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June/July

#21

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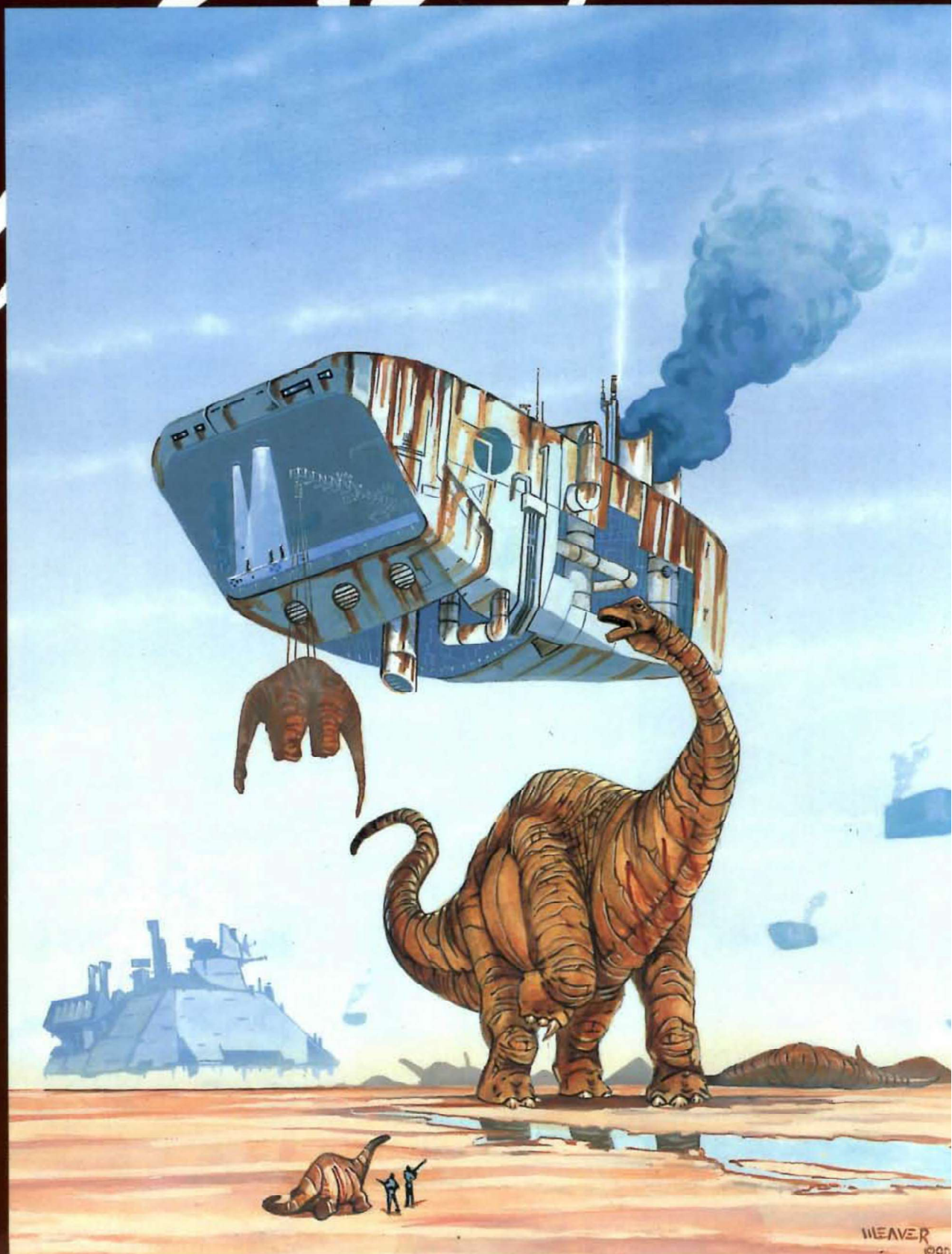
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Shadowrun

Troupe-Style RPG



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New Shadowrun Player Archetypes

by *Stephan Wieck*

Here are four new Character Archetypes for FASA's fantasy/cyberpunk game Shadowrun. All were created using the standard Archetype creation rules given in the Shadowrun rulebook except the Former Yakuza Ninja for whom the rules were bent but not imbalanced. Both the Ninja and the Combat Biker are options for players who want a more unique type of "muscle" character. The Com-

bat Decker is provided for players who want their decker to get a share of the action, and the Gadgeteer is a rather unique Archetype loosely based on characters in the fiction of William Gibson. The Gadgeteer may not seem like a very exciting character to play at first, but given the right player, the Gadgeteer can be extremely powerful and resourceful.

Note that several pieces of equipment listed come out of the Street Samurai Catalog. If you don't have the supplement, simply substitute a comparable item from the Shadowrun rulebook.



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Gadgeteer

You sneer at me. I see the laughter behind your eyes. You were expecting a samurai when I mentioned that I was a cybernetics expert? I will assume however that you could not have attained your current status without realizing that technology runs the modern world and understanding it is the key to success. You have my file. You can see that society has given me numerous degrees. They represent years of menial regimen to me, but to you they should at least prove that I am technically gifted.

If you have a job that involves shadowtech or research, then I am the one you need. I'll organize everything for you and attend to every detail.

Commentary: Gadgeteers come in all varieties -- haughty intellectuals to asocial gurus of shadowtech. Though seldom liked by normal people, the gadgeteer is indispensable in technical matters. He has trained his entire life in the lore of technology so that nothing is completely alien to him and nothing is beyond his comprehension. His knowledge makes him valuable to shadowrunners preparing for a run and during a run to overcome technical hazards on the spot.

Attributes:

Body 3
Quickness 2
Strength 3
Charisma 2
Intelligence 6
Willpower 4
Essence 4.8
Reaction 4

Skills:

Armed Combat (B/R) 3
Biotech 3
Biotech (B/R) 3
Computer 3
Cybertech 2
Demolitions 3
Electronics 3
Electronics (B/R) 3
Firearms 4
Firearms (B/R) 4
Ground Vehicles (B/R) 3
Physical Sciences 3

Contacts:

Fixer
Technician
Corporate Scientist

Cyberware:

Chipjack
CommLink IV
Datajack
Datasoft Link
Display Link
Headware Memory (30MP)
Skillsofts: Aircraft (B/R) 3, Demolitions (B/R) 3, Physical Sciences (Engineering) 5, 2 Language softs at 4.

Gear:

Predator II with reflexive trigger, smartgun adapter
Smartgoggles
Lined Coat
PC with 1000MP memory
Wristphone
Doc Wagon Contract (Gold)
Kits (Construction, Computer)
Workshops (Vehicles, Electronics, Cybertech)
30,000 nuyen worth of Surveillance and Security items.

Former Yakuza Ninja

You misunderstand, I no longer perform wetwork.
My past employment is not open to discussion. My recent work is my credentials.

Commentary: Perhaps no operative in the world can match a Yakuza Ninja. The ninja has been given the highest grade implants and trained since birth. He is a master assassin, bodyguard, or enforcer.

It is said that no one leaves the Yakuza, but the Former Yakuza Ninja has found an out. Dissatisfied with his work or perhaps honor bound to leave, he has dealt his way free of his masters and works for himself now. The ninja's rigorous training has left him no weaknesses except his refusal to use modern ballistics.

Note: The Former Yakuza Ninja may be missing the small finger on his left hand if he left the Yakuza in shame or dishonor.

Attributes:

Body 5
Quickness 6
Strength 5
Charisma 3
Intelligence 5
Willpower 6
Essence 1.5
Reaction 5 (7)
+2 extra dice

Skills:

Armed Combat 5
Athletics 3
Etiquette (Yakuza) 3
Stealth 6
Throwing 3
Unarmed 5

Contacts: (choose two)

Club Owner
Mafia Soldier
Yakuza Boss

Cyberware:

Air Filter (4)
Boosted Reflexes (3)
Cybercyes with thermographic and flare compensation
Dermal Plating (1)
Improved Hand Razors (retractable)
Molar Implant with cyanide dose

Gear:

Katana
Knife
10 Shuriken
Armor Clothing
2 Gas Grenades (neuro-stun VIII)
2 Smoke Grenades
Mag-Lock Passkey
Antidote Patch (4)
2 Shim Patches (4)
Yamaha Rapier
High Lifestyle (3 months prepaid)





Former Combat Biker

Yeah, that was me alright. I was good, too good maybe. Somebody told me botch a ride and I refused. My contract didn't get renewed.

But, you don't ride in the pro's without picking up some valuable skills. Skills which I'm now prepared to offer you if the price is right. I got the standard biker implant package when I signed on the team, and nobody can beat me on the streets or in a scrap. You want extra muscle with the mobility to strike, then look no further.

Commentary: The former Combat Biker has left the professional sport and is trying to get by on his own. He started as a go-go-ganger punk before he was drafted by pro scouts and turned into a paid warrior. He rode the pro combat bike circuit until his contract was cancelled.

The former Combat Biker has had a tough life. He lives for the adrenalin rush of the race and the violence of the fight. Though often reckless, he does possess some knowledge of tactics and is a crafty fighter when he chooses to think.

Attributes:

Body 6 (9)
Quickness 5
Strength 5
Charisma 2
Intelligence 3
Willpower 3
Essence 2.2
Reaction 4 (6)
+1 extra die

Skills:

Armed Combat 5
Bike 6
Firearms 3
Ground Vehicle (B/R) 3
Gunnery 4
Military Theory 3
Street Etiquette 3
Unarmed Combat 5

Contacts: (choose two)

Armorer
Fan
Gang Member
Mechanic
Newsmen (sports)
Paramedic

Cyberware:

Dermal Plating (3)
Spurs (retractable)
Wired Reflexes (1)

Gear:

Aurora Racing Bike
Viking Heavy Motorcycle with hardpoint assault cannon
Belt 1000 assault cannon ammo
Ruger Super Warhawk with Laser Sight
Enfield AS7
Armor Jacket
Helmet
Doc Wagon Contract (Gold)
Survival Knife
Audio Headset Unit
Assorted Audio Disks

Combat Decker

That's my price. Look, if you want to hire some fat, homebody decker to run the matrix for you, go ahead. If you want someone willing to penetrate the complex and plug in directly to the isolated mainframe, you need me and you've got to pay accordingly. I'm just as slick as any remote decker, and I'm not afraid of a little action. In fact, I kind of enjoy wasting security goons.

Commentary: Most deckers prefer remote operation, aiding a shadowrun team from afar while the team makes the run. Not so with the Combat Decker. He lives for the run itself. The Uzi is as much his trademark as his cyber-deck. This decker not only performs the run's datasteal, he's also there for extra firepower if things go poorly. And for runs which require the decker to physically penetrate the target location, a Combat Decker is almost a necessity.

The Combat Decker's smug attitude does not make him many friends. He feels superior to other deckers and more valuable than simple muscle. He sees himself as the best of both professions, though in actuality he may just be average at each.

Attributes:

Body 4
Quickness 4
Strength 3
Charisma 1
Intelligence 5
Willpower 3
Essence 5.5
Reaction 4

Skills:

Bike 3
Computer 6
Computer Theory 6
Electronics 5
Firearms 5
Negotiation 4
Stealth 4
Street Etiquette 3
Unarmed Combat 4

Contacts: (choose two):

Corporate Decker
Decker
Mr. Johnson
Technician

Cyberware:

Datajack
Headware Memory (30MP)

Gear:

Fuchi Cyber 4 with Response Increase 2
Programs: Bod (6), Evasion (6), Masking (6),
Sensors (6), Attack (6), Shield (4), Browse (4),
Sleaze (5)
Microtronics Workshop
Uzi III with laser sight
Armor Clothing
Synth Leather Jacket
Yamaha Rapier



Rating: Animation 5, Detail 5,
Production 4, Originality 5, Sum 4

Kraag Warriors

This kit contains 20 winged High Martians, the beastmen of Mars, in 10 poses. Half are grounded, with bases of their own, and the other half soar above the tabletop. Each of the flying Martians has a small hole in its body. A metal pin 2 inches long inserts into the hole and the other end is mounted into a led base. Martians flying horizontally are fairly well-balanced, but those that are almost vertical are not stable. The Pin holes in these "vertical fliers" are also small and need drilling to accept the pin, which could endanger the detail of your model if improperly performed. Still, the models are attractive, animated and interesting to look at.

Rating: Animation 5, Detail 4,
Production 2, Originality 5, Sum 3

Shadowrun Miniatures

licenced by: FASA Corp.

produced by: Grenadier Models

When FASA released Shadowrun last August, Grenadier simultaneously released their line of Shadowrun miniatures. The first models depicted the various Archetypes and subsequent sets depict various dragons, while recent blister packs offer even more Archetypes and enemies. As this and the last issue have offered reviews of the various Cyberpunk games (a sub-genre of SF, so appropriate for this issue) a review of Shadowrun miniatures ideally suits this column.

Shadowrunner and the Corporate Sector

sculpted by: Bob Charrette

Box cover art is by Larry Elmore, taken from the rulebook cover. As usual, Grenadier includes of foam liner to protect your lead. Each box contains ten models representing the major Archetypes and enemies you may encounter in the game. Also co-


creator of the game, Mr. Charrette clearly attempts to remain true to the flavor of the game by modelling the miniatures after the color plates of the Archetypes in the rules. This makes the Archetypes immediately recognizable and allows for good to excellent detail, but poses are stiff as color illustrations in the rules tend to lack animation. Thankfully, there's next to no flash, but bases are small and wobbly -- uncharacteristic of most Grenadier Products. I highly recommend these miniatures to all Shadowrun Players. They have little application outside that game, but might still find use in other cyberpunk games.

Rating: Animation 2, Detail 3-4,
Production 4, Originality 5, Sum 4

Eastern Dragon, Feathered Serpent, Western Dragon

sculpted by: William Watt

Each kit contains an "assembly required" dragon and a human, Shadowrun character. All human models are basically throw-aways. They lack inspiration, don't attract the



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eye, and are poorly detailed, so they are ignored in this review's rating. Each dragon is mounted on a rocky base and has a length up to 4 inches with an equal wing span (if any wings). Heads, wings, and sometimes legs have to be attached. Heads connect smoothly with no seam lines, but wings and legs are surrounded by visible cracks that must be filled. None of the dragons has the trappings of a future-age setting, so could also be used in fantasy games. Likewise, "fantasy dragons" could be used in Shadowrun; there are certainly more interesting dragon models on the market.

The Eastern Dragon comes with 5 assembly-required pieces: torso, upper part of head, 2 forelegs and a hind leg. With a three-horned head and open maw, it stands upright on its coiled tail. The legs curling into the air grant the model a definite oriental flavor. The creature isn't heavily scaled, but detail is subtle and comes out when painted. Overall, this model portrays many oriental features, but other,

more attractive, oriental dragons have been produced.

Rating: Animation 3, Detail 3, Production 4, Originality 3, Sum 3

The Feathered Serpent has 4 assembly-required pieces: torso, 2 wings and head. The snake-like body is covered with heavy "feather scales"; detail is better than the Eastern Dragon's. Resting upon its curled tail and with outstretched, feathery wings, the serpent gains the effect of alighting upon its base, but that pose has little ferocity or passion. The model is well-produced with no seam lines or flash, but it's technically boring; its mouth is closed and the beast doesn't seem particularly fierce.

Rating: Animation 2, Detail 4, Production 4, Originality 3, Sum 3. The Western Dragon consists of a large four-legged torso, 2 wings and a two-horned head. The beast rests upon its rocky base with head slightly turned to the left and wings partly upraised. Scale detail is more involved than the Eastern Dragon's, but still conventional. However, seam lines are invisible and there's only a little flash. The Western Dragon is the most traditional of the three. Its pose implies a certain patience and benevolence, but is inherently uninspired.

Rating: Animation 2, Detail 3, Production 4, Originality 3, Sum 3.

Warhammer 40,000 Miniatures

produced by: Citadel Miniatures

Citadel has released literally hundreds of miniatures for their SF game, Warhammer 40,000. Those reviewed here represent only a tiny portion of the line, but are also representative of the quality of the line.

Terminators

These ultra-armored and armed members of The Empire come in blister packs of two. Each model consists of a man armed to the teeth with a variety of weapons. Armor is thick, huge, heavy, and adorned with packs, machinery, and the heraldry of The Empire and individual units. Arms must be attached to the torso of each man and four are provided in each Pack. Pegs on the torso allow for a

strong bond between arms and body, though flash must be trimmed from the pegs to allow arms to fit properly. Seam lines are also evident at attachment sites, but might be accounted for as part of armor design. As usual these models must be mounted on Citadel's plastic bases also included in the Pack. Overall, these models are excellent. They could be used with almost any SF game and are fun just to collect, not to mention being a rewarding challenge to paint.

Rating: Animation 4, Detail 5, Production 4, Originality 5, Sum 5.

Ork Support Weapon

This model is packaged in Citadel's new hard-to-open plastic box which I've criticized in a previous issue, and includes two foam pads to protect the lead parts. Looking at the kit's 17 parts, it promises to form an interesting model. Pieces are highly detailed and intricate, including two Ork riders. Citadel really goofed up; no assembly directions are included so it's a real pain to figure out which pieces attach to which. Surely some of the parts could have been molded together rather than leaving us to connect them. I'd like to suggest this model to you if only because of the scarcity of Ork vehicles, but the outrageous price and assembly frustrations combine to make it a waste of time and money.

Rating: Animation 4, Detail 5, Production 1, Originality 5, Sum 2

Eldar

Eldar are an alien race rivals to The Empire, and pose a threat to its very existence. They come in a blister pack of five with plastic bases. The models are sleekly armored in a variety of poses, sporting mohawk-like haircuts and helmet designs. They're armed with swords and nasty looking blaster cannons and pistols. Detail is good to excellent with little or no flash or seam lines, though the miniatures lack the raw power and presence of the Terminators. These models could be used with any SF game. Those with helmets could even pass for human.

Rating: Detail 4, Animation 4, Production 4, Originality 5, Sum 4.

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