutting it off at midnight. Why not wait up tonight to see who's turning the burner down? And why's that old manhole in the corner look odd?

One Good Deed Can Ruin A Day: Old Mrs. Lilly was your mother's best friend. You always were running errands for her when you were young—and she still needs help sometimes. Like now. All she needs is some help getting to the social aid office for the monthly retirement money, then a lift to the megamart. Should be easy, right?

Shooting the Breeze: Y'know, it wasn't supposed to be so hard to keep your drone airworthy, but some kid keeps taking potshots at it. Why not visit him for a simple heart-to-heart about the sanctity of private property?

Shooting the Breeze 2: Some rigger jock keeps sending his drone up to peer into your bedroom window. You keep plugging the thing, but he keeps fixing it. Maybe you should go talk to him about privacy.

Spare Parts: Ever need to fix the rear drive sprocket on a Yamaha Rapi-er? Ever have to buy one? Spare parts are expensive, and the parts house is across town. Unless you could "borrow" what you need.

Spare Parts 2: Somebody "borrowed" the rear sprocket from your Yamaha. And that dude two blocks over has a bike like yours. And didn't he get in a roadfight yesterday? Might be useful to pay him a visit. ☺