



The right side of the magazine cover shows a large, textured grid background. The word 'KAGE' is partially visible in the top right corner. A large, stylized eye graphic is positioned in the center-right area. Below the eye, the text 'The Shadows are Deeper' is written in a bold, sans-serif font. Underneath that, a list of articles is provided: '– Paterson's – Turring's', '– The Awakened Citizen', and '– Neo-Anarchist – & More'. The price '\$5.00' is also present.





notes from the net >>>(ka•ge letters)<<<

Welcome,

You hold the fourth issue of Kage, which represents a full year of production, writing, layout and all the other work that goes into producing a newsletter. This has been one of the most hectic seasons of my life, but I think it will all be worth it when you see what we've done. After one year, there are several things I need to tell you, so without further delay...

First of all, George Pace is no longer with the company. His career has taken him down a different path and he will be missed. His departure means several things to Network members, chief of which is the loss of the Macintosh. That means we will no longer be accepting submissions on Macintosh computers. Sorry (really, I'm not just saying that because I own a PC). If we can acquire dependable access to a Mac, we'll announce it and begin accepting submissions again on the Mac; but for now it's PC only.

Second, you might notice a slight change in the format and size of this issue. Kage is now 48 pages. The extra 16 pages are our way of thanking you for your support and feedback. We appreciate those of you who shelled out good money at GenCon last year when all we had to show was a sample issue. However, I've got good news and bad news about the extra pages. In the future we'll keep the page count at 48, but to do so we need to raise our yearly dues by four dollars. For \$20 per year you'll get 192 pages of Shadowrun material delivered to your doorstep. In the future we're planning to run more and more fan-generated material, but to do that we must have a signed release. Please make sure any writing or art is accompanied by a release.

Third, we've finally got a phone number you can call, 24 hours a day. It's an automated voice mail system that we've set up to answer some of the common questions about the club and membership in general. If you have questions, give us a call. The number is 314.446-AWOL (that's 2965).

Fourth, the rest of the summer does not look like it's going to be any easier. As you'll notice later, we've got a full schedule of conventions, including the biggest of them all, GenCon. Look for us at the FASA booth and stop by and say, "Hol, Chummer." In addition, we'll be running a Shadowrun multi-session game. Come early to get the best seats.

Finally, the Shadowrun Network is proud to announce (drum roll please) the opening of our Network Mail Order Department. Starting immediately, you will be able to order all your Shadowrun products directly from us, at a substantial savings. Most of the items will have a 15% discount to members (who are the only ones who can buy from the Network). Some items will have slightly lower discount, but featured items will have a larger one. This quarter, for example, you can get both Shadowbeat and Shadowtech for more than 21% off! More specials will follow in the coming months. For the time being, we are not able to provide Ral Partha miniatures or the ROC novels, but look for them in the near future. In addition, look for more announcements in this location.

So, what did I forget? Probably something important, but I'm out of space, so until GenCon,

Enjoy,
Jim

Hol, Chummers!

You asked on the order form for the three things we want to see most in Kage. Well, really I want to see all of it. But most of all, I'd like to see additional and optional rules for game play . . . I'd also like to see a bit more of a rundown on what is happening around the world in the 2050's. It would be great as a section of Kage, a different part of the world every issue.

Thank you for taking an interest in my letter. All I can say is that I'm sure you'll put out a top class magazine, and you can be assured that there are a lot of people here in Australia who are champing at the bit to read it.

Leonard K.
Brisbane, Australia

Kage Reply:

Well, Leonard, you are not alone. We have received a lot of requests for more optional rules and rules additions. We decided not to include many in this issue because Shadowrun II (see Paydata this issue for more details) will be coming out in August. There are several ideas on the drawing board from us and other members which you will start to see in issue five.

Your idea about covering different sections of the world is great. We start with this issue, giving you the Boston Sprawl, a member generated write-up. Hopefully, we will be able to provide news and info from around the world in every issue.

k a • g e is an A W O L P R O D U C T I O N

*AWOL Management*James D. Long
*AWOL MIS.....*Dean A. Sestak
*AWOL Co-ordinator*Gill Cooper

magazine staff

*Senior Editor*Jim Long

*Principal Writers*JD Long, Gill Cooper

*Contributing Writers*GB Pace, Dean Sestak

*Original Kage Layout Design*GB Pace

*Cover Art*Dan Smith

*Interior Art*Dan Smith, Benedict Hughes

Sean Parrack

Jeff Laubenstein

For FASA

*Mr. Johnson*Sam Lewis
*Corporate "Approval"*Tom Dowd

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i n d e x

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We find out why Kage is heavier, info on the activities of the Shadowrun Network, our new LTG (telephone #), plus more letters from runners like you.

Paterson's Guide to Paranormal Animals.....Page 4
The Awakened world is alive with all sorts of critters. We list two more of Paterson's findings: the H'owl and the Rachnyn.

Turing's Guide to Organizations.....Page 9
A look at the magical go-gang the Merlyns, including a sneak peek at the Lone Star report.

Shadows.....Page 13
Deep in the shadows you'll find the Former Sioux Wildcat archetype, two more contacts: the Roadie and the Waitress and Kage's debut of NPCs, Breeze.

The Awakened Citizen.....Page 16
An awakened citizen is an aware citizen. At some time you will be forced to play the legal game. Find out the types of lawyers available and how much they charge.

The Retching Rat.....Page 21
The Merlyns aren't nice people. But are they as bad as a rat? A four page Kage scenario.

Off the Shelf.....Page 27
Manipulation spells, pocket interpreters and torches, and the official bike of the World Combat Cyclists League.

Neo-Anarchist Guide.....Page 32
"The Boston Sprawl," Network member Stephen Kenson gives us the low-down on big bad Boston.

AWOL Release Form.....Page 38
The Kage gurus explain what it's all about.

Paydata.....Page 40
JD Long reviews the latest FASA Shadowrun releases, including the soon to be released Shadowrun 2nd Edition!

Network Member Graffiti.....Page 46

Writing on the Wall.....Page 47



Notes from the net >>>(ka•ge letters)<<<



Dear Ka•ge:

Please pass on my kudos to the staff of Ral Partha! Ral Partha's support of the Shadowrun line has been outstanding. It is nice to see high quality sculpting. It makes painting the figs much more fun, not to mention nicer to look at. Also, it is nice not to be charged an arm and a leg for a package of miniatures, like a certain English company I won't name.

Thanks goes to the staff of Ka•ge for the detailed miniatures reviews. Sometimes I can't always see the fig first-hand, so it is nice to be able to "look" at the fig through the eyes of Ka•ge before I place my order.

Delany F.
Monticello, Arkansas

Ka•ge Reply:

We agree! Ral Partha is doing a great job. The Shadowrun Network strongly encourages anyone who hasn't checked out Ral Partha's miniatures to do so soon. For a critique of their newest miniatures read the Paydata section.

The Shadowrun Network is working to support miniatures in game play by leasing several map sets scaled to fit the Shadowrun miniatures. Look for these to be available at Gen Con and in the next issue of Ka•ge.

Dear Ka•ge:

When are we GMs going to get some solid stuff on Tir Tairngire? Myself and many of my friends have been waiting a long time for more information on the Tir.

Also, will you guys ever be going bimonthly or monthly? Waiting three months for my next issue is driving me crazy!

One more thing, how many stamps do I have to put on the SASE to get it from you (USA) to me (Canada)?

Mike C.
Hamilton, Canada

Ka•ge Reply:

Ahh, the Tir. We have all heard rumors about the Tir. You find them in almost every supplement. But who are they really? Sorry to tell you this, Mike, but you have to wait some more. FASA does have a source/adventure book slated for Tir Tairngire, but it probably won't see release until Winter '93 or even later.

More disappointment: Ka•ge will main quarterly through 1992. However, there might be light at the end of the tunnel. We are considering going bimonthly in 1993. This is not a guarantee! We are thinking it over and will let you know. Until then, I guess we need

to find you a padded room.

Your question about postage is excellent. The Shadowrun Network contains a growing number of international members and getting letters back to everybody is expensive. The best method for SASE going outside the United States is for you to get a postal certificate for first class postage. We then give the certificate to the postmaster here in the U.S., who places the proper postage on your letter. Most post offices offer this service.

Dear Shadowrun Network:

If you guys have any pull with the FASA design staff, push for an Australia sourcebook. I do so love the idea of an Australian shaman walking the path of Kangaroo (or Wombat or Platypus or Frilled Lizard!), centering with his didgeridoo. Pretty wiz, huh?

Erik K.
Salem, Oregon

Ka•ge Reply:

There must be a hearty contingent of Australia lovers out there. We have received almost as many requests for Australia as we have for the Tir. We must admit a paranormal kangaroo is intriguing. To Erik and all the others: we will pass on your request to FASA. By the way, what is a didgeridoo?

Dear Sirs:

When I signed up for Ka•ge at GenCon last summer, I was told that I would be able to purchase Shadowrun Network T-shirts sometime in the near future. Is there any news on them?

Andrew W.
Chicago, Illinois

Ka•ge Reply:

It took us a little longer to get the shirts ready than we originally thought (okay, a lot longer than we thought). Yet, fear not! This August at GenCon the new T-shirts will be unveiled. They are high quality shirts with high quality art and, of course, they bear the Ka•ge logo! Issue five will provide details on how to get your very own.

Yo, Dudes!

What has happened to the "Question & Answer" section? Issue Zero had two full pages of stuff, Issues One and Two had a couple of questions and then along comes Issue Three with zip! Aren't you guys doing questions anymore? I know I'm not the only one who has questions about this game. What gives? Raymond C.
Los Angeles, California

Ka•ge Reply:

As we mentioned earlier in this column, FASA is releasing Shadowrun II. There are a large number of changes in the system (so far the staff here at Ka•ge has enjoyed the changes). Since many of the questions are affected by the new rules, we decided to hold off for an issue with the Q & A section. Starting with next issue, you will find a much fatter Q & A section than ever before.

To Whom it May Concern:

I have received the third issue in my subscription. The mailing label you placed on the mag severely devalues it as a collector's item. I am very interested in the mag's content, but I am also aware of its possible value. Your "Notes from the Net" explain the importance of an ID number, but I feel the responsibility of this should be left to the collector.

I understand the need to reformat your printing specs, but I am probably not alone in my objection. I already have an active membership but would appreciate the inclusion of a 'Collectors Mailing List'. I have no objection to paying a higher rate so that my subscription may arrive in mint condition. If there are more protective measures to insure my mag's integrity, please inform me.

No more labels!
A Concerned Mr. Johnson
Jame' P.
Ardmore, Oklahoma

Ka•ge Reply:

You are not alone Jame'. We are also fanatics about the condition of our personal copies (not only the magazines, but the sourcebooks too). We finally came up with the solution and the labeling of this issue is the result. From now on we will insert an additional sheet so the label doesn't stick to your collector's item.

P.S. While we are talking about labels, members should check theirs for the renewal date!

Please send your letters to:

Letters to the Editor
Ka•ge Magazine
2101 W. Broadway #305
P.O. Box 6018
Columbia, MO 65205-6018

Some letters have been edited for accuracy and length.





H'owl

Otus Strideo



IDENTIFICATION:

Otus Strideo

The H'owl is an awakened descendant of *Otus Asio*, otherwise known as a "Screech Owl."

The H'owl is much larger than its ancestor, with a wingspan of 76 -



91cm and a length of 31 -46cm. The H'owl resembles many of the other members of the family Strigidae, with only its broader chest physically marking it as a new species. The H'owls share the same peculiar natural coloration of *Otis Asio*, with members of the same family ranging

from a mottled gray to a deep red.

MAGIC CAPABILITY:

Innate

HABITS:

Like *Otis Asio*, the H'owl is primarily nocturnal, and subsists

Opaterson's guide to paranormal animals >>>(h'owl)<<<



on rodents, frogs and smaller birds for food. Its increased size has broadened its palate, and there are some isolated reports that the H'owl has captured prey as large as .3 meters. Like many members of Strigiformes, the H'owl nests in confined spaces (tree hollows and the like), often choosing sites established by other birds (woodpecker, etc.) Though both Otis Asio and Otis Strideo were known for their piercing cries, in reality, both have a wide sonic vocabulary, ranging well above the unaugmented human hearing range of 8.5 khz.

>>>(Oh man, this thing has got a freaky scream. It'll freeze you in your tracks)<<<
-Duster(14:43:56/5/24/53)

>>>(Right! Who's is gonna' be 'fraid of a stupid owl?<)<<<
-Fizz Wizz(14:44:10/5/24/53)

>>>(Where has this yahoo been? This "stupid owl" isn't so stupid. We had one freeze us, then swoop down and take our dinner. A shaman friend of mine claims the H'owl actually has a language.)<<<
-Duster(14:44:25/5/24/53)

GAME INFORMATION

| H'owl | B | Q | S | C | I | W | E | R | Attacks |
|-------|---|-----|---|---|-----|---|-----|---|---------|
| | 2 | 5x3 | 2 | — | 2/4 | 2 | (6) | 5 | 4L1 |

Initiative Dice: 2D6

Powers: Fear Variant, the game stats are the same as standard fear

Weaknesses: Allergy (Sunlight--Mild)

H'OWL
Otus Strideo

HABITAT
Forests and wooded areas

RANGE
Northern to central regions
of North America

RANGE



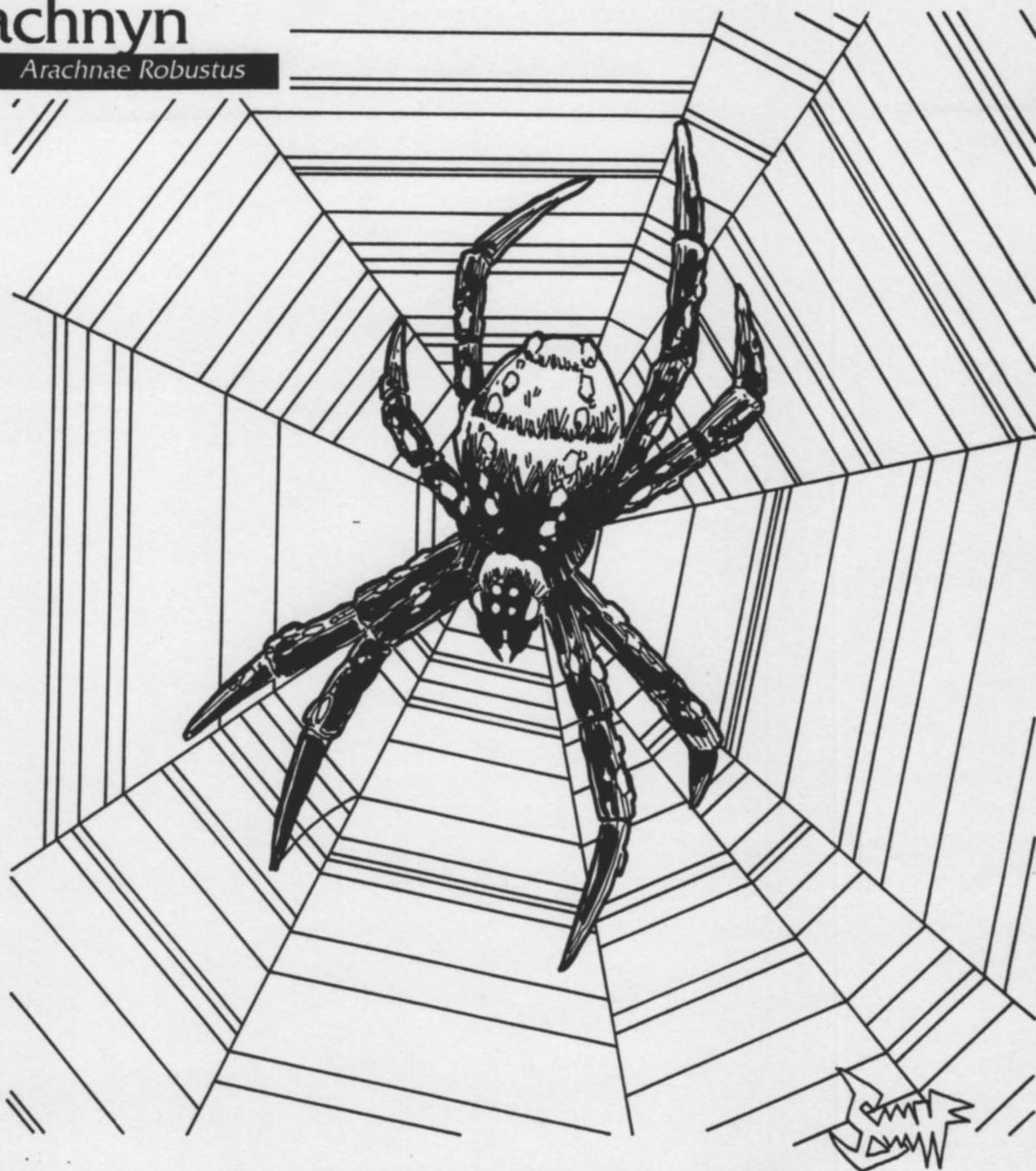
SIZE COMPARISON





Rachnyn

Arachnae Robustus



IDENTIFICATION:

More commonly called the Shelob after the great spider of Tolkien mythos, this massive member of the family Arachnae weighs over 4 kilograms and averages over 38 centimeters in diameter. Its head (or cephalothorax) is covered with a thick black carapace, under which lie the eight eyes. The

underside of the head contains the specialized appendages (chelicera and pedipalps) that the spider uses when subduing and digesting its prey. The abdomen (or opisthosoma) is disproportionately large, and has a large black ring on the underside.

MAGIC CAPABILITY:

None

HABITS:

This rare arachnid is one of the largest members of the family Arachnae, and has been sighted in the deeper "old-wood" stands of the Pacific Northwest. The Shelob feeds mostly on small rodents and birds that fly into its intricate webbing, which sometimes stretches for 8 - 10 meters from either side of the spider's central core. Once a victim contacts the web, a variant of



Daterson's guide to paranormal animals >>>(rachnyn)<<<



a neuro-toxin (lab analysis indicates the composition of this toxin earmark it as a "relation" of the commercially available Neuro-Stun VIII) enters into the bloodstream of the prey, causing immense mental damage. As the victim seeks escape, it incurs more and more damage, until finally it is rendered immobile, thereby allowing the spider opportunity to inject the subject

with its paralyzing venom and subsequent tissue liquefaction agents. The spider then sucks the dissolved tissue back into its opisthosoma, for storage in a digestive gland.

COMMENTARY:

Though the spider's main diet is small birds and mammals, there are recorded cases where the Shelob, like

her namesake, has dined on an unwary human who ventured into her web and, unable to resist the toxin, succumbed.

POWERS:

Neuro-Stun VIII nerve toxin on web.

WEAKNESSES:

None

>>>(Hey wait a minute. How did these buggers end up with a "relation" Neuro-Stun VIII? I thought that was man-made....)<<<-Kiraly(15:19:23/5/25/53)

>>>(Let me guess. You're homo sapiens, aren't you?)<<<-Kingzfeld(15:20:02/5/25/53)

>>>(Yeah. So?)<<<-Kiraly(15:20:20/5/25/53)

>>>(Only a homo sapiens would possess the thought-crushing egocentrism and homo provinciality to claim anything as "manmade", thereby disallowing nature's role in everything, including this diatribe. Sigh. I digress. Have you never heard of biotech?)<<<-Kingzfeld(15:20:25/5/25/53)

>>>(Did you just insult me? I never can tell what the frag you're saying half the time. Anyway, are you saying that I might have gotten Neuro-Stun VIII from this spider?)<<<-Kiraly(15:21:00/5/25/53)

>>>(Yes, my dimwitted sloathcousin. At least one synapse still works, I see. Perhaps, though, you need to ponder this: maybe the same people who made the Neuro-Stun VIII made the Shelob as a carrying case, eh?)<<<-Kingzfeld(15:21:15/5/25/53)

>>>(Yeah, anybody knows that the Argerpelter, the Fidealer, the Firedrake and the Loogaroo, (and there're more, believe me) are all just lab created. I think most of the "animal" 'wakening is a fraggin' fraud; they're all just a bunch of lab 'speriments that got away.)<<<-Crasker(15:21:45/5/25/53)

>>>(I won't even address such shoddy rumor recycling.)<<<-Kingzfeld(15:22:07/5/25/53)

>>>(Suit yerself, stuffy. Don't change it none.)<<<-Crasker(15:22:21/5/25/53)

GAME INFORMATION

| Rachnyn | B | Q | S | C | I | W | E | R | Attacks |
|---------|---|-----|---|---|-----|---|---|---|----------|
| | 1 | 2x3 | 1 | — | 3/4 | 2 | 6 | 5 | 4M2 Stun |

Initiative Dice: 3D6

Powers: Neuro - Stun VIII nerve toxin on web

AGROPELTHER

Arachnae Robustus

HABITAT

Forests

RANGE

Northwestern regions of North America

RANGE



SIZE COMPARISON





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

Reference Number: G-15Q - L472/Z

Name/Title: The Merlyns

Overview:

The Merlyns are a rarity in Seattle; a go-gang composed entirely of magically active members. The members are largely untrained; however, they possess a significant amount of natural ability and, therefore, are to be considered very dangerous.

Range:

The Merlyns claim a 20 block area as their "turf." This area is roughly in the shape of a square, with 113th St., Herom Ave, Dostoyet Place and 133rd St as the boundaries. Presumably their headquarters is somewhere in this area. Units have been unable to locate at time of writing.

Distinctive Characteristics: (Colors, Tattoos, etc.)

The Merlyns wear standard biker gear, with an elaborate bird of prey on their jackets. (Linguistic Note: the Merlin is a North American bird of prey)

Personnel:

The Merlyns numbers seem to vary from 20 - 30 members. See attached arrest report (AR768J-klm) for profiles on two of their members. Racial composition is mixed, with no preference given to any one species (save none awakened).

Resources:

Armament: The Merlyns rely largely on magic to accomplish their goals. Results of the investigation into the death of Lone Star operative 889-098-22422 supports this conclusion. However, subsequent autopsies of other operatives (reports ME456-J/4 and ME882-k/5) suggest that each member is conventionally armed as well and skilled in the operation of more mundane weaponry.

Activities:

The 2051 raid on Saxkatcher Industries (see report CR897-klr-005) offered evidence of the Merlyns being linked to BTL running. Street sources report their involvement is only sporadic, thereby indicating their sources of income must lie elsewhere.

An obvious source of funds is from their implementation of the standard "protection" scheme implemented within the confines of their turf.

But one example among many, the Bannockburn Bakery fire of 2052 (Report CR986-ghe-349) indicates that these "accidents," which always occur when a client is recalcitrant in paying, are devastating and magical in nature. CR986-ghe-349 also concludes that neighborhood fear of the gang is high, as the lack of cooperative witnesses attests.

There also have been unconfirmed reports (as detailed in CR552-klt-598 and CR661-nyw-123) that a high portion of any funds gained go toward the acquisition of new spells, with an emphasis on flash and damage.

Structure/Affiliations:

The Merlyns have a tri-tiered structure. The "bottom" level (20-24 members) is divided into "patrols" of 4-6 members, with responsibilities centered around a specific section of the Merlyns range. These patrols report to one of three intermediate officers, who coordinate the activities of the patrols. These three in turn answer to a commander, an individual known only as "Diadem."

History:

The first recorded sighting of the Merlyns was in 2045, when two gangmembers, wearing what would come to be known as their distinctive colors, were killed at the Danté Corporate Complex during the kidnapping of their top paranormal researcher, Dr. Marcus Loman. The case (CR144-blp-725) was closed due to lack of evidence, and Loman declared legally dead in 2046. Reports CR145-blp-777 and CR152-jga-120 disclose the details of the case, as it was re-opened twice, in 2047 and 2049, stemming from rumors that Loman was alive. CR152-jga-120 further details a rumor that Loman was actually leader of the Merlyns. This rumor was later discounted when operatives were unable to ascertain Diadem's true identity.

Analysis:

Though largely untrained, their sheer numbers (combined with substantial latent talent) could make them one of Seattle's more powerful gangs. Despite this powerful potential, they have devoted most of their energies toward more traditional go-gang goals: solidifying territorial claims, increasing cash flow, and fostering a positive self-concept through tribal identification and terrorizing the unpowered.

Recent reports (CR876-twq-230 and CR427-pwq-340) document a number of disturbing developments:

1) The Merlyns have either contracted with someone to create new and deadly spells for them, or they have gained enough experience to begin designing their own. Lone Star's Magical Operatives have indicated traces of new and different spells when examining the etheric terrain of recent crime scenes.

2) CR427-pwq-340 indicates the Merlyns members have been seen in the company of representatives of several major Seattle corporations. CR427-pwq-340 correlates this with a rumor that the Merlyns are offering their services for sale to the highest bidder. These reports and rumors obviously have disturbing implications for the officer on the beat. Further investigation is warranted and advised.



Merlyns Go Gang

Like all other gangs of the Seattle Sprawl, the Merlyns spend a good deal of their time making life dangerous for others. Extremely mobile, this gang has "claimed" Intercity 90 as theirs and go to extremes to defend it against other gangs.

Unlike street gangs, the Merlyns do not charge protection for businesses located near their turf. They concentrate on travelers passing through their area of Intercity 90 during the night. Lone Star would never permit the highway to be shut down during the day, but at night it is a different matter. Seattle residents know to use the side streets at night, and visitors are warned about the gang activity upon arrival.

Expensive cars that travel I-90 at night are always targeted for "toll collection." Other vehicles may become victims depending on the night and the general mood of the gang. Rival gangs, whether street gangs or go gangs, are always targeted if they travel I-90. The Merlyns have made poor relations with the other gangs an ongoing activity.

The Merlyns have strong ties to the sprawl Mafia, hence their prosperity. Work that is too dirty for the family to handle is taken on with glee by the Merlyns.

Leader: Marcus McGuire. McGuire has been the leader of the gang for the last two years, a new record. He rose to power mostly on his abilities as warrior; however, he did not reach the leadership position until his union with Black Dalia, a Go Wizzer who liked his style. The two have been unbeatable since.

Core Membership: 28 (5 elite, 15 regular, 8 rookie)

Associated Membership: 12 (1 elite, 5 regular, 6 rookie)

Composition: 65% male, 35% female.

65% Human, 15% Elf, 10% Dwarf, 9% Ork, 1% Troll

Headquarters: Rocket Cafe, Redmond. Jaeger's Garage and Salvage, located across the street serves as their camp and work area. Jaeger's does some legitimate business, mostly with bikers, but the business mainly serves as a front to supply parts and equipment for the gang.

Turf: Although they "claim" all of I-90, they are actually only able to defend the section which marks the border between Redmond and Renton. Recent ventures into Bellevue have proved particularly disastrous for the gang as Lone Star response was quick and deadly. Likewise, the area south of I-90 is well defended. For now the gang seems content to limit their activities to the Redmond Barrens where they can be reasonably assured of little direct Lone Star response.

Identifiers/Colors: Although Red is the official color of the gang, most members limit exclusive use of this color to their vehicles. The more powerful members wear real leather jackets and pants with real feathers, but most members have to settle for synth-leather garments and plastic feathers. Makeup and hair dyes tend toward red, brown, and orange, the more sinister and spiked the better. The gang's symbol is an owl, often abbreviated to

a pair of large eyes (implying the gang's omnipresence).

Common Activities: In addition to toll collection, the gang concentrates on bashing other gangs, especially those less mobile than themselves. They have tried their hand at robbery, but recent encounters with Lone Star have forced them to reconsider this particular career path. Part-time activities include weapon running, smuggling, bodyguard work, and auto theft. The Merlyns occasionally perform other work as assigned by their mafia sponsors.

Equipment: Unless they are recovering from a recent battle, every member of the gang can be mounted on some sort of vehicle. The gang favors muscle over speed, but a fair number of the bikes are built for acceleration. Weapons use runs on the violent and loud side, but is normally limited to hand-held weapons. Higher ranking members of the gang may be able to mount a heavy weapon on a hard point, but that kind of firepower makes the owner a priority target in any encounter, limiting the life span of such a user. In addition to a wide variety of Vikings, Scorpions, and Rapier, the Merlyns currently posses a rebuilt Renault-Fiat Eurovan, two Toyota-corp Gopher Pickup trucks, and Gaz-Willys Nomad. Although all these vehicles have seen better days, the dedicated gang mechanics manage to keep the vehicles running.





turing's guide to organizations >>>(merlyns npc's)<<<

Merlyns Go Gang NPCs

Marcus McGuire

| B | Q | S | C | I | W | E | M | R | Armor |
|---|---|---|---|---|---|---|---|---|-------|
| 6 | 6 | 5 | 4 | 4 | 6 | 2 | 6 | 5 | 6/4 |

Threat Rating: 4

Skills: Firearms 7; Unarmed Combat 8; Athletics 5; Bike 8; Etiquette (Street) 6; Negotiation 5; Gunnery 6; Leadership 5; Sorcery 6; Conjuring 3

Spells: Powerbolt 6, Powerball 6, Sleep 5, Ram 6, Control Emotions 5, Increased Reflexes +2 4, Treat Deadly Wounds 6, Combat Sense 5

Cyberware: None

Gear: BMW Blitzen with 2 forward firing AK-98s, Remington Roomswelder, Uzi III, access to all of the gang's gear.

Black Dalla

| B | Q | S | C | I | W | E | M | R | Armor |
|---|---|---|---|---|---|---|---|-------|-------|
| 4 | 6 | 2 | 5 | 6 | 5 | 6 | 6 | 6+1D6 | 6/4 |

Threat Rating: 4

Skills: Sorcery 6; Conjuring 4; Firearms 4; Bike 6; Etiquette (Street) 6; Leadership 4

Spells: Fireball 6; Powerball 5; Power Missile 5; Treat Serious Wounds 4; Personal Combat Sense 6

Gear: Harley Scorpion, HK227 SMG, access to all of the gang's gear.

Elite Gang Member

| B | Q | S | C | I | W | E | M | R | Armor |
|---|---|---|---|---|---|-----|---|---|-------|
| 6 | 6 | 4 | 3 | 4 | 5 | 5.5 | 0 | 5 | 5/3 |

Threat Rating: 3

Skills: Firearms 6; Armed Combat 5; Unarmed Combat 4; Etiquette (Street) 4; Bike 6; Leadership 3; Sorcery 6; Conjuring 4

Spells: Powerbolt 6; Sleep 5; Detect Lie 4; Wrecker 5; Magic Fingers 5; Heal Deadly Wounds 6

Cyberware: None

Gear: Harley Scorpion or Honda Viking, AK-98 with explosive ammo, Combat Axe, Colt Manhunter with normal ammo.

Regular Gang Member

| B | Q | S | C | I | W | E | M | R | Armor |
|---|---|---|---|---|---|---|---|---|-------|
| 4 | 4 | 3 | 2 | 3 | 3 | 6 | 0 | 3 | 4/2 |

Threat Rating: 2

Skills: Firearms 4; Armed Combat 4; Etiquette (Street) 4; Bike 6; Sorcery 5; Conjuring 3

Spells: Powerblast 4; Manabolt 5; Ram 4; Personal Combat Sense 4; Spark 4; Treat Deadly Wounds 5

Cyberware: None

Gear: Harley Scorpion or Hyundai Offroader or Yamaha Rapier, Uzi III with normal ammo, Ares Predator with normal ammo, Combat Knife.

Rookie Gang Member

| B | Q | S | C | I | W | E | M | R | Armor |
|---|---|---|---|---|---|---|---|---|-------|
| 4 | 3 | 3 | 1 | 3 | 2 | 6 | 0 | 3 | 4/2 |

Threat Rating: 1

Skills: Firearms 4; Armed Combat 3; Etiquette (Street) 3; Bike 4; Sorcery 4; Conjuring 3

Spells: Mana dart 5; Power dart 4; Cure Serious Wounds 5

Cyberware: None

Gear: Yamaha Rapier or ES Papoose, HK227 with normal ammo, Ares Predator with normal ammo, Combat Knife.





1

The runners are on the way to one of their favorite places when they are passed by a duo of speeding bikes. As the tail lights of the fleeing go gangers disappear behind a rise in the road, the Merlyns appear behind the Shadowrunners.

Quotes:

"Fresh meat!"

"Party time, mundane-meat."

"Hey gramps, you're sure in a hurry to die."

Notes:

It's a typical night for the Merlyns, which means they are trying to cause as much trouble as possible. They have just chased a pair of rival go gangers off their turf, and they're disappointed they didn't get to fight anybody. Fortunately, the runners happen to be in the way.

Archetypes:

Merlyns: use preceding archetypes. One elite member, one rookie, and one regular for every runner present.

2

The runners are out very late one evening (what else is new). They are almost home when a shop from down the street suddenly explodes. Glass and concrete fly across the street as flames begin to appear out of the shattered windows. As they approach, they notice a trio of bikes parked across the street. Two punks sit on the outside bikes. When they look back at the store, a single figure steps out of the broken window, leather jacket smoldering.

Quotes:

"Wow."

"What a rush."

Notes:

The Merlyns have a contract to teach a slow client just how valuable a mob-backed insurance policy can be. Marcus, for reasons unknown, decided to take the job himself. When he began casting his spells, however, something in the shop exploded. The shopkeeper and his family are on the second floor of the building (their residence is above their business). As the Merlyns prepare to ride away, the shopkeeper yells for help.

Archetypes:

Merlyns: Use preceding archetypes. Marcus McGuire, 1 elite member, 1 regular member

Shopkeeper and family: Use Squatter, p. 170, Shadowrun.

3

The runners are awake during the day, a rare occurrence for individuals in their line of work. Abandoning the confines of their home, they head for the coffee shop on the corner for some hot caffeine. After they've been at the shop for a few minutes, they notice that everybody else is looking out the window. When they turn to look, there are six Merlyns outside, just parking their bikes. One customer seems especially interested in finding a back exit.

Quotes:

"Hey, there he is!"

"Somebody stop him, he's heading for the door."

"Don't let him get away again. Burn this place to the ground if that's what it takes."

Notes:

Billy Pallento is a man on the run. A Street Samurai by trade, he was given most of his enhancements by the mob, and now he wants out. The mob, however, wants Billy back, or at least the pieces they paid for. The Merlyns are just hired muscle.

If the runners help Billy get out of this, he will be an excellent source of information; of course, befriending a man on the run from the mob might not be the best idea anyone ever had. Billy is likeable and very tough in a fight.

Archetypes:

Merlyns: Use preceding archetypes. 1 elite member, 3 regular members, two rookie members.

Billy: Use company man, p. 164, Shadowrun rules.





4

Up ahead the runners hear and see the sounds of a gun fight, punctuated by the occasional blasts of magical fire. Most people are heading the other way, but the runners rush forward to see what is happening. When they arrive, they discover a single woman facing three street punks.

Quotes:

"Kill her, Ralphy. We've got you covered."

"Don't kill her, capture her."

"Let's just shoot her and get it over with."

Notes:

The single woman is Black Dalia. She was on her way across town with a single escort when she was attacked by five members of the local gang. Although she is not wearing gang colors, there are three bodies at her feet who are, one is a Merlyn and the other two are rivals. The remaining thugs can't decide whether to rush the mage or call it a day. When the runners approach, they start firing.

Dalia has not been hit, but she has suffered four boxes of stun damage from spell casting. If the runners save her from this problem, she will remember them and help them in the future. She is firmly tied to the gang, but she does not forget favors, especially life-saving ones.

Archetypes:

Merlyns: Use Black Dalia

Gang members: Use Gang

Member, p. 39, Shadowrun rules.



5

The runners are crossing the street early one evening (with the light) with a large group of pedestrians when a pack of cycles appears over the hill. The bikes are immediately followed by a heavily armored car. To the runners' surprise, the lead bikes begin to open fire.

Quotes:

"Don't stop. Punch a hole right through them."

"Protect the car. Satch and Elai, stay with the Rolls."

"Eat hot lead, sucker."

Notes:

Four Merlyns are escorting a Rolls Royce limo through town when they are surprised by the runners. Obviously the sight of the tough Shadowrunners sends a chill down the gang members' spines. The lead bike's panic and attempt to punch a hole through the crowd of people walking across the street. People start screaming the bullets and spells start to fly.

The Merlyns will try to get the car out of sight of the intersection. If the car has a clear path out of the area, motorcycles will quickly follow. If the car is stopped, the cycles will also stop and the gang members will throw themselves into the attack.

What is actually inside the car (if anything) is up to the GM, but could be used as the starting point for a new adventure.

Archetypes:

Merlyns: Use the preceding archetypes. three regular members, one rookie member.

6

As the runners round the corner, they see a Lone Star patrol car skewed sideways in the street. The two cops are both on the driver's side, their weapons trained on a window on the second floor. People scatter to get out of the way.

Quotes:

"This is Lone Star. Come out with your hands up."

"The building is surrounded. Surrender and you won't be harmed."

"Looks like he's about to cast a spell."

Notes:

The two Lone Star cops recognized Marcus as they slowly patrolled the boulevard. Marcus ran for several blocks with his one escort, but the cops have him sighted in an abandoned building. Marcus wants a way out and the two cops want a back-up (and they want it now).

If the runners decide to help, the group they side with will be extremely grateful. The patrolmen are well known in this area (as is Marcus).

Archetypes:

Merlyns: Use preceding archetypes. Marcus and one rookie member.

Lone Star:

Use Street Cop p. 171, Shadowrun.



Former Sioux Wildcat

"You look at me as if I was not here. Speak your mind. I see in your eyes that you have questions you want to ask. I do not normally answer questions, but I have been known to make exceptions.

"You know about my past. The legends you hear are true. I was once a member of the best military force in the world. My training is without equal. The question is, how do you want me to use that training?"

Commentary

The Sioux Wildcats are considered by most experts to be among the best special force units in the world, perhaps the very best. Their identity is known to only a handful of officers who call out the Wildcats for national emergencies (or when the Wildcats need to work off a little steam).

The Wildcats rely on skill and native ability, rather than cybernetic enhancement. The few enhancements they do receive only make them that much better.

Wildcats are trained to live and work alone or in small teams, making them excellent Shadownrunners.

Attributes

Body: 5
Quickness: 6
Strength: 5
Charisma: 2
Intelligence: 6
Willpower: 6
Essence: 5
Magic: NA
Reaction: 6 (+1D6)

Skills

Stealth 4
Athletics 5
Armed Combat 3
Armed Combat (Edged Weapons) 5



Unarmed Combat 4
Firearms 6
Demolitions 3
Demolitions (Plastic) 5
Military Theory 2
Military Theory (Tactics) 4

Dice Pools
Combat: 9
Control: NA
Hacker: NA
Magic: NA

Cyberware
Optical Vision Magnification 3
Hearing Amplification
Hearing Damper
Smartlink

Contacts
2 Contacts

Gear
Ingram Smartgun (5 clips APDS)
Predator II (concealed holster, silencer,
4 clips APDS)
Ares Monosword
Survival Knife
Plastic, XII 8 pounds
4 Radio Detonators
4 Timers
Harley Scorpion
Secure Long Coat
Medkit
5 Stim Patches (4)
Earplug Phone



**Steel Breeze**

"I like to think of myself as a provider for the family of man, humans and metahumans. If there is something you need, I'll provide it. There will be a fee, but hey, that's what makes life great."

"I've been running gear across the borders for longer than most pilots even had the idea. I know lots of people and a lot of them know me, too. It's like a big happy family. There's that word again, family."

"Those who know me will tell you, so I might as well beat them to the punch. I don't like confrontations. I'd prefer to handle things quietly, but if that cannot be arranged, I don't mind throwing the first punch. I'd rather not have to, that's all. "You want me for the short haul? I'm probably available. If I like you, there's a discount. I can bring my own equipment, but that will cost extra."

Commentary

Breeze runs the shore line from Seattle, all the way down to San Francisco on a fairly regular basis. He's well known among the people who keep up with such characters, and he enjoys the reputation that brings.

It's no secret that he could have retired several times over if he had better sense. Breeze, unfortunately, is a sucker for every hardship case that comes along, often charging just enough to break even (if he even manages to do that well). He has a special spot in his heart for children, although nobody knows why. Kids in trouble always bring out the hero in him.

Breeze will transport almost any cargo, for almost anybody. He prefers not to work directly for corporations, but for the right price he will. The only exception to this rule is working for Fuchi. He will refuse to work for Fuchi at any price. He will always want to be included in runs against the corporate giant.

Breeze is trustworthy, but somewhat over confident. He has a large heart and tends to let it show. If anything were to happen to him there would be plenty of people up and down the coast bent on avenging their friend.

Real Name: Sebastian Illistor

Sex: Male

Size: 5' 10" Thin build

Appearance: Dark wavy hair and moustache. Light green eyes.

Dress: Prefers to wear loose fitting clothing of bright colors, especially reds and silvers

Born: December 24, 2019,
San Diego, California
Family: Father (deceased)
Mother (deceased)
Marital Status: Divorced

(Sara Jane O'Brien, San Diego, California)

Son, Joshua Phillip Illistor

Education: Fuchi Corporate School, San Diego Technical College

Occupation: Shipping and public transport

Political Affiliation: none

Religious Affiliation: Catholic

Attributes

Body: 4

Quickness: 6

Strength: 4

Charisma: 6

Intelligence: 5

Willpower: 5

Essence: 2.95

Magic: NA

Reaction: 5 + 1D6

Skills

Firearms 5

Armed Combat 3

Gunnery 3

Computer 4

Hovercraft 6

Etiquette (street) 6

Ground Vehicles B/R 6

Japanese 6

City Speak 6

Public Reputation: 20

Private Reputation: 52

Good Karma: 3

Development Karma: 8

Nuyen: 51,000¥

Dice Pools

Defense: 3/1

Dodge: 5

Magic: N/A

Astral: N/A

Hacker: N/A

Cyberware

Vehicle Control Rig 1

Datajack

Smartlink

Optical Vision Magnification 3

Contacts

Mr. Satori, Fuchi Company man

Dozler, Urban Brawler

Sgt. Belder, Lone Star

Martin Estori, Harbor Patrol

Gear

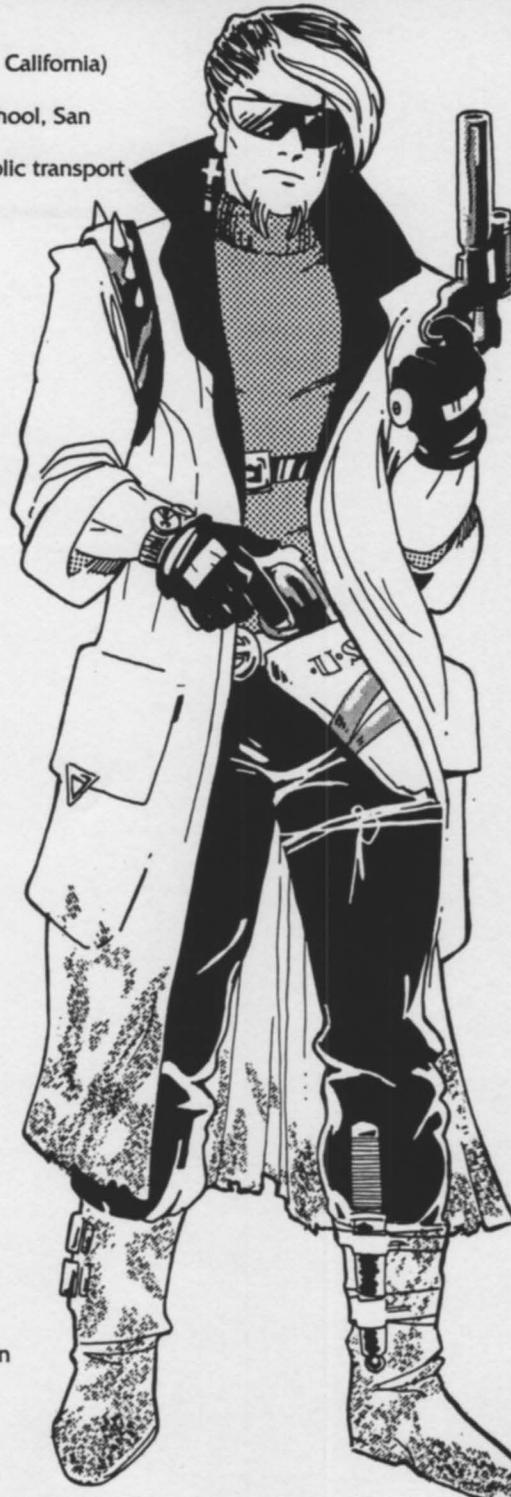
Vacationer ACV (Panther Assault Cannon w/4 belts in small Turret, 15 CF of storage from removed "standard" equipment,

Improved Control system -2, Anti-Theft System 5, datajack link, rigger control gear

Yamaha Rapier (panic button, armor 1,)

Nomad 4-wheel drive (M107 w/4 200

belts regular ammo in micro turret, anti-theft system 5, autopilot 3, reinforced seating, datajack link, rigger control gear)



Secure Armored Jacket (5/3)

Form fitting armor level 2 (3/1)

Predator II (7 clips APDS ammo, concealable holster)

Medkit

2 Stim Patches (2)

Allergies:

N/A



Waitress

"A lot of people don't claim to be waitresses. They say they are actors waiting for their big break. Good luck! Me, I'm a waitress and proud of it. It's not easy serving people. It's an art form. If you do it right, the person feels good and you feel good, too. Don't get the idea I'm some sap who gets her kicks by serving people. It may be an art form, but I do it because they pay me. Besides, I meet a lot of interesting people. Think about it. Where do the best conversations take place?"

Quotes

"I recommend the Buffont Beef Basket. It is covered in a spicey Iguana sauce and cooked according to traditional Cascade Ork tradition."

"Oh, I'm terribly sorry, I don't know how that got in your soup. Let me get the manager."

"Look fellow, the only things available in this restaurant are on the menu. Got it?"

Commentary

A large number of restaurants, especially

those considered 'fast food,' are automated. However, live servers are still common. Anyone who has ever waited tables will tell you that it is not an easy job, but it does have certain advantages; there are always openings and, if you are good, you can make a fair amount in tips. [Not just the monetary tips, but informational tips as well.] If you have an in with a particular waitress, she might be able to help you out. Just make sure you are generous with her tip.

Attributes

Body: 3
Strength: 3
Quickness: 3
Charisma: 3
Intelligence: 3
Willpower: 4
Essence: 6
Reaction: 3

Skills

Etiquette (dependent on type of restaurant): 5
Special Skill: Food Serving: 5
Negotiation: 2



Roadie

"I've done set up for all sorts of gigs, from the tiny clubs up to the mega-tours. Setting up the equipment for a rocker is good, hard, honest work, and I like it that way. I don't work for some corp, and I don't have to wear a suit. It's whiz work with the bang of meeting the band. One other thing about being a roadie — you always know ya have a family and you'll always get a job."

Quotes

"Mecurial wants 25 Lieko 4000s pointed at downstage center? Does the club owner know how much juice it's going to take to run those bables?"

"Hang a wire from the I beam and attach the globe using some Ivey Bond. It should last until the show is over. Just make sure no one touches it while the band is playing; hate to squash a good rocker!"

"So, after we strike the set, where's the party?"

Commentary

Some things just don't change. Being a

Roadie is still a drek load of hard work. Sure the technology of the equipment has changed, but the equipment can't set itself up. A Roadie can be anything from a person who bolts platforms together to a highly skilled technician who set up the lights and sound systems. Whatever the level, everyone sweats. Roadies know who is coming into town, which rockers are good to work for and which rockers suck the nova. Roadies work quick and take pride in their reputation for getting the job done.

Attributes

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

Skills

Etiquette (media/rock & roll): 4
Athletics: 3
Electronics B/R: 5
Special Skill: Carpentry: 2





Law in 2053

(Based on "Technology and the Law," Shadowtech)

Though 2053 is a dangerous time for all citizens of the world with the awakened critters and armed thugs roaming about, the armed thugs have an extra worry. In addition to the awakened critters and the other armed thugs, they must be concerned with the law. Corruption may run rampant amongst city officials and police officers, but there are many who wish to honestly do a good job of protecting the citizens of their city. The corporations may use loopholes to bend the law toward their benefit whenever possible, but must always be cautious of public opinion. Because of this need for positive public opinion, no law enforcement personnel (police, prosecutor, or judges) or corporations will allow rabid thugs to roam freely.

The tribes, on the other hand, have a very honor-bound system of laws. Corruption, though it exists, is minimal. Some of the "White Man's Laws" have been adapted into the tribal system, but they have been modified to fit with what the tribes consider nature's laws. There are very few weapons restrictions (for citizens), as having tools to hunt is part of the native culture. Weapons carried by visitors or used on other persons for anything other than self-defense is offensive, and is treated far more harshly than it would be in the sprawl.

The smart Shadowrunners have several connections in the vast law machine of any sprawl or tribal land in which they operate. Getting picked up is bad, but not having connections to inform you of police action coming down the pipeline, to defend you, to return false information about your past, or even to help you set-up a falsified history before your runs is stupid. Even the best Shadowrunners have been so critically injured that Docwagon must drag them out of a fire-fight to a local hospital, where the local police will be waiting to fill out the incident reports and start an inquiry into what happened. A good lawyer can keep most minor incidents from going to court and will certainly help reduce your problems when you do have to go to trial, both of which are better than fighting your way out of the hospital past the police. The quickest way to get the public and law enforcement organizations on your case is to geek a cop.

With the many advances in technology which have occurred over the years, many laws have been added to the books in order to restrict or control the uses of this tech. These myriad laws have made it difficult for any one lawyer to become an expert in all the laws of his/her community. The following are a set of the skills and concentrations necessary for lawyers of 2053.

SKILLS:

Law (by type)

Tribal Law (by type)

TYPE:

Public Law - Regulates the relationships among individuals and the government or individuals and a corporation.

CONCENTRATIONS:

Criminal - Deals with defending or prosecuting criminal cases.

Civil Rights - Deals with the rights of the individual.

International - Deals with the agreements among nations or corporations and nations.

Constitutional - Deals with problems and interpretations of various clauses in the constitutions of various nations or policies of corporations.

Administrative - Deals with the body of rules made by administrative or executive agencies of governments or corporations.

Environmental - Deals with the use (or abuse) of the environment.

Private Law - Often referred to as Civil Law, this deals with the rules that regulate the relationships between people or among individuals and corporations.

CONCENTRATIONS:

Contract

Personal Injury

Real Estate

Tax

Though Tribal Laws are handled differently, the same types and concentrations can be used because the tribes tend to have the same problems as the non-native world. Specializations for any of the law skills would be by country or jurisdiction (i.e. UCAS, Tirmgire, Cascade Crow, Fuchi Industrial Electronics, Renraku, etc.) (Example: Law(Public)/Criminal/UCAS).

When anyone becomes involved in the legal system for any reason, a case must be prepared. Though individuals can legally represent themselves in most jurisdictions, a lawyer is almost a must in this day and age. If a Shadowrunner has a lawyer as a contact, that lawyer (or more likely an aid) will start the process of developing the runner's case within 48 hours of being notified. If the Shadowrunner has the lawyer as a buddy (approval of GM), the lawyer himself will start handling the case within 24 hours of notification. A lawyer as a follower (approval of GM) will have a lawyer at the Shadowrunner's side within half an hour of being called.

Though any public defender can handle the initial interview with the police, only the most economically destitute stick with the public defender for their court appearances. In addition, public defenders (or prosecutors) are usually concerned only with criminal cases and, therefore, will never get involved in any Private Law cases unless criminal charges can be brought against someone. A good lawyer can usually work out a reduced charge in exchange for a plea of guilty, bluff a prosecutor into dropping any charges, or convince a defendant to settle without going to trial. When it comes to hiring a lawyer or a firm, remember: you get what you pay for and paying for less than the best can bag some time in jail.



**TABLE 1:
Base Cost Table**

| Offense | Base Cost |
|-------------------|-----------|
| Weapons/Equipment | 500 |
| Arson | 500 |
| Assault | 500 |
| Battery | 500 |
| Extortion | 1000 |
| Forcible | |
| Confinement | 1000 |
| Fraud | 1000 |
| Illegal Entry | 800 |
| Kidnapping | 2000 |
| Larceny | 1000 |
| Murder 1 | 25000 |
| Murder 2 | 15000 |
| Murder 3 | 10000 |
| Negligence | 2000 |
| Rape | 3000 |
| Reckless | |
| Endangerment | 2500 |
| Solicitation | 150 |
| Trafficking | 1000 |
| Treason | 10000 |
| Vandalism | 100 |

TABLE 2: Restricted Item Offense Multiplier

| Restricted Item type | Possession | Transport | Threat | Use | Intent |
|----------------------|------------|-----------|--------|-----|--------|
| Category A - D | 1 | 1 | 1.5 | 2 | 2.5 |
| Category E - F | 1.5 | 1.5 | 2 | 2.5 | 3 |
| Category G - L | 2.5 | 3 | 3.5 | 5 | 6 |
| Bioware | | | | | |
| Class A | 1 | 1 | 1.5 | 2 | 2.5 |
| Class B | 1.5 | 1.5 | 2 | 2.5 | 2.5 |
| Class C | 1.5 | 1.5 | 2 | 3 | 3.5 |
| Cyberware | | | | | |
| Class A | 1.5 | 1.5 | 2 | 2.5 | 3 |
| Class B | 2 | 2 | 2.5 | 3 | 3.5 |
| Class C | 3 | 3 | 4 | 5 | 6 |
| Class D | 2 | 2 | 2.5 | 3 | 3 |
| Equipment | | | | | |
| Class A | 1 | 1 | 1 | 1.5 | 1.5 |
| Class B | 1.5 | 1.5 | 2 | 2.5 | 2.5 |
| Class C | 2 | 2 | 2.5 | 3 | 3.5 |
| Controlled | | | | | |
| Class A | 1 | 1 | 1.5 | 1.5 | 1.5 |
| Class B | 1 | 1 | 2 | 2 | 2 |
| Class C | 3 | 3 | 5 | 6 | 6.5 |

How to use the included tables:

If a weapon or equipment-related offense is filed in conjunction with any of the charges on the base cost table (table 1), then multiply the base cost by the modifier in table 2. The total cost is also multiplied by the lawyer type multiplier from table 3. This gives the total cost for the defense of all the charges against the defendant.

More on trying the case in the next issue of KAGE.

TABLE 3: Lawyer Type Multiplier

| | |
|-------------------|--|
| Accomplished - | mult. of 5 |
| Capable - | mult. of 2 |
| Adequate - | mult. of 1 |
| Shyster - | mult of .5 |
| Public Defender - | defends, for free, anyone who can show an inability to pay for services. Otherwise, the defendant will be billed by the Public Defender's office for services rendered at a multiplier of 1. |



Corporate Lawyer

"It is my job to make sure the company is safe from the public parasites and from our competition. Our legal department has specialists in every field of law and the staff to back them up. If someone wants to take us on, they better be prepared to be put down hard. It is also our job to ensure that the law works to the best advantage of the company. When an executive needs an angle, we find it."

Quotes

"If you think your client is going to get 4 million nuyen out of us, you must not understand the law."

"Our department has not only come up with a way to legally dump the chemicals into the Puget Sound, but to write it off as a charitable contribution, too."

"I'm sorry, Mr Vogel, but if you call Governor Schultz a 'sap sucking fat sow' it could be construed as slanderous."

Commentary

The corporate lawyer is always well

trained. Being able to work within and around the law is exceptionally important to a corporation, so they hire from the top law schools in the world. The top levels of a corporation's legal department are usually filled with the best lawyers money can buy. Going up against a corporation in court is bad news because their legal department is well staffed and has outstanding resources.

Attributes

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

Skills

Negotiation: 5, Etiquette (legal): 5, Etiquette (corporate): 6, Leadership: 2, Computer: 2, History: 3

Special Skills

Law: 3
Law (Concentration*): 7

*There are many different concentrations of law. You can always count on the corporation to send a specialist.



Street Lawyer

"Personally, I prefer the freedom of choosing my own cases rather than having them dictated to me by corporate policy. Also, if I ever tire of a client's attitude, I can drop him. I may not be as polished as the high price silk suits of the corps, but I can get the job done, and I don't charge more than what is fair. Those who are good in this profession are well rewarded in many ways: connections, information, political pull and, of course, money."

Quotes

"If my client turns over information on the Giuseppe family, all charges against him must be dropped, and he wants placement into the Witness Protection Plan."

"I wish I could help you but my case load is just too heavy."

"Look Counsel, we would be willing to drop the case but my client will want a much larger settlement than what you are offering."

Commentary

The term Street Lawyer is a generic term for any lawyer who is not working for a corporation. This could mean working for a law firm or a private practice. Since this category is so broad there is a large range of abilities and interests represented. Half the

lawyers in this category choose not to be under the strict dominance of the corps. The other half either were not wanted by the corps or were kicked out of the corps. While the Street Lawyer is concerned with his client, the bottom line is the monetary return. The higher level lawyers and law firms, though more expensive, will provide better and quicker service because each lawyer is backed by a staff of several clerks who do research and file motions.

Attributes

| B | S | Q | C | I | W | E | R |
|----------|---|---|---|---|---|---|---|
| 3 | 3 | 3 | 4 | 5 | 3 | 6 | 4 |
| Capable | 3 | 3 | 3 | 3 | 4 | 3 | 6 |
| Adequate | 3 | 3 | 3 | 3 | 3 | 3 | 6 |
| Shyster | 3 | 2 | 3 | 2 | 3 | 2 | 6 |
| | | | | | | | 2 |

Skills

| Acomplished | Capable | Adequate | Shyster |
|--------------------------|---------|----------|---------|
| Negotiation: 5 | 4 | 3 | 2 |
| Etiquette (Legal): 5 | 4 | 3 | 2 |
| Etiquette (Corporate): 3 | 2 | 1 | 0 |
| Etiquette (Street): 2 | 2 | 3 | 4 |
| Leadership: 3 | 2 | 1 | 0 |
| Computer: 2 | 2 | 1 | 0 |
| History: 3 | 2 | 1 | 0 |

Special Skill

| | | | |
|------------------------|---|---|---|
| Law: 4 | 3 | 2 | 1 |
| Law (Concentration): 7 | 5 | 3 | 0 |





Public Defender

"Yeah, I could be working for the corporations if I wanted to, but someone has to protect the general public. I mean the corps twist the law to their own needs. They don't care about anyone besides themselves. Me, I care about people. These are rough times and, if you get caught under the wheels of the system without a good lawyer, I guarantee you'll be crushed. I just wish there were more of us to help."

Quotes

"Ladies and gentlemen, my client is not a rabid killer as the prosecutor would have you believe. He is a young boy who has been forced to use whatever means available to defend himself."

"If anyone is guilty, it is us. We together with the rest of society have shut out children like my client. It is all of us who are responsible."

"Objection! Counsel is badgering my client."

Commentary

Most people who choose to become a public defenders do so because they believe in the system and believe all people deserve fair treatment. Unfortunately, even with the introduction of corporate jurisdiction, the system is overloaded. A Public Defender must represent so many clients that she rarely can give more than an adequate defense. Add to this burden the depressing fact that most defendants are actually guilty, and you can see why the burnout rate among Public Defenders is so high. Occasionally, a ray of light, a noble cause, comes across her table and revitalizes her energy and her desire to protect.



Attributes

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

Skills

Negotiation: 2, Etiquette (Legal): 4, Etiquette (Corporate): 1, Etiquette (Street): 3, Leadership: 1, Computer: 2, History: 1,

Special Skills

Law: 2
Law (Criminal Defense): 3

Tribal Lawyer

"The way of our Ancestors is still strong, but we recognize the greater complexities facing our people. It is for this reason we accept many of the outsiders' ways in our law. Yet, do not mistake our courts for those of the outsider, or you will soon find yourself on the wrong side of judgment. Our courts are more concerned with the intent of the law rather than the specifics. If you find yourself in front of a tribal court you would be wise to select someone like myself to be your counsel."

Quotes

"What counsel for the defendant says carries much weight, but now is the time to think like the bear when he prepares for winter, not like a frightened deer."

"Objection Your Honor! Opposing counsel is once again attempting to influence the witness by asking questions that are irrelevant to his culture."

"Whitefeather stepped outside the boundaries of the contract, but surely his honor is too great a thing to throw to the wind."

Commentary

The same types of legal issues that occur outside a tribal community also occur inside. However, the manner of the law is

quite different from what most non-Native Americans are accustomed to. If you have any sort of dealing with a tribal court, you can get by not using a Tribal Lawyer, but it is not recommended. It is rumored that many Tribal Lawyers have magical ability. This is not discussed with outsiders, so if the practice exists, it is unconfirmed. Tribal Lawyers are renowned for their high moral and ethical stances.

Attributes

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

Skills

Negotiation: 2, Etiquette (Legal): 3, Etiquette (Tribal): 6, Computer: 2, History: 2,

Special Skills

Tribal Law: 3
Law (Concentration): 5





ka•ge scenario >>>(the retching rat)<<<

"The Retching Rat" is designed to give the game master the basic information to conduct a short Shadowrun adventure that involves the player characters and the gang, the Merlyns. It is up to the game master to fully detail the particulars of the run. The sights, sounds, smells and atmosphere of the environment, as well as the actions/reactions of the NPCs, are highly dependent on the game master's preference. Fit the scenario to your particular needs.

Plot Synopsis

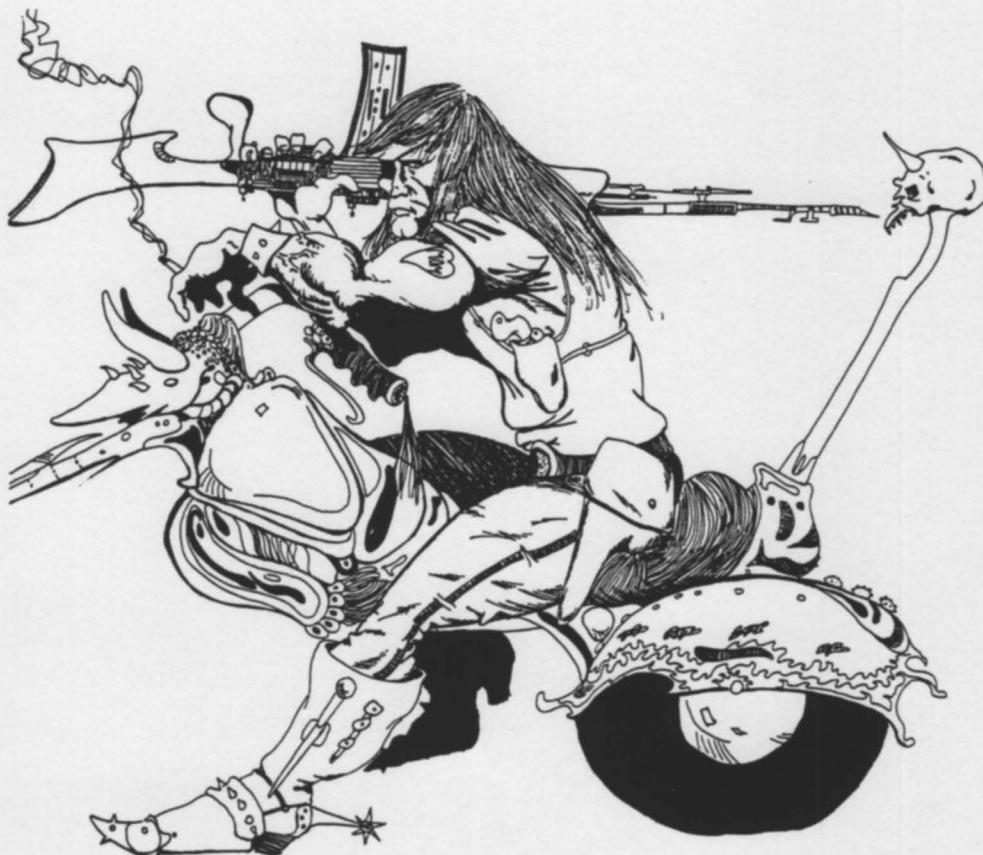
TAVCO Pharmaceuticals hired the Merlyns to illegally dump some hazardous chemicals. A toxic rat shaman by the name of Taluce (Street Shaman, Shadowrun p.47 with a Rat totem, a deceiver orientation, reduce

sorcery to 3 and raise conjuring to 7) has been seeking a means of revenge on his former employer, TAVCO. Taluce sees the illegal dumping as a prime opportunity to get back at TAVCO and spread poison across the earth. Unfortunately for Taluce, he did not know the Merlyns were magically active. He was severely beaten and left to bleed to death in a meat locker. The Merlyns kept



Taluce's spirit focus as a trophy. Taluce was conscious enough to summon a hearth spirit who pulled him off the meat hook and pushed him out the door. A month has passed. Taluce is healed and he wants revenge, but first he wants his focus.

Taluce decides the best way to



counter a bunch of mages is with a bunch of shadowrunners. In order to hide his toxic nature, Taluce hires a fixer to act as his intermediary. The fixer hires the shadowrunners to locate the Merlyn's base and retrieve "Mr Johnson's" necklace (the spirit focus).

The runners locate the base. While most of the Merlyns are out on business, the runners grab the necklace. Once the necklace is turned over to the fixer, they are informed that Mr.

Johnson is pleased with their work, and they are offered additional employment. The new job involves teaching the Merlyns a lesson. The runners are to break into a warehouse and destroy a large load of chemicals. According to Mr. Johnson, the Merlyns intend to sell the chemicals to terrorists. Mr. Johnson will supply the location and time of the hit.

In actuality the chemicals are simply the latest shipment of toxic waste to be dumped. Taluce sets up the runners. He stations himself across from the warehouse. Five minutes before the hit, Taluce calls the local division of NewsNet claiming that TAVCO is dumping toxic waste and gives the location of the warehouse. He then calls TAVCO and tells them the media is on the way to the warehouse. As the hit is going down, Taluce makes an anonymous call to the Merlyns' base and tells them their warehouse is being destroyed.

The runners, totally unaware of all that is occurring, hit the warehouse. Five minutes after the hit starts, the closest group of Merlyns arrive and attack the runners. Taluce allows the two groups to shoot at each other, hoping for a great deal of carnage. He then summons a toxic spirit to attack both groups and, most importantly,



the barrels. The media then shows up soon followed by a TAVCO mercenary unit and then Lone Star.

The Adventure

Faceless Mr. Johnson

Use a fixer contact of one of the runners if possible; if not, use the fixer called McCredy (Fixer Shadowrun p. 167).

McCredy contacts the runners for a simple snatch and run job. When the runners are gathered together, McCredy informs them he will be running the meet for Mr. Johnson. While it is not uncommon for a fixer to run the deal, the runners note that it is not the norm.

McCredy tells the runners the following: Mr. Johnson had the misfortune to drive through territory controlled by a go-gang. They forced Mr. Johnson off the road, nearly beat him to death and stole everything he had, including his Americar and his necklace (see plot synopsis for the real story). The necklace belonged to Mr. Johnson's grandfather and has great sentimental and monetary worth. Before Mr. Johnson blacked out, one of the go-gangers thanked him, said the necklace would "look great in their trophy case." Mr. Johnson wants his grandfather's necklace back.

Runners ask about McCredy doing the deal. McCredy explains that Mr. Johnson is not used to this sort of dealing and has had enough direct involvement.

Runners ask why Mr. Johnson didn't contact Lone Star. Mr. Johnson did contact Lone Star. Lone Star said it wasn't worth their time to go after a go-gang for a mugging and, if Mr. Johnson was foolish enough to drive in that area, he should expect to be mugged.

Runners ask what Mr. Johnson was doing in that area. Mr. Johnson did not intend to be in the area. His autopilot plotted the course as the

quickest way to get where he wanted to be.

Runners ask when the attack occurred. One month ago. Mr. Johnson was in the hospital for two weeks and has been gathering funds for the additional two.

The runners' cut. Mr Johnson offers 2000¥ to each runner up front and another 3000¥ when the job is done. If the runners balk at the offer, McCredy emphasizes that this is only a snatch and run and, if the runners are worth their rep, there shouldn't be any difficulties. They are given three days to get the necklace.

Description of the Necklace. The necklace has turquoise stones, shells and onyx beads threaded on a leather strap. At one end of the strap is a carved bone hook that slips through the loop of the other end.

Description of the gang. McCredy says that by the description of the jackets, the go-gang is probably the Merlyns. All McCredy knows about the gang is that they have been growing in strength and some of the members are low level mages.

Mr. Johnson's attitude. Once the runners accept, McCredy adds that while Mr. Johnson does not condone violence, if any of the fragging SOBs get slagged, he wouldn't mind.

Snatch and Run

The runners won't have too much difficulty tracking down the Merlyns, although no one in the neighborhood remembers an Americar being forced to stop, or at least that's what they say. The runners come across a particularly homely Street Kid (Sprawl Sites p.119) who claims to know where the base is located. In exchange for some really whiz piece of equipment, she will tell the runners the location and that the Merlyns are making a big show of muscle tomorrow night against an upstart gang called the Zado Attack.

The kid's info turns out to be right.

The Merlyns use an abandoned fire station as a base (Sprawl Sites p.23).

Runners check out base prior to the big showdown. If the runners case the base during daylight hours, have them make a Stealth Test based on a target number of (9 minus their Street Etiquette). This represents how well they are able to blend into the crowd without drawing attention to themselves. If they case at night, use a Stealth (5) Test.

What they find from outside. During both day and night there is a large amount of activity. Gang members constantly move in and out. Some stay for only a few minutes, others don't seem to leave at all.

What they find on the Inside. (There is a large window high on the garage wall.) There is a lot of energy being put into preparing weapons and tuning bikes. Occasionally, a couple of the gang members practice spell casting. It seems the kid was right. A big fight or something of that nature is about to go down. At the front of the main work area is a trophy case. Numerous items fill the case. If the characters have any form of vision magnification, they spot a necklace which matches the description.

Runners break in before the big showdown. If the runners think they are hot enough to take on an entire gang of potentially magically active bikers, show no mercy. Use 2 elite members, 3 regular and 4 rookies gang members (Ka•ge Issue 4 p. 10) with 4 reinforcements arriving every 6 turns after the attack begins. Add more as necessary. Being a shadowrunner requires intelligence, not just arrogance.

Runners break in during the big showdown. At 11:30 pm the next night, the Merlyns roll out in formation. Four rookies gang members are left behind (add one go-ganger for each runner above 4). These bikers are not happy to be here, but it is their turn to guard. The



ka•ge scenario >>>(the retching rat)<<<

runners have to work a bit for the necklace, but they should succeed without too much difficulty. The GM should add other interesting items to the trophy case.

•Runners examine necklace. The necklace appears to be fairly old, showing a lot of wear. The stones are worn, and the runners are surprised the leather thong is still holding up. With a successful Perception (7) Test the runner notices a tiny design engraved into the bone. Game Master, make a secret roll for any character who has Etiquette (Magical) or Magical Theory, using a target number of 5. One success allows the character to recognize the design as the signature of an enchanter, Santiago, who worked in Seattle about 7 years ago. If no successes are generated, do not tell the players anything or they will automatically assence the necklace. Let them figure it out themselves.

•Runners assence necklace. Anyone assencing the necklace makes a Sorcery (6) Test. A character may make more than one test, but each time after the first, the target number is increased by 2.

Successes Result
0 No result;

nothing learned

- 1-2 The necklace is a spirit focus
- 3 The focus is for toxic spirits
- 4 Toxic Spirit Focus has a rating of 5

•Runners try to track down info on necklace. Whichever contact the runners use, it will take at least four days

authorized to offer them further employment involving the Merlyns.

•Runners know about the necklace and want more money. McCredy pauses and then smiles, "I told Mr. Johnson you were good." He hands over two credsticks to each runner. The total amount comes to 8000¥ (one

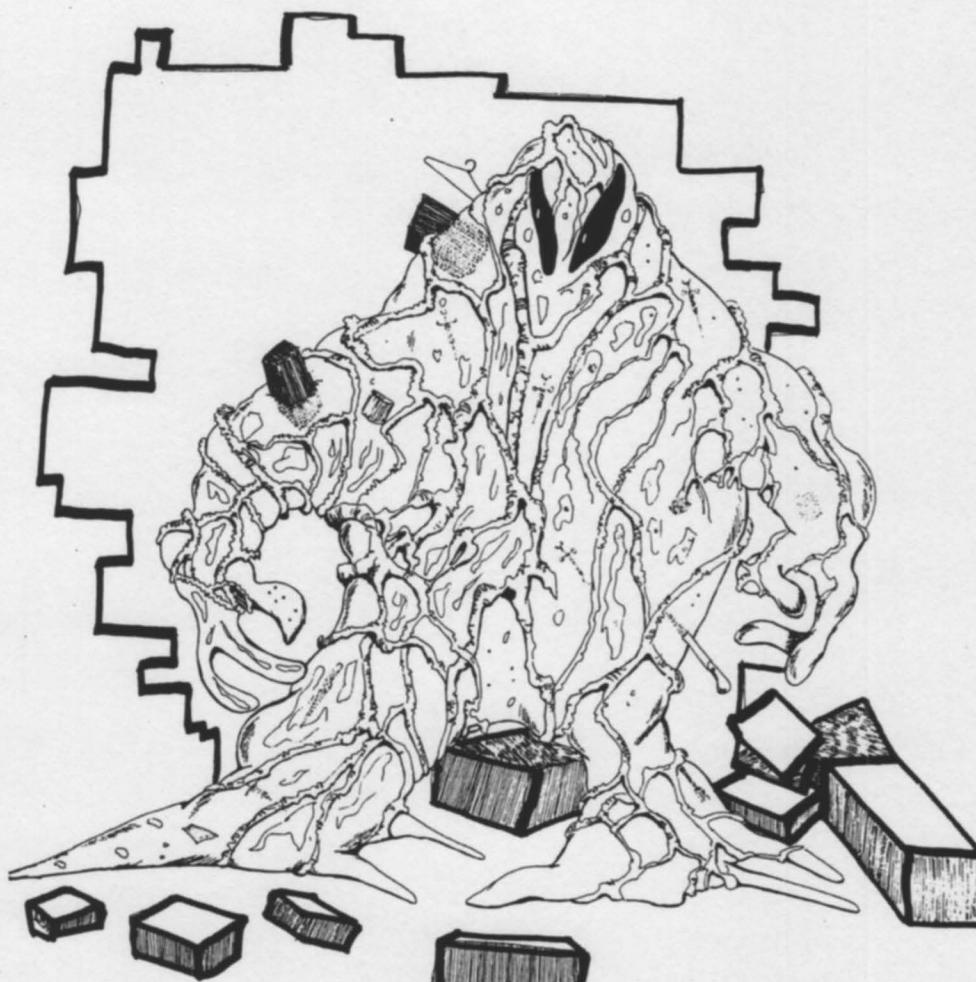
credstick of 3000¥ and one credstick of 5000¥). McCredy tells the runners the necklace was a test to see if they were capable of dealing with the Merlyns. He then informs the runners that he has been authorized to offer them further employment involving the Merlyns.

•Runners are interested in further employment. McCredy gives the following information: The Merlyns store chemicals for a company called TAVCO Pharmaceuticals. Mr. Johnson believes the chemicals are going to be sold to terrorists (see

plot synopsis for real story). If the chemicals were destroyed, it would hurt the Merlyns (and TAVCO) financially. Mr. Johnson wants to hurt the Merlyns badly.

•Runners want to know how Mr. Johnson knows so much. McCredy says he does not know, but the necklace was to be a test of the runners' ability. Now Mr. Johnson is willing to pay a much greater price for the job.

•The runners' cut. Mr. Johnson



before they get anything back. See Picking Up the Pieces.

Package for Mr. Johnson

•Runners don't know about the necklace. McCredy, the fixer, will be quite happy when the runners return with the necklace. He will have certified credsticks of 3000¥ for each runner to finish the payment. He then informs the runners that he has been



offers 15,000¥ to each runner, 5000¥ up front and 10,000¥ as the completion bonus. A standard opposed Negotiation Test may be made. If the runners received more money because they knew about the focus, McCredy offers them no up-front payment, but a completion payment of 25,000¥.

***The when and where of the hit and run.** The chemicals are being stored in a warehouse 8 blocks from the Merlyns' base. According to Mr. Johnson, the smallest guard shift is during the lunch hour on Thursday (tomorrow). Only two guards are there from 12:30 to 1:30. Mr. Johnson wants the warehouse hit at 1:00pm. The runners are to dump the chemicals on the floor, down the drain, or where ever, just as long as they are ruined.

Hit and Run Gone Toxic

If the runners case the warehouse (suggest you use Warehouse floor plan from Ka•ge Issue 0 but make it low security), they will find that Merlyns members do go in and out of the warehouse. If the runners are gutsy enough to astrally check out the warehouse, they get lucky, and no one is patrolling astrally. They discover the warehouse does indeed contain barrels. If the runners strike at the appointed time, use the following schedule. If they strike at a different time, delay the Merlyns' first contingent by thirty seconds.

Taluce, the rat shaman, has gotten his focus from the fixer and has been staying in a coffin hotel across the street from the warehouse. He can quickly react if the runners strike early. He will immediately call NewsNet, then TAVCO, then the Merlyns. See the plot synopsis for Taluce's normal timetable.

•Hit and Run Timetable (represented minutes)

0:00 Runners break into warehouse (use 2 regular gang members from Ka•ge Issue 4 p. 10 or 4 gang members if runners strike at

some time other than 1:00pm).

0:00 - 2:00 Runners deal with getting in and overpowering guards.

2:00 - 5:00 Runners examine barrels. They are unmarked except for a seven digit number stamped on each lid. The barrels can be easily punctured with an axe type weapon or by gunfire. The lids can be pried off with the tools in the warehouse. The runners can attempt to dump it down the floor drain, a slow process, or just dump it on the floor. The barrels contain a foul smelling viscous green liquid.

5:00 The first contingent of Merlyns arrive (4 gang members, mix the levels, add enough members to equal number of runners) and attack the runners. GM, be sure to describe stray bullets and magic rupturing barrels.

5:30 The second contingent of Merlyns arrive (4 members, mix the levels, add more if some of the first contingent has fallen).

5:45 Taluce summons a Toxic Spirit of Force 9 (Yes, a 9. Taluce takes the drain on the chin. See The Grimoire for more on toxic spirits.). He commands it to break through the warehouse wall and destroy everything and everyone inside. The spirit will spend one round tearing a huge section out of the front of the warehouse. The next round it will move inside. Needless to say, both the Merlyns and the runners will be shocked at this new development.

5:51 NewsNet shows up on the scene with cameras blazing. And oh what a scene — a huge toxic spirit rampaging, and people with guns trying to stop it. An interesting effect the GM may want to include is the ability of the Toxic Spirit to raise its force 3 points from the background count created by the spilled chemicals (see The Grimoire pp.63-64 and p.101). Use your judgment; don't make things totally impossible.

7:15 TAVCO mercenary squad (4 Mercs, Shadowrun p. 40 add grenade launchers and offensive

grenades) arrives with instructions to blow-up the warehouse. They do not become involved since NewsNet is there. However, they will sit in their van and watch the show.

9:00 Lone Star arrives

***Note to the GM.** The only way the runners will survive is if they join the Merlyns in fighting the Toxic Spirit. This does not mean the Merlyns won't take the opportunity to shoot at the runners. It just means they won't be shooting at the runners all the time. Make it clear to the runners after a while that if they don't get out soon, they won't get out at all. If the Spirit doesn't get them, the Merlyns will, and if the Merlyns don't, Lone Star will. Go to Picking Up the Pieces.

Picking Up the Pieces

If the runners were stupendous, they defeated the Merlyns and the Toxic Spirit. Most likely this is not the case. Hopefully they were able to survive, which is still quite good.

When the runners go back to McCredy he knows nothing about a set-up. Also, Mr. Johnson has disappeared and there is no money for the runners or McCredy.

This can be a great leaping-off point for another adventure as the runners attempt to track down Taluce. While the runners were cheated out of a lot of money, they each receive 4 karma points for successfully surviving such a tough encounter, plus any individual karma they earned.



Spells

Donner

Transformation Manipulation Spell

Creates a thunderclap of noise centered on the target location. The spell functions much like the concussion damage of a standard grenade (including rules for overpressure) by sending a wall of air out from the target point. After a one meter radius, the force of the blast is decreased by one per meter (at three meters away, the force is -3). In addition, the spell does stun damage of $(F - 3)L2$ to all within range not protected with sound dampers, as a clap of thunder follows the wall of air.

Type: Physical

Range: LOS

Target: 4

Duration: Instant

Drain: M3

Blitzen

Transformation Manipulation Spell

Releases a charge of static electricity at the target. The damage code for the attack is $(F)S2$. Every 2 successes increase the Damage Code by one level. Impact Armor reduces the Power (force) of the attack by one-half value. The target must be grounded or within a number of meters equal to the force of the spell to a grounding object for the spell to actually do damage. An arc of electricity will spring from the grounding source to the target. Electrical arcs can cause temporary blindness in the same manner as a flash grenade.

Type: Physical

Range: LOS

Target: 4

Duration: Instant

Drain: S4

Acid Rain

Transformation Manipulation Spell

Creates a brief shower of acid rain centered on the target location. The diameter of the effect is equal to the force of the spell. Additional successes can go toward increasing (or decreasing) the diameter as normal, or staging up the damage code (one level per two successes). The Damage Code for this attack is $(F)M2$. Impact armor reduces the Power(Force) of the attack by one-half the armor value. The height of the rain can be specified by the caster; however, the "normal" distance would be ten to twelve meters. Any higher and there may be a delay between the time the spell is cast and the time the drops actually hit the ground. Being acid, most items (and people) will take at least cosmetic damage.

Type: Physical

Range: LOS

Target: 4

Duration: Sustained

Drain: D3

**Bolo****Transformation Manipulation Spell**

This spell allows the the caster to condense the water molecules in the air into a whirling form similar to a bolo. The spell is launched toward the target. The damage code is (F)L Stun. Every 2 net successes modifies the damage by one level. The spell is resisted using the ranged combat procedure with the value of impact armor reducing the Power (force) of the attack. In addition to the stun damage, the bolo entangles the victim, restraining him and forcing him to the ground. The victim must make a Strength Resistance Test against a threshold of the number of successes generated by the caster, with a Target Nmber of the force of the spell. Once entangled, the victim is unable to perform any physical action. Each phase in which the victim can act he may attempt to escape [complex acition] using the same Target and threshold as above.

Type: Physical

Range: LOS

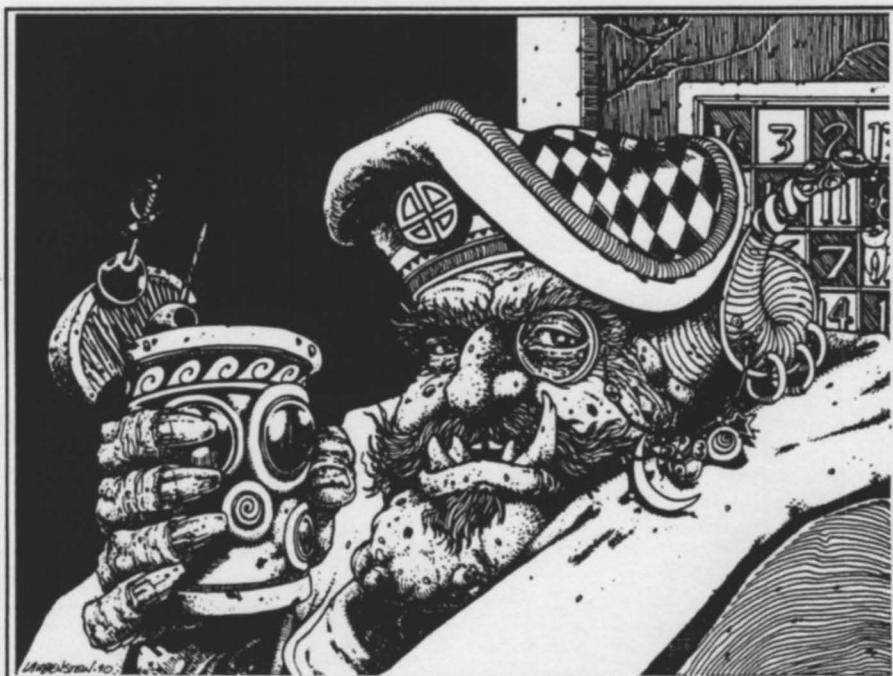
Target: 4

Duration: Sustained

Drain: S2

Note: In arid climates the target number for casting the spell rises to 6 due to the lack of moisture in the air.

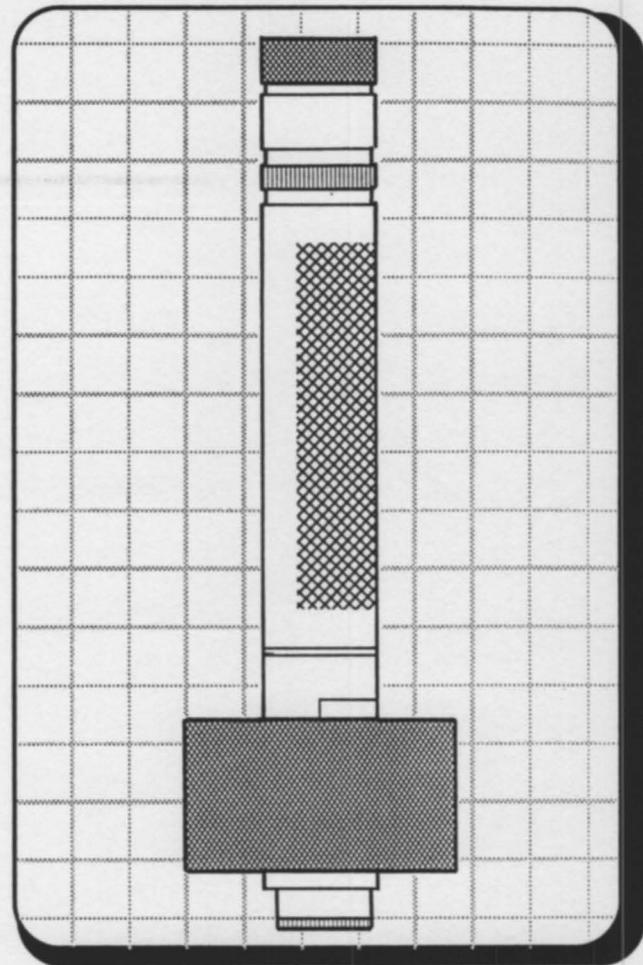
For example, Shrieker, an owl shaman, spots the scientist she has been hired to extract from Renraku. The scientist has no desire to leave Renraku and so starts to run away. Shrieker needs the scientist in good condition so she casts a bolo spell at him. Her target number will be 6 (4 is the base target for the spell, + 2 because the target is running). She casts the spell at force 5. She rolls 5 dice plus 3 from her magic pool. She gets 1,3,4,4,5,6,6,6. This gives her 3 successes. The scientist now makes a Defender Resistance Test (yes, he does get to use his combat pool). He rolls all 4 dice from his combat pool and 3 dice for his body. He has a target of 4 (the force of the spell minus 1 for the impact armor of the scientist). He scores 2 successes from his combat pool so the spell hits (if he had rolled 4 successes from the combat pool the bolo would have missed entirely). The scientist also scores 3 successes with his body (lucky dude). The scientist has a total of 5 successes, 2 more than Shrieker thereby reducing the damage to nothing. However, the scientist is still entangled by the bolo and may try to break free with a Strength Test of 5 (the force of the spell) against a threshold of 3 (the number of Shrieker's successes). He fails and Shrieker drags him away.





Language Interpreter

As the world becomes more complex, this item is making its way into the briefcase of more and more company men and women. The basic unit comes with a input pad and digitalreadout. More advanced models include a speaker and microphone. Once language modules are added, the processor takes the incoming phrases and translates them to the appropriate language. Output is instantaneous and input is limited only by the speed of the input (with the basic model) or the speaker (with the advanced). Basic models translate between two languages. Advanced models can handle up to six. 3,000¥ for basic. 500¥ per additional language handled at one time past the original two. Availability 3+languages/4 days. Street Index 1.75. Weight .1.



Language Modules

These small chips slip into the base of the language interpreter and provide the basic input-output required to make the interpreter operate. Each chip handles one language. Price determines quality (as always).

Language rating 1-3 50¥ per level

Language rating 4-6 100¥ per level

Language rating 7-9 200¥ per level

Language rating 10 * generally not available

Availability rating/2/36 hours. Street Index 1.25.

Weight —.

Weren't You Listening?

We told you last timel

Some of you must feel pretty comfortable living off your last haul.

That's right, I'm talking to you.

Yeah, **you-** still Mr. Attitude.

Mr. "I'll live off the fat of the corps."

Well you can't sit around for the rest of your life.

I know you been running in the shadows for so long, you can't stand the light anymore. I know you know the squalid stories, the tiny betrayals, the riches of Croesus that in the amber of the sodium vapor turn out to be so much drek...

I want you to write it all down.

Write for our Writer's Guidelines.

If you've already got them, send us a letter of inquiry, telling us what you've got in mind. Stephen Kenson had the right data, we know you do too.



off the shelf >>>(new gear & equipment)<<<

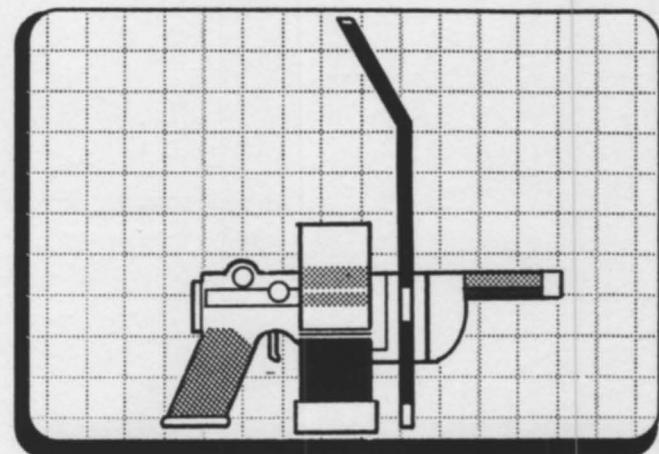
MicroTorch

from Stanley MicroTools

These pieces of equipment were originally used by UCAS soldiers fighting in urban environments. They allowed a soldier to seal off areas by welding doors shut or melting the locks. Conversely they can be used to cut. The torches employ the latest in torch technology for efficient burn rates and user safety. Small enough to clip on a tool belt, MicroTorch goes where you go and gets the job done.

| | Concealability | Weight | Availability | Cost | St. Index |
|----------------------------------|----------------|--------|--------------|------|-----------|
| Butane MicroTorch | 4 | 1.5 | 3/48hrs | 100 | 1 |
| Acetylene MicroTorch | 4 | 1.5 | 4/48hrs | 200 | 1 |
| Arc Weld MicroTorch | 4 | 1.5 | 6/4 days | 350 | 1 |
| Safety Goggles | 7 | .2 | 3/48hrs | 15 | 1 |
| (Required for Acetylene and Arc) | | | | | |
| Butane refill | 5 | .5 | 3/48hrs | 15 | 1 |
| Acetylene/Oxygen refill | 5 | .5 | 4/48hrs | 25 | 1 |
| Arc battery | 5 | .5 | 4/72hrs | 40 | 1 |

| | Torch Power Rating | Minutes of Continuous Use |
|-----------|--------------------|---------------------------|
| Butane | 3 | 20 |
| Acetylene | 8 | 10 |
| Arc | 12 | 7 |



Each torch creates a 2.5cm flame. The torches are designed to cut 3cm x .6cm every 10 seconds of generally nonflammable material. This rate applies for material with a barrier rating equal to the power level of the torch.

Higher/Lower Barrier Ratings - divide the barrier rating by the power level of the torch and multiple the result by 10 seconds. This will give you the amount of time required to cut 3cm x .6cm of material. A torch can not cut material that has a barrier rating greater than twice the torch's power level.

Thicker Material - add 10 seconds for each additional .6cm (round up) of thickness. The torch cannot cut completely through material which is thicker than 2.4cm.

To weld two items together requires that the items be constructed of similar material. The method involves heating the two items to a slightly viscous state while they are touching each other. For example, welding a door shut could be done a couple of different ways. One method involves melting the key mechanism thereby keeping the bolt in place. Another method might involve heating a metal door frame and a metal door until they melt enough to bond.

Welding is a much more delicate task than cutting. It requires twice the amount of time to cut since the welder must be careful not to overheat the item. A weld job can be rushed and takes the same amount of time as cutting. For purposes of game play, figure a good weld job by these small torches has a barrier rating of 80% the original lowest barrier rating. If the welding is rushed, use a barrier rating of 60% of the original lowest rating.

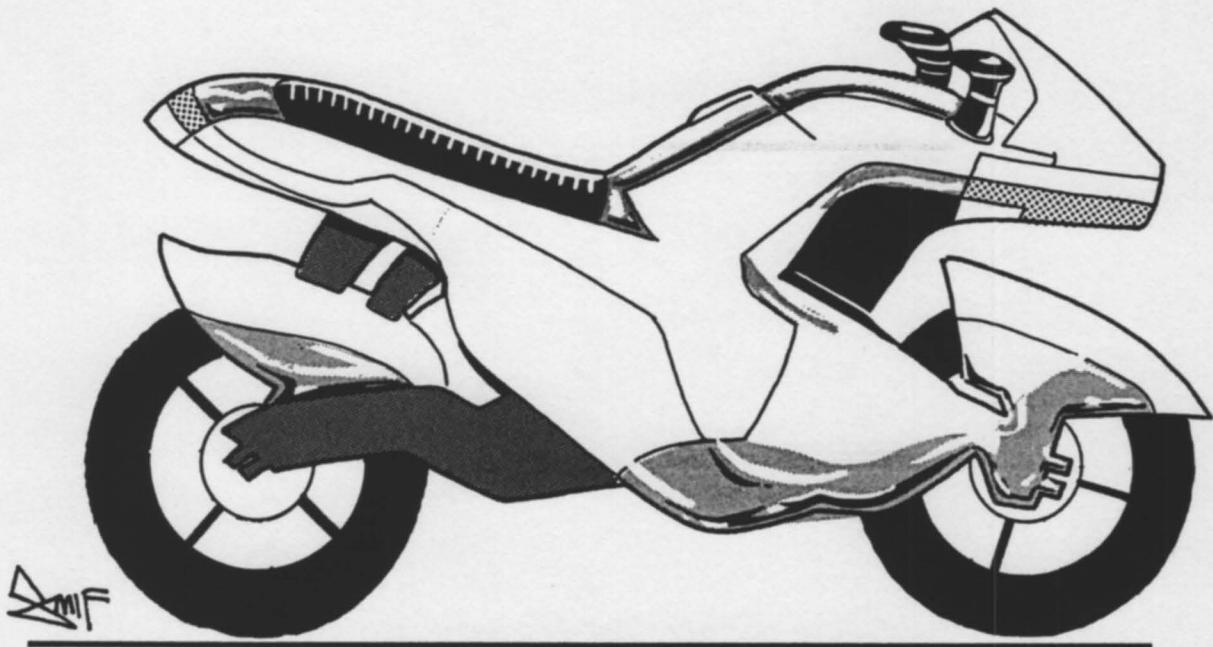
>>>(Use the safety goggles. I thought the shield on the torch would be enough. It wasn't. Now I have cybereyes; yet even with them my vision is no longer perfect.)<<<-Mac the Knife(09:34:45/4/14/53)

>>>(A guy I knew thought his flare compensation would be enough. Sadly, he is now nearly blind.)<<<-Outlander(09:35:32/4/14/53)

>>>(The butane torch is perfect for the traveling mechanic.)<<<-Hot Rod George(10:56:36/4/14/53)



>>>(Arc & Acetylene are great for locks and steel bars.)<<<-Houdini(15:22:51/4/15/53)



Yamaha Rapier XS

You've seen the best WCCL combat bikers in the world ride the Rapier XS. Now you, too, can feel the thrill of this motorcycle! Yamaha announces that the Rapier XS is now available to the general public. Choose what the pros choose!

| | Handling | Speed | B/A | Autopilot |
|-----------|----------|--------|-----|-----------|
| Rapier XS | 3/6* | 60/180 | 2/1 | 0 |

Seating: 1

Storage: .5 CF under seat

Economy: 110 Km per liter

Fuel: IC/10 liters

Cost: 15,000¥

Accessories: The XS has factory installed datajack and rigger controls. The paneling is made of NeoKevlar™

*The XS is intended to be rigger controlled. The increased amount of equipment needed to assist with the turning actually make non rigger controlled handling worse. Raise handling to 4/7 when not using the control rig.

>>>(Awesome design work by Yamaha. Although it costs a bit more than doing the modifications yourself, the reliability of the bike is unmatched.)<<<-Hyperion (12:26:28/03-18-53)

>>>(When I was in the WCCL I wouldn't ride on anything but an XS.)<<<-Drool (12:53:15/03-18-53)

Notes about autopilots and rigger controls on motorcycles:

- If a motorcycle does not have someone to hold it up, it will fall over when it stops.
- No matter how high the autopilot, a motorcycle can only go 10kph without the driver assisting during turns. Otherwise, the motorcycle loses balance and falls over.
- No matter how good a rigger is, the motorcycle can only go 10kph without the rigger physically assisting during turns. Otherwise the motorcycle loses balance and falls over.
- ... rigger on a motorcycle receives a control pool because he does not concern himself with shifting, accelerating and braking. This is done much more quickly and efficiently with mental decisions.



THE BOSTON SPRAWL

The metroplex of Boston, Hub of the Northeast and the "Silicon Valley" of the UCAS, is a hotbed of activity for an up and coming shadowrunner. The city offers a dazzling array of opportunities and a chance to be in on the cutting edge advances in tech and magic. The city is also the cultural heart of the UCAS and the cradle of the old United States, with a great number of locations of interest.

The turning point which really made Boston into the city it is today was the Manhattan earthquake of 2005. After the quake devastated New York City it became necessary to relocate the East Coast Stock Exchange. New York's misfortune became Boston's good luck. Moving the ECSE to Boston revitalized the city's faltering economy and industry transforming it into an economic center of no small influence. Boston is at the heart of corporate power in the UCAS, and the corporations virtually own the city outright.

BOSTON AT A GLANCE

Population: 7,000,000+

Human: 64%

Elf: 10%

Dwarf: 4%

Ork: 19%

Troll: 3%

Other: < 1%

Density in Populated Districts: 500+ per square mile

Per Capita Income: 27,000¥

Below Poverty Level: 25%

On Fortune's Active Traders List: 2%

Corporate Affiliation: 59%

Persons of Government Employ: 6%

Means of Commuting to Work:

Air Commuters: 1%

Electric Vehicle: 26%

Internal Combustion Vehicle: 6%

Public Transportation: 48%

On-Site Workers: 18%

Other: 1%

Education:

High School Equivalency: 52%

College Equivalency: 30%

Advanced Studies Certificates: 12%

Felonious Crime Rate (city police statistics): 10 per 1,000 per annum

GEOGRAPHY/CLIMATE

Situated in central New England, Boston possesses highly variable weather. The summers are generally very humid and winters are cold and characterized by heavy, wet snowfalls. Spring and autumn are typically brief, but pleasant. Most people in the metroplex either ignore the weather or

make a hobby of complaining about it.

The city is situated along the coast and the area features rocky, glacial-sculpted terrain. The inner areas of the metroplex show some of the heaviest urban development and renewal of any area in North America. Some parts of the city are over three hundred years old.

>>>(Yeah, and the acid rain is eating away those 300 year old buildings like candy. Pretty soon the corps won't have to worry about city ordinances against tearing down the historical sites; their abuse of nature will do it for them.)<<<- Weatherman <16:55:18/11-8-52>

GOVERNMENT

Boston's government was once known as one of the most liberal in the old United States. Now it works hand-in-hand with the corporations. In fact, some say that the corps own the government, and that's not far from the truth.

After the New York earthquake of 2005, the East Coast Stock Exchange had to be moved. Several cities vied for the opportunity and the economic growth that would come with it. Boston made a number of very attractive offers of tax breaks and government contracts to the corporations and won out; but once the corps moved in, the city government found it much harder to control them than they anticipated.

Many segments of the Boston government still hold to strong support for social programs, but the corps have such a stranglehold on the whole metroplex's economy, as well as paid lackeys in public office, that such programs generally never get off the ground.

The corporations do their best to maintain the pleasant, liberal, intellectual facade of the Boston government, but they do so on their own terms. Boston is a nice, clean, secure place to live—if you're a corporate employee or dependant. For the SINless, life is pretty much like it is elsewhere, ignored by the official establishment, they survive in the shadows as best they can.

ECONOMY

It is rather ironic that the capital of the state once known as "Taxachusetts" is now one of the most thriving economies in the UCAS. Boston's growth is due almost entirely to tertiary industry (information processing). The New England area has always been resource poor, and its manufacturing industries moved south well over a century ago.

With the succession of California from the UCAS, Boston became the nation's center for high-tech development. Numerous companies, based around centers of learning such as MIT&M, Harvard and Boston University, moved into the area, making Boston the number one UCAS producer of computer software.

All the jobs in Boston are in the information industry or in the multitude of service industries which support the employees of the information industry. Several major cor-



porate research projects are nearly always underway and in need of highly skilled specialists.

CRIME

The foremost criminal activity in Boston is, not surprisingly, industrial espionage. Competition between corporations is fierce and datasteals, extractions and sabotage are the order of the day. Boston's shadow life turns out some very skilled shadowrunners. Given the quality of the corporate competition, the ones who are around for any length of time have to be good.

There is a joke which says the corps and the government are the only organized crime in Boston, and for the most part, it is true. The Mafia is the strongest presence in the city, but even its influence is rapidly waning. The corps refuse to stand for any disruption of their well ordered world and ruthlessly stamp out any signs of large-scale organized crime.

On the other hand, small scale criminal activity is a booming business in the city. Street gangs appear by the dozens in the squalor of South Boston areas, and the Seoulpa Rings have made progress where the Yakuza and Mafia have not in organizing an efficient criminal network which has eluded the city's efforts to eliminate it. The cellular structure of these organizations makes it much more difficult for the police to deal with them effectively.

The street gangs are effectively in control of the Barrens areas such as South Boston. Dozens of gangs war with each other in the area and the police stay out of it for the most part. Some gangs are very well organized and try to maintain order in their neighborhoods, acting as a sort of community watch. Such gangs are rare, but many are effective.

Policlubs are also becoming a common sight in the metroplex and many of them are rumored to be connected to terrorist groups such as Alamos 20,000, Anarchy Inc., and the Knights of the Red Branch.

LAW ENFORCEMENT

Boston's law enforcement is entirely in the hands of private contractors and corporations. Knight Errant Security takes care of the general police needs of the city, while corporate security forces protect the individual corporate enclaves and company owned suburbs.

For the most part, security around the corporate and government areas is high quality, while in other areas of the city it is just enough to keep the peace. In the South Boston neighborhoods there is scarcely any effort at all to keep the gangs under control and they run things as they please.

>>>(Sentences for violating corporate law in Boston are harsh about 150% of what might be received in Seattle. Other criminals generally receive sentences comparable to those handed down elsewhere.)<<< - Legal Eagle <14:23:20/11-10-52>

TRANSPORTATION

Boston is well connected to the UCAS highway system, allowing access from the north through New Hampshire, eastern Massachusetts through New York, and south from Rhode Island.

Logan International Airport handles all the air traffic into and out of the metroplex. Logan has flights going to and coming from all over the world, including sub-orbital shuttles and rapid transit spaceplane flights. Security at the airport is ultra-tight due to terrorist incidents involving corporate executives, European officials, and other figures who tend to attract violent protests.

Boston Harbor has facilities for the moderate amount of shipping the city receives. Boston is not a major shipping port, so the existing facilities are more than adequate for the water traffic that does come through, including ferries to the islands and Cape Cod.

In the city, public transportation is mostly by subway. The "T" system is about as efficient as most city subway systems (which is to say, not very), but the corporations try to keep it maintained because so many of their employees rely on it to get to work.

Boston also has several busing companies providing above-ground public transport and several air commuter taxis operating out of Logan Airport.

>>>(There is an old legend which says there are "lost stations" for the T, stations which were built, but the tunnels to them were closed over or collapsed.)<<< - Cliff <20:34:54/11-14-92>

>>>(That's true. A more recent rumor says that not only are the lost stations real, but there is something awakened and unpleasant living down there, and the city knows about it.)<<< - Talon <14:03:34/11-15-52>

>>>(More alligators-in-the-sewers stories.)<<< - Masque <23:45:21/11-15-52>

>>>(Oh yeah? Explain the "T slasher" stuff that's been going on lately, chummer.)<<< - Talon <09:20:27/11-16-52>

ENTERTAINMENT

In addition to its economic importance, Boston is also the cultural heart of the UCAS, offering a dazzling array of entertainment options.

In sports, there is the Boston Red Sox (baseball), the Patriots (football), the Bruins (ice hockey), the Celtics (basketball), the Rebels (urbanbrawl), and the Blades (combat biker).

The theater district offers a variety of plays and productions, as well as the latest trid and simsense theaters. Some very avant garde works are produced regularly.

Back Bay, the theater district and South Boston have a number of bars, nightclubs and hangouts with live bands, and sometimes other, less savory, entertainments.





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Boston Common and the Esplanade are home to annual outdoor concerts, plays and other events, including the famous Boston Pops Fourth of July concert, with fireworks and a fantastic magical illusion show.

MAJOR CORPORATIONS

EUROPEAN BUSINESS MACHINES AND MAGIC

Home Office Location: Geneva, Switzerland

President/CEO: Helena Swinburne

Chief Products/Services: Computer software/hardware, hermetic studies, Matrix systems.

Subdivision Name: EMB², NA Branch

Office Location: Boston, Massachusetts, UCAS

Manager: Vice President Christopher Johnson

Chief Products/Services: Software, Matrix programming for the City of Boston, spell formulae.

Business Profile:

EBM² is one of the giants of the computer industry. For decades they set the standards for computer systems and software. Following the Chaos, they were one of the first corporations to recognize the value of magic and incorporate wagemages into their corporate structure. Their Boston headquarters recruits the cream of MIT&M graduates for research and development projects.

Security/Military Forces:

EMB² has standard security forces. Their matrix and magical security is top rate.

TEMPCO INC.

Home Office Location: Boston, Massachusetts

President/CEO: Roger Milstein

Chief Products/Services: Temporary personnel of all types.

Subdivisions: Tempco Security, Tempco Clerical, Tempco Sales, Tempco Mages, etc.

Business Profile: Tempco Incorporated is the home of the "disposable employee." The corporation hires out temporary employees of all kinds to other businesses and corporations. The company's huge employee database can find just the right person for the job quickly and efficiently.

Tempco provides security guards, secretaries, wagemages, salesmen, accountants, repair crews, laborers, programmers, assembly workers, the list goes on and on. If a corporation needs someone to fill a job, Tempco can find that special someone.

The company also serves as a clearinghouse for jobs, with many Tempco employees finding permanent positions with other companies.

Security/Military Forces:

Tempco has substantial security forces which are very well trained. Many are corporate wars veterans and are hired out to other corporations.

>>>(It is also rumored that Tempco is a clearinghouse for shadowrunners, and that corpora-

tions often hire for black projects through the company.)<<< - Geist <19:18:14/11-9-52>

Virtually every other top 500 corporation maintains a branch office in the city because of the Exchange, although in some cases that branch consists of only a suite of offices in a larger building. Firms also maintain research centers in the city to take advantage of the pool of skilled technicians produced by the universities in the metroplex. Some of the major corporate holdings include:

Aztechnology has a building at the north end of the corp sector, on the waterfront. Part of the pyramid extends into the bay and has docking facilities and a rooftop helipad.

Geneomics of Quebec has a genetics research lab on the outskirts of the city, near New Hampshire.

>>>(They are believed to be engaging in experiments in cloning.)<<< - Genejoke <22:31:28/11-13-52>

Mitsuhama Computer Technologies has a large office tower in the corporate sector and a research park in Back Bay. MCT has a fierce competition with EMB[2].

Renraku maintains offices near the Stock Exchange, but has little presence otherwise.

>>>(Renraku does have some top-secret project run at a lab in Cambridge, something connected to their AI project, I think.)<<< - Ms.DOS <12:23:43/11-12-52>

Saeder-Krupp has a branch in the city based out of the underground arcology nicknamed "the Dragon's Lair" after the corporation's owner, Lofwyr.

PLACES OF INTEREST

Boston Common

The Common has been preserved by the government and the corporations as a place to continue holding concerts, outdoor plays and to maintain as an example of how environmentally conscious the city is. The Common is also a popular spot for outdoor sports and has become a haven to a few local shamans who don't care for the city life.

The Dragon's Lair

North End/LTG# 617-1294

The Dragon's Lair is the nickname of the Saeder-Krupp Boston Headquarters, an arcology complex built mostly below ground on the northern edge of the corporate sector.

The sprawling complex contains a mall, living quarters, offices and laboratories. The Lair is also in contact with a research complex on the north edge of the city owned by Geneomics (a subsidiary of S-K).

Security on the upper levels of the complex is maintained by polite and well-armed guards.

>>>(The lower levels have numerous security safeguards,





including some kind of awakened guard animals.)<<<-
Geist <15:08:40/11-10-52>

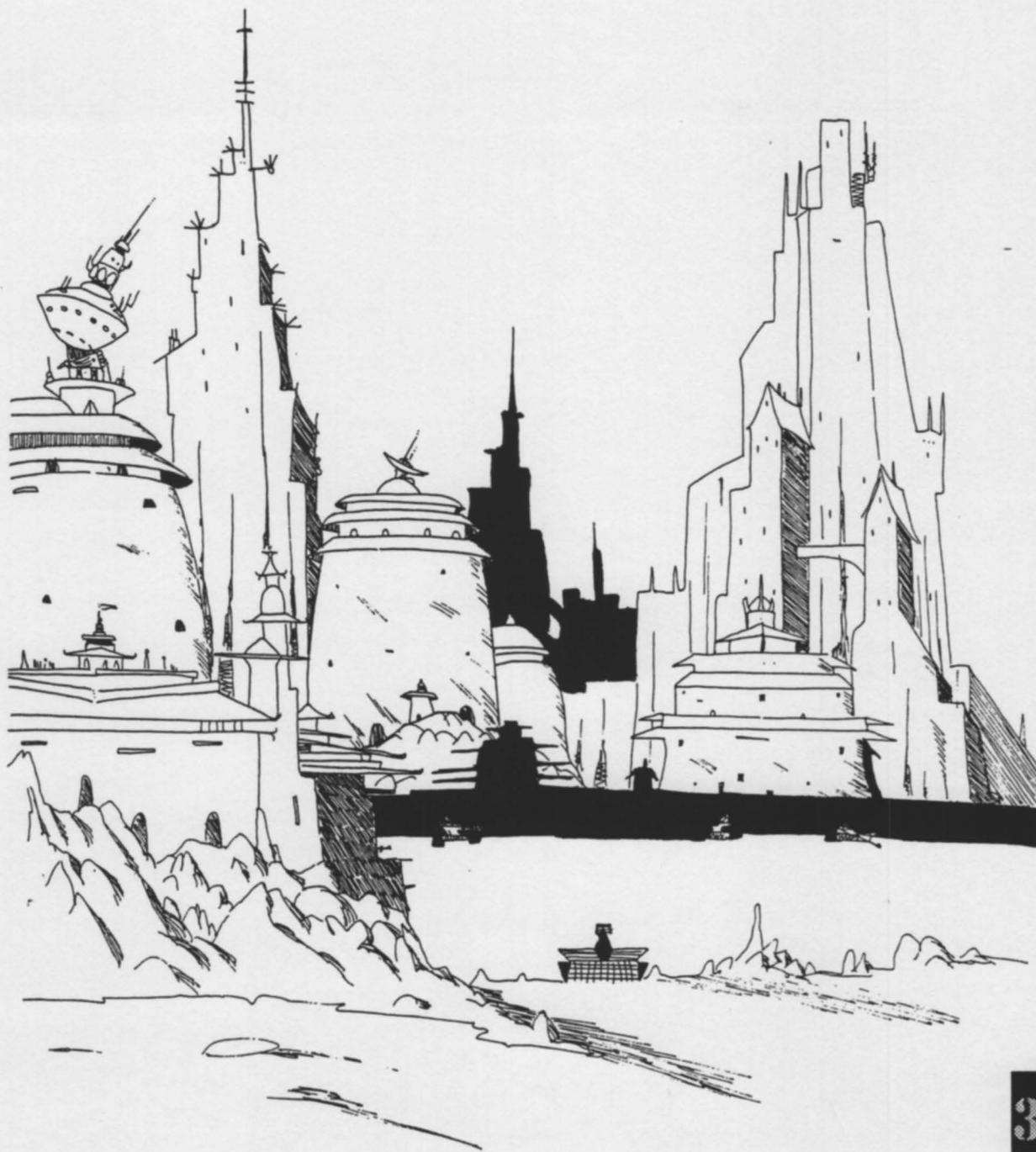
>>>(It is rumored there is a large cave-like chamber at the
lowest level which Lofwyr uses when he chooses to visit the
facility.)<<<- Talon <21:34:21/11-12-52>

The East Coast Stock Exchange
Casino Archetype (which it is, sort of)/350 State Street/Bias
against non-corporates/LTG# 617-1527
Back in the twentieth century, the stock exchange was a

big pit full of phones and computers, with wall-to-wall brokers yelling orders to each other across the room while monitors and VDTs displayed the rise and fall of each stock.

These days, things are a lot calmer. There is still a big gallery with telecoms and display screens, but all the shouting and dealing gets done in the Matrix. Each broker sits jacked into the Matrix at his terminal. On the virtual market floor in cyberspace, the nuyen flows like a mighty river.

The Matrix security at the ECSE is some of the tightest in the UCAS. Plenty of deadly ice from EMB², Fuchi and Ren-





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raku, as well as cutting edge experimental stuff from MIT&M. The Exchange has three deckers (Heavy Hitters, SR p.116) on duty at all times. Several other corporations have their own deckers on hand to "protect the company's interests."

A Force 8 Astral Ward protects the entire building and small wards protect other sensitive areas. Astral eavesdropping is almost pointless anyway, as most of the real action goes on in the Matrix.

Knight Errant handles the physical security of the building and only authorized corporate security personnel are allowed to carry even light weapons into the place.

The EBM Tower

Corporate Office Archetype/3552 Tremont Street/LTG# 617-1201

This 250 story skyraker is the North American Headquarters of European Business Machines and Magic. The top twenty levels are given over to executive offices and living space. Thirty stories make up residential areas for workers. The remainder is given over to offices and laboratories, some of which is rented out to other corporations. The building has a helipad on the roof for commuter traffic.

The Tower has top-line magical and Matrix security measures, especially on the sensitive offices and labs. It's icon dominates the electron skyline of the Boston Matrix, which is not too surprising, considering the company is responsible for maintaining the public databases.

The Massachusetts Institute of Technology and Magic
Cambridge/No bias/LTG# 609-1376

MIT&M is considered one of the top ten universities in North America. The "tute," as it is known by its students, is the jewel of Boston's educational and economic system. With the demand the corporations have for skilled technical personnel, the Institute's prestige and importance to the area have grown. The corporations and the government do all they can to support the school's needs and to keep a steady stream of skilled workers coming.

The Institute leads the field in computer science, robotics, cybernetics, artificial intelligence, biotechnology, Hermetic studies, and a celebrated Shamanic studies program. Several faculty members are Nobel prize winners and the screening process for students is rigorous.

Security at the Institute is very high in general and extraordinary in some places. Numerous Matrix and magical security measures were created here, and new ones are always being tested. It has been suggested that if you could get into MIT&M last month, you should be able to break-in into most corporate offices today, because those are the security measures they will be using.

where but your lab of office. You never know what's lurking in that lab around the corner...)<<<< - Talon <15:40:27/11-09-52>

The New England Aquarium

Waterfront/No bias/LTG# 615-1247

The New England Aquarium is one of the most famous of its kind in North America. A large variety of sea-life is kept in numerous huge display tanks. The Aquarium has distinguished itself with displays on new metaspecies from around the world, including devilfish, mermaids, leatherbacks, torpedo sharks, unicorn fish, and a family tribe of merrows.

The Aquarium is also a center for biological and oceanographic research frequented by many of the universities' and corporations' personnel.

Recently, metahuman and animal rights groups have attacked the Aquarium because of their alleged cruelty to some specimens, including keeping the possibly sentient Merrows captive.

BARS AND NIGHTCLUBS

Boston is well known for its numerous night spots and hangouts. The theater district and Back Bay have dozens of bars, clubs and hangouts, most of which are frequented by shadowrunners. Surprisingly, the corporations and the city government know about the major shadowrunner hangouts, but choose to ignore them, perhaps because the corporations rely on having a quick source of 'runners when they are needed for the inevitable black projects that crop up as annual report time rolls around.

The Coven

Bar Archetype/64 Vassar Street/Reginald King, manager/Bias against mundanes/LTG# 609-1669

The Coven, located near MIT&M in Cambridge, is a favorite hangout for students and faculty of the Thaumaturgy Department. The bar's interior is dim and cavernous, lit by fluorescent lighting panels. The manager, Reginald King, is a skilled Hermetic magician himself. The bar has a rating 6 Astral Ward to keep childish pranks to a minimum. Unrestrained use of magic is frowned upon.

The Dungeon

Bar Archetype/S-K Mall, Dragon's Lair/Solly MacIntyre, owner/Bias against non-corporates/LTG# 617-1238

The Dungeon is a cave-like tavern on the mall level of the Dragon's Lair. It is owned and managed by Solly MacIntyre, a dwarf and former company man for Saeder-Krapp. A favorite of the corporate types, it is a source of rumors concerning all manner of information in the corporate sec'

>>>>(Solly is also rumored to be a supporter of the Knights of the Red Branch, providing them with contacts and places to hide out.)<<<< - Kid <19:20:31/11-11-52>



The Eclipse

Nightclub Archetype/277 Dorchester Ave./Martin Calaeoria, manager/Bias against corporates/LTG# 604-1422

Located in the South Boston Barrens, the Eclipse is a popular club with shadowrunners. There is a live band playing every night and major groups like the Nuclear Elves have been known to drop by and jam all night long. Eclipse is a meeting place for many shadowrunners, but not a recruiting center. Shadowrunners come here to party and conduct some business among themselves. Mr. Johnsons are not very welcome.

Erebus

Nightclub Archetype/644 E. Berkley Street/Felicia Kole, manager/No bias/LTG# 607-1422

Located near the Theater District, Erebus, "the Land of Hades," is a popular shadowrunner hangout. The club caters to the needs of those who live in the shadows and those who like to think that they do. Shadowrunners often arrange meetings here and Mr. Johnsons often come here looking for talent. There are also plenty of corporate types prawning and pretending to be fierce shadowrunner types.

>>> The manager, Felicia Kole, is a Cat Shaman who will not tolerate unprofessionalism in her club. Patrons are allowed to retain their sidearms, but violence will not be tolerated.)<<<< Ranger <18:03:24/11-13-52>

Jack-In-the-Green

Mid-size Restaurant Archetype/231 Charles St./Arlen Porro, owner-manager/Slight bias against non-Elves/LTG# 16-1292

A restaurant on the Common, Jack's (as it is commonly known) is like a slice of Tir Tairgire transplanted to Boston. The restaurant is furnished in natural wood and features a wide array of hanging and potted plants.

The menu is vegetarian, but still offers a dazzling range of choices, all expertly prepared. The restaurant is popular with Boston's Elves as well as with shamans and other back-to-nature types.

>>>>(Groups like the Red Knights and Alamos 20K also seem to think that Jack's is a front for some kind of evil Elf conspiracy, seeing as they've firebombed the place three times in the last year.)<<<< - Hardwire <22:11:29/11-08-52>

>>>>(Laugh if you want, but we know what's really going on and we intend to keep what's ours. Free Eire!)<<<< - Red Knight <23:43:10/11-08-52>

ORGANIZATIONS

Boston is a very political city. A diverse mix of people live in the metroplex and many remember the city's long tradition of being on the leading edge of political change. A number of poloclubs and more radical groups have sprung up in the area, hoping to make changes in the cultural and economic center of the UCAS.

Anarchy Incorporated

The most feared terrorist group in the UCAS Northeast. Anarchy Inc. is an ironically named organization of neo-anarchists who seek the destruction of the corporations and the creation of a "non-coercive" economic system that is fair to both producer and consumer.

The organization makes attacks on powerful corporations and executives. They believe that death is the "great equalizer". All men, wealthy or poor, are the same in the end.

A.I. gets most of its recruits from the squalor and desperation of the slums and barrens. Most of the people in the organization are not overly concerned about "the Cause," only in getting a meal and a place to sleep. In exchange for which, most are more than willing to risk their lives to kill some fat-cat executive.

Corporate security teams worry about Anarchy Inc. because the members have shown such a total disregard for their own lives as to sometimes engage in suicide missions, so long as they can take some corporates with them.

The Knights of the Red Branch

When the Shidhe "reclaimed" Ireland as their ancestral homeland in 2034, numerous Irish were displaced or fled from Ireland to escape Elvish rule. A number of them migrated to Boston, which already had a large Irish community.

The Knights of the Red Branch is a terrorist group that desires the reclamation of Ireland from the Shidhe, or at least the creation of a separate human nation in North Ireland, to be called New Ulster. They ship supplies and information back to Irish resistance forces in Tir Nan Og, as well as making attacks on anything remotely connected with the Shidhe in the UCAS, including, unfortunately, innocent Elves who have nothing to do with Tir Nan Og.

Most recently, the Knights have attacked parties and corporations who have dealings with the Shidhe for magical focuses and orichalcum, hoping to cut off trade with Tir Nan Og and force concessions.

>>>>(The Knights are named after a legendary order of Irish warriors who protected Ulster, led by the hero Chuculain. Quite a few of the higher-ups in the organization are fond of the ancient trappings and weapons of the Irish knights, including nasty barbed spears.)<<<< - Celtic <16:43:26/11-10-52>

>>>>(Don't think that means the Knights are some gang of yokels. They've got weapons and tactics from several generations of IRA experience backing them up. Many of the guys who go for the full Chuculain get-up are physical adepts and some of those spears are enchanted...)<<<< - Geistmann <22:12:17/11-10-52>



Release Explanation

If I were to say the last few weeks have been busy, the few staff members here would probably beat me about the head and shoulders. We've literally been swamped with letters and a wide variety of submissions. We've received some very good pieces of art and prose, and we want to begin publishing these pieces as quickly as we can. To that end, you will find the AWOL release form on the next page. By the way, AWOL is the name of the company that produces Kage and runs the Shadowrun Network.

The release form is a very critical document if you want to have your work published in the pages of Kage. It looks like a legal document and it is. It is not a contract. A contract protects both parties from harm when they decide to do something together. There is a mutual benefit, so the two parties involved are usually best served by trying to uphold the contract.

The release form on the next page is simply a statement of policy and intent. As a fan club, the Shadowrun Network does not pay for the submissions received from members. The "pay" for the work done is seeing the prose or art in print. Submitters do the work and the Shadowrun Network publishes it. That is all well and good, except there is another person (or corporation) involved in this arrangement: FASA.

As the creators of Shadowrun, FASA has a keen interest in what is going on in the fan club. They check and correct everything we do, before it gets published. As the official fan club, we have an inside track to information, rumors, and the behind-the-scenes workings

that make up the game. The newsletter is published with full knowledge of what will be happening in the next few months so there are no surprises. As fans, you still get to enjoy the surprise and you don't have to worry about wasting time with something that may soon be outdated.

Sounds great, you say, but what does that mean to me? It means that while we pay a great deal of attention to what FASA puts on the market, FASA pays attention to us in return. Part of the Shadowrun Network's contract with FASA states that we get to use the names, places, events, and ideas that the staff in Chicago creates for use with the game. That's why we get the inside information. It goes both ways, however. Anything we do, FASA can also use. So what does that mean?

The bottom line is: Anything published in Kage can (and will) be used by FASA as they see fit. That includes fiction, mechs, art, rules, and anything else printed within these covers. Authors will get credit, but that's about all. No money, no pat on the back, no cushy office in Chicago. The release form is designed to confirm your understanding of our arrangement with FASA. If you write something and it turns up in a FASA product twelve months later, that's legally acceptable.

As an author or artist, you have to understand what you are getting into. The release is just that. It is your official statement that you give up all the rights to the piece you produce. FASA and AWOL Productions become the copyright holder for the work.

Over the past few weeks we've received dozens of submissions.

Because of the small staff and large number of submissions involved, the Shadowrun Network will have to strictly abide by the following submission guidelines.

1. All submissions should start with a query letter. This is to protect you, not the Shadowrun Network. The query letter should tell us the scope and general size of your submission. If the work is not appropriate, you can save yourself a lot of time finding that out first.

2. Submissions **MUST** include a cover letter describing the work in general and the signed release form. Your name, address and PHONE NUMBER are very important and should be included on every page of the submission.

3. If the work is submitted on computer disk, please label the disk. Include your name, address, phone number, and the format of the work (ASCII, WordPerfect, etc.).

4. If you want your work returned when we're finished with it, you must include a Self Addressed Stamped Envelope. You're probably tired of hearing that line. I'm very tired of writing it, but every day we get questions or submissions requesting a response without a SASE. If you forget the SASE don't be surprised if we take a LONG time to respond (but be surprised if we respond). By the way, don't include a 3 x 5 envelope with 29 cents postage for the return of 12 sheets of paper. The pages won't fit and postage won't get the letter half way back. (I'd laugh, but this form of the SASE seems to be very popular).



S U B M I S S I O N R E L E A S E F O R M

*This is a writer's release form as required by our contract with FASA Corporation.
One of these must be included with each submission, or the submission must be rejected.
Multiple-item submissions (equipment/contacts) may be grouped under one title.*

I wish to submit the following materials to AWOL Productions subject to the conditions below.

Title of Work: _____

I submit my materials voluntarily on a non-confidential basis. I understand that by submitting this material to AWOL Productions, I hereby forfeit all rights to this material. I understand that all materials printed in the AWOL Production's publications Ka•ge and Mech are copyright AWOL Productions and FASA Corporation. I understand that there is to be no payment for this work.

I understand that this submission by me and its review by AWOL Productions does not, in whole or in part, establish or create a relationship between me and AWOL Productions or FASA Corporation. I further understand and agree that AWOL Productions and/or FASA Corporation may, in their own judgement, accept or reject the materials submitted and shall not be obligated to me in any way with respect to my submission until AWOL Productions, at its own election, decides to enter into an agreement with me.

I agree that AWOL Productions may have a reasonable period of time to review my submission. AWOL Productions will return my submission to me provided it is received by AWOL Productions with a Self-Addressed Stamped Envelope of sufficient size and with sufficient postage attached to enable its return. AWOL Productions shall not be held responsible for items damaged or lost.

I understand that the acceptance by AWOL Productions of this disclosure does not imply or create 1) any financial or other obligation of any kind on the part of AWOL Productions or FASA Corporation, 2) any confidential relationship or guarantee of secrecy, 3) any recognition or acknowledgement of either novelty or originality.

I understand and agree that if the submission utilizes, or is based on characters, settings, or other materials owned by FASA Corporation or AWOL Productions, or if the submission contains trademarks and/or other proprietary material owned by FASA Corporation or AWOL Productions, I shall not be free to submit this submission for publication to any person or firm other than FASA or AWOL Productions.

I understand and agree that AWOL Productions has the right to revise and edit any versions of the submission for content, style, clarity, typographical errors, punctuation, spelling and capitalization in accordance with standard usage and/or style manuals or accepted dictionaries and encyclopedias. I also understand that AWOL Productions has the right to publish the submission at its own expense in such style, form and manner and at such a price as AWOL Productions deems suitable.

I warrant that this submission has never been published and that it is original and does not violate the rights of any third party. I also warrant that I am the sole owner of this submission and that I am of legal age and am free to make agreements relative to this submission.

Please print full legal name: _____

Signature: _____

Address: _____

Phone: _____

Date: _____



Shadowrun II

Rating 4.5 (out of 5)

Just in case you didn't already know, Shadowrun is about to go into its second edition. The marketing is very nice and proudly proclaims that the 2nd edition is the result of three years of feedback and testing. This is one of those rare cases where you can believe everything (well, most everything) you hear. The hardback edition, which is due to be released at Gen-Con, should provide players with everything they need.

Pros

This manual is packed full of good stuff. I should warn you that the version I had did not have the art, but most of the layout was done, so the book looked very clean. There were plenty of changes to keep me interested, so I hardly noticed the art was missing. What was changed? Almost everything, and hardly anything, that's the great thing about the 2nd edition.

Almost every section got a significant rewrite. Characters are now more detailed (and no harder to roll up). Allergies are now an option, and there are rules for making metahumans more numerous. Combat is different. It's faster and it's more lethal. Armor now makes sense, grenades seem more correct, and even Trolls have to worry about submachine guns. It's great. Magic got revamped, critters got more deadly, gear just got a little harder to find (unless you know where to look).

Do I sound impressed? I am. FASA, specifically Tom Dowd as head



product-dude, has done an excellent job of better capturing the feel and flavor of the game without miring the system down in tables. As a matter of fact, the tables have actually gotten smaller.

The heart of this change is the alteration in staging. Everything now stages at two. That's guns, bombs, magic, skills, everything. All you have to do is roll the dice and count the successes to know how deadly the shot was, or how far you jumped. It's easy and it's fast. After a game session or two, our group was finishing battles in half the time. They were packing in more action and interaction into the same amount of time and the blood-letters in the group were completely satisfied.

Now, I can hear you saying, "What about all the bucks I've already shelled out for the 1st edition stuff? What do I do with that?" More good news, chummers, you use the stuff as normal. With one exception, all the previous modules, source books, and gear is completely compatible (and there is nothing more to buy).

Cons

Every silver lining has a dark cloud, or something like that, and this product is no exception. The only real problem we've had with the new stuff, however, has been the magic system. As I mentioned, it got revamped for the better, but the section seems a little thin compared to the gun toting, ICE slashing sections that go around it. Sadly, the Grimoire is now outdated. It becomes the only book that cannot be used with the 2nd edition rules. FASA promises to publish a new Grimoire by the end of the year; but until that time,

you'll have to do with a lot fewer spells (the same number as in the Shadowrun 1 book) and an overview of the new magic system. Although the physical adepts have been pulled into the book and therefore can be played normally, the rest of the magically active characters will suffer (in comparison to the other archetypes).

Other than the magic section, the rules are very clean and clear. The dodge pool goes away and is replaced with a combat pool, which can cause some problems (especially for people who are attached to their characters and unfamiliar with the new rules), but this is a minor point.

Conclusion

Run to your local hobby store and get this book. It is enjoyable to read, and it provides all the information you need (except detailed magic) to keep your characters on the fast track to success.

Editor's note: Starting with Issue 5, Kage will print game stats for 2nd Edition rules.

Shadowtech

Rating 4.0 (out of 5)

This is probably the most eagerly awaited book since the Street Samurai Catalog, and with just reason. Now your characters (Samurai and Shaman alike) can load up with the latest bioware. Now there is a whole new range of equipment that can be added to your body and the best part is; it's meat. There is no loss of essence for adding organic material to your already chromed body.

**Pros**

Carl Wu the author knows his stuff. At least he knows enough to convince me that he understands the chemistry, biology, and medical aspects of what he writes. The reward for all his knowledge is an integrated system that makes sense to the player and to the character living in the world of 2052. Like the Street Samurai Catalog, there is literally something here for everyone. Increased intelligence, increased reaction, faster healing, improved data jacks, you name it. In addition, because of the solid ground work Carl has laid, you can build on the system to create your own bioware.

The bioware system works on

body points. The higher your body attribute, the more enhancements you can have. Bioware is added to the body and a separate total of "body" is subtracted depending on what meat you had attached. As with chrome, different meat has different body costs. The better the enhancement, the higher the cost in body. The nice thing about body, however, is that you're not likely to go psycho if they give you an enhanced pancreas.

Cons

Nobody ever said that chemistry and biology are easy. That's why doctors make the big bucks. This is only slightly different. Every section has a detailed header about

how the organics work on the body and the processes involved. This is not light reading. I hate to say it, but most readers are only going to skim these sections and jump to the bioware section. The detail is great, but probably beyond the scope of most readers. (By the way, don't let me scare you away from these sections. Give it a try. You might discover that you're much better in the aforementioned topics than me.)

There is a suggestion in the book that no one be allowed to start the game with these enhancements. That's probably a good rule given the advantages of the enhancements; but purchasing the book and then being told you have to





and then being told you have to wait to use the stuff can be a little discouraging. And if the gear is as difficult to find (not to mention expensive), it might be some time before the runners get to a place where they can actually use it. Game masters, you make the call (as always), but I'd suggest letting some players start with the bioware, at least until the gloss wears off the cover (which I think is excellent).

Conclusion

This book has so many things that are just plain cool, you owe it to yourself to pick it up. It's cheaper than Shadowrun 2 and it should give you lots of ideas, both as a

player and a game master. Read the sections, then start those organ transplants.

Shadowrun Miniatures

by Ral Partha

The six packs reviewed in this issue are all very well done. The figures are of nearly identical size and stature, making them seem like part of a larger set. Ral Partha has done an excellent job with this line by producing consistently high-quality figures. Although flash and mould lines appear occasionally on individual figures, this seems to be isolated to individual models. In no case was this extra lead excessive.

Pick of the Pack:

Cockatrice 4.5 (out of 5)
Caped Ghoul 4.5 (out of 5)

20-509 Human Street Gang (3)

by D. Mize

Rating 3.0 (out of 5)

This set contains two male and one female gang member. The punks in this set are well done, but there is little to distinguish them from other figures which have been previously produced. The pot-bellied male thug armed with a knife is the strongest, but even he lacks a lot of detail. The nice (very nice) thing about this set, as with all figures created by D. Mize, is that the figures all match the scale. They are the same size and





weight as the previous sets and fit perfectly with the other miniatures. Although you might expect that without thought, you can't always count on the same scale from sculptors. Count on D. Mize.

20-511 Lone Star Street Cops (5)

by T. Meier

Rating 3.0 (out of 5)

This set contains one commander and four identical patrolmen. Although that might seem like a poor set for purchase, it works out well in game play when you have a leader and four nameless cops for support. The four cops all hold pistols and night sticks. The detail is fair, as you would expect of nameless soldiers. The leader contains reasonable detail and is armed with a heavy pistol and long coat. His calm face and casual stance radiates confidence.

20-512 Wendigo and

Sasquatch (2)

by D. Summers

Rating 3.0 (out of 5)

Both these figures carry a sense of power and bulk that best describes the creatures they portray. The Wendigo has its arms raised in challenge and the

Sasquatch appears ready for a fight with his arms outstretched and a sneer on his face. Although the scale is good and the detail is very good, you'll have trouble telling these two apart. In the end, the one with the white fur will be the Wendigo (no matter what position his arms are in).

20-513 Ghouls (4)

by D. Mize

Rating 3.5 (out of 5)

This is a really nice set of lead. All of the figures are expressive and they all show a good deal of animation. There are two male ghouls and one female ghoul. All three are bald, with ripped clothing, large teeth, and appropriate bases. The fourth figure, however, is the pick of the pack. He's dressed in cap and cape. At first glance you don't even notice his true nature, but that's probably just the way he wants it.

20-514 Guard Animals (3)

by D. Summers

Rating 3.5 (out of 5)

This is the type of set that every game master needs to have lots of magical baddies to throw at the runners. All three creatures have con-

trolling anklets, a nice touch. The Cockatrice is sculpted very well. The wings are molded separately and attach cleanly and easily. The chicken-like rush depicted perfectly captures the creature's movement. The Barghest is well done with lots of detail around the head. The figure suffers from excessive flash, however. The final piece, a Basilisk, is highly detailed, but the figure seems "settled" into the base. The casting lines on this figure were the most pronounced.

20-515 Vampires, Male and Female (2)

by D. Mize

Rating 3.5 (out of 5)

The two figures in this set are very mod. Their attire is terrific and their attitudes are well presented by the look on their faces. The male is dressed in a standard vampire cape, but the clothing underneath looks more like well-to-do corp. His haircut definitely fits that profile. The female is definitely dressed to kill with mini-skirt, cropped top, short jacket and long fingerless gloves. The seam up the back of her hose, however, makes the outfit.



graffiti >>>(network personals & classifieds)<<<

>>>>[Looking for group of self starters who are willing to work hard for the possibility of great reward. Contact Mr. 'J' @ LTG SEA-145982345]<<<<

>>>>[Hoi Ace, Hope you didn't see anything buggy with the biz I offered you and your boys at GENCON.
Joker]<<<<

>>>>[HOI CHUMZ-HOWZ BIZ? Slow here. A bored decker, an unemployed samurai, & a vengeance-seeking Daoine mage are itchin' to run. David Dean / 2612 24th St. W. / Bradenton / FL. / 34205 / LTG #813(755-6564) Slot & Run!]<<<<

>>>>[Hoi Margaret! Thought you
might like this. Here it is.]<<<<

>>>>[Columbus, Ohio area Shadowrunners. I am looking to join an existing group or run a new game. I

have a well-established character or
might consider starting a new one.
Call Duane at
614-272-01081<<<<

>>>>[Hey Crash! Watch out for the
bog....oops....too late.]<<<<

>>>>[Runners wanted in Houston megaplex area. If interested, contact the Bug (AKA Austin) at 10015 Cane Creek, Houston, Texas 77070, or call (713)-376-9912. Houston Rules, chummers!!!]<<<<

>>>>[TO ME: Just plugging in to say hi. Hope things are going well. ME TOO]<<<<

>>>>[North American Shadowrunners, looking for a European contact? Write to this address if you want to trade experiences with German Shadowrunners. Frank Pahl (AKA Silver Arrow) /

Lerchenstr 18 / 4450 Lingen / GER-
MANY!<<<<

>>>>[GENCON/ORIGINS Tournament Information

Title: Corporate Nightlife III

Location: Milwaukee, WI

Dates: 20-23 August 1992
Contact Person: Michael E. Colton /
Tom Dowd

Description: This is it chummers! An official FASA-sponsored Shadowrun tournament for GENCON/ORIGINS '92. It's a 96 'runner, 16-team, four-round event with a six 'runner team win.

Prizes include autographed editions of Shadowrun II. Come and see why defending a metahuman orphanage from Humanis thugs could save the sixth world.]<<<<

>>>>[Big bad Boston sprawl welcomes back the Czech woman.]<<<<

>>>[Network with the best runners in the world. Dubbed "Graffiti," these Ka'ge classifieds can be 200 characters or less, and can deal with anything you want. Looking for runners in your area? Seeking some arcane piece of shamanic/hermetic lore? Want to claim you're the biggest baddest Samurai around? Do it in Graffiti.

Fill out the form, attach yer two bucks and mail it on in here.]<<<

Graffiti Entry Form

Personal Ad Information Form

Member Name: _____ Network # _____

Run my add in the 1st 2nd 3rd 4th quarter (circle one).

Please fill out the blocks below with one character per box.

Rules:

1. This space is for personal ads by members only and is not to be used for advertisement of any product or service.
 2. All personal ads are limited to 200 characters (including spaces).
 3. **Ka•ge** will not print any ads containing foul language or slanderous statements.
 4. All ads must be accompanied by a \$2 handling fee for each quarter you wish the ad to run.
 5. All ads must be submitted using this form or a facsimile thereof.



>>>(Re-posted from the newsnet for your convenience)<<<-
Quirk(16:08:04/5/29/53)

TODAY'S HEADLINES

INTERNATIONAL

Tensions increased between the CAS and Aztlan when talks broke down today. After four productive days of talks concerning the acid rain created by Aztlan border factories, Vice Minister of Foreign Affairs Juan Cuatal suddenly announced that Aztlan was no longer interested in discussing the matter and the CAS could "... rot in their own bile." The announcement came mere hours after it was disclosed that the husband of CAS Environmental Director, Catherine Coventry, was missing.

Information on Robert Coventry's disappearance is available except that he was last seen at the Coventry residence yesterday morning. While the link between Director Coventry's husband and the talks is unclear, the coincidence is difficult to ignore.

At last report, both countries were on peak military alert. (See "Tensions" page 2)

NATIONAL

The Salish Shidhe council surprised costal fisherman when they voted to suspend all costal fishing rights for two weeks. According to one council member, "The suspension was necessary due to the threats of violence by the terrorist organization The Seven Riders. We want our citizens to be safe."

The Council claims the threats were made by The Seven Riders directly and privately to the Council. This is highly unusual since The Seven Riders are best known for their high visibility tactics.

A fisherman who asked not to be identified had this to say: "That Seven

Riders flap is a bunch of bull. There is something out there; been tearing up nets and even sunk a few boats. The Council wants whatever it is." The Council could not be reached for comment on the accusation. (See "Coastal Questions" page 14)

LOCAL

The contents of a plastic container which showed up two days ago on Governor Shultz's doorstep has been identified. The ashes are the remains of a man known on the streets as Traxx. Rumored to be a shadowrunner, Traxx was wanted for questioning by Lone Star and Knight Errant.

Officials identified the remains by a partially intact tooth and a piece of silver thought to be from a katana Traxx carried. No one seems to know why the remains ended up on Governor Shultz's doorstep.

BUSINESS

Universal Omnitech stock has skyrocketed 20 points since last week. When approval for testing on humans was granted to the company by government agencies, there was an immediate rush on the stock. Director of Research Dr. Kristine Martin reacted indifferently to the news. "Sure, it's great to have strong stock, but I'm more interested in setting up new test groups than playing the market." (See "Bionetics Boom" page 36)

Aztechnology has begun negotiations with the Dwarven Technical Guild for what many insiders believe to be the largest outside contract Aztechnology has ever offered. Details on the project are almost impossible to obtain but it may involve orbital weapons.

ENTERTAINMENT

Honey Brighton tops the sim charts for a record breaking 12th week.

"There's just no stopping this girl," claims Brilliant Genesis producer Max Harley. "No one gives better Full-X than Honey."

For the third time in as many weeks, street mimes took to the offensive.

Marcel III leader of SMART (Street Mimes Against Rogues and Thieves) had this to say about last night's beating of a would-be mime mugger, "No longer are mimes easy pickings for the thugs. Take a mime's hard earned nuyen and you'll find out how tough the silent treatment can be." (See "Mimes Speak Out" page 42)

SPORTS

No one has claimed responsibility for Sunday's explosion during the Urban Brawl game between the Berlin Backbreakers and the Renraku Invincibles. The explosion, which resulted in a building collapsing, claimed the lives of six players. Renraku was a last minute substitution for the Seattle Screamers.

Despite the explosion, the game was rated fifth in all-time viewer size. One fan described the action as, "Ultra-incredible; they should blow-up more stuff!" (See "Explosion" page 35)

Write to Ka'ge and let us know in 60 words or less what is happening in your shadowrun adventure. Who knows? You could find yourself in the headlines.

Send your news "Attention: Writing on the Wall."

