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Advanced Rules for Shadowrun

By Daniel A. George

"They dance and sing throughout their lives, unaware of the dangers that lurk within the shadows."

- An unknown former rocker, 2049

This August, FASA released it's newest promising game system, Shadowrun. The theme of the game is similar to R. Talsorian's "Cyberpunk"; a dark futuristic game setting that takes place in a world controlled by mega-corporations, computer networks, biotechnology, and the media. Shadowrun takes this world and splashes it with a touch of fantasy; adding dwarves, elves, orcs, trolls, monsters, corporate dragons and magic. It's this innovative touch that makes the game a personal favorite of mine.

The game system as a whole is fantastic, especially the Matrix and Magic systems, but the combat and armor system needed a little more of a "graphic" touch. The allergy table given in the rule book is a little bit too short for my tastes, giving only four disadvantages. So I sat down and created some optional advanced rules to enhance the present game system. I hope you like them. Good luck in the shadows chummer!

New Allergy Table

11	None	41	Drug Addiction
12	None	42	Motion Sickness
13	Silver	43	Motion Sickness
14	Iron	44	Demophobia
15	Iron	45	Manaphobia
16	Sunlight	46	Agouraphobia
21	Sunlight	51	Tetraphobia
22	Sunlight	52	Xenophobia
23	Mammals	53	Brontophobia
24	Mammals	54	Pirophobia
25	Antibiotics	55	Aquaphobia
26	Antibiotics	56	Acrophobia
31	Magic	61	Clautrophobia
32	Plastic	62	Ophiophobia
33	Plastic	63	Skotophobia
34	Plastic	64	Entomophobia
35	Pollination	65	Necrophobia
36	Drug Addict	66	Roll Twice

Roll 2d6. The first number rolled is the tens digit and the second number is the ones digit. For example if you role a 4 and then a 6, you will have rolled a 46.

To determine the severity, use the chart found on page 52 in the Shadowrun rule book.

Every Shadowrun character, regardless of race should roll on this table. This includes humans, who in the original rules didn't roll for an allergy. The designers of Shadowrun included this to create balance in the game, but real life is not this way. Some people are just more powerful than others. This rule, like all of the advanced rules, is of course optional.

New Allergies

Mammal: Animals with hair or fur. The character must come in contact with the animal.
Antibiotics: The character must add a certain number to all medical target numbers, depending on the severity. Nuisance: +1 Mild: +2 Moderate: +3 Severe: +4.

Magic: The character is very susceptible to the powers of the astral plane. The character gets a reduction in the amount of resistance dice used against a spell. Nuisance: -1 dice Mild: -2 dice Moderate: -3 dice Severe: -4 dice.

Pollinating Plants: The character reacts whenever there are pollinating plants within 10 meters.

Drug Addiction: The character requires a drug in order to function. The drug is up to the player or the GM. The frequency in which the character needs to take the drug depends on the severity.

Nuisance: once a week. Mild: Once a day. Moderate: Once every six hours. Severe: Once an hour. The results of not having the drug within the time frame results in the effects given on the severity table for allergies.

Motion Sickness: Whenever the character is a passenger in a vehicle of any sort, it results in the effects given under the severity of the allergy.

Phobias: These are extreme fears of a specific item, creature, or circumstance. These fears can be rational or irrational. Whenever the character is exposed to his or her phobia, a willpower test is made. The target number depends on the severity of the phobia. The number of successes will determine how well the character is dealing with the situation.

Number of Successes	Results
None	Character Breaks down and goes berserk, Doing anything and everything to escape the phobia. After the ordeal the character will not be able to function for 1d6 hours.
One or Two	Character will run away. If escape is not possible, the character will become berserk.
Three or Four	Shaken up. +2 to all target numbers.

Five or more No effect. Everything is cool!

Target Number: Nuisance: +2 Mild: +3 Moderate: +4 Severe: +5

Note: This number can be modified, depending on the situation.

Manaphobia: Fear of magic.

Agouraphobia: Open spaces. No walls within 30 meters.

Tetraphobia: Monsters. Unfamiliar critters.

Xenophobia: Fear of the strange and unfamiliar.

Brontophobia: Loud noises.

Pirophobia: Fear of fire. Within 2 meters.

Aquaphobia: Large bodies of water Rivers, lakes, oceans, etc.

Claustrophobia: Enclosed places.

Ophiophobia: Fear of reptiles.

Skotophobia: Scared of the Dark. Sleeps with a night-light!

Entomophobia: Insects!

Necrophobia: Fear of Death and the undead.

Two Handed Weapon Fire:

A shadowrunner may fire two weapons at once, but may only fire pistols or submachine guns. Recoil modifiers are doubled and there is a target modifier of +2 for two handed fire (+3 for submachine guns) and +1 for firing with the wrong hand. So a shadowrunner firing two pistols would receive a target modifier of +2 for the right hand and a +3 for the left (+2 for two handed fire plus +1 for firing wrong handed).

Situation	Target Modifier
Two Handed Fire	+2
Submachine gun 2 handed	+3
Wrong handed	+1
Recoil	Doubled

Critical Attack Success

Whenever an attacker rolls double the needed target number, the roll counts as two successes instead of one. This only applies to attacks and not to skill success tests, body resistance rolls, spells, or any other test roll. This will make gunfire much more dangerous! For example, Fred is firing his Beretta at an orc corp. man three meters away, so the target number is 4. Fred has a level three firearms skill. Fred rolls a 4, 5, and a 10 (6+4). This would count as four successes. One each for the 4 and 5, plus two for the ten. The orc had better be wearing armor!

New Armor and Location System

After determining if the attacker hit or not, roll on the hit location table given below to see where the target was hit.

Location Chart

- 1 Head
- 2 Body
- 3 Right Arm
- 4 Left Arm
- 5 Right Leg
- 6 Left Leg

An attacker can choose the location hit by adding two to the target number needed to hit. This is in addition to all other modifiers.

The damage done by the attack is then applied to that location as well as on the condition monitor on your character sheet. For example if an attack does a moderate wound, a moderate wound would be recorded both on the location hit and the damage monitor. Location damage is not cumulative, unlike the condition monitor. Area attacks will only apply damage to the condition monitor.

In addition to the damage modifier on the damage monitor there will be addition effects, depending on the location and the severity of the wound. Use the chart below to determine addition effects.

Light Wound: Messy and painful.

No additional effects for all locations.

Moderate Wound: Heavy bleeding and serious tissue damage

Arm: +1 to all target numbers in which the injured arm is used.

Leg: 1/2 movement rate.

Body: Must make a Body check with the target number being equal to the power level of the weapon. If the check is not successful, the target is knocked to the ground.

Head: Must make a Willpower check with the target number equal to the power level of the weapon. If unsuccessful, the target falls unconscious for 1d6 minutes.

Serious Wound: Severe tissue damage, broken bones, internal damage.

Arm: Broken bone. Can't use.

Leg: Broken bone. Can only crawl or hop at one meter per phase.

Body: Broken ribs. 1/2 movement rate.

Head: Skull fracture! (ouch) The target is unconscious (2d6 minutes) and has an additional effect. Roll on the chart below.

- 1-2 No additional effects
- 3 Cosmetic. The target loses 2 points of charisma until he or she undergoes severe plastic surgery.
- 4 Eye loss. The target's eye is knocked or blown out of his or her skull and falls to the ground, twitching (double ouch!).

- 5 Brain Damage. The target loses 1d6 points of intelligence. If the character's intelligence is reduced below one, he or she is a vegetable. Brain surgery will reduce the effects by one half (round up).
- 6 Amnesia. From now on the character must make a difficult intelligence test in order to remember anything from the past.

Deadly Wound: flying body parts, blood, and brains. Not fun.

Arm: The target's arm is either blown off or must be removed soon.

Leg: The target's leg is either flying across the room or "bring out the meat cleaver!"

Body: A random organ is damaged beyond recognition or is lunch for good ol' Spot. Roll on the table below.

- 1 Lungs
- 2 Groin (triple ouch!!)
- 3 Stomach and guts.
- 4 Kidney
- 5 Heart
- 6 GM's Choice!

Head: Not a pretty sight, unless you like oatmeal or head cheese. Roll on the chart below to see additional effects.

- 1 Loss of sight. Both eyes rolling around on the ground.
- 2 Severe cosmetic damage. Missing jaw, sections of the skull, a face, and so on. Charisma reduced to 1 until major reconstructive surgery.
- 3-4 Brain Damage (see serious).
- 5 Loss of hearing. (WHAT? WHAT?)
- 6 Amnesia (see serious).

New Armor System

In the new location combat system individual pieces of armor only protect certain locations. For example, a helmet would not protect a person's chest. A character now must buy his or her armor piece by piece. Use the armor location table to find out what locations each armor garment covers. A "Yes" will be written under

the locations that are covered. A "1/2" indicates that half the armor value applies to the location, rounded up, with a minimum value of 1. The amount of protection given depends on the type of armor worn. For example a Studded leather jacket would provide 1 point of Ballistic and 3 points of Impact protection to the Body, R. Arm, and L. Arm.

To determine the armor value of the target to area attacks, average the armor values in all of the locations. To do this, add up the amount of protection from each of the locations and divide by six.

The encumbrance of a piece of armor is the encumbrance level of the type of armor worn times the garment modifier (rounded up). For example, a chainmail jacket would have an encumbrance of 10 (0.5 * 20).

The cost of the piece of armor is calculated much in the same way, but instead of multiplying the garment modifier by the encumbrance level, it is multiplied by the cost level. So that chainmail jacket would cost you ¥2,500 (0.5 * ¥5000).

A shadowrunner can overlap pieces of armor in this new system, but the protections are not added together. The protection of the lesser piece of armor is halved. To determine which piece of armor has the lesser protection value, average both it's ballistic and impact protection. If both pieces of armor have the same protection value, the shadowrunner may choose between the two. For example, if someone wears a nylon mesh body suit (2 points of ballistic protection) under a suit of Assault armor (8 points of ballistic protection) the total ballistic protection would not be 10 (8+2). It would be 9 (8 + (2/2)). The additional protection has a minimum value of one. Note: No more than two pieces of armor can be overlapped.

However when overlapping armor the encumbrance of the lesser piece of armor is increased. If the shadowrunner is overlapping soft with hard or soft with soft armor, the encumbrance value of the lesser piece of armor is doubled. If hard is being overlapped with hard, the encumbrance is tripled.

Armor Location Table

Armor Garment	Head	Body	R. Arm	L. Arm	L. Leg	R. Leg	Modifier
Boots, Greaves	no	no	no	no	yes	yes	0.4
Pants, Trews	no	1/2	no	no	yes	yes	0.6
Skirt	no	1/2	no	no	1/2	1/2	0.3
Doorgunner's Vest	no	yes	no	no	1/2	1/2	0.5
Vest, Breastplate	no	yes	no	no	no	no	0.3
Gauntlets	no	no	yes	yes	no	no	0.2
Helm, Hood	yes	no	no	no	no	no	0.1
Jacket	no	yes	yes	yes	no	no	0.5
Trenchcoat	no	yes	yes	yes	1/2	1/2	0.7
Full Body Suit	yes	yes	yes	yes	yes	yes	1.0
Partial Body Suit	no	yes	yes	yes	yes	yes	0.9

Armor Type Table

Armor Type	Ballistic	Impact	Enc Level	Cost	Lvl	Hard/Soft
Real Leather	0	2	1	¥700		Soft
Synthetic Leather	0	1	1	¥300		Soft
Chainmail	3	6	20	¥5000		Soft
Furs	1	1	2	¥1000		Soft
Studded Leather	1	3	2	¥1000		Soft
Kelvar	5	3	5	¥900		Hard
Nylon Mesh	2	1	3	¥200		Soft
Alloyed Plate	5	7	26	¥80000		Hard
Ballistic Cloth	3	2	2	¥500		Soft
Environmental	5	5	10	¥10000		Hard
Assault	8	8	20	¥100000		Hard
Plastic	6	5	15	¥50000		Hard
Ordinary Clothing	0	0	1	¥50		Soft
Fine Clothing	0	0	1	¥500		Soft
Tres Chic	0	0	1	¥1000		Soft
Survival Clothing	0	1	2	¥500		Soft

Leather: Real animal hides in a variety of types and colors.

Synthetic Leather: A must for animal lovers who like the look and feel of real leather.

Chainmail: Metal links woven together. It's heavy as heck, but you look great in it! A favorite for those with a flashy fashion sense.

Furs: Again a favorite for those who love to stand out in a crowd!

Studded Leather: Leather armor with metal disks, spikes, and strips fastened on. Studded leather is a favorite among gang members.

Kelvar: Not very fashionable but reliable.

Nylon Mesh: Nylon fibers weaved tightly together. Nylon mesh is often sewed into clothing to provide "hidden" protection for those with a budget and a reason to look unarmored.

Alloyed Plate: Solid plates of metal attached to the body with nylon straps. It is often decorated with gems, gold, and silver. This is the armor for the shadowrunner who like to run with style!

Ballistic cloth: A descendent of Kelvar and is available in a variety of styles and colors. Great for everyday use and looks good too!

Environmental: A enclosed lead lined air tight suit with full life support systems for three hours. It has a built in low light visor, micro-transceiver, and a temperature control regulator (Great on hot days!). It would be compared to today's spacesuit. Environmental armor is often used by Toxic waste personal, bomb squads, nuclear power plant technicians, and firemen. The suit can also be adapted for underwater use at an addition cost of ¥1000. Environmental armor can only be purchased as a full body suit.

Assault Armor: Consists of an air tight body suit with life support capabilities for up to six hours. The suit contains a built in respirator, pressure regulator, micro-transceiver, thermographic binoculars, low light visor, tracking signal, level

three recoil compensator, and laser sight. The possession of assault armor by non-military personal is very illegal, but "exceptions" are sometimes found in top level corporate complexes. Like environmental armor, assault armor can only be purchased as a full body suit, if it can even be found at all. The price given in only a rough estimate of the black market cost.

Plastic Armor: Thick body plates reinforced with nylon mesh and strapped on with ballistic cloth belts. It is the equivalent to a modern suit of platemail armor, but not as fancy or heavy. Plastic armor is commonly used by riot police and security guards and can be fitted with a variety of equipment at double the cost.

Ordinary Clothing: T-shirts, jeans, sweats, jumpers, etc. Nothing really interesting,

Fancy Clothing: Top of the line fashion, fancy suits, expensive synthetic materials, etc. Fashionable.

Tres Chic: Exotic materials, built in flashing lights, one of a kind! A must for the Rocker on the road to success!

Survival Clothing: Padded chem suit with a survival kit. Great on those cold days!

