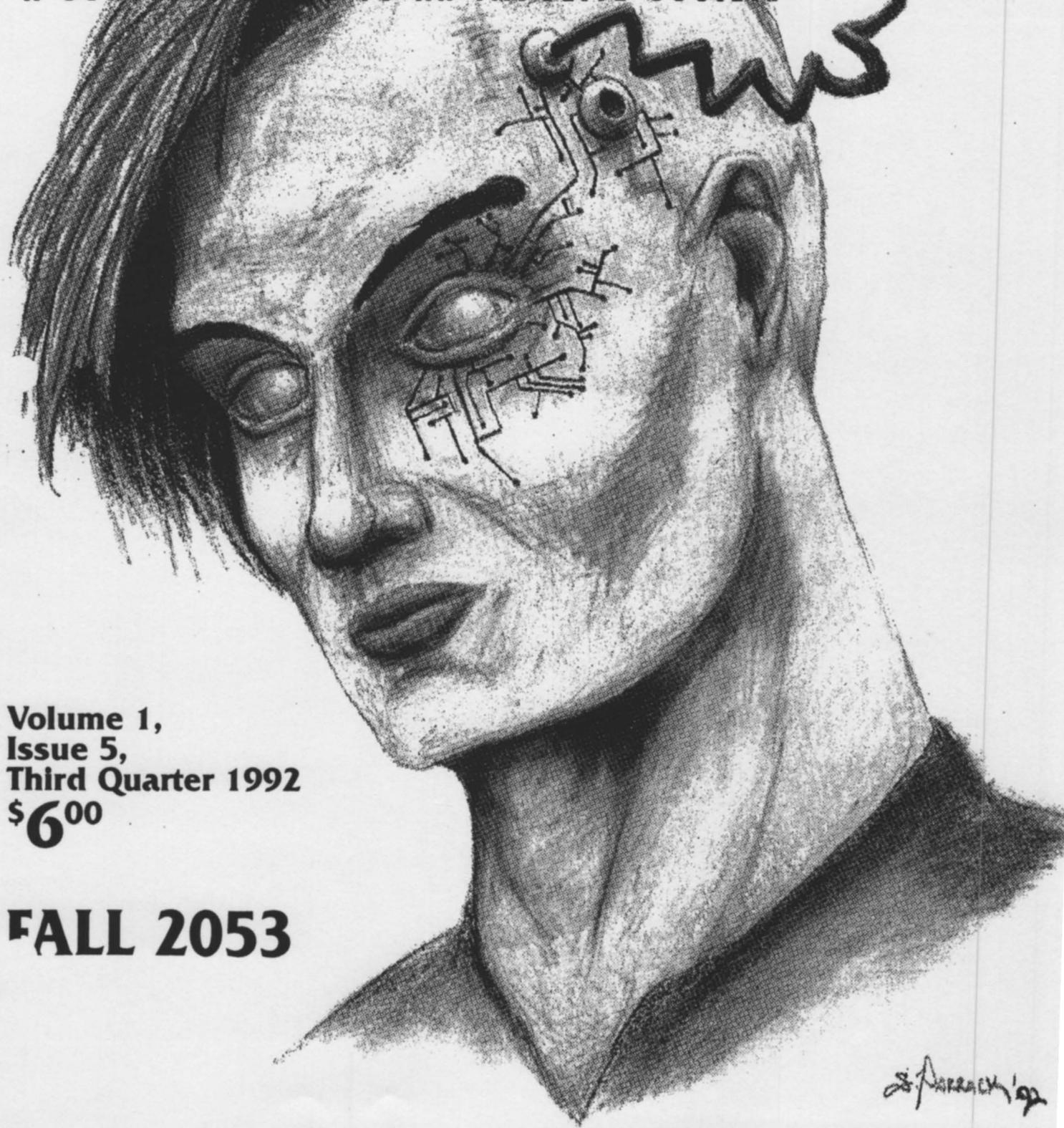


KA•GE

A SURVIVAL GUIDE TO AN IMPOLITE SOCIETY



Volume 1,
Issue 5,
Third Quarter 1992
\$6⁰⁰

FALL 2053

S. Arrack '92



Greetings,

As I write this, it's the first week after GenCon and most of the staff is still trying to recover from the rigors of the best GenCon ever. Every year GenCon seems to get bigger and better and this year was no exception.

FASA unveiled the second edition of Shadowrun to a frenzied mob of buyers. A buffalo stampede has nothing on the buyers who were trying to get one of the 463 available copies. FASA rationed the copies, letting some go each day. If you were there you know the actual rush was worse than I'm describing. Does FASA have another best seller? You bet.

Since S2 (which is how we'll abbreviate the second edition rules) is now in the hands of the public, I should announce that Kage will only print the stats for S2. Likewise, WE WILL ONLY ACCEPT SUBMISSIONS WHICH ARE ALREADY IN S2 FORMAT. For NPCs that means figuring the combat pool, etc. For new spells that means figuring the correct drain. For those of you who are only interested in playing the first edition, never fear, the stats are easier to transfer back to first edition than they are to go forward. You'll still be able to use all of the material in Kage.

In other news, you'll probably notice that we've begun carrying the ROC novels. Like all the other Shadowrun merchandise we carry, these novels are sold below list price. If you've never read the novels, check them out. We know you won't be disappointed.

Finally, we're getting lots of submissions and they're usually very good. Unfortunately, we get almost two fiction pieces for every "article" we receive. We will continue to run one or two pieces of fiction per issue. At the rate we've been receiving submissions, we'll have everything we need for 1993 by the first of November. On the other hand, we still need Paranormal Animals, Corporations, Gangs, Contacts, Gear, Spells, and Scenarios. If you want to see your name in print, these are the best types of articles to submit.

Enjoy,
Jim

Dear Shadowrun Network,

Why did it seem to take so long to change my address when I sent in a change of address card?

J. Wannapain
Jefferson City, MO

KA-GE Reply:

Just like articles and artwork, the mailing labels have to go to the printer well in advance of the mail date for each quarter's issues. If your change of address form came in just after the labels were sent to the printer, all we can do at that point is to get ready for the next quarter and mail this one out again if the postal service returns it. Since they don't always return the issues (even though they should), we don't always know that you received your issues. As soon as you know what your new address (or a possible temporary address, like the address of a friend), set up a forwarding order at your local post office. You should also send a change of address form (or a letter explaining that you would like a change of address) to us as

soon as possible. On that letter (or the postal service change of address card), please include your old address and name as on your mailing label, and your new address and name as you would like them changed. Please do not forget to

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is an

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write your membership number on the letter or card. In fact, get into the habit of writing your membership number of EVERYTHING you send to us. (letters, questions, submissions, checks, etc.)

Dear KA-GE:

Lastly, I wanted to congratulate you on your magazine. It would be perfect but for one thing. Could you include portions of some matrix maps of some famous systems? (I've been dying to see some of the Renraku Arcology's maps, or even some of the Azzie's systems.) Even if you can't manage that, I would like to see even some of the punier systems (the random generation method is .K., but...) Thanks a bunch!

K. Niedzwiecki
Holliston, MA

KA-GE Reply:

FASA has given us a lot of freedom to help define the Shadowrun world but one area they want us (all authors in fact) to steer clear of is any characters or corps that were set up by a FASA author or another freelance author. When they want something defined for these characters or corporations, they will request that an author expands on them. (It's only fair since they are their characters.) We did run a matrix map for CYCO Circuits in issue one of KA-GE. Check it out and see if that is a start in the right direction toward what you are looking for. If there is enough interest, we will run more matrix maps for corps we write up in the future. Thanks for the put.

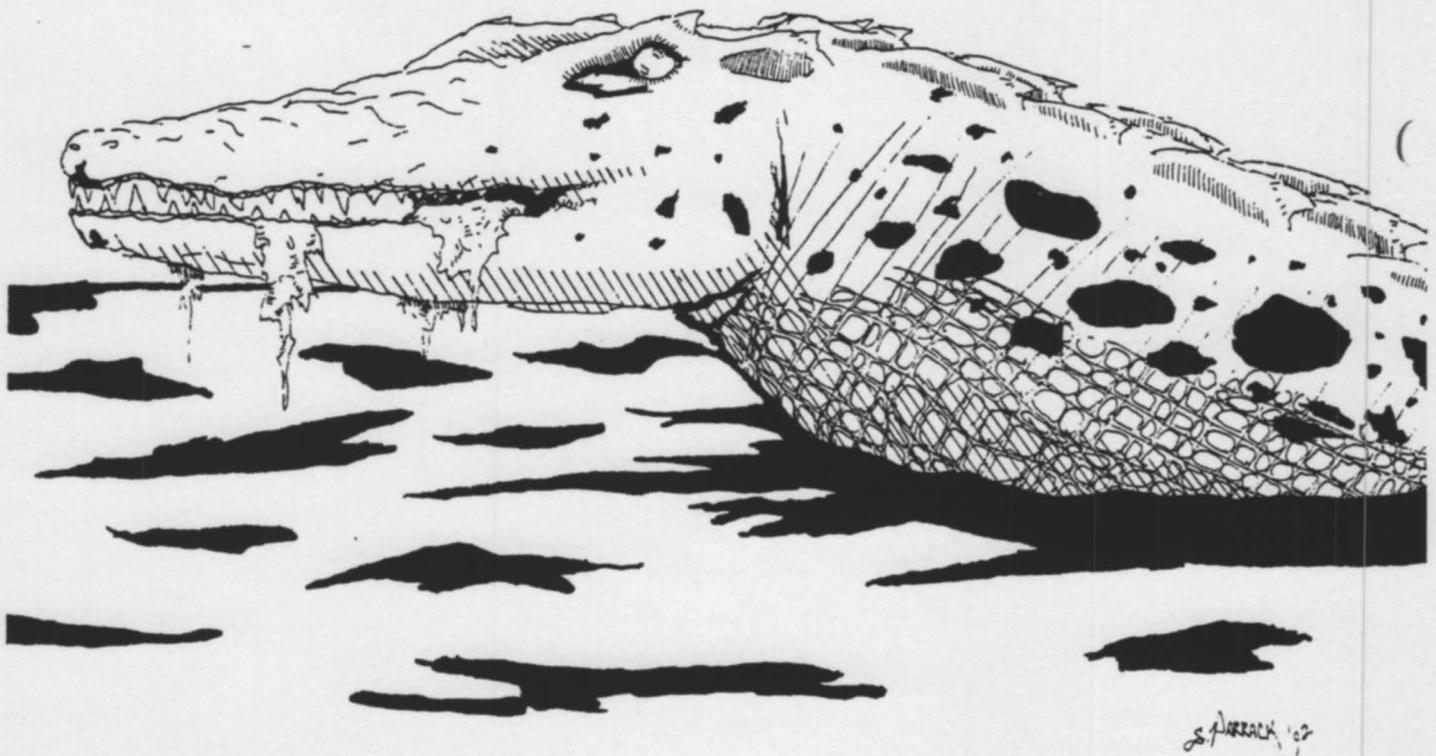


FAN ART BY FRED HOOPER



Sewer Gator

Alligator grius



IDENTIFICATION:

Alligator grius

The Sewer Gator appears to be a relative of *Alligator mississippiensis*, the Alligator.

Although much smaller than its ancestor, the Sewer Gator packs the

same explosive energy into a smaller frame. The Sewer Gator is rarely over 120 centimeters. The snout is slightly shorter than that of a common alligator and the tail has degenerated to little more than a stump. The reptile's color varies greatly from a mottled green (almost the color

of algae) to spotted grey. Although the legs are roughly the same size as an alligator's, the muscles have been greatly enhanced, providing increased ground and swimming speed.

MAGIC CAPABILITY

Innate





HABITS:

The Sewer Gator lives by eating the rats, cats, dogs, and other vermin of the sewers. Equally at home in water or on land, the Sewer Gator is able to either swim down or run down its prey with frightening speed. Although the gator only makes a nest to breed, individual members of the species rarely travel far from their birthplace. Given the abundance of food in their chosen habitat, small wonder these creatures have little

need to travel.

Territories are briefly established during the mating season, but mating is a brief affair. Sewer gators exist as a collection of individuals; even though there may be several grouped together in the same location, they should not be considered a "pack."

as a threat to man. On the contrary. They have the beneficial effect of cleaning the sewers of the warm-blooded vermin, often the leading carriers of disease. As sighting has been rare to this point, there seems little reason for concern.

COMMENTARY:

Because these creature rarely attack anything larger than themselves, they are rarely seen

POWERS:

Concealment (when in, or within, 10 meters of the water).

WEAKNESSES:

Vulnerability (Cold — Mild)

>>(…little reason for concern? I'm sporting a new foot thanks to one of these critters.)<<
-Blister(14:54:33/8/22/53)

>>(I've heard these things are highly intelligent and capable of being trained)<<
-Crasker(23:11:09/8/23/53)

>>(Ever wonder why the sewers below the Aztechnology are so secure?)<<
-Rodeo(05:49:32/8/30/53)

>>(You're joking.)<<
-Crasker(10:01:03/8/30/53)

>>(Just ask Blister where he was when he lost his foot. Blister?)<<
-Rodeo(14:13:50/9/3/53)

>>(No comment.)<<
-Blister(09:30:21/9/5/53)

GAME INFORMATION

	B	Q	S	C	I	W	E	R	Attacks
Sewer Gator	5	3x4	4	5	4	2	6	4	6M

SEWER GATOR
Alligator garius

HABITAT
Wet lands and sewers

RANGE
Western and southern regions of North America

RANGE



SIZE COMPARISON





7/14/51 02:34:55

Slamdance squeezed the trigger.
BAM BAM BAM

Three shots ripped against the back of the vampire's head.

It fell.

BAM BAM.

Two shots hit the base of the neck.

The vampire lay motionless on the floor.

"It's okay," Slamdance spoke into the headset, "I've got the vampire down, the team can come in now."

Slam hoped that was the last time he'd come up against one of those.

He couldn't see the thing smile when he walked away.

10/23/51 21:05:54

Faint yellow light filtered in from the streets to the back alley.

The thug's fist caught Slamdance on the chin, whipping his neck up straight with a snapping sound. Bleeding deep red from his broken nose, Slam shrugged the blow off. The two hit men holding him from behind were laughing.

"Now, tell us who geeked Santini and we'll let you go," said the big thug in a deep grinding voice. His face, a slab of meat puckered with scars, was twisted into a grin. He had his hands buried in shock gloves, and the gloves looked like they'd been used for years. He was draped in a big formless brown longcoat, but Slamdance knew beneath the longcoat was armor, probably the form-fitting kind. Slam had felt the armor when he'd tried to punch the guy; as usual it made things a lot trickier.

"Listen man, I don't know who geeked Santini, I just worked for the Villanovas once," Slamdance knew pleading with the cybered mafia thug wouldn't do much, but he tried anyway.

"You whacked Massilas we know. We respect your professionalism, don't we boys?"



A punch collided like a train crash with Slamdance's chin.

"Now," the mafioso

continued, "we find the Don's favorite lawyer dead and we know the Villanovas have been feuding with us since '47 and we know you worked for them. And we know you use APDS because you have a good fixer and we know Santini was killed with APDS."

"That's drekking stupid, man, anybody can use APDS!" Slamdance punctuated his sentence with a spit; a tooth fell to the alley floor.

Wham! This punch fell into Slamdance's chest; he stooped over in pain.

"Yeah, samoooooral," the thug crooned, "but they don't use them on un-armored targets, and they don't always do three shots to the back of the head and then two to the base of the neck like you do."

"They did that to Santini?" Slamdance was surprised—that type of kill was his trademark; he guessed he needed a new trademark now. Someone had copied him and the mob fell for it.

"Yeah, you did that to Massilas and you did that to Santini. Noooooooow, tell me you did it."

"Come on!" Slamdance spat out another tooth, "Someone's trying to frame me or something. Gimme a break."

The sheet metal door to the Korean restaurant on the left side of the alley opened; a waiter brought out a bulging grey bag of refuse to add to the dumpster in the back of the alley. The waiter stopped when he saw Slamdance being held by the enforcers.

The door was close, maybe six feet away. It looked like Slamdance's best chance. Slam was already bent over in pain from the last blow to his chest; he grabbed a battered trash-can lid on the alley asphalt in front of him.

The mafioso turned to shout at the Korean.

Slamdance moved like he was wired to.

He jerked forward and rolled in an Aikido escape. His usual catlike grace was tinged with desperation and injuries, but he managed to throw the

two men behind him to the ground in front of him. He continued the dash, riding his momentum into the bigger thug.

The big mafia thug turned as Slamdance collided with his chest, knocking them both over onto the stone stairs leading up to the restaurant's back door.

As the thug reached for the Fichetti in a holster at his belt, Slamdance brought the trashcan lid down on the ugly man's head. There was a satisfying smash as Slamdance thought, "Serves you right."

The Korean panicked and turned to go inside, dropping the garbage hastily. Slamdance pulled himself up on shaky legs and darted through the door into the kitchen.

Slam found himself in the middle of a steamy kitchen, pots of something spicy boiled in one corner; on another an apron-clad cook was frying something. The whole place was filled with waiters yelling out dinner orders to the hassled cook.

"Close the slotting door!" the beat-up runner yelled wildly at the surprised Korean waiter, over the din.

The waiter complied, shutting the metal door and bolting it.

Slamdance limped off as fast as he could, through a swinging door out of the kitchen and into the eating area. He ran outside to his car and slammed the pedal down.

As he pulled away he could see the three thugs coming out of the alley; he grinned as he turned the corner and pressed the pedal down.

...drip...drip...drip...

The sewers were dark, lit only by the streetlight that poured sultry and slow through the grates. The sound of dripping water was everywhere, as was the stink of excrement and filth. Rats squeaked in one corner, in another a man lay.

His face looked like it was carved of marble. It would have been handsome had it not been unnaturally pale and had his eyes not been bloodshot. His fingers, long and bony with elongated



ebony nails, were curled around a pistol. The pistol used to be an Ares Predator, but through the layers of rust and the grip wrapped in peeling duct-tape, it could hardly be identified as such.

His eyes glowed faintly in the darkness.

"Tomorrow and tomorrow and tomorrow," he recited in a voice like sandpaper and bile.

He carried his revenge out bitterly and savored each step. He never did anything himself and preferred to work through pawns: both magical and physical.

Tonight his revenge was almost complete. Three months ago an insolent runner had tried to kill him. The fool had failed, of course, leaving him instead half-dead, if it could be called "death." But Niedertracht had taken

He knew the answer, anyone who worked the streets did. The mafia have a pretty short memory; anyone who got them mad would just have to leave Seattle for a couple of months. When he came back they wouldn't be friendly, but they'd leave him alone.

He could do that alright; he had the cash and the time. But he wanted to know what drekhead was trying to get the Alios mad at him, especially some-



In the streets of the sprawl above, someone screamed, gunshots popped like champagne bottles in the darkness, the polluted wind whistled across the grate. His hands fondled the dirty grip of the pistol. He spat something red onto the sewer wall beside him. He laughed quietly, then he howled like a dying man.

As he howled, he exposed long serrated canine teeth, encrusted with brown blood.

Niedertracht was a vampire; he was professional vampire. Unlike many vampires, he however had a rep on the streets, and was occasionally known to run. But, what he really liked was killing and poetry: in that order.

Liking both poetry and killing, he had a delicate palette for vengeance.

his time and done his homework, and now he had pitted the ronin called Slamdance against one of the most influential Mafia clans in Seattle.

It was beautifully simple, really.

He had watched the enforcers interrogate Slamdance in a back-alley that night, and he had laughed with every punch that hit home.

He inhaled deeply and rubbed his fingers over the pistol's old barrel; oh yes, he would laugh more, so much more.

...drip...drip...drip...

Slamdance was pretty sure he was being framed. As he sat in a dark room with a two-bit street doc working on his nose, he worked it all over in his mind.

one who would go to the trouble of copying his style on an influential Villanova.

Slamdance knew one good person for information: Skinjob.

So the next night, his wounds healing gradually, he bought a black trench coat, put on sunglasses, a rumpled hat, and headed out to find Skinjob.

He ducked an obvious Alio tail on his car and parked by the Seattle Utilities Building. A friendly word to Thrash, the troll bouncer, got him into the Big Rhino.

The Big Rhino was a good ork restaurant; it was also a good place to get killed if you weren't goblinized. Slamdance ducked carefully through the drunk and rowdy





crowd, looking just non-threatening enough to not look vulnerable but also to not radiate an attitude that gave out unintentional challenges to any of the clientele.

In the back, a password and about fifty nuyen got him into the Ork Underground.

This section of the Underground was the orks' very own slums, dark and dingy, lit by red lamps hanging every twenty yards from the riveted metal ceiling. Slamdance kept his wits about him, and after a short walk, turned through a curtain and into a drab room.

A man in a wheelchair sat at a table. There was a squishing, pumping sound as lung-pumps and experimental cyberware labored. Skinjob had half his body blown off by an assault cannon; luckily his life's savings and a wiz tech had saved what was left of him. That was twenty years ago, when they didn't know much about cloning.

Tarot cards were spread out on the table in a celtic cross.

"Howdy breeder," the half-dead ork spoke, "Skinjob McAllister, stars read, runes thrown, cards cast, fortunes told."

"Evening, Skinjob. I need info."

"Everyone does these days. What is it, Slam?"

"Someone is framing me. They geeked Santini with my trademark style and now the Alios are walking in my footsteps."

"Ahh, I appreciate you bringing them here," Skinjob gurgled with laughter. "And you want to know what?"

"Who really killed Santini."

"I know it," murmured Skinjob, fooling with his tarot deck, "that will be three hundred nuyen for the reading."

"Damn it Skinjob," Slamdance instinctively jerked his credstik into the receptacle on Skinjob's fortune telling table.

Skinjob's pale hand flipped up a card; he studied it as if it actually held the answer to Slam's question.

"New merc in town. Just

in from the tribes. His name is False Face, he hangs around Penumbra a lot."

"I think I've seen him. Does he wear a lot of feathers and a jacket with an amerindian mask painted on the back?"

"Same False Face," wheezed Skinjob.

Niedertracht's eyes opened as his astral form melted back into his physical body. He would have to find False Face before his enemy did; Niedertracht didn't want the impudent razorguy knowing who he was just yet.

The Penumbra was hopping tonight; a new band was being showcased. Slamdance cut through the crowd; he headed for the bar.

Skinjob always gave reliable info:

False Face was sitting in the corner.

"Hey," spoke Slamdance, "I need to talk to you."

"Bout what, paleface?," rumbled False Face in a feral voice.

"One of your former..."

Slamdance stopped suddenly. From where he was standing he had a clear view of the entrance to the club.

Through the door, cold as ice, sauntered Caligula. Caligula was the Alio's best killer, cybered and always carrying a small arsenal. Caligula stood six foot eight and had a flat dark face topped with jet-black hair, always greased down. He was dressed in a black business suit with obvious armor plates.

Slam could see Caligula's chrome eyes fix on him; he started to sweat.

"Come outside," Slamdance said sharply to False Face.

"What?," False Face flashed Slam a "this pinkskin is crazy" look.

"Just move!" said Slam as he rushed toward the back door.

Shots ripped out in the middle of the room. The space of the bar where Slam had been seconds ago was ripped and torn by bullets. The crowd gasped and the band stopped playing. Caligula was standing there, subma-

chinegun smoking.

Slam rushed out the back door; False Face followed him.

Willie, the Penumbra's bouncer, pointed a pistol at Caligula. Caligula just gave him a cold glance and shot the poor ork in the knee; Willie fell.

Caligula, too, ran out the door.

The alley gave Slam *deja vu*.

It was wide, filled with garbage, and opened on to streets on both ends. The door to the Penumbra had a red light over it which illuminated the alley in hell-like crimson shadows. Slamdance and False Face had pistols pulled when Caligula sauntered out the door.

"Stop right there," said Slam coldly.

"Don wants you dead," spoke Caligula in icy, measured words that stank of malice.

"False Face, tell the man what you just told me."

"What did he tell you?" asked Caligula, his diabolic eyebrows raised.

"He told me the truth; you're not looking for me," said Slam, "you're not even looking for False Face here. Tell the man, Face!"

There was a scream as a haggard figure dropped down behind False Face, and then a sickening, tearing sound as something bit into the amerindian samurai's neck.

Caligula's face lost its composure; he stepped back spasmodically, his finger twitching on the trigger of his custom pistol.

Slam himself ran down the alley and ducked behind a dumpster. The hulking figure grabbed False Face with both hands and shook the body. There were a few cracks and then the grungy figure threw the samurai's crumpled corpse to the ground.

The thing ran for Caligula. Caligula fired four times: the bullets ripped through the thing's stinking clothing and tore out shreds of pale bluish flesh and black blood. The beast dove for Caligula's legs; Caligula jumped back and bumped into a wall. The thing hopped back up with supernatural strength and grabbed the light hang-





ing over the Penumbra's back door. It swung on the light's bar and landed on Caligula's shoulders.

Slam was waiting for a good shot; he fired once or twice but only skimmed across the assailant's shoulders and made cracks in the dirty brick walls framing the alley. Slamdance's hands were cold and shaky; he clutched the cross at his neck, a gift from his old aunt.

There was a crunching sound as a sharp pair of teeth worked through the hitman's chest. The thing was literally eating Caligula's heart out. Caligula's husk fell to the ground and Slam saw the thing turn toward him.

To his surprise it was no hellish beast, simply a pale man with his face pathed in gore from the kill.

It was the face of the vampire Slam thought he had killed.

"You!" cried Slam.

"You!" spat Niedertracht.

Slam saw, as the vampire stood there, that the bullet holes from Caligula's pistol were sealing up. With one jerking motion of his arms he brought his Colt Manhunter up. His hand softly squeezed the trigger until the hammer clicked on an empty chamber.

Shots ripped through Niedertracht's chest, one slammed off a side of his head, another blasted into his knee, but he walked slowly and determinedly toward Slam.

Slam was panicking; he was just standing there in the red shadow of the alley, squeezing the trigger on an empty clip.

"Ahhh, Slamdance, you know me. You tried to kill me. Don't you know I can't die? Stupid shadowrunner, stupid and ignorant, don't you read about

my kind?"

Niedertracht stretched out a hand and removed the stunned Slamdance's pistol from his shaking hands.

BROOM, WOOD

Slamdance's fevered mind struck on something.

THERE'S A DREKKING WOODEN BROOM LEANING ON THE BRICK WALL RIGHT NEXT TO ME!



"Now," said Niedertracht, removing a cartridge from Slam's belt.

MOVE SLAMDANCE, MOVE DAMMIT!

Niedertracht brought the pistol to Slam's head and laughed wildly.

Slam released his pent-up panic. GET THE PISTOL AWAY!

With his left arm he knocked the pistol out of the vampire's grip. The vampire dove for him, bloody mouth wide open.

THE BROOM, NOW!

Slam stepped back, grabbed the broom from the side of the alley and broke it in two on his knee.

WOOD, GOOD OLD WOOD!

He jammed the splintered end of the broken broom into the vampire's chest. Slam had seen his share of old vids; the wooden broom should just about do it.

Niedertracht began to wail and fell on the alley, black blood coming from the wound.

I'M SAFE, DREKKING HELL! I'M SAFE!

The vampire stopped moving, its eyes closed.

He sat in the alley for what must have been a half-hour, sweating and panting, regaining his composure. He'd been through drek like this once before; some corp had a vamp guarding one of their buildings. He'd driven the thing through with a GPHMG before blasting it in the head and the neck like he always did to make sure it wouldn't come back.

It had come back, he realized; this was the same vampire.

He stepped up to the thing to remove his pistol from the thing's dead hands.

A pale arm jerked up and grabbed Slam's neck; sharp teeth ripped

through Slam's throat.

Niedertracht stood over the body of the dead samurai and took out the broken piece of broom, wincing.

"Ahhhh," he said, looking at it, "I love this future; poor fellow tried to use synthetic wood."

And Niedertracht disappeared into the darkness.

The wail of an ambulance filled the night sky.





>>>>(Guess who found a backdoor that Lone Star had left open?)<<<<-Quirk (13:36:23-4/30/53)

Reference Number: S-54L-L332/F

Name/Title: Serial #23

Overview:

Seemingly random killings, all tentatively identified as having been performed by a single individual, were performed without the use of a metal instrument. Victims died from multiple slash wounds, like those received from an animal. To date eleven victims have been tentatively linked to this killer.

Location:

All killings occurred in, or near, the Avondale district of Redmond. All incidents have occurred between the hours of seventeen hundred and six hundred hours. All incidents occurred outdoors or in lightly sheltered areas. In all but three cases, the victim was well away from standard traffic areas.

Established Patterns:

Unlike most serial killers, this individual seems to have no recognizable pattern. Killings have occurred at random intervals and varying times.

Crime Scene:

The only evidence discovered at the crime scene were the bodies of the victim. Scraps of clothing not positively identified as belonging to the victim have failed to reveal clues as to the identity of the attacker (see reports CE-491-cs through CE-502-cs). Collateral damage to the surrounding area was kept to a minimum indicating a brief struggle, if any at all. Blood loss at the scene falls within norms for slasher-killings (see Injuries).

Victims:

The victims appear to have nothing in common. Seven were women and four were men. Three were awakened (all male). The victim's ages ranged from seventeen to eighty-three. Eight victims were residents of the area, but three were passing through. Although two victims owned automobiles, none of the victims were discovered near vehicles. Robbery does not seem to be a motive as most victims were discovered with the majority of their possessions scattered nearby.

Injuries:

All victims were killed by multiple stab and/or slash wounds to the chest and neck (see medical reports indexed under CE-334-jd). Medical reports indicate the attacker was of exceptional strength. All wounds were received from the front, indicating the victims were facing their attacker before being assaulted. There was no indication of sexual abuse in any victim. Medical examiner reports indicate all victims suffered greater-than-normal blood loss given the extent of individual injuries, however, this may be explained by the blood found at the scene. In no case were these blood losses total.

Current Status:

There are no current leads. The media has not picked up on this story, probably because of the low economic status of the victims. Although the number of killings make this individual a high priority, the lack of reliable witnesses (see report CR393-amb-033) make any further investigation difficult. No detectives have been assigned to this case. Should a solid lead develop, manpower will be provided.

Psychological Profile:

It appears that we are confronted by a truly demented individual. Although individuals who kill strictly for pleasure are common in fiction, this is seldom the case in the real world. The attacker in this case appears to have no motive. It is likely he/she will continue killing innocents until stopped, probably by force.

Reporting Officer ID: 313-779-48710



1

The runners are on the way home after a hard day on the streets (probably at the end of a short run) when a wild-eyed man jumps out at them. In his hands is a sharpened stake. Shouting at the top of his lungs, he attempts to drive the stake into one of the runners' heart.

Quotes:

"Die creatures of the night!"
 "I'll kill you all!"
 "I am pure. I fear you not!"

Notes:

The deranged squatter is convinced one of the runners (probably a mage) is a vampire. Although basically harmless, if he is left alone he will start spreading the rumor, possibly attracting vampire hunters or a real vampire out to protect his turf.

Archetypes:

Squatter: Use Squatter, p. 170, Shadowrun (raise strength to 5).

2

It is just after dusk and the runners have collected at their favorite restaurant for a working dinner when the front door swings open. A woman attempts to step inside when a man grabs her from behind. The runners can only see the pale grey skin of his hands before the door swings shut.

Quotes:

"Help..."
 "Argggggggg"

Notes:

The woman (Suzanne Gibbons) is an independent reporter working on a story about ghouls in Seattle. Unfortunately she discovered the Krypt Kickers, a local gang with the intelligence (an personal hygiene) of ghouls. She has been trying to get away from the gang for the last hour and thought she finally lost them. If the runners come to her rescue, they will discover three gang members trying to stuff Suzanne into an abused cargo van. Two other gang members await in the van.

If rescued, Suzanne will gladly help the runners as much as she can (at least until she feels she has paid off her debt or until she realizes they will lead her to bigger stories).

Archetypes:

Krypt Kickers: Use Elf Poser-Gang member, p. 110, Sprawl Sites.

Suzanne Gibbons: Use Media Entrepreneur, p. 113, Sprawl Sites.

3

The runners are minding their own business (for a change) when they come across an obvious crime scene. Since they are innocent (for the time being), the runners get closer for a better look.

Quotes:

"I think he's dead."
 "Isn't that what's her name?"
 "What's she doing in a place like this?"

Notes:

Audrey W. (a semi-famous cybersnoop) received "proof" that a vampire stalks the barrens and she has decided to shed some light on the being's existence. Unfortunately, the creature has killed everybody that gets close to the reporter. He just missed her earlier this evening; however, several innocent bystanders were killed in the attack.

Lone Star is convinced the attack is the work of a Street Samurai and is having trouble accepting Audrey's word. Audrey has seen the creature, however, and she knows it is real. She also knows that she is in way over her head. She needs professional soldiers if she wants her story. Wouldn't you know it? She recognizes one of the runners from a previous story. Biz could start early tonight.

Archetypes:

Audrey W.: Profile on page 36 in Shadowbeat.





4

The runners are heading down the deserted streets just before dawn when they hear moaning from the alley they are about to cross. Looking carefully down the way, they see the limp bodies of two gang members. Closer investigation reveals four other bodies, all dead. They are just about to leave when they hear the moaning again. Checking in a dumpster, they discover a wounded woman, covered with blood.

Quotes:
“...”

Notes:

The woman is a vampire. Still new to the disease which will haunt her for the rest of her life, she has resisted killing until last night. When the gang attacked, she went into a frenzy and killed them all. The last goon's knife broke off in her stomach, hence the wound.

Abigail Braun does not want to be a vampire and if nursed back to health, she will try to get away. She still needs time to come to grips with her new condition. With time, however, she can become a powerful ally, lending support to the people who saved her life. That time, however, is months down the road. Right now she is just a scared woman.

Archetype:

Abigail: Use Club Habitue, p. 105, *Sprawl Sites*. Current essence is 1. Vampire powers: only Invulnerability and Increased Strength (the rest will come in time).

12



5

The runners are heading down the street when a woman comes running up to them. Gasping for air, she grabs one runner by the lapels and points down the street. Her eyes are wide with fear. The runners have barely noticed her expensive clothes (slightly covered with blood) when a well-dressed man walks around the corner.

Quotes:
“Good Evening, gentlemen. Ladies.”

“I see you found my companion. If you would please return her, we'll be on our way.”
“Elaine, come here.”

Notes:

The man is a vampire and the woman is Judge Elaine Alcorn of the district court. Greerson, the vampire, has been hired to eliminate Judge Alcorn before she can rule on a one hover case against the Mafia. Many know Greerson as a professional killer, but nobody suspects the true reason behind his success.

What started out as a little sport between hunter and victim got out of hand when the Judge got away. If the runners do not turn over the woman, Greerson will come through them to get to her. He does have a reputation to protect after all.

Archetypes:

Judge Alcorn: Use Judge, p. 18, *Kage 5*.

Greerson: Use vampire, p. 231, *Shadowrun*. Base character type: Company Man, p. 204, *Shadowrun*.

6

The runners emerge from their home just after dusk and see a single gaunt man slide out of the alley across the way. As they walk down the street they quickly notice that the man is following their every move. Just as they are about to reach their destination, he attacks.

Quotes:

“Die, scum.”
“I will feed on your soul.”

Notes:

Ben Tilly is a recent escapee from Seattle General Hospital. He suffers from extreme dementia and believes he is a vampire. Although he does not dress the part (vampires would blend in he explains), he acts the part to the hilt. Although not lethal, Ben is far from harmless. If he sees that his “claws” are not stopping the runners, he will draw a Manhunter and start firing.

Archetype:

Ben Tilly: Use Metroplex Guardsman, p. 114, *Sprawl Sites*.



Niedertracht

"Why does everybody scream? Am I really that hideous?"
 "Really, there is nothing personal about what is about to happen to you."
 "You're really starting to tick me off. Now leave me alone."

Commentary

Niedertracht is an individual with style. Like all who suffer his fate, he is a victim of circumstance and his own needs. Although he originally was disgusted with the thought of violence and death, he has come to accept and relish it as part of his perpetual life. He will kill a human as easily and remorselessly as a hunter kills a rabbit.

Although Niedertracht was initially very smart, his natural ability has grown considerably with every passing experience. He is a master schemer with the patience and temperament to wait for his plans to unfold. He is also an individual of action. As much as he likes his schemes, he likes the action of being involved in the hunt and the kill. He will hire out as a shadowrunner, but he will never be part of a team (at least not as far as the others know).

Real Name: Unknown
 Sex: Male
 Size: 5' 11" Very thin
 Appearance: Gaunt facial features and hands. Niedertracht often uses makeup for "special" appearances to frighten his victims.
 Dress: Normally practical "work clothes." Occasionally tres chic clothing, however, he will never wear a cape.
 Born: Unknown
 Family: Deceased
 Education: School of Hard Knocks
 Occupation: None. His multiple investments and underworld knowledge keep him well provided.
 Political Affiliation: Republican
 Religious Affiliation: Atheist

Attributes

Body: 6
 Quickness: 4
 Strength: 3 + Essence
 Charisma: 3
 Intelligence: 6
 Willpower: 5
 Essence: Varies
 Reaction: 5 (+1D6)

Skills

Stealth 8
 Athletics 4
 Unarmed Combat 8
 Firearms



Computer 5
 Biotech 5
 Interrogation 5
 Etiquette (Street) 8
 Etiquette (Corporate) 5
 Biology
 Psychology 6
 Sociology 4
 Magical Theory 4

Powers

Enhanced Strength
 Thermographic Vision
 Enhanced sense of smell
 Enhanced sense of hearing
 Essence Drain (by bite)
 Immunity to Age, Pathogens, Poison
 Infection (with HMHV)
 Mist Form
 Regeneration

Weaknesses

Allergy to Sunlight - Severe
 Essence Loss
 Vulnerability - Ferrous Metals

Magical Ability

None

Contacts

Alison McQueen, Waitress Underground
 93

Mr. Takasi, Yakuza boss
 Sgt. Veston, Knight Errant
 Dr. Ambrose Garrity, ME Seattle General Hospital
 Harlot, Fixer

Gear

Pocket Secretary
 Form fitting Body armor Level 3
 Tres Chic Clothing
 Access to most gear given time (and Harlot).

Notes

Niedertracht should be considered evil and very cunning. He will not put himself in danger unless he becomes extremely angry or he is being well paid. His first impulse will be to survive the encounter, then gain more information. He prefers to have meetings conducted on his turf, under his conditions. It is very plausible for him to hire shadowrunners to acquire information he cannot (given his condition).



Paranaturalist

Attributes

Body: 4
Quickness: 4
Strength: 4
Intelligence: 4
Charisma: 3
Willpower: 5
Reaction: 4
Essence: 5.8

Skills:

Magic Theory: 6
Biology: 6
Negotiation: 5
Etiquette (Tribal): 5
Firearms: 5
Stealth: 5
Biotech: 5
Electronics: 4

Cyberware: Retinal Modification—Low Light

Equipment:

Wrist Computer, 50 MP
Wristphone
Armor Jacket
Thermographic binoculars
10 concussion grenades
2 Trauma Patches (rating 5)
Medkit
Browning Ultra-Power
Form-fitting armor level 3
Grapple Gun/Repelling gear
AUG-CSL Weapon System
Large Net-Gun
Survival kit

Contacts:

One corporate or tribal type

"Yeah, you runners have a lot of names for people like me. Some think we're eco-kooks, others think we're hunting ghosts, but I know what I am: a scientist. I chase the creatures of the awakened world and gather as much as I can on them to benefit mankind.

Yeah, and sometimes I stop corps and runners from geeking something just because it looks like



a dragon.

Why am I on the streets, you ask? I appreciate the truth. I'm not paid by any corp any more; I'm not going to sell out like Paterson. Besides, if you haven't heard, I'm not wired like you,

but I can hold my own on a run. It seems that all the drek happens on shadowruns, so I've come here, to the streets.

So save the drekking whales."



Medical Examiner

"Many people consider what I do a ghoulish trade. Poking around in corpses, looking for what made them corpses. Someone has to do it. Each one of these people has a tale to tell. I'm the one who listens. If it wasn't for people like me, most of the psychos who try to pass murder off as accidents would get away with it."

Quotes

"Of course he's dead, those sounds are just gasses escaping from his lungs. Now finish rolling him over and let me have a better look."

"If this guy just fell off his bike, where did he get chemical burns over 90% of his body?"

"I'll bet she was a beautiful girl before this happened. Lets see if we can figure out what, when, where and who happened it upon her."

Commentary

The Medical Examiner is as well trained as any "real" doctor, he just

chose a different specialty from the cosmetic surgeons, cyber-technicians, or other high paying and more glamorous medical fields. He feels what he does is like putting a puzzle together. The pieces are all there, but it's up to him to put the pieces together into a story about his patient's demise. He did have to learn all the medical knowledge every other doctor was forced to learn in medical school, but prefers to avoid live patients (either because he dislikes working with people or he distrusts his skill enough to want to avoid working on the living).

Attributes

B	S	Q	C	I	W	E	R
2	3	2	2	5	3	6	3

Skills

- Biotech: 6
- Computer: 2
- Biology: 6
- Cybertech: 1



Hospital Orderly

"This job can really suck! Lousy hours, low pay, and doctors and nurses who treat us like dogs. So what if I didn't go to school for eight years, I'm still a human being. I do the menial work that keeps this place going and clean up all the messes without so much as a thank you from the staff."

Quotes

"I'll mop the floors on three after I get Mr. Lazalow over to X-ray."

"What do you mean it's broken? Restraining patients makes this one of the most hazardous jobs I've ever had."

"Good morning. I know it isn't much to look at, but they say a breakfast this healthy will get you up on your feet in no time at all."

Commentary

The hospital orderly, though undertrained when compared to the nurses and doctors he works with, is usually a

very intelligent person who started in the job as a way to help people. After several years on the job, the orderly will generally be discouraged about how he is treated by the hospital administration, but is still at it for the patients. He gets to know most of them personally, and wants to help them as much as possible.

Attributes

B	S	Q	C	I	W	E	R
4	4	4	2	2	2	6	3

Skills

- Etiquette(Street): 4
- Etiquette(Corp): 3
- Etiquette(Tribal): 1





Law in 2053 (part 2) (Based on "Technology and the Law," Shadowtech)

It's a terrible night to be on the streets of Seattle. Normally, the drizzle doesn't bother you. Then again, you wouldn't normally be lying face down in the street. All the mist that makes up the drizzle, collecting together, and flowing under your coat. Soaking you to the bone and ruining your leathers with water containing all the scum and pollutants that have been piling up since the last rain. Good thing it rains here fairly often. I guess it could be worse. The cops could have just geeked you. At least this way, you'll have your day in court.

Getting caught in the act is something every shadowrunner fears. The law can be a dangerous thing to those living in the shadows. The first instinct most runners have will be to shoot it out with the cops. Not necessarily the smartest thing to do. Sure, the first couple to show up will be easy to geek, you are, after all, hardened shadowrunners. What about those that follow? Running from them would work, but can you outrun their radio?

If you have survived this long in the shadows, you already know there are times when you have to cut your losses and give in to the fact that your plan didn't work exactly as expected. Priority one is to survive. Those who live, live to fight again another day. Those who don't, feed the worms.

Even if you get away from Lone Star today, killing one of their own will make them very angry. When angry, they have ways of making your life miserable and even more dangerous than before. They know they can

get at you through your friends and contacts, making life miserable for everyone on the street (and letting them know why) and in effect, lashing out at you.

So Lone Star (or any other law enforcement units) are equipped, or have available, gear that is generally on a par with (or better than) your average military unit. They have radio's, computers, helicopters, and probably as many contacts as you do. You try to run. You try to hide. It may be time to take the heat for slipping-up. It's better than getting geeked in a firefight. The least you should do is to be ready when the time comes. It will save you a lot of aggravation.

Start by knowing what rights the laws in your area give you. By area, I mean wherever you will be working. The city of Seattle (UCAS) has different laws than Renraku, which are different from Tir Tairngire, etc. You may have connections that will give you more pull in the Renraku courts than you will in Tir Tairngire.

Equally important is knowing what rights you don't have where you are working. Can the law shoot at fleeing felons? What are your rights when it comes to getting legal council? How long can the police hold you without pressing charges? Can you make phone calls if you haven't been officially arrested?

Just in case you do get picked up one day, let's run through the way things work in Seattle proper. This isn't how things work in other nations or in most of the major archologies, but it will help give you an idea of what to expect. We'll start near the beginning, right after the boys in blue cuff you on the wet streets.

The ride to the station is generally uneventful, as the cops are seldom inclined to speed back to the

station for the hours of booking and paperwork awaiting them. If you wish to look for a way to escape, good luck. It has been known to happen, but Lone Star doesn't believe in being cheap when it comes to restraints. The right sized cuffs for the job is a motto most of the boys try to live by.

Once at the station, you will be printed and photographed and analyzed while they search for your identity. Even if your past identity was somehow totally wiped out, you can sleep well tonight knowing that by morning your new identity will be started. The courts hate to book people who have no records.

The police will sit down with you, to discuss your problem in as much detail as you are willing to share with them. Come morning, or the soonest the public defender or your lawyer can make it, you will be questioned by the police once again. (Hopefully, you didn't tell them anything in the earlier interview that will help their case against you.) Your lawyer will have a copy of the arrest report and will probably be able to give you a brief summary of your situation.

Within a couple of days, you will get your first date in the courtroom. A hearing will be held to determine if you should be freed on bail (or if you should be freed at all) while awaiting your trial date. The trial will usually take place within a month. (If you are not released while waiting for your trial, the time served will probably count toward any sentence you may receive later.)

When the trial does come about, the length of time it takes will vary, depending on the seriousness of the charge and the amount of clear-cut evidence. They can last from a day to a week. Sentencing, if necessary, doesn't take long.

In game terms, there are several tests that will occur along the way, adjusted by the GM. The more serious the charges, the better trained the prosecuting attorney assigned to the case will be. Some of the tests that player's attorney can make are:

1) To try and get the prosecuting attorney to drop the charges.

This will be a test between the prosecutor and the player's attorney, modified by the amount of evidence available. If there is very little evidence, the prosecutor will be more willing to give up (easier for the player's lawyer.) If there is a decent amount of evidence, it will be more difficult for the player's lawyer to win this test. If the amount of evidence is great, there will not even be a test, as the prosecutor will not drop the charges.

2) To try and get the prosecuting attorney to reduce the charges.

This test again depends upon the amount of incriminating evidence present, and the modifiers will be decided by the GM, as before, with a couple of exceptions. The prosecutors are so overloaded with cases they will be more willing to reduce charges, as some of the lesser charges are easier to investigate, prosecute and win. This will cut down on their case load and most likely keep their wins/losses tally balanced properly. (Toward the wins of course.) If the case against the accused is rock solid, they wouldn't want to give that up for the world, but any weak case will be dropped if the accused will plead guilty to a lesser charge.

3) Fight it out in court.

This test is set up as before, with additional modifiers thrown in. The additional modifiers may include bribes, threats, etc. to the judge, jury, or prosecutor. Any threats or bribe attempts may help the defendant, or hurt him/her, depending on the disposition of the receiving

party.

4) Modify the sentencing.

This test is modified more by the difference in the court battle role than the amount of evidence presented. Even if the prosecutor had excellent evidence, if it wasn't very well presented, it will not effect the sentencing as much as the defense's pleas for leniency.

5) Present a motion for a re-trial.

This is the last line of defense for a lawyer who has lost a trial case. (Not to be used to overturn a guilty plea.) The defense lawyer may believe he/she can do better in another trial. A new trial may overturn the verdict completely, or at least reduce the sentence. Anyone convicted of murder one will automatically be set-up for an appeal. Other convictions will have to roll a test between the prosecutor and the defense lawyer, modified only by the number of times this particular case was tried. (The more often the case is lost by the defendant, the less likely an appeal will be granted. The prosecuting attorney will never appeal a case they have lost.) If the appeal is approved, the defendant will have to try to get bail again. If it was refused before, it will surely be refused again. In any case, it will probably be higher now than it was before, since the guilty verdict now makes the defendant more likely to run.

The lawyers' fees can be found in the tables printed with the first part of this article. (KA-GE Volume #1, Issue #4, page #16) The setting of the amount of money used for bail can be set-up using the same tables and a similar formula. Use table one and table two as described in the description for those tables, but instead of using table three for the lawyer's fees, multiply the total so far by a number between 20 and 50. This should give a fair ¥ total for bail.

(For both the lawyers' fees and the amount of bail, the GM should use his/her judgment to come up with fair multipliers, since in a role playing environment, players never seem to stick to what is expected.) Some of these totals may seem large (enormously large) when you finish the calculations. That is the way it is meant to end up. Anyone with the option to post bail is supposed to be putting up enough money to deter flight.

Since most players will not have this kind of money stacked away, this is where the bail bondsman will come in handy. For 10- 20% of the total amount due to the courts, the bondsman will put up the total sum. When the player shows up for court, the total amount of the bond will be returned to the bondsman and the 10-20% put up by the player will be kept as the bondsman's fee. (If the players can put up the entire sum, they will, of course, get it all back if they return to court.) This large fee is to help cover the risk the bondsman accepts when trusting clients will return for their trial. (It also helps cover the fees of the bounty hunters sent after any players who leave town before their trial.)

This outline should help give guidelines to cover most situations that many shadowrunners run the risk of encountering every night. Those who are known to be at the top of their profession will often be watched, and accused of many things they may or may not have done. (Good as well as bad.) When the cops are brought into it, play it cool, play it smart.



Judge

"It's up to me to sentence the punks and thugs in our society to an appropriate amount of rehabilitation. Sometimes, that isn't easy. Many of these thugs work for major corps, who have the best lawyers money can buy. They usually find a loophole or two to help their clients slip out of the noose. Sometimes that loophole is a key witness who disappears. Can't prove they did it, but if they come before the court, they usually did."

Quotes

"Son, did you hear what I told the last defendant? Good, I didn't want to have to repeat it again. Sixty days. Next case."

"I'll be....I've never been so insulted in my life! That's not nearly enough money to bribe someone of my high moral standards! Double it, and we'll talk."

"If the prosecuting attorney doesn't sit down and shut up immediately, I'll have her thrown out of my courtroom."

Commentary

Most judges tend to be cynical about the people who come before them in court. Who can blame them when most of the defendants are either guilty of this crime or make it easy to assume they are guilty of some crime, somewhere. In spite of this cynicism, they are generally fair and just, something that is often needed by the little guy getting stepped on by the giants of the world.

Attributes

B	S	Q	C	I	W	E	R
3	2	3	3	5	4	6	4

Skills

Law: 5, Law (Concentration): 7, History(Law): 7, Leadership: 4, Etiquette (Legal): 5



Ball Bondsman

"Ya, I deal with trash and lowlife. I also have the chance to work with the upper crust of society. Nobody is above the law. There are some though who are beyond my help. Anyone who has "disappeared" before can do it again. That would make them beyond my help, because I'm not going to let the courts keep my money when they walk. Every now and then, I make an error in judgment. Thank all the spirits in the heaven for Brace. He takes a cut, but he also makes sure the wanderers make it back in time for their trial."

Quotes

"Look sweetie, everyone in here is innocent. Do you have the 10% to put up or not?"

"Hey kid, do I look like I was born yesterday? The court put a large bond on you because they thought you were a bad risk. Putting up your bond would be like betting my house on a 50-1 nag at the track. My wife would have my head for that one also. No thanks."

"Brace, I've got another one who

disappeared. His court date is Tuesday at 3:30, court room D4. Your cut is 5,000¥ if you drag him in on time."

Commentary

"The bail bondsman will help most people out of a jam when they get locked up. Since the courts will want cash or certain substantial properties put up for bond, the bondsman makes a profit by putting up the total after the "client" has put up a certain non-refundable percentage. (Which is larger for the high risk clients.) One benefit of having a bondsman as a contact is that they will be more likely to come, in the middle of the night, and help you out, with fewer questions asked. They also tend to know all about most cases well before even the courts. It's amazing what you hear while sitting near the holding tanks, waiting for the courts to set a bond.

Attributes

B	S	Q	C	I	W	E	R
2	1	2	1	3	4	6	2

Skills

Negotiation: 4, Etiquette(Legal): 2, Etiquette(Street): 4, Computer: 2



BLUE CROSS/BLUE SHIELD:

Home Office Location: Medicine Valley, MSP, UCAS
President/CEO: Kenneth J. Nells

Principal Divisions:

Division Name: First Response
Division Chief: William K. Lawrence
Chief Products/Services: Life Insurance and emergency response for residents of the MSP metroplex

Division Name: Outward Bound
Division Head: Oscar Ferod
Chief Products/Services: Life insurance and emergency response for residents outside the MSP metroplex

Business Profile:

Blue Cross/Blue Shield has evolved into the metroplex's premier quick response paramedic/first aid ambulance service. They also provide life insurance or service to customers both within the metroplex and throughout the territory of Minnesota. Blue Cross provides various degrees of insurance or coverage (shields) to those who can afford them. Blue Cross has formed a partnership with the Genesis Foundation for implantation work.

Security/Military Forces:

Blue Cross/Blue Shield has been authorized for improved security forces on board their quick response units and helicopters for responding to calls from non-secure areas. This security normally equates to two armed guards, but can be more in high threat response areas. Security within Blue Cross/Blue Shield facilities is standard for medical facilities.

GENESIS FOUNDATION:

Home Office Location: Medicine Valley; MSP, UCAS President/CEO: Dr. Werner Schmidt

Principal Divisions:

Division Name: Bionetic Research Division
Division Head: Dr. Laura Simmons
Chief Products/Services: Human and Metahuman physiology research, Bionetic research, design, and development.

Division Name: Gene Engineering Division
Division Head: Dr. Paul Devens
Chief Products/Services: DNA mapping, Metahuman Gene research, Gene Splicing, Binder and Zeta-Interferon production, Cyberware and Bioware rejection research

Division Name: Implant Technology Branch
Division Head: Dr. William Jenkins
Chief Products/Services: Bioware and Cyberware implantation and implantation research

Business Profile:

Genesis Foundation, founded in 2032 by Earl D. Hiemersoll, is a medical research laboratory complex that specializes in Human and Metahuman Physiology, Bionetics Research, Genetic Engineering, and Bioware and Cyberware research and development. Genesis is also a current leading authority in genetic transplants and Bio/Cyberware implantation. The Genetic Engineering branch is currently performing DNA mapping in an attempt to discover the Metahuman gene. Gene splicing research is ongoing in order to increase the benefits of Gene therapy and immunizations for the numerous diseases still known to mankind. Work in both Binder and Zeta-Interferon production (for reducing the rejection of both Bio and Cyberware by the human and metahuman body) is one of the more vital project areas.



Security/Military Forces:

Genesis maintains a minimal level of security for internal protection only.

>>>(It is rumored that the Gene Engineering Branch has been working on engineering more then just "Binder" and "Zeta-interferon." Word in the sprawl is that Genesis is working on a new, more lethal form of "Doom")<<<<< -Barak the Bold<19:13:37/04-09-52>

>>>(I wonder if you just spelled doom for Genesis by spilling the beans?)<<<<< -Hohner<19:21:35/04-09-52>

>>>(Forget the "Doom," chummer. The Feds will never close Genesis and look the other way since Genesis happens to be one of the few locations within the UCAS that performs implantation of Alpha and Beta Cyberware for the Feds.)<<<<< -Valkyrie<22:15:17/04-09-52>

NEW AGE LABS:

Home Office Location: Medicine Valley, MSP, UCAS
President/CEO: Dr. Gerhard Von Sturm

Principal Divisions:

Division Name: Materials Research Division
Division Head: Franklin Jessup
Chief Products/Services: Metallurgical and synthetic research and development into properties of metals and other substances such as superconducting plasma crystal lattice metals.

Division Name: Matrix Research Division
Division Head: Dr. Thadius Bjorn
Chief Products/Services: Research into matrix mainframe constructs including artificial intelligence, mobile and fixed expert ICE, and offensive and defensive improved smart frames.

Division Name: Magical Research Division
Division Head: Jerax Klydorn
Chief Products/Services: Research into Sorcery, Conjuring, and Enchanting including new spells, conjuring techniques, and magical artifacts.

Business Profile:

New Age Labs is one of the premier newer research facilities not only within the MSP metroplex, but within the UCAS itself. New Age Labs discovered the world's first room temperature superconductor and were a primary contributor in many of the current technological breakthroughs such as Ruthenium Polymers and Dikote treatments. They are a leading researcher in Matrix mainframe security for corporate use against unauthorized entry. New Age Labs also works closely with the Lovecraft Institute at the University of Minnesota for furthering mankind's understanding of the Sixth World.

Security/Military Forces:

New Age Labs maintains minimal internal security forces, relying mainly on the protection provided by the MPC. Their matrix security, however, is quite phenomenal. New Age Labs uses their on-going matrix research programs to provide additional and "special" security.

>>>(I hear New Age Labs has planted more vegetables then all the slotting gardeners in the MSP metroplex combined. Sorry, chummers, but I think I hear my mother in Seattle calling.)<<<<< -Knightmare<16:20:57/03-27-53>

>>>(Yeah, chummers, and that's not the worst of it. New Age Labs are doing a lot of this matrix drek for the MSD. Hey, Knightmare, you got any room on that ride headed out to Seattle?)<<<<< -Bramage<18:02:13/03-27-53>

SATISFACTION SAFARIS:

Home Office Location: Midway, MSP, UCAS
President/CEO: Sean O'Bannion
Chief Products/Services: Guided tours of the Awakened Forest

Business Profile:

The Awakened Forest in Northern Minnesota has given thrill seekers a new lease on life. In 2029, Satisfaction Safaris stepped in to fill the need for adventure, providing safe tours of various portions of the Awakened Forest. They can provide day-length tours or extended excursions for one or two weeks in length. [Note: All customers are required to sign a release form prior to departing on the tour, in case of any unforeseen mishaps or accidents].





Security/Military Forces:

Complete security is provided by Satisfaction Safaris for the safety of their patrons.

>>>(Just a stroll in the woods, right? Too bad everything out there wants to rip your arm off and eat it or pull your cyberware out for its bright and shiny effect. Me, I'm staying right here in MSP, where it's safe)<<<< -Asphalt Kid<21:16:56/03-12-53>

>>>(The guys from S.S. don't fool around when it comes to takin' care of biz. I was with a tour in '52 when a bunch of 'Vikings' jumped the group. Before you could say "Here's my cred stick," the tour guides had all six tough guys hanging from the trees in some sort of trap. Made for a lot of good photos.)<<<< -Tailorman<15:21:41/03-13-53>

>>>(I bet they made for a great wall mount or stuffed trophy in someone's den too.)<<<< -Barak the Bold<23:12:53/03-13-53>

FORD ROBOTICS:

Home Office Location: Detroit, UCAS

President/CEO: Samuel Ford

Division Name: Microdrone Division
 Division Head: Dietrich Von Kleitz
 Division Location: Corp St Paul, MSP, UCAS

Principal Branches:

Branch Name: "Spyder" Production Line
 Branch Head: Norman Hildebrandt
 Chief Products/Services: Design, development, manufacture, and marketing of the "Spyder" security microdrone.

Branch Name: "Guard Dog" Production Line
 Branch Head: Douglas Dwyer
 Chief Products/Services: Design, development, manufacture, and marketing of the "Guard Dog" security microdrone.

Branch Name: Microdrone Development Laboratory
 Branch Head: Gisila Heinzelmann
 Chief Products/Services: Research and design of Ford Robotics microdrones that are being developed for production, as well as other assorted security microdrone projects.

Business Profile:

Ford Robotics is one of Ford Corporations larger companies, specializing in the design, development, and manufacturing of drones of every conceivable type and use. Ford Robotics is broken down into its various separate divisions such as the Surveillance Drone Division, Security Drone Division, or Microdrone Division.

The Microdrone Division is located in the MSP metroplex and specializes in the building of drones of under 5 cf in size and is organized by product branches. Currently the Ford "Spyder" and the Ford "Guard Dog" are the two microdrones being manufactured by the Microdrone division in MSP.

Security/Military Forces:

Internal personnel are used for site protection and security only.

Ford "SPYDER"

The Ford SPYDER is a small, 6 inch by 6 inch, rectangular quadrupedal drone. It is equipped with a motion detector and two doses of Narco toxin which is injected into the victim. It is designed to sense motion and attack the intruder with the Narco toxin. The SPYDER is powered by electrical implants which connect to an electrical grid inlaid into the floor. The Ford SPYDER is usually deployed in large numbers to provide security and prevent physical intrusion into highly sensitive areas.

	Handling	Speed	B/A	Sig	APilot	Store	Cost
Spyder	N/A	6	2/0	8	3	1cf	2500¥

Operational Duration: Unlimited
 Sensor Package: Standard (1)





Ford "Guard Dog"

The Ford GUARD DOG is a small six-wheeled microdrone that comes in two different models for providing either internal or external security. The GUARD DOG is equipped with a specially designed SpectreComm surveillance package and an assault rifle for internal security or a Panther assault cannon for external security. The onboard computer can be programmed to patrol a designated area at either a specific interval or at random.

	Handling	Speed	B/A	Sig	APilot	Store	Cost
Guard Dog	N/A	10	4/2	8	4	5cf	25,000¥

Operational Duration: 6 Hours
Sensor Package: Enhanced (2)

>>>(I hear that SpectreComm pulled a fast one on Ford Robotics. Supposedly SpectreComm developed the Guard Dog surveillance package under an exclusive contract with Ford Robotics and marketed a version of their own, completely ignoring the complaints from Ford Robotics.)<<<<< -Knightmare<17:21:37/01-17-53>

>>>(I always said that SpectreComm would sell their mother, and yours and mine, for a buck.)<<<<< -Barak the Bold<17:25:57/01-17-53>

ADVENTURES IN TIME:

Home Office Location: Shakopee, MN (just outside MSP), UCAS
President /CEO: Morgor' Ash

Principal Divisions:

- Division Name: Technology Division
- Division Head: James Dougel
- Chief Products/Services: Acquisition and maintenance of SensorTech body armor and VibraTech weapons

- Division Name: Dark Ages Time Park
- Division Head: Janet Lambert
- Chief Products/Services: Management and Operation of the Dark Ages Time Park

Business Profile:

Adventures in Time (AIT) skyrocketed in popularity with the advent of SensorTech body armor and VibraTech weapons in 2046. With the profits from this new technology, Morgor' Ash bought out the struggling Renaissance Festival in Shakopee and turned it into the Dark Ages Time Park. At the park visitors can become anyone they desire, save fair damsels, fight fierce dragons, joust in a tourney—just anything their imagination can dream up. With the SensorTech and VibraTech equipment, the total experience is not only thrilling, but safe and enjoyable. AIT has recently opened additional parks in both the UCAS and CAS, with negotiations ongoing in Paris and Tokyo. AIT has also instituted a service that provides free transportation from the newly opened outlet store in West Minneapolis, near the International Airport with direct access from the terminals, to the Dark Ages Theme Park.

Security/Military Forces:

Since the Dark Ages Theme Park lies outside the MSP Metroplex, the NMC has no authority over the size of the security force that AIT can maintain. AIT, however, has voluntarily limited the number of security guards to the bare minimum needed to ensure the safety of both the Park and its patrons. While security forces outside the park itself are dressed and armed in modern day fashion, those inside the park are properly attired in accordance with the theme; however, they do carry real weapons in addition to the VibraTech weapons everyone else carries.





Shadowrun Timeline

- 1999 SERETECH VS UNITED STATES.
- 2000
- 2001 SHAIWASE CORP VS NUCLEAR REGULATORY COMMISSION.
- 2002 DEVELOPMENT OF NEW OPTICAL CHIP, MCT OPENS OFFICE IN ST.PAUL. GOVERNOR RUIID BEGINS DISCUSSION WITH TRIBAL LEADERS OF MAJOR INDIAN RESERVATIONS TO PREVENT EXPLOITATION OF MINNESOTA RESOURCES.
- 2002-2008 RESOURCE RUSH
- 2003
- 2004
- 2005 MAJOR EARTHQUAKE LEVELS NEW YORK CITY, TREATY OF BEMIDJI, BETWEEN STATE OF MINNESOTA AND LEADING OBJIBWA TRIBAL LEADERS.
- 2006
- 2007
- 2008 URBAN MILITIAS AUTHORIZED BY LAW IN TEXAS, MINNESOTA FOLLOWS IN 4 MONTHS WITH 'FIREARM EDUCATION LAW', BIRTH OF PROTO-FEUDALISM.
- 2009 LONE EAGLE INCIDENT, "BATTLE" OF BAGLEY.
- 2010 RELOCATION AND RE-EDUCATION ACT, ** OUTBREAK OF VITAS **, FORMATION OF THE NEW METROPOLITAN COUNCIL (NMC) FROM CURRENT METROPOLITAN COUNCIL - BUT TO KEEP MEMBERS SAFE, THEIR IDENTITY IS KNOWN ONLY TO EACH OTHER AND GOVERNOR HAROLDSON, WHO TOOK OFFICE FOLLOWING THE RESIGNATION OF GOVERNOR RUIID.
- 2011 YEAR OF CHAOS - NUCLEAR PLANTS MELTDOWN, U.G.E. BIRTHS BEGIN, *FIRST DRAGON APPEARS*. POWERS OF THE NMC ARE EXPANDED TO INCLUDE THE FORMATION OF METROPOLITAN SECURITY DIRECTORATE (MSD) AND METROPOLITAN POLICE CORPS (MPC)
- 2012
- 2013
- 2014 FORMATION OF NAN, DESTRUCTION OF LOS ALAMOS.
- 2015 THE MAGIC HAT, A PROFESSIONAL ORGANIZATION FOR PRACTICE OF REAL MAGIC OPENS IN MINNEAPOLIS.
- 2016 PRESIDENT GARRETY ASSASSINATED.
- 2017 RESOLUTION ACT, WAR WITH NAN, AWAKENED FOREST BEGINS TO GROW.
- 2018 TREATY OF DENVER, FIRST GENERATION A.S.I.S.T. IN CHICAGO.
- 2019 RED LAKE "INVASION," FORMATION OF 1ST MINNESOTA REGULARS.
- 2020
- 2021 YEAR OF GOBLINIZATION. QUEBEC DECLARES INDEPENDENCE, TREATMENT CENTERS SET UP FOR PROTECTION OF GOBLINIZED METAHUMANS.
- 2022 U.S. GOVERNMENT DECLARES MARTIAL LAW TO CONTAIN RIOTS, 4 DAYS OF BROOKLYN, MINNESOTA MASSACRE OCCURS, KILLING 20,000 AND CRIPPLING/INJURING 45,000, ** SECOND OUTBREAK OF VITAS **. REALIGNMENT OF MINNESOTA POLITICAL PARTIES, A COALITION IS NOW NEEDED TO PASS ANY LEGISLATION.
- 2023 INTERNATIONAL TRADE ZONE OF ST. PAUL IS MOVED SOUTH OF MISSISSIPPI RIVER TO OCCUPY THAT SECTION OF ST. PAUL. FEDERAL TROOPS ARE RESTRICTED TO FEDERAL LAND IN MINNESOTA.
- 2024 FIRST SIMSENSE UNIT AVAILABLE, MINN CONSTITUTION IS AMENDED TO REFLECT CHANGED VOTING PRECINCTS, DESIGNATION OF MSP METROPLEX AS EVERYTHING INSIDE THE INTERSTATE 94 LOOP.
- 2025 SEVERAL UNIVERSITIES OFFER DEGREE IN OCCULT STUDIES. GRAIN WARS BETWEEN CORPS RESULT IN TRUCKING BATTLES, NEW METROPOLITAN COUNCIL (NMC) INTERVENES, UNIVERSITY OF MINNESOTA DEVELOPS MULTI-USER/MULTI-INPUT (MUMI) PROGRAM USING CRAY DONATED MAINFRAME.
- 2026 U.S. CONSTITUTION AMENDED TO INCLUDE METAHUMANS, CREATION OF FIRST CYBER-TERMINAL, 3-M CHANGES CORPORATION NAME TO 4-M WITH THE ADDITION OF MAGIC.
- 2027 FIRST COMMERCIAL FUSION REACTOR ON LINE, PARABIOLICALS APPEAR IN NORTHERN MINNESOTA CARRYING NEW



VIRUS STRAIN, MASS EXODUS MOVES SOUTH AS DWARVES (WHO APPEAR IMMUNE) BEGIN TO MIGRATE NORTH, TO DULUTH IN PARTICULAR.

2028 FORMATION OF ECHO MIRAGE.

2029 YEAR OF COMPUTER CRASH. ISOLATION OF CITIES FROM ONE ANOTHER, MASS RIOTS, PRIVATE SECURITY ENCLAVES ARISE, GOVERNMENT AND CORP CENTERS BECOME MINI FORTRESSES, *** BIRTH OF THE MATRIX ***. MAJOR GANG CRISIS FORCES MPC TO GET ACTIVE ASSISTANCE FROM MSD CRISIS RESPONSE TEAMS.

2030 FORMATION OF THE U.C.A.S., FORMATION OF TONG & ANVIL MINING COMPANY IN DULUTH (AN EXCLUSIVE DWARVISH CORPORATION), CREATION OF 'CRYSTAL CITY' - MINNESOTA MAXIMUM SECURITY FACILITY.

2031 RATIFICATION OF U.C.A.S. CONSTITUTION.

2032 FIRST U.C.A.S. PRESIDENTIAL ELECTIONS, DWARVISH MAYOR ELECTED IN DULUTH - DWARVISH MAJORITY RULES.

2033

2034 SECESSION OF C.A.S., (Alabama, Arkansas, Florida, Georgia, Louisiana, Mississippi, North Carolina, South Carolina, Tennessee and Texas) FIRST "GREY MARKET" CYBERDECKS AVAILABLE, GANGLAND DISASTER DESTROYS MOST OF SOUTH ST. PAUL - REDESIGNATED AS CORPS ST. PAUL.

2035 ALL U.C.A.S. TROOPS COME HOME FROM EUROPE, TIR TAIRNGIRE SECEDES FROM NAN, SO DOES TSHIMSHIAN. FINAL MOP-UP OF LAST MAJOR GANG INSIDE MSP METROPLEX. GANGS INSIDE PLEX ARE OUTLAWED. WEARING GANG COLORS BECOMES A CRIME.

2036 ALAMOS 20K STRIKE IN OHIO, 500 ELVES FROM MSP PLEX GATHER TO ENTER THE AWAKENED FOREST AND START AN INDEPENDENT COLONY. ONLY 75 RETURN, AS BROKEN MEN, WITH TALES OF THE FOREST KILLING THEM. ALL ARE DEAD WITHIN 3 WEEKS, NO KNOWN CAUSE. SENIOR ELVES OF GREAT NORTHERN COUNCIL HAVE IDEAS, BUT MAKE NO PUBLIC COMMENT.

2037 CALIFORNIA SECEDES FROM U.C.A.S., FIRST SIMSENSE UNIT MARKETED.

2038 HAWAII SECEDES FROM U.C.A.S. ONLY SUCCESSFUL ESCAPE FROM CRYSTAL CITY OCCURS. CRIMINAL MASTERMIND, WENTWORTH CHILDE, KNOWN AS 'BRAIN CHILDE' ABLE TO ESCAPE DUE TO THEFT OF COLLAR-LINK TRANSMITTER (USED TO KEEP HEAD AND NECK TOGETHER).

2039 NIGHT OF RAGE, SHATTERGRAVES DISASTER IN CHICAGO, ATTEMPTED MASS MURDER IN DULUTH ENDS WITH THE CAPTURE OF ELEVEN ALAMOS 20K TERRORISTS. ALL ESCAPE THE DAY AFTER BEING TURNED OVER TO STATE AUTHORITIES.

2040 FORMATION OF HAMMER & SHIELD SECURITY, ANOTHER ALL DWARVISH CORPORATION.

2041 OPENING OF SEVERAL NIGHT CLUBS IN WHITE BEAR LAKE - VACATION LAND FOR MOB OUT OF CHICAGO (JUST LIKE IN THE 1930'S).

2042 SEVERAL DOWNTOWN MSP STREETS COLLAPSE. SUNKEN AREAS ARE SMOOTHED OUT AND TURNED INTO THE MSP CANALS, AREA NOW KNOWN AS "LITTLE VENICE."

2043 PROLONGED CORPS WAR BETWEEN 4-M AND TONG & ANVIL OVER MINING IN NORTHERN MINNESOTA BEGINS AFTER FAILED ATTEMPT AT A HOSTILE STOCK TAKE-OVER OF THE DWARVISH COMPANY.

2044 AZTLAN NATIONALIZES ALL FOREIGN OWNED BUSINESSES, SEMI-OPEN WARFARE OCCURS. DISCOVERY OF SYNTHETIC "GENERIC GENE" BY LAKESHORE LABORATORIES ALLOWS FOR GROWTH OF 'GENERIC' LIMBS WHICH CAN BE CODED WITH RECIPIENTS DNA PRIOR TO GRAFT. CUTS DOWN ON CLONE TIME BY 75% (ALTHOUGH REJECTION RATE HAS INCREASED BY 45%).

2045 AZTECHNOLOGY ATTEMPTS CORP-WAR TAKE-OVER OF CONTROL DATA. FIGHTING BREAKS OUT IN MSP PLEX. NMC CENSURES AZTECHNOLOGY FOR DEATHS OF INNOCENTS AND DEMANDS REPARATIONS AND WEREGILD FOR THEIR ACTIONS. AZTECHNOLOGY REFUSES AND IS PLACED UNDER INTERDICT BY NMC - NO POWER, NO WATER, NO SERVICES. ZTECHNOLOGY BREAKS DOWN AFTER TWO FIREFIGHTS WITH NMC ENFORCERS AND PAYS ENTIRE SUM, WHICH INCLUDES A SUBSTANTIAL PENALTY FEE. FUNDS ARE USED TO REBUILD SKYWAYS.

2046 FIRST SIMSENSE MEGAHIT, POLI-CLUB IDEA SPREADS FROM EUROPE TO NORTH AMERICA, RISE OF HUMANIS POLI-CLUB. 'PLASMA-SHOCK' WEAPONS DEMONSTRATED (IN THEORY) FOLLOWING FORMATION OF NEW AGE ARMS COMPANY.

2047 GREAT DRAGON MORGOR'ASH BECOMES CEO OF 'FANTASY KINGDOM ADVENTURELAND THEME PARK. HE IS ALSO CEO OF VIBRA TECHNOLOGIES, MAJOR SUPPLIER TO THE THEME PARK. CHROME CENTURIONS BECOME LATEST RAGE FOR SECURITY AND BODY GUARDS, COMES IN FOUR MODELS: PLATINUM, GOLD, SILVER, AND BRONZE.

2048 SIM-K-TEL STARTS DISTRIBUTION OF OLD MOVIES IN SIMSENSE. MCT FOUND GUILTY OF SPONSORING YAKUZA ACTIVITIES IN METROPLEX. SENIOR EXECUTIVES SENTENCED TO CRYSTAL CITY, MCT BANNED FROM MSP OFFICES FOR THREE YEARS.

2049 SEATTLE SIGNS TRADE AGREEMENT WITH TIR TAIRNGIRE. DELANCY SCANDAL INVOLVING MSD DIRECTOR GENERAL AND MAJOR BLACK MARKET AND SMUGGLING OPERATIONS.

2050

2051 PROFESSOR EDMUND PIPEN OF LOVECRAFT INSTITUTE IS FOUND RAVING FOLLOWING LATEST EXPERIMENT WITH ASTRAL TRAVEL TO A "THEORIZED" DIMENSION OF THE NETHERWORLD.

2052

2053 CURRENT YEAR





THE MSP METROPLEX

The metroplex of Minneapolis-St. Paul, now officially referred to as MSP, is the center of all manner of activity in the northwest part of the UCAS. The home location for such computer giants as Control Data, Cray, and Honeywell, as well as a commercial transportation hub and major financial district, MSP is also a virtual hotbed of shadowrunning activities. With the magically active Awakened Forest and the Lovecraft Institute of the Arcane and Occult at the U of M, MSP is a leader in magical research and development.

MSP went through some extremely turbulent times in 2010 - 2011, which led to the consolidation of Minneapolis, St. Paul and several outlying cities into a single metroplex under the direction of the NMC, or New Metropolitan Council. With a single government controlling the entire metropolitan area, the growth in business profits skyrocketed. Numerous multinational corporations have located corporate offices in MSP, including Saeder-Krupp, Aztechnology, Fuchi, MCT, Transys Neuronet, and Hildebrandt-Kleinfort-Bernal.

>>>(Okay, chummers, here's the real story. The NMC allows the corps to maintain only a minimal security force in the plex. So, the corps are forced to rely more on runners to do their dirty work than in most other plexes.)<<<<< - Nimmer<12:31:45/21-02-53>

MSP AT A GLANCE

Population: 5,000,000 +

Human:	68%
Elf:	5%
Dwarf:	6%
Ork:	14%
Troll:	5%
Other:	2%

Density in Populated Districts: 350+ per square mile

Per Capita Income: 35,000¥

Below Poverty Level: 10%

On Fortune's Active Trader List: 3.3%

Corporate Affiliation: 65%

Persons of Federal Government Employ: 2%

Persons of other Government Employ: 8%

Means of Commuting to Work:

Air Commuters:	12%
Electric Vehicle:	14%
Internal Combustion Vehicle:	30%
Canal/River Transportation:	12%
Public Transportation:	21%
On-Site Workers:	8%
Other:	3%

Education:

High School Equivalency:	82%
College Equivalency:	61%
Advanced Studies Certificates:	38%

Felonious Crime Rate(MSD statistics): 5 per 1,000 per annum

Hospitals: 34

LTG Access Numbers:

Medicine Valley:	1612
North Midway:	2612

West St Paul: 3612

Corp St Paul: 4612

South Midway: 5612

West Minneapolis: 6612

GEOGRAPHY/CLIMATE

Located at the conjunction of the Mississippi and Minnesota Rivers as well as in the Land of Ten Thousand Lakes, MSP has extensive water resources and Aqua-Sports. The weather in MSP is actually not as bad as the uninitiated may imagine. The snowfall is actually worse in Michigan and North Dakota is colder. The winters do seem to last a long time, but the extensive winter sports take full advantage of the climate and the average 42.4 inches of snowfall. The month of January is the coldest, with an average mean temp of 11.2 degrees Fahrenheit. There are a few days during July when the temperature will exceed 90 degrees and the humidity climbs above 90 percent, but this just seems to increase the frolicking in the over 130,000 acres of parks, trails and wildlife management areas.

The general quality of life in MSP remains one of the best, with the highest life expectancy in the UCAS. As in the rest of Minnesota, MSP has one of the lowest infant mortality death rates (fourth in the nation). Because of the extensive medical facilities and high community interest at all corporate levels, there are very few squatter areas with the disease and other medical problems faced by similar major metroplexes across the UCAS.

>>>(Of course not, just wait one winter and they all freeze to death. Besides, with the highest corporate and personal tax rates in the UCAS, you can bet that the NMC has a major public health racket.)<<<<< -Citizen Cain <16:34:21/22-02-53>

GOVERNMENT

MSP is governed by the New Metropolitan Council (NMC) which grew out of the crises in 2010 and 2011. Created initially to handle the riots and chaos created by the VITAS outbreaks and UGE births, the NMC was granted certain 'emergency' powers in 2010 by Governor Ruud. In 2011 these powers were expanded and the Metropolitan Security Directorate (MSD) and Metropolitan Police Corps (MPC) were formed. These organizations worked with the state and local units to maintain order and kept the entire area from falling into anarchy.

In the next few years the powers and control of the NMC continued to grow, and in 2024 the metropolitan area inside the '94 Loop' was formally designated as the MSP Metroplex with the NMC as its governing body. The NMC current organization has four directorates running the metroplex: the Metropolitan Security Directorate (MSD), the Public Safety Directorate (PSD), the Public Administration Directorate (PAD), and the Metropolitan Judiciary Directorate (MJD).

The relationship between the Federal and State government has become more cordial over the last few years, but from the early 2000's until now there has been a great deal of tension, even hostility. The breaking point came in 2022, when Federal troops attempting to quell a food riot in a northern suburb accident-



tally dropped several high explosive bombs. Over 20,000 were killed and an estimated 45,000+ were crippled or injured. Fires raged out of control for ten days. The area was never rebuilt and later became the MSP Maximum Security Facility, nicknamed 'Crystal City'.

>>>(Just like the guy who "accidentally" shot himself forty-two times while cleaning his gun according to the MPC.)<<<<< -Barak the Bold <21:04:59/24-02-53>

The NMC remains an enigma to most citizens. However, the identity of its membership is a closely guarded state secret. The main policy of the NMC is to promote a positive atmosphere for business production. This does not mean that the NMC is owned by the corps as in many metroplexes, but a great deal of discretion is allowed.

>>>(Evidence of this was the rough handling Aztechnology got in 2045, when the Azties lost their take-over war with Control Data in the streets of MSP. Seems like the NMC didn't like streets and public property getting destroyed. Aztechnology had to pay major nuyen in fines and damages; of course, it took two months of no power, water, or other services and two fire fights with the MSD before they gave in.)<<<<< -Northern Star <04:55:14/23-02-53>

ECONOMY

In the early '90s Minneapolis was referred to as "Moneyapolis" and the term could still apply today. Many major corporations have both regional offices as well as production facilities located in MSP. Beginning with the first inland World Trade Center in the old United States and a major Foreign Trade Zone district, MSP has always attracted foreign corporations and major industry financial interests. One section of the city, Corp St. Paul, is completely dedicated to satisfying corporate interests.

Redesigned following the Gang War Disaster in 2034, Corp St. Paul was rebuilt with the latest in robotics and automated services in high-rise construction. Corp St. Paul is even independent of the normal law enforcement procedures used in the rest of MSP. Like a great walled city in a foreign land, Corp St. Paul has its own security provided by Chrome Centuri-

ons and its own major airport, capable of handling every aircraft except transorbital flights.

Major industries which can be found in MSP are Matrix hardware/software design and production; Cyber/Bio-ware research, transplants, and implementation; Medical diagnostic, life-support and patient care facilities research and development; Marine Propulsion and Craft design and production; Food processing and packaging; and major Transportation networking. The major strengths of industry in MSP include a highly educated work force, access to high technology, excellent transportation services, low-cost energy and available business capital.

CRIME

The foremost criminal activity in MSP, because of the extensive high technology industries, is naturally industrial espionage. Competition between the competing firms is fierce and shadowrunners can find employment without a great deal of effort. There are, however, three distinct drawbacks to working the shadows in MSP. First is, of course, the MSD and MPC, which will be discussed later. Second is the unique tradition of keeping runs as non-lethal as possible. Datasteals, extractions and other forms of standard nefarious industrial activities are considered by the NMC as part of the standard business world routine. But when bodies start showing up, or worse, damage occurs to property and adversely affect the business climate or tourist trade, then the full force of the NMC is

felt throughout the shadows.

The third difficulty to running the shadows without problems is a group that calls itself the Shadow Guild. This organization has its tendrils into all manner of activities, both legal and non. The Shadow Guild collects a percentage cut of the profits from all sanctioned runs. A larger percentage is demanded from unsanctioned runs. Runners who do not join the guild, or cooperate, find their runs suddenly subjected to the worst luck, or land in what appears to be an impromptu Policeman's Ball, with more members of the MPC on hand than the St. Patrick's Day Parade.

Gangs present little threat within the Metroplex boundaries after the major drive to eliminate the gang problem in 2035. Wearing gang colors inside the plex is an automatic trip to Crystal City, the new Maximum Security Facility.





Built in 2030, Crystal City is a walled off section of the plex destroyed in 2022. Every inmate of the facility is equipped with a security collar which has a timer, a transceiver, and plastic explosive inside. There are transmitters on the walls of the facility which emit a pulse that keeps the charge from exploding. Guards patrol the sixty foot walls, but inside there are no cells or controls of any sort. Each inmate is left to his own devices as to how to survive the length of his sentence. When the inmate's sentence is up, the explosive dissolves, destroys the transceiver and the collar falls off. Any attempt to remove the collar triggers the explosive and the inmate dies. Crystal City is not intended as a reform school or rehabilitation center. It was built as a repository for criminals, where they pay their debt to society and can return upon completion of their sentences—if they live that long. There is no parole for good behavior, only survival.

>>>(I visited Crystal City once as part of our indoc for the MSD. The toughest razorguy I ever met on the street would rather go mundane than be sent in there and I agree. Crystal City is a one-way trip.)<<<<< -Sgt Pepper <09:21:45/21-02-53> >>>(Despite the claims of being escape proof, there was one genius who got out in 2051. He stole one of the transmitters in order to stay alive after he departed the area. He still has 22 years left on his sentence, but as long as he has his own transmitter, he can still run the smartest criminal organization in MSP. And don't bother to trace this transmission boys, I'm long gone.)<<<<< -Brain Child <11:11:11/22-02-53>

There are some traces of both Mafia and Yakuza activity in MSP, but not to the extent which has occurred in other metroplexes. The Mafia has a sort of gentleman's agreement with the NMC to keep their activities to a minimum. In exchange, the NMC lets them operate a northern suburb, White Bear Lake, as a Mafia vacationland, much like the arrangement that existed in the 1930's. The gangsters out of Chicago once again travel north for relaxation and enjoyment. The casinos and nightclubs opened up in 2041 with a great deal of fanfare and celebration. The Feds are furious, but as long as there are no state or local laws broken, the 'guests' are free to enjoy themselves with no interruptions.

The Yakuza influence was dealt a serious blow in 2048 when MCT was found guilty of sponsoring Yakuza activities in MSP. The corporation was fined a substantial penalty, banned from Corp St. Paul for three years, and several senior executives were sentenced to Crystal City for fifteen years each.

>>>(Those responsible went on a world trip with all the profits however. The sacrificial lambs sentenced to Crystal City didn't last six months. The Yaks involved have laid real low. Seems like when MSD decides to flex its muscle it can pack a real punch.)<<<<< -Citizen Cain <10:02:54/24-02-53>

LAW ENFORCEMENT

MSP's law enforcement on a day-to-day basis is primarily taken care of by the Metropolitan Police Corps (MPC), which is part of the MSD. The Matrix security is performed by a special branch of the MSD, which is affectionately referred to as "Blue-

coats" because of the standard blue lab coats worn within their section of the MSD complex. This branch maintains an impressive reference data file and can provide amazingly accurate information on almost every citizen in the MSP.

>>>(Welcome back to 1984 and Big Brother chummers.)<<<<< -Barak the Bold <12:31:42/22-02-53>

The more serious matters, including heavy arms support for the MPC, is handled by the Crisis Response Squads of the MSD. These highly trained experts are used infrequently, but effectively.

Another law enforcement agency in the metroplex are the Marshals of the MJD. These individuals are responsible only to the MJD and frequently have words with other law enforcement officials. The Marshals operate on their own and do not carry the ultra-high tech weaponry that most other law enforcement officers do. Extremely dangerous and very committed, the MJD Marshals are throwbacks to the days of the wild, wild west and the Texas Rangers of old.

Because of its special charter, Corp St. Paul is responsible for maintaining its own law enforcement or security personnel. This requirement is currently being fulfilled by Chrome Centurions of MSP. Employing the latest technology in robotics and cybernetics, Chrome Centurions (C.C.) has become the leading supplier of both organic and non-organic personal security. Rumors abound about a major technological breakthrough that may allow C.C. to actually produce and market a true cyborg in the near future. Corporate officials for C.C. have refused to comment.

>>>(A gun slinging robot with a human brain. Just what we need. I wonder if these guys knew what C.C. meant by 'just a little body work'?)<<<<< -Nimmer <12:20:31/23-02-53>

TRANSPORTATION

MSP is a hub for all types of transportation. International air traffic can land in either the MSP International airport or the Corp St. Paul airport, with the exception of all transorbital flights, which must land at MSP International. There are six smaller outlying airports and numerous heliports throughout the metroplex.

Because of the extensive traffic up and down the Mississippi River, waterborne transportation has become a major industry. With the growth of the Awakened Forest in 2017 and the corresponding rise in the natural water level, there are numerous waterways across the metroplex and into the outlying regions that utilize these less congested and more scenic travel routes. The newly remodeled canal zones in the South Midway Sector see heavy use by both commercial and private couriers.

Connected by major highways to the more populated areas of the UCAS and the less populated, but commercially important, 'bread basket' regions of North and South Dakota, MSP is the center of the grain manufacturing industry for the UCAS. The outer areas are routinely patrolled by troopers of the state Department of Law Enforcement (DLE) to ensure travelers remain safe from marauding self-styled Viking Gangs and prevent



another Grain War between trucking companies such as the one which occurred in 2025.

Rail connections are also important to MSP, especially with the corporate headquarters for Burlington Northern located in MSP.

Public transportation within the metroplex is mostly by electric bus. The Metropolitan Transit Commission (MTC) has an extensive bus route system which allows access to virtually every portion of the metroplex.

MSP also has the longest publicly-pedestrian skyway system in the world (over 15 miles in total length). With portions of the system equipped with moving treads and public seating, the skyway system offers a relaxing and environmentally controlled method of getting around the metroplex without worrying about the weather or parking.

MSP also has numerous companies offering both private and commercial transportation via air commuter, water commuter, or land commuter taxis.

ENTERTAINMENT

MSP is also the hub of art and culture for much of the upper Midwest. With more museums and parks per capita than any other metropolitan area, MSP maintains a proud tradition of cultural leadership.

On the sports scene, there are the World Championship teams of the Minnesota Twins (baseball), Minnesota Vikings (football), Minnesota North Stars (ice hockey), Minnesota Timberwolves (basketball), MSP Boogie-Men (urban-brawl), and the MSP Teutonic Knights (combat biker).

World famous theatres include the Guthrie, Ordway and Walker Art Center, as well as a variety of other theatres and galleries. The venue range from classical to the latest avant garde and audience connected simsense live performance productions.

The nightlife is as diverse as the rest of the entertainment industry. With music ranging from jazz at the Dakota Bar & Grill to the latest mega star performing live at the newly remod-

eled First Avenue. Comedy clubs continue to draw an enthusiastic crowd and topping this list is still Dudley Riggs, ETC. For those seeking an evening with more potential profit, the

Jonathan Paddleford and Joshia Snelling Riverboats offer the best in old style riverboat gambling on the Mississippi. If rubbing shoulders with a more dangerous element is desired, then the casinos of White Bear Lake are desired destinations.

>>>(Rubbed out is a better phrase. Anyone who goes to one of these places better be ready to pay in full, in every sense. Much like the casinos in Monte Carlo and the Riviera, these joints are a hotbed of wheeling, dealing and danger. Man, do I love it!!!!)<<<<< -Nimmer<07:07/24-02-53>

For the truly adventurous there are tours into the Awakened Forest by Satisfaction Safaris, but release forms must be signed first. The latest rage in pure entertainment is the Adventures In Time (AIT) Theme Park south of MSP where the old Renaissance Festival used to be. AIT lets the customer become an adventurer in the classical version of the Fantasy Middle Ages. Everyone is equipped with SensorTech body armor and VibraTech weapons. Joust in the grand tourney, rescue a damsel in distress, sack an evil castle, or even duel with a dragon—all manner of fantasy adventures are indulged.

MAJOR CORPORATIONS

GENESIS FOUNDATION
Home Office Location: Medicine Valley, MSP Metroplex
President/CEO: Dr. Werner Schmidt
Chief Products/Services: Research and Development in Human Physiology, Bionetics, Gene Engineering, and implementation of

both Bio and Cyberware.
Subdivisions: Bionetic Research, Gene Engineering, and Implant Technology.

Business Profile: Genesis Foundation is a leader in genetic





research. Exhaustive research is also performed in DNA mapping and gene splicing to improve gene therapy, immunizations, and methods to reduce bio and cyberware rejection. Genesis Foundation has extensive connections to UCAS projects in these areas and enjoys the power and prestige that comes from this relationship.

Security/Military Forces: Unknown, but it is suspected that the UCAS Special Forces personnel who spend a great deal of time here do more than just recover from minor surgeries.

>>>(More then just a rumor chummer. Once these tin men get their latest toys, they hang around just hoping to get a chance to use them on more than practice dummies.) <<<<< -Barak the Bold<23:12:43/22-02-53>

>>>(They test on more than just intruders. I've heard these guys actually have a secret entrance into Crystal City where they go to "play.")<<<<< -Citizen Cain <24:43:10/22-02-53>

>>>(Then I guess they remove more grey matter for these gadgets than I thought. Nobody, and I mean, nobody goes into Crystal City willingly.)<<<<< -Barak the Bold <26:51:24/22-02-53>

Virtually every member of the top 500 corporations has an office or production facility in or around MSP. Corp St. Paul is the primary location for the major national and transnational corporations with interests in MSP. Some of the major players in the MSP corporate scene are:

Aztechnology North with its automated pyramid, riverfront access with docking facilities, and private heliport.

Control Data maintains its original corporate headquarters in the West Minneapolis sector and has several corporate branch offices and production sites throughout the metroplex.

Mitsuhama Computer Technologies returned to its corporate offices in Corp St. Paul in 2052 following a three expulsion for criminal involvement with the Yakuza. MCT was forced to build temporary offices in the northern suburb of Anoka during its exile. This location proved highly advantageous and MCT is maintaining it as a branch office and research park.

Minnesota Mining, Manufacturing and Magic is still located at its original home office in MSP. With the incorporation of magic into its product lines, 4M expanded its corporate developments across the metroplex. 4M is currently involved in a corp war with the Dwarven Mining corporation Anvil & Tong of Duluth, but due to parabiologics which infest the revitalized Iron Range and the tenacity of the Dwarves, efforts to dislodge the Dwarves or destroy their facilities has proven to be a dismal failure.

Saeder-Krupp has a corporate office in Corp St. Paul and a major manufacturing facility in the Midway Sector for vehicle heavy weapon production.

PLACES OF INTEREST

Como Zoo

The Como Zoo has one of the largest collections of paranormal animals native to the Awakened Forest in the world. Of special note are the Icedrake, Snow Moose and White Buffalo herds, and Martichoras, as well as other special paranormal

animals. Como Zoo's most recent claim to fame is that they have the only Saber-Tooth Cat kittens ever born in captivity. The litter of six was born in February of 2052 and all are doing well.

Lovecraft Institute

Located at the University of Minnesota, the Lovecraft Institute is a world leader in arcane studies. The more interesting developments have been in the current "Netherworld" research under the direction of Dr. Maximilian Knutz. In March of 2051, the Institute hosted the International Association of Arcane Academia (IAAA). Extensive research is also ongoing with regard to understanding the numerous mana-sensitive paranormal animals of the Awakened Forest. Security is high within the Institute for both the protection of the research and for any innocent passerby and employs both mundane and astral measures to ensure maximum safety for all concerned.

>>>("Maximum Safety" my chip! You keep on your toes every minute you're near this place. Breakaway spirits escape at least once a month, and with that slotting goon squad, the Ethereals, who chase 'em down, this area can be fraggin bad news.)<<<<< -Nightshade<19:31:40/22-02-53>

>>>(It's also highly dangerous for those inside as well. I was present when Professor Edmund Pipen attempted his ill fated experiment with astral travel and ended up totally mad.)<<<<< -Pyrodon<22:16:49/23-02-53>

>>>(What happened? How did he try this "astral travel"? You're into some weird stuff here.....)<<<<< -Dante<24:09:45/23-02-53>

>>>(I don't think I can go into everything, but and the others were forming.....I can't get the.....something coming thru.....left three guardians dead and the
TRANSMISSION TERMINATED)<<<<< -Pyrodon<28:17:38/23-02-53>

White Bear Lake Resorts

A popular, semi-exclusive resort, the White Bear Lake resort area has three casinos, two marinas, and four luxury hotels. The most exclusive is the Lakecrest on Manitou Island. Water sports are a major attraction for the guests during the summer months, and ice escapades fill their days during the winter. Security is very heavy and very expensive. With nearby Benson Airport providing immediate airtaxi or private jet service, White Bear Lake is rapidly becoming a five star resort.

>>>(And the register of the Lakecrest reads like a Who's Who list of the Chicago Mafia and the UCAS government. Watch yourself here boys and girls, 'cause you can bet that everyone is also)<<<<< -Citizen Cain<27:03:06/24-02-53>

Corp St. Paul

The absolute latest in robotics and whiz-kid gadgetry can be found in Corp St. Paul. This high tech enclave is automated with the latest developments from around the world. Each of the major corporations have invested not only tremendous amounts of capital in this futuristic suburb, but has introduced tech-



nological advancements from around the world. Automated mini-shuttles whisk passengers around the sector while robot chefs prepare four star meals in each suite for every meal. With security provided by Chrome Centurions, both residents and visitors can relax in absolute comfort and enjoy the maximum pleasure that can come only from living in this technological wonder and remarkable achievement.

>>>(Drek on these Tin Men! Metal bods you can't stop with bullets and human brains you can't fool with tricks. They just aren't fair.)<<<<< -Whiner<39:14:31/24-02-53>

>>>(Fair, Smair. Use a good old fashioned wrecker spell and they slag real nice)<<<<< -Barak the Bold<42:27:56/24-02-53>

The MSP Waterways

With the awakening of the Awakened Forest, much of Minnesota underwent tremendous changes. One of these was the significant rise in the water table of northern and central Minnesota. This led to a great deal of state-wide flooding and in MSP it was no different, except that these higher water levels were put to good use. A new method of standard transportation began to evolve. Many of the smaller creeks and streams suddenly became navigable and interconnected the numerous small lakes that dot the metroplex.

But until the collapse of several streets in 2042, very few of these routes could be used for other than personal or recreational use. When these streets collapsed and flooded, the NMC decided that rather than rebuild on already weakened and saturated foundations, the Public Safety Directorate would instead firm up the sides and build public quays and boat landings in the downtown area. Several of the corporate buildings cooperated, building their own private landings and shoring up the entire area. Now extensive parts of what used to be downtown Minneapolis are interconnected with canals that allow a traveler to go from the IDS Building to Lake Minnetonka (a distance of fifteen miles) completely by boat.

teries still being uncovered, the Awakened Forest is a wonderland for all to enjoy. Great care must be taken, however, when entering into the Awakened Forest because of the significant danger that exists from many of these paranormal creatures. Only authorized tour guides are allowed to enter in on the few roads that still exist. The Awakened Forest is routinely patrolled by the Minnesota Game Wardens, who seek not only to prevent illegal hunting of these animals, but to protect those who have tried to brave its interior and are about to become the forest's victims. But for all the danger, taking a tour into the Awakened Forest is an experience of a lifetime.

>>>(Dangerous is putting it fragging mild chummer! In 2036 a bunch of dandelion eaters decided they wanted to start a 'back to nature' colony in the AF. Of the 500 that left, only 75 returned three weeks later. Not a word of what happened has ever been made public, but some serious drek went on out there.)<<<<< -Nimmer<24:28:13/24-02-53>



BARS AND NIGHTCLUBS

MSP is well known for its distinctive night life and diverse musical interests. Numerous nightclubs, bars and theatres abound for the adventurous and shadow-bound. Theme bars and nightclubs seem to be the latest trend and admission can be refused for not being appropriately 'attired'.

>>>(You got that right chummer. Tried to get into the Camelot Club to follow a lead. Couldn't get in cause I had no medieval costume. Tried a little modern persuasion. Did you know chainmail can stop a slug and that lined coats do nothing against a broadsword?)<<<<< -Lefty<21:51:43/21-02-53>

First Avenue
Nightclub Archetype/701 First Ave N./Richard Gossenger, manager/Bias against Orks and Trolls/LTG#5612-8388

International Mega stars frequent both the stage and dance floor of the First Avenue, which has been the leader in the night life scene for over the last 70 years. The nightclub is a favorite for the elite and those who like to party.



The Awakened Forest

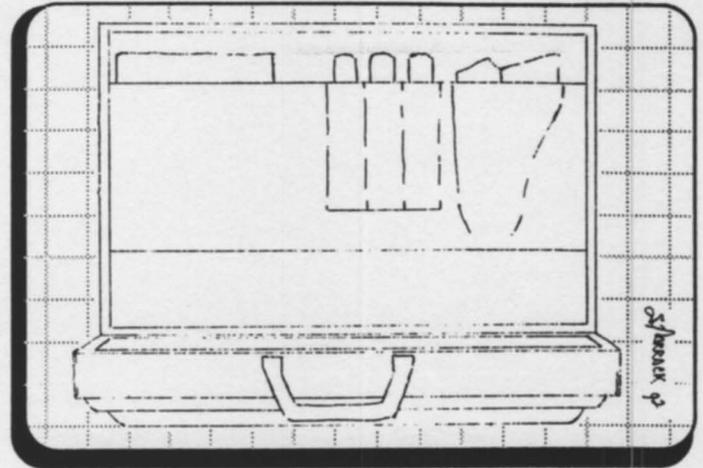
Located roughly seventy miles to the north of MSP is the Awakened Forest of Minnesota. Abounding with paranormal animals and mys-



Shadowrun Gear

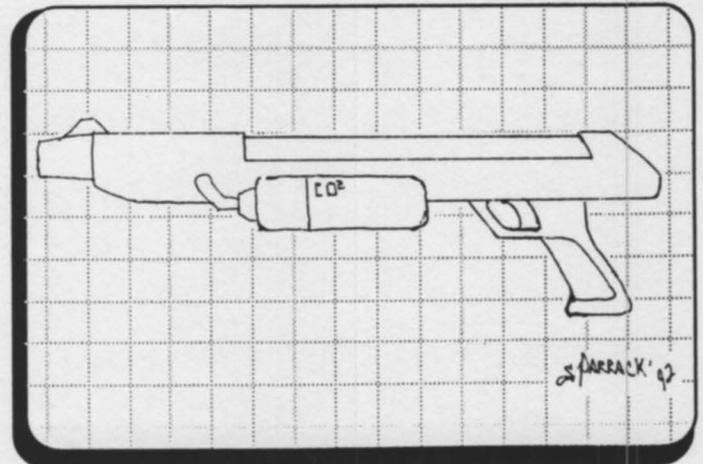
Courier Case: Although these cases assume a wide variety of appearances, in theory they are essentially the same. Hard to open, resistant to damage, and capable of being attached to the courier in a semi-permanent manner.

Impact 4	Ballistic 2	250¥
Impact 6	Ballistic 4	500¥
Impact 8	Ballistic 6	1,000¥
Impact 8	Ballistic 8	1,500¥
Additions:		
Handcuff attachment		—
Maglock attachment		500¥
ID Code to open		—
Thumbprint to open		1,000¥
Retinal Scan to open		2,500¥



Concealability: N/A.
 Weight: 3.5.
 Availability: Ballistic/4 days.
 Street Index: 1

Compressed air crossbows: Compressed air cross bows work on the same principle as a standard crossbow, except they are more compact and can be fired quicker. Highly compressed CO2 is fed into the system from a bottle which also acts as the system's shoulder stock. In addition to the standard costs, CO2 systems require a constant air bottle which costs 50¥ and can be refilled at most equipment stores for 5¥. This bottle will power the crossbow for five shots at full range, then two at half range (half all distances for range). Firing and reloading the crossbow are both simple actions; changing the CO2 bottle is a complex action. Compressed air quarrels cost twice as much as standard quarrels.



Heavy Crossbow:
 Concealability: 3
 Damage: 5S
 Weight: 4
 Availability: 6/3 days
 Cost: 800¥
 Street Index: 2

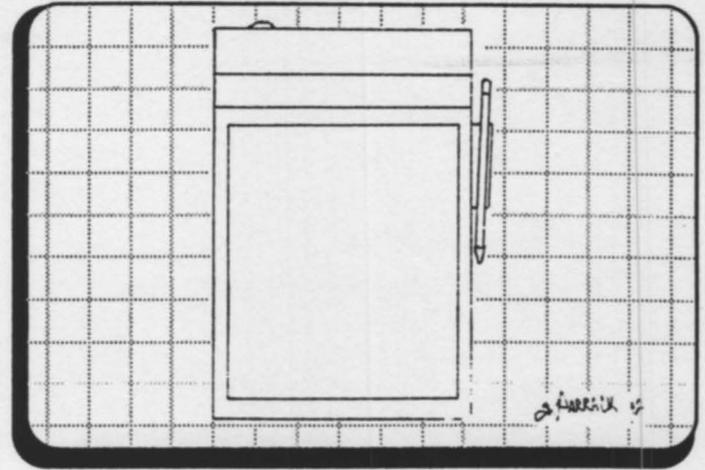
Light Crossbow:
 Concealability: 5
 Damage: 5M
 Weight: 2
 Availability: 4/3 days
 Cost: 550¥
 Street Index: 2



Decker Gear

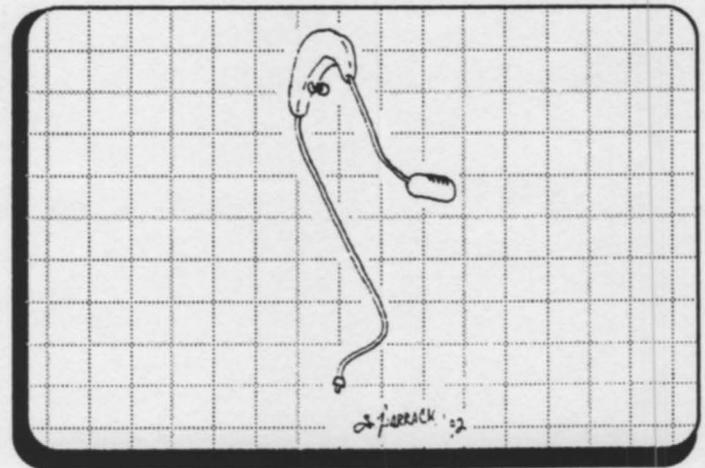
Pen Interface for computers: Quickly gaining popularity as an alternate means of data entry for non-datajacked workers, the Pen Computer Interface is becoming increasingly common. An attachment links to the computer keyboard and allows the user to draw or write on a 8x12 electronic tablet. The resident tablet firmware converts the information as appropriate and inputs it into the computer.

Concealability: 3.
 Weight: 1.
 Availability: Always.
 Cost: 1,200¥.
 Street Index: 1.



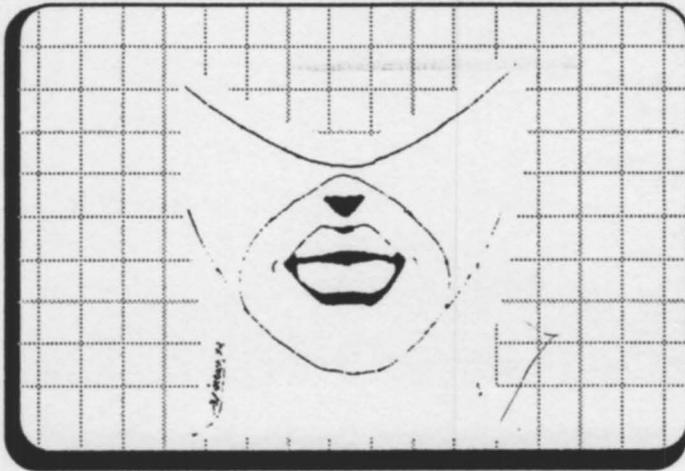
Voice Interface for computers: Still billed as experimental, this advancement allows the user's spoken commands to be entered directly into the computer. Stress or vocal fluxuations can cause misinterpretations.

Concealability: N/A.
 Weight: —.
 Availability: 6/8 days.
 Cost: 8,500¥.
 Street Index: 2.5.





Programs



Kissing Bandit: This program is just the thing for a decker in trouble. When things are falling apart all around you, trigger the kissing bandit and feel the healing power of two ruby lips as it plants one on your matrix-cheek.

Type: One Shot Medic

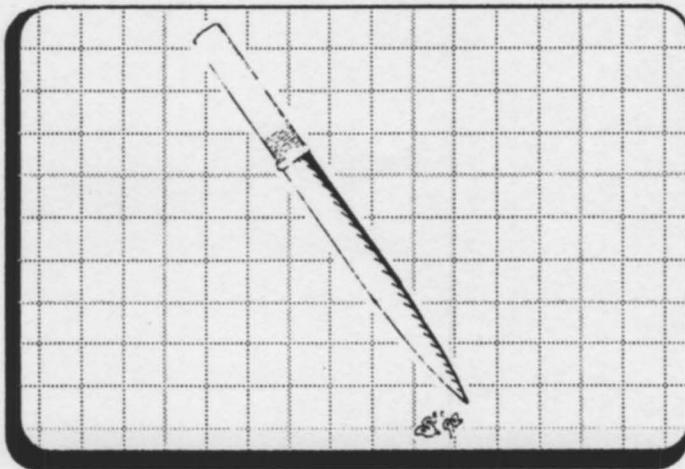
Memory: 16Mp

JYQ 7441

Designer: Duke Bender

Rating: 4

Price: 3,200¥



Stiletto: When you don't have the opportunity for a second chance, pack the Stiletto attack program. It is guaranteed to punch through the toughest walls in the first pass. Don't take chances, carry a stiletto.

Type: One Shot Attack (with penetration)

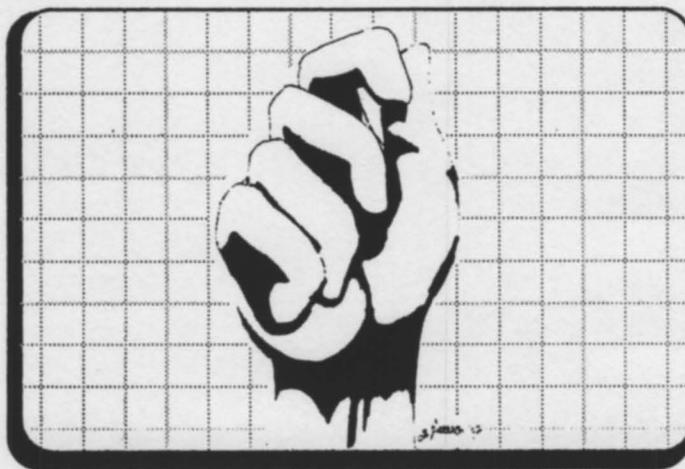
Memory: 32Mp

KDL 6339

Designer: Logitech-Honeywell

Rating: 6

Price: 12,000¥



Magic Fingers: When you have mounds of data to sort, let Magic Fingers do the walking through your data base while you enjoy the scenery of the matrix. The extra set of hands will do the work while you wait.

Type: Mobile Sifting

Memory: 37Mp

TUI 6307

Designer: Duke Bender

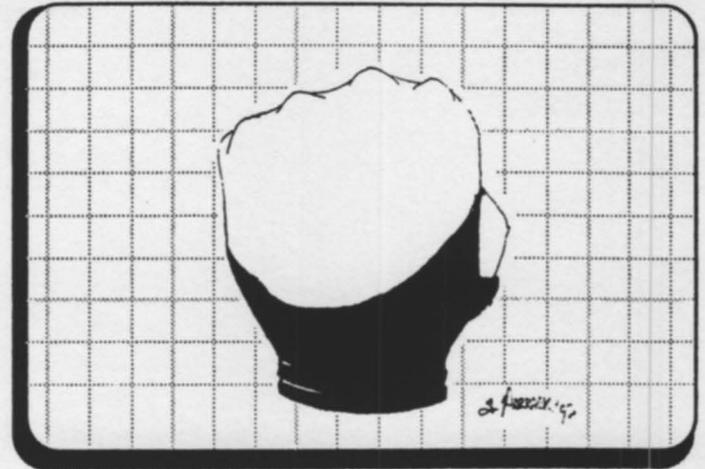
Rating: 5

Price: 7,250¥



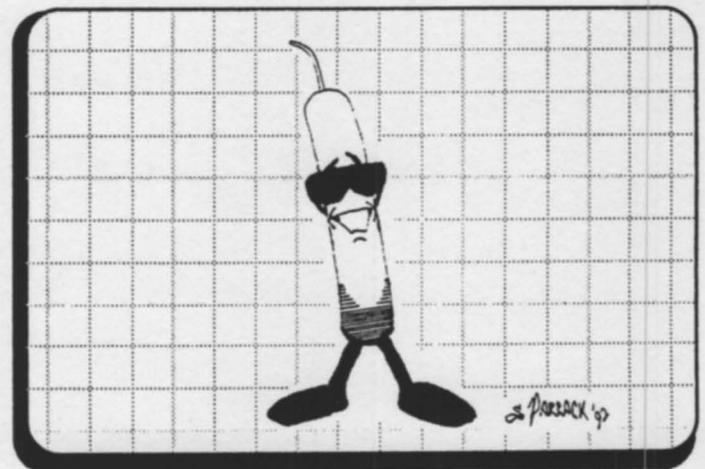
Hand Grenade: Sometimes you've got to give til it hurts and when the wolf is at the door, you might just have to give him your right arm, or at least the hand. Make sure it's a Hand Grenade. Detach your hand, toss it at the big, bad wolf and watch your troubles go up in smoke; your hand will reappear in nano-seconds.

Type: Attack with Area-effect +3
 Memory: 128Mp Rating: 6
 KDA 3226 Price: 25,575¥
 Designer: Duke Bender



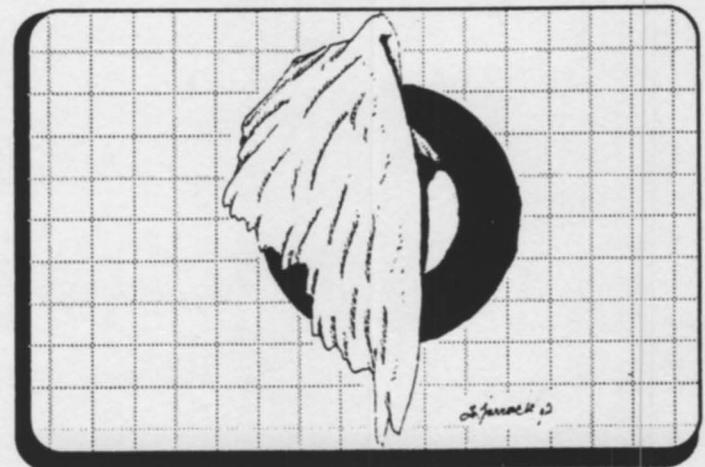
J. E. Bombast: J. E. might be the best friend a hardened decker ever had. He'll gladly go into areas no sane individual would travel, and he is prepared to deal with the toughest foes. J. E. appears as a stick of dynamite with legs which he uses to propel himself at his foes.

Type: Mobile Attack with Area-effect +2
 Memory: 147Mp Rating: 5
 KDB 1039 Price: 28,990¥
 Designer: Duke Bender



Veels: When you want the door open when you arrive, send your veels on ahead. This mobile program will take the worry out of hardened defenses and pave the way to a smooth access. Veels appears as a single car tire with angelic wings growing from the hub.

Type: Mobile Attack with Penetration
 Memory: 192Mp Rating: 6
 KDF 5490 Price: 38,290¥
 Designer: Duke Bender





Spells

Far Vision

Manipulation Spell

This spell improves the vision of the target as though the target were looking through binoculars or goggles. Additional successes can be used to increase the distance: every two successes will reduce the range one category. For example, with four successes long range would seem like short range and extreme range would seem like medium range. Note this spell will not work if the target has cybernetic eyes.

Type:	Physical
Range:	Touch
Target:	10 - Target's body
Duration:	Sustained
Drain:	(F / 2)L

Ork Eyes

Manipulation Spell

Provides the target with Low-Light vision for the duration of the spell. Sudden flashes of light can cause blindness in the target (as normal rules). Note this spell will not work if the target has cybernetic eyes.

Type:	Physical
Range:	Touch
Target:	10 - Target's body
Duration:	Sustained
Drain:	(F / 2)L

Troll Eyes

Manipulation Spell

Provides the target with Thermographic vision for the duration of the spell. Note this spell will not work if the target has cybernetic eyes.

Type:	Physical
Range:	Touch
Target:	10 - Target's body
Duration:	Sustained
Drain:	(F / 2)L



Hi Rail

"Get Hi Rail for your vehicle, travel scenic country in style, thumb your nose at railway police."
— Typical underground advertisement for Hi Rail.

The Hi Rail vehicle option for vehicles provides a set of flanged steel wheels mounted underneath the chassis that move up and down by hydraulic pressure or advanced electric motors. The two external axles, one mounted on each end of the vehicle, are bolted on the vehicle's frame. The added flange wheels give any vehicles with two or more axles the ability to travel on all standard gauge track in the world (4 feet, 8 1/2 inches). (The flanged wheels are extended down to ride on railroad track, retracted up when not in use.) Propulsion comes from the road tires or small motors mounted on the external frames.

Hi Rail vehicles are used by railroad employees, railway security forces, railroad fanatics, thrill seekers, and Shadowrunners. Sports cars are the smallest vehicles that can be equipped with Hi Rail. Hi Rail vehicles cannot exceed three meters wide by five meters tall, or they will run into trackside structures, tunnel walls, and passing trains. Hi Rail cannot be added to motorcycles, air cushion vehicles, and tracked vehicles.

Use the "adding off-road suspension rules" in the Rigger Black Book to install Hi Rail to a vehicle. Double the price for a Hi Rail system that is completely hidden inside a vehicle when not in use.

Cost: 12,500¥
Availability: 4/3 days
Street Index: 1

Railroad security

In the 20th century, most railroads used CTC security systems to know what trains were on the vast networks of track. This system used low-voltage electricity running through one rail. As a train moved on the track, the electricity would pass through the train's wheels and flow into the other rail, completing a circuit. However, by 2050, most major railroads now use two-way satellite links between centralized dispatching centers and all crewed/robot trains. This gives the dispatching chiefs the ability to monitor and give commands to all trains and Hi Rail vehicles in their territory. (Of course, Shadowrunners will ignore these commands when they are given.) In addition, dispatching chiefs can also stop runaway or hijacked locomotives by remote control.



Shadowbeat

by Paul Hume

Rating: 4.0 out of 5

Sports, News, and Entertainment have long been neglected by Shadowrun and this supplement goes a long way toward righting that wrong. This source book contains new rules, equipment, skills, and ideas for running rockers, sports stars, and reports in the dark and dangerous streets.

Pros

Overall, this book is very strong. It is divided into sections which are very easy to read and digest (especially for the player). If you want to be a reporter, head for that section and pick up the rules you'll need to break that story. It is just as easy to play a semi-pro urban brawler who needs to make an occasional shadowrun to supplement his small income. There are ton of new rules and the possibilities presented by Mr. Hume are bound to serve as a catalyst for more ideas. That is one of the book's strongest points. What is not covered (because of space) is strongly implied, giving the Gamemaster a wide range of customizing options for his campaign while still providing the skeleton to make the system work. There are lots of good art plates scattered throughout the book. My favorite section, however, is probably the Broadcast Program Listing. The more television changes, the more it stays the same.

Cons

There are a lot of individual rules covered in this book, which makes the job of digesting any one part of it a daunting task. If you

are a Gamemaster with several reporters, you can spend a lot of your time trying to keep them in line (and on schedule for their deadlines). Although the rules are grouped together by section, there are so many tables you will have to have a firm grip of the overall mechanics to handle the rocker and reporter careers. By the way, make no mistake, these two occupations are careers. The center color section is done as a teen magazine, KA-POW. Maybe it's my age, but I didn't enjoy that section as much as I could have if the material presented had been written for older readers. The information is good, I just didn't care for the format.

Overall

This is one of the most enjoyable reading books FASA has put out. There are plenty of good articles on sports, news, and entertainment. I like the idea of a career for the players and the background of being a reporter provides a strong common element for the characters. As a Gamemaster I also like the idea of characters being forced to think about the long run. "Sure, you can follow the van, but if you don't file your story right now, your editor won't care what you eventually find out. You're already past deadline." You also get to play the part of an unreasonable editor (just like in real life). At \$15.00 its hard to go wrong, but this product deserves a hard look. There is something there for everyone.

Miniatures by Ral Partha

10-860 Corporate Dragon

Rating: 4.5 out of 5

This is a GREAT miniature. Once

assembled, the piece is huge (over six inches tall). There are two figures in the set. The dragon in human form and in draco form. The human is wearing a corporate suit and smiling ear to ear (leering?) as he holds his hand out. The dragon is rearing up on his hind legs with his wings spread and his hands poised to cast a spell. The dragon comes in twelve pieces (counting the base).

The detail on the dragon is excellent. The scales are very well done and the muscles of the leg stand out in excellent relief. The animation on the entire piece is great, but the arms and hands are especially well done (right down to the watch he wears).

This is a piece that will require patience to assemble however. Take the process one step at a time and give yourself plenty of time to let the pieces set together before you assemble the next part. The dragon is heavy and if you don't give the bond time to set, the weight of the lead will pull your work apart. I suggest epoxy putty instead of super glue, but if you use super glue, use the gel. The only thing that kept this piece from getting a perfect 5 was the assembly. Even with trimming there are small gaps between the pieces (especially in the wings). If you don't use a thicker glue or putty, you'll end up with gaps in the joints.

As usual, Ral Partha has produced an excellent group of blister packages of miniatures for the Shadowrun lines. All are well crafted and well designed.

20-507 Go-Gangers

(4 characters, 2 bikes)

by Meier, Mize & Summers.

Rating: 4.0 out of 5





This set contains one Male and one Female gang members on foot and mounted on a bike. The detail on each figure (and the two bikes) is very good. The standing figures suffered slightly from flashing, but they trimmed very easily. The animation of each figure gives the set it's strength, however, as both sets of characters are full of movement. The only knock on the set is the Female ganger is not actually on the bike—she is leaning against it. Although the effect is very good, its not the same as having a mounted biker.

0-516 Mercs and Bouncers

by D. Summers & D. Mize

Rating: 3.5 out of 5

There are four figures in this set: a Female merc, a Male merc, a Male bouncer and a Troll bouncer. The detail on the three Humans is very good, but the Troll does not have the same amount of detail, except in the face, which is excellent. The Human bouncer is an excellent figure, with fist cocked and hair flying, you know he means business.

20-517 Shapeshifters

by D. Summers & D. Mize

Rating: 3.5 out of 5
There are two Humans in this pack (one Male and one Female) long with a wolf and a great cat. The package is dominated by the great cat, but that is not the best piece of the package. Although well sculpted, the cat, which is on it's rear legs, is not as well done as

the much smaller wolf. The two Humans are well done, but the bearded Male looks more like a fantasy wizard than a were-beast. The woman is scantily clad and sexy, just like Striper from Shad-



FAN ART BY JEAN KOEBERNICK

owrun. If she didn't look quite so surprised, the figure would be an excellent representation of the weretiger.

20-518 Shadowbeat

by D. Summers and D. Mize

Rating: 4.0 out of 5
If you want a package of figures that just oozes attitude, this is the one for you. There are four figures in the package: two Human Males, one Human Female, and one Male Dwarf. All four capture their stereotypes very well. The male reporters are calm and detached in

their trench coats. One is even in shades. The woman is arranging her hair as she stares ahead (air-head?). My favorite, however, is the dwarf. He is filming one way, but looks like he's about ready to run the other. Obviously he's been in the thick of the action once too often. All four of the figures were cleanly cast without a trace of flashing. Two figures had thin lead strips attached to the base (from the air holes used in the casting process), but these came away cleanly.

20-519 Tribals (4)

by D. Mize

Rating 3.5 out of 5

This set contains three Male warriors and one Female warrior. Each figure carries a variety of weapons, from the bow, spear, and axe, to the machine gun and assault rifle. The figures contain an outstanding level of detail and the costumes are great, unfortunately, there is little animation in the posing (with one

exception).

Pick of the Pack:

Corporate Dragon	4.5
Human Bouncer	4.0
Dwarf Reporter	4.0



(Continued from page 30)

Howlers

Bar Archetype/1503 Washington Ave S/Korag Davis, owner/Bias against Upwardly Mobile/LTG#5612-7446

Howlers is the place to go for the serious sport enthusiast. Calm, cool, and collected will earn a fair amount of personal abuse and a free ride through the nearest window. Localized versions of urban brawl have been known to occur in an area behind Howlers called The Pen, which Korag had put in three years ago. A retired Urban Brawler from the Norfolk Battlers, Korag built Howlers in 2051 and was a major player in the MSP Boogie-Men getting their ISSV franchise accepted last year.

Howlers supports every MSP sports club, but the more violent the sport, the better the 'normal' patrons like it.

The Astral Plane

Bar Archetype/98 Merriam St/Faustus Unger, manager/Bias against Mundanes/LTG#2612-5713

The Astral Plane is located on Nicollet Island and is an exclusive retreat for the metroplex's more influential and prestigious mages. The only requirement for admission, however, is that one be magically active. This is often a way for less experienced mages to meet and discuss magical theory with skilled practitioners not normally accessible. Of course, gaining the attention of a powerful mage may not always be in one's best interest.

The placement of several Spirit bouncers ensures that no discussion or disagreement gets out of hand or that the neutrality of the bar is ever violated.

>>>(To call this place spooky is pure understatement. I went in there as a guest with our wiz, Mr. G. Trays with food floating by, bartenders you can see through, bouncers you can walk through, and tables hanging ten feet in the air. It was really weird.)<<<<< -Nimmer<18:41:16/23-02-53>

>>>(And I thought the Elves were strange)<<<<< -Citizen Cain<22:34:15/23-02-53>

>>>(And you were right)<<<<< -Barak the Bold<26:13:31/23-02-53>

Jonathan Paddleford/Josiah Snelling Riverboats Modified Casino Archetype/Harriet Island/Patrick MacIntyre/Bias against Cheapskates/LTG#5612-1100

These two stern-wheel riverboats offer a glance back into gambling history when paddleboats cruised up and down the great rivers of North America carrying the most famous gamblers of the day. In 2053, passengers can recreate this feeling and indulge in various games of chance on these modern recreations. Built with the latest safety and recreational devices, either an evening cruise or the longer week long vacation promises a pleasure filled trip, and possibly a highly profitable one as well.

The Sharp Side

Bar Archetype/2521 Snelling Ave N./J.B. Waverley, owner/Bias against Suits/LTG#2162-1435

The Sharp Side Bar is one of the least deadly rough bars frequented by razorguys, thugs, and street toughs. A favorite place for initial meetings amongst the shadow crowd, the Sharp Side prides itself on providing a safe place to talk and having the toughest bouncers in the plex. Numerous wanna-be tough guys have come to the Sharp Side looking for a rep and left looking for a replacement limb.

>>>(I know that the NMC is making a major push to cut down on the violence in MSP. Has anybody ever bothered to tell these guys?)<<<<< -Bramage<21:31:53/24-02-53>

>>>(They tried. They died. Anybody else?)<<<<< -Citizen Cain<43:31:56/24-02-53>

The Crucible

Mid-size Restaurant Archetype/1915 E. County Rd D./Rodney Stoutheart, owner/Bias against 4M and allied Corps/LTG#3612-1880

The Crucible is the MSP franchise of one of the more famous dwarven bars in Duluth. A favorite of Dwarves within the metroplex, the Crucible is also an excellent place to hear the latest rumor about the 4M-Anvil and Tong corp war, or to make arrangements for a sojourn north. Featuring hearty fare, the specialty of the house is venison from northern Minnesota or fresh fish from Lake Superior flown in daily.

Because of his connections in Duluth, Stoutheart has been attacked three times in the last year by 4M or someone acting on their behalf. The last attack ended in a bloodbath as the neighborhood responded to the attack. Analysis by the MPC estimate that at least fifty rifles, almost all of the 30-30 or 30-06 caliber, were involved in the fusillade that mowed down the ten runners who attempted to burn down the Crucible. Unfortunately, none survived to identify their employer.

ORGANIZATIONS

MSP has its share of secret organizations, but most are well kept secrets and are not on the radical political fringe. Because of the NMC's policy of maintaining a positive environment for business to operate within, any organization that threatens this policy is swiftly and unmercifully dealt with.

Great Northern Elvish Council

A political and social organization, the Great Northern Council seeks to organize the elves in the northern areas of the UCAS into a focused group. The Council was the sponsor of the ill-fated colony attempt in 2042. The Council maintains branch offices in the metroplex, but has its headquarters in the recently settled elvish colony in the Arrowhead region of northern Minnesota which was established in 2050.



Laws of Combat

1. If the enemy is in range, so are you.
2. Incoming fire has the right of way.
3. Don't look conspicuous, it draws fire.
 4. There is always a way.
 5. The easy way is always mined.
6. Try to look unimportant, they may be low on ammo.
7. Professionals are predictable — it's the amateurs that are dangerous.
 8. The enemy invariably attacks on two occasions:
 - a. When you're ready for them.
 - b. When you're not ready for them.
 9. Teamwork is essential, it gives them someone else to shoot at.
 10. If you can't remember, then the claymore is pointed at you.
 11. The enemy diversion you have been ignoring will be the main attack.
 12. A "sucking chest wound" is nature's way of telling you to slow down.
 13. If your attack is going well, you have just walked into an ambush.
 14. Never draw fire, it irritates everyone around you.
 15. Anything you do can get you shot, including nothing.
 16. Make it tough enough for the enemy to get in and you won't be able to get out.
 17. Never share a foxhole with anyone braver than yourself.
 18. If you're short of everything but the enemy, you're in a combat zone.
 19. When you have secured an area, don't forget to tell the enemy.
 20. Never forget that your weapon is made by the lowest bidder.





>>(Re-posted from the newsnet for your convenience.)<<<< - Quirk (16:02:32 / 09/18/53)

TODAY'S HEADLINES

INTERNATIONAL

MUTUAL TRADE AGREEMENT NEAR

Seattle and Brisbane, Australia are currently negotiating a mutual trade agreement to speed customs clearing of shipments flowing through the two cities. This could increase the activity at the ports to both cities, increasing revenues greatly. ANZAC has announced that if the treaty is ratified, it will move its entire west coast distribution warehouses to Seattle. See page 122 for the complete story. A related story starts on page 45, with a adline later on this page.

WHERE'S THE BEEF?

ANZAC, a major produce of food products in Australia is currently having trouble with its labor force. Current disagreements revolve around benefits, retirement benefits in particular. According to one striker, "If the blokes won't start talking with us in good faith, this will quickly become more than a slowdown strike!" ANZAC, as a major world exporter of beef, is having trouble keeping up with the worldwide demand because of the slow down strike. Beef prices worldwide are already climbing. Story continues on page 45.

NATIONAL

Authorities in Boston are trying to track down the source of an unusual chemical spill in the harbor. The environmental damage was kept to a minimum by a fast acting clean-up crew when a large number of fish were reported dying in the center of the harbor. "The culprits, when found, will be fined heavily for this," said Peter

Nesmith, head of the local division of natural resources.

LOCAL

LOCAL POLICE FORCES UPGRADE WEAPONRY

Rumors floating around Seattle, state that the local law enforcement agencies are eagerly awaiting a series of new sidearms. Seattle has apparently been chosen as the city to be used for field testing by the undisclosed corporation. Though no details were given, these new weapons are said to be the next generation of law enforcement firearms.

BUSINESS

AWS ANNOUNCES SETBACK

AWS has announced a minor setback in the production of the AWS/GL Plus 22. The large framed handgun designed to use the 40 S&W cartridge, with a very durable polymer shell, was due out in early July. Since this handgun was designed more for the shooters with extra large hands, we have run into trouble tooling up for the production of this oversized handgun. "We don't believe the delay will hurt our market share, as there isn't any other firearm manufacturer with products in this corner of the market," said Geoff Willsie, CEO of AWS at a recent shareholders meeting. For more on the new firearm, turn to page 54.

CYCO CIRCUITS GIVEN THE GREEN LIGHT

The courts have rejected Fuchi Corporations claims against CYCO Circuits yesterday. The CYCO Circuits Beta was not seen as an infringement of the Fuchi copyrights. William Tall Mage, VP of R&D, had this to say: "Now the market will finally have a quality deck at a fair price." The CYCO Beta should be hitting the streets again by the end of the week. Related story, "Is Beta Better?" on page 33.

ENTERTAINMENT

EPINEPHIRINE MAX BITES THE BULLET

Epinephrine Max, a techno-thrash group that appeared to have such a bright future just four months ago, announced through a publicist that the group will be disbanding. Their smash hit "Secretions or Secrets" is still number 36 on Billboards top 100. Violent creative differences are being cited as the reason for the breakup. This may finally give us a reason for the fight between band members Dirk Blitzmeister (Joshua Pevey) and Dashing Death (Derek Douglas) at their Minneapolis St. Paul concert last week. Both members are said to be recuperating well and should be out of the hospital by the end of the week.

SPORTS

AGRIPPA BATES IN THE GRIP OF LOVE ONCE AGAIN

Agrippa Bates has been seen in public with Jocasta Peters once again hanging on his arm. When asked about the rumors of a breakup that were circulating six months ago, Agrippa just replied, "Right!" It was believed that Agrippa's major scoring run in the combat bike competition this spring and summer was due to his frustrations over the breakup. I guess we'll see, now that they appear to be together again.

Write to KA*GE in let us know in 60 words or less what is happening in you shadowrun adventure. Who knows? You could find yourself in the headlines. Send your news "Attention: Writing on the Wall."

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