The Shadowrun Supplemental

#11

In This Issue:

And More!

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Editorial Verbiage

Okay, so the goal of a bi-monthly magazine has temporarily been thrown out the window, because this issue took more than 6 months to come out. I'm sorry. Life and other things kept getting in the way, and I also got myself in a vicious cycle of trying to improve the magazine, and never being satisfied with it. So I've bitten the bullet and finally released this damned thing, and hopefully issue #12 will go smoother and won't take until July to arrive!

There's been a few small changes to the submission mechanism again, with the hopes of gathering more small submissions of "stuff" like Spells, Adept Powers, NPCs, and that type of thing. Those changes are detailed below.

This issue includes the debut of the ShadeTrompers comic, as well as some revised rules for Melee Combat, a new street gang, a whole new sport - experience the thrill of NARCAR!, information about some popular bands, and more!

And finally, please don't hesitate to let me know what you think about the magazine and the new look! As always, I can be reached via email at adamj@shadowrun.html.com, via ICQ - my UIN is 2350330, or via the TSS Productions message board available at http://shadowrun.html.com/ubb

Submissions

Submissions to The Shadowrun Supplemental fall into 3 categories now. The procedure for making submissions is relatively the same in each category, but there are a few small differences.

All submissions and queries should be sent to adamj@shadowrun.html.com Please ensure that this email is plain text only, with no attachments. If you have a version in another format that you would prefer to use (Such as a Word document, HTML, etc.), please send an email asking for further instructions.

• "Regular" articles – These are stand-alone articles that are not part of a regular feature or column and will be published entirely in one issue. Please send a short summary of the article and wait for initial feedback before sending the full article.

• "Slushpile" submissions – These are things such as spells, cyberware, other gear, short plot ideas (Less than one page), and basically anything else that doesn't make a full article in itself, but would be placed with other similar items to make a full article. These submissions are what I refer to as "Slush", and can either be emailed to me, or you can submit them via the web at http://shadowrun.html.com/tss/tss-slush.html Be aware that while we may not use your piece in the forthcoming issue, it will be kept in our archives until we get the chance to use it.

• Regular Features – These include things like **"SwiftOne Speaks"**, and "**A Little Learning... ... is a dangerous thing!**". In order for us to consider adding you as a full time staff member with an article in every issue, we need 3 sample articles on your chosen topic, as well as a commitment to a full years worth of articles (A total of 6). Please send a query email before sending the sample articles.

If you're not quite sure what category your submission fits in, or have further questions, go right ahead and email me at adamj@shadorwun.html.com, or send me a ICQ message, my UIN is 2350330.

Melee Style!
by Mongoose (m0ng005e@geocities.com)

Introduction

Shadowrun's melee combat system does very little to model martial arts, much to many players' annoyance. Even worse, it also makes many normally good combat moves near suicidal. Many realistically sound combat options impose a target number penalty that results in the user loosing the fight, even if they are very skilled, or have a Specialization in a "martial arts" skill that should allow that type of move.

To these ends, Style skills reflect advanced melee training not just by sometimes giving the player more dice to roll on the test, but by changing its difficulty or outcome in a way basic melee combat skill use and rules can not. They do not change any of the basic rules of melee combat- all current Shadowrun melee rules are still used, and only test by characters using the Style skills are affected.

Players who do not care to have their characters use these skills can ignore them and play melee combat as normal, with no conflict arising. They may be assumed to be skilled generalists, their ability reflected by the level of their basic combat skills. The skills are written so that hopefully, with that and their cost in karma, they give their user an edge but not an unbeatable advantage.

When using a Style skill, a combatant sometimes has to choose between gaining a maneuver's effect or rolling a few more combat pool dice than their Style skill will allow. Some of the most powerful Style Skills also have drawbacks or limitations on their use - using Berserk Style Skill can be very dangerous! Additionally, learning style skills requires karma that could be spent raising other skills. However, characters who specialize in melee combat may find Style skills an edge that can allow them to beat the odds, or at least add more useful options to their combat repertoire. They also add flavor to a character, making a martial artist a true artist, and not just a guy whose player gets to roll lots of dice.

Melee Combat Style special skills represent training beyond the basics of any single martial art or combat system, but they do not model any specific martial art, because they can be used to assist any melee combat skill. However, the Styles often reflect the strengths of particular martial arts systems and can be used to model special training in those schools. Most martial artists would learn a combination of Style skills that worked well together, as well as several melee Combat skills.

Learning Style Skills

Each style is a separate skill, with specialization in all general melee combat skills (such as "Edged Weapons" or "Unarmed Combat"), including "Sorcery" as astral combat. Starting characters may buy Style skills with active or knowledge skill points, but may not spend more knowledge points than active points on buying Style skills. For purposes of skill point costs, use strength as the governing attribute. Since style skills reflect advanced training, starting characters may not have more points in Style skills than normal melee combat skills, and none may exceed their highest unspecialized melee combat skill.

When purchased during game play, all style skills are treated as Knowledge skills for purposes of Karma cost. However, their "governing attribute" is the character's highest (unspecialized) melee combat skill.

Adepts can "buy" bonus levels in Style Skills for .25 Power Points per level, with the bonus actually adding to that skill rating. Reflex Recorders bought for a Style Skill actually raise the skill (unlike with other skills) but add no dice directly to tests.

Bobby Bruiser gets Enhanced Articulation and a Reflex Recorder for her Physical Style skill. Her Physical Style Skill goes from 5 to 6 for all uses, including determining combat pool use. Her enhanced articulation adds a die to her melee tests, but has no effect on how good a physical maneuver she can incorporate in an attack- her general Unarmed Combat skill is still 4, so that is the physical style maneuver's maximum level.

Finding a teacher, or the training software equivalent, might be difficult, and teaching costs are likely to be higher than normal. Initiatory adept groups often teach Style Skills as part of their initiation, even requiring knowledge of certain styles before allowing Initiatory advancement. This could be part of the group strictures, or part of a special ordeal. Mundane teachers would probably be less restrictive, but perhaps not as skilled.

Combat Styles are not used as normal Skillsofts, since the style would over-ride the users combat skill. Instead, a character must have a Knowsoft Link and Skillwires to use Melee Style Skillsofts. The rating of the Style 'soft is limited to the Skillwire's rating and processing power (the Skillsoft will consume Skillwire ASIST and Pulse rating as usual). Melee Style 'softs are the same size as Activesofts of the same rating, and cost as much as Knowsofts.

Style Use Rules

Style Skills have several effects. First, the Style skills themselves may provide a useful skill. Second, they can be used for Maneuvers that produce a particular effect, as described below. Third, they determine the number of Combat Pool dice that can be used in a melee Combat test.

As a stand alone skill, the style skill's use or effect will be noted in its description. This may be an additional effect on melee, or an ability that is useful outside combat.

Secondly, before the combat test is made, a Maneuver based on the Style skill used is declared and assigned a level of the users choosing (up to the maximum as described below). The Maneuver's impact on the test is based on the Style skill used and the level assigned. To reflect the attackers slight edge, she may choose her Maneuvers after hearing her targets Maneuver choices, if any.

The maximum level a Maneuver effect may be assigned is equal to the lower of the combatant's Style skill rating or the appropriate melee general Combat Skill rating. The rating of the Specialization (e.g. "Swords" as opposed to "Edged Weapons") used has no impact on the Maneuver's maximum level- use the rating of the base skill. Note that you may also choose to use a lower level Maneuver effect than this maximum if you wish, to avoid possible consequences of using certain Maneuvers. Enhanced Articulation and other items or magic (like "improved ability") that add dice to a melee test do not help here, as the do not affect the actual Combat Skill rating. A Weapon Focus does actually add to the character's weapon combat skill, and will help style skill use by allowing higher rating maneuvers to be used.

Third, the number of Combat Pool dice the Style skill user can roll may change. As usual, she rolls a base number of dice equal to the Combat Skill used. Up to as many dice from Combat Pool as the rating of the Style skill used may be added to this roll, instead of dice equal to the Combat skill used. This may be higher or lower than the Combat skill used, and as such is both a benefit and a drawback to using Style skills. Most styles can be used this way even if the maneuver they allow is not used. Note that a Maneuver can be given an effect level of "zero", meaning the Style skill is used only for the combat pool dice it allows. This is useful if your Style skill is higher than the Combat skill you are using, but not all Style skills can be used in all circumstances.

Only one Style skill and its associated Maneuver may be used to affect any single combat test. When on Full defense, combat pool use is unaffected, but the Maneuver's level of effect is still limited as above. Style skills cannot be used in a test with Two Weapon Combat special skills, and may have other limits listed with the skill. Most of the Style skills are usable underwater, but GM discretion is advised. Style skills can not be defaulted to or from, and are not used as complimentary skills in combat. Other limits and effects may be noted with the Style skill's description; some style Skill Maneuvers affect the number of dice rolled and their source, or the TN of the Combat Success test.

Bobby Bruiser has "Unarmed Combat, Boxing" at 4/6, a strength of 7, and 6 dice in her combat pool. She also has Physical Style 5. She's really mad and wants to break her opponent's skull instead of just punching him for normal unarmed boxing damage, which is what a maneuver with physical style is made for- It turns Stun Damage into physical at one box per maneuver level. Her opponent is our old friend Zipperhead ; body 5, strength 4, Unarmed Combat 5, 4 combat pool dice available. Bobby can roll her 6 dice for Unarmed combat (boxing), and only up to 5 from combat pool, since she is using a rating 5 style skill. She can only use a level 4 Maneuver effect, because her general unarmed skill is 4. She goes all out, rolling a total of 11 dice in her Combat Success test. Zipperhead rolls 9 dice. Both have a TN of 4. Bobby rolls 14,5,5,4,4,4,3,2,2,2,1. Zipperhead rolls 10,9,5,4,3,3,3,2,2. Bobby has 2 net successes, so Zipperhead must resist 7S stun. She's wearing a lined coat, reducing that to 5S. Zipperhead rolls 8,4,3,3,2 for damage resistance, so she takes Serious stun. However, we see from the physical style rules that Bobby's maneuver will cause the attack to inflict up to 4 boxes on the physical track: the remaining 2 boxes go on the mental track. Had Zipperhead been wearing an armored jacket, she would have only taken a moderate stun, but all 3 boxes would transferred to the physical condition track by the Physical Maneuver's effect.

If Bobby later uses her Clubs (tonfa) of 2/4 and a Physical Maneuver, she could still add up to 5 combat pool dice to the test, but could use only a level 2 Physical Maneuver effect- she's better at "maneuvering" unarmed than with a weapon. She would not have to perform any Physical Maneuver to use the Style for combat pool dice- she could perform a "level zero" Maneuver, and still be allowed to use 5 combat pool dice for the test.. If fighting with a knife, she could not use Physical style for combat pool dice, or the Maneuver's effects, because of the styles limitations. She could only make a normal Armed Combat attack.

Melee Combat Style Skills

Berserk Style

The classic art of "going berserk". Anyone using Berserk Style skill makes that melee test as if she had an equal level of the "Pain Resistance" adept power.

To use a Berserk maneuver, decide the Maneuver effect level and conduct the attack as usual. However, before determining damage, both the attacker and the defender roll an additional number of dice equal to the Maneuver's assigned level against the same TN as the combat test. If the total number of successes you roll from the combat test, plus successes from the extra Maneuver dice, exceeds the number of successes your opponent rolled in the initial combat test alone, you have scored a hit! Determine damage, using your combined successes against you opponent's successes from the combat test alone. Thus, both attacker and defender maybe hit! This style can be used in any melee test. It tends to be popular with big tough types, who don't care if they get hit…

This Style can not be used with full defense. If full defense is used against a Berserk maneuver, add the maneuver level directly to the defenders combat test dice. The defender can not score a hit while using full defense.

Bobby Bruiser is working hard, fighting an opponent who attacks uses a level 3 Berserk Maneuver. Being well matched, they have both rolled 7 successes. Normally, the tie would go to the attacker. However, before damage is assessed, both combatants roll 3 more dice at the normal TN's. The attacker gets one more success, and Bobby gets two. The attacker has bettered his blow, which now has 1 net success, but Bobby has also landed a blow, with 2 net successes. Both combatants must now resist damage.

Blind Fighting Style

A user of this style can rely partly or wholly on cues from sound and tactile sensation to make successful melee attacks and counters. Therefore, the skill can compliment certain non-visual perception tests (like spotting invisible opponents) if the user is not concentrating on any visual input. The GM may require that they shut their eyes to do so.

Using a Blind Fighting Maneuver reduces the your visibility TN penalties by the Maneuvers level, including the complete dark / blindness / unseen target penalty. Unfortunately, this usually requires you to get close to your opponent and touch him before attacking: this adds half the maneuver's level (rounded down) in dice to your opponent's test. Maneuver levels greater than 4 are rarely useful, but this style can be used with any melee test, even if there is no visibility penalty- learning it adds to your repertoire of general melee techniques.

Classic Style

This is perfect form, "by the book" skill, resulting from intense repetition and honed reflexes. A classic maneuver adds its level in dice to the Combat test. No combat pool dice from any source may be used in the test with a Classic maneuver. As always, the total maneuver levels cannot exceed the basic Combat skill. There is no point in using this style without a maneuver, as it does not allow any combat pool use.

This Style is very useful to characters whose reflexes are faster than normal. However, since the moves are somewhat predictable, its effect is lost if it is used twice in a row against the same opponent.

Classic Style can be used for knowledge tests pertaining to melee combat subjects, including many uses of magic theory relating to adepts, or certain parts of military theory relating to close combat. It may also be used as a complimentary skill to your combat skills and teaching skill when teaching any melee skill or style.

Close Style

This is the ability to move close to you opponent and still fight effectively, getting past their weapons ideal striking range and making it clumsy to use, while you strike unblocked.

First, a Close Maneuver negates 1 point of your opponents reach advantage per 2 levels of maneuver. This can not reduce the targets reach to less than the users reach, but can make them equal.

Additionally, if your opponent is using a weapon (only, not counting either combatants natural reach) with greater reach than yours, and you have negated his reach advantage completely, you may use additional maneuver levels equal to the difference between the weapon's reaches to turn the tables. Each additional Maneuver level used this way subtracts 1 from the your melee combat TN or adds 1 to your opponent's melee combat TN, your choice.

Carla, a troll, has Close Style 5, Unarmed combat 6, and makes an unarmed attack on George, a human wielding a chain whip with Whip skill 6. Neither has any combat pool right now (it's the end of the turn), but Carla could normally use up to 5 combat pool dice for this test. She performs a level 4 Close maneuver with her Unarmed combat attack. The first 2 maneuver levels negate George's 1 point reach advantage, and since his weapon's reach exceeds her weapon's by 2 (she's unarmed, with no weapon), she chooses to have 1 maneuver level go towards lowering her TN 1, and 1 towards raising George's TN. Further Maneuver levels would have no effect, and can not be used. This makes Carla's TN 3, and George's TN 5.

Carla rolls 6 dice- 4,4,3,3,2,1. George rolls his 6- 6,6,5,2,2,1. Carla hits George, with 1 net success.

Defensive Style

A style that focuses on blocks and avoidance. Normally, a defensive maneuver adds its level in dice to the users melee damage resistance test, if she looses the Combat test and is hit.

If used with full defense, the user instead either gains the Maneuvers level in dice for that combat success test (but may not score a hit, despite any other factors), or extra dice for that damage resistance test.

A Defensive Maneuver also subtracts its level from the TN penalty for using a riot shield or other kind of shield in melee combat. This style can be used with any melee test.

Dirty Fightin' Style

Maneuvers that mostly focus on causing the target pain, by means of sophisticated nerve punches, disabling cuts, low blows, or even "Stooge Fu". If used in a successful attack, the maneuver adds +1 to all the victims TN's per net combat success, up to the maneuvers level. The effect is treated similarly to the shock of an electric weapon, and lasts the maneuvers level in turns, minus 1/2 the targets impact armor, minus successes from Body or Willpower against TN 6, for a minimum of the whole next turn. Pain tolerance negates the TN penalty, on a level per level basis. A Pain Editor (and certain BTLs) eliminates the effect entirely. Effects like Hyper dosing can double the effect.

However, the base damage of the attack is one level less (but never less than L). This style can be used with any melee test.

Dirty Fightin' can be used complimentary skill for torture, or to compliment Intimidation if the user can "push around" the target.

Flying Strike Style

If the user is jumping or voluntarily "falling" towards the target, gravity can be used to add the number of meters traveled to the attacks power, limited by the maneuver level. Such maneuvers can be combined with a Levitation spell or jumping ability for impressive leaping or flying attacks.

This style has few applications in defense, and can generally only be used when attacking. It might be used on defense if the users jump was intercepted, in midair or at its endpoint, or if a flying character were attacked, although the GM would have to determine its effect. The maneuver has no effect if used by purely astral characters, as they are not affected by gravity, but the style may still be used (for combat pool dice, for example) if the character is "flying" astrally.

Grapple Style

This Style concentrates on joint locks, immobilization, and crushing holds. It can also be used when subduing a target, as it allows you to grasp your opponent and force him prone, holding them there if desired.

After successful use of Grapple Maneuver, the user may "sustain" the grapple; both parties take a +2 to their TN's for all tests relating to other opponents, and the grappling character gains superior position in his melee combat tests with the grappled target as long if the grapple is "sustained". Losing a melee test to the grappled target indicates the grapple is broken.

If a Grapple Maneuver is used on an already grappled target, reduce the targets impact armor by the maneuvers level, as most impact armor protects poorly against choking, joint locks, and other moves that depend on sustained pressure.

Any successful use of a Grapple Maneuver also allows the user to make an opposed Strength vs. Body test to force his target prone, and hold them there as long as the Grapple is sustained. Successes equal to the Maneuver level from the attack test may be counted towards this test, rather than used to stage up damage.

A character who knows the Grapple Style is harder to grapple; when attacked by a successful grapple, the two characters make an opposed Grapple skill test to see if the Grapple Maneuver succeeds- if the target wins, the grapple effects are not applied. They may also use the style to compliment to tests made to break free from other holds.

The Grappling style can only be used on Unarmed attacks or other attacks that allow the character to "grab" his opponent. If a weapon is used, it must be one that causes stun, and its reach is reduced by 1- this simulates, for example, choking the target with a club or otherwise using it as part of a "lock". Electrical weapons like stun batons generally can not be used with this style, since the style depends on application of leverage to both ends of the weapon.

Multistrike Style

This style allows the user to better make multiple attacks on his action. The penalty is normally +2 for each target after the first (p. 123 SR3, "Attacking Multiple Targets"); a Multistrike maneuver reduces the totaled penalty for attacking multiple targets by its level, but also reduces the dice used in the attack test by half its level (round down).

A Multistrike Maneuver may only be performed when attacking on your action, and all attacks must use the same level Multistrike maneuver. Additionally, the user may make more than one attack on a single target, with the same penalty as attacking more than one target, and the same reduction for using the Multistrike maneuver.

Physical Style

One box of the damage normally done to the stun track is shifted to the physical track, per level of Maneuver used. If more levels are used than boxes of damage inflicted, no more extra damage is done.

A character with Physical style may easily locate and ready an object to use as an improvised weapon if they succeed in a Physical Style success test; the GM sets TN based on surroundings and desired weapon type. They receive no penalty for using such improvised weapons, if they find one.

Power Style

A style that develops strength and focus, using Chi projection, leverage, and other techniques. A power maneuver adds half its level to the power of the attack, rounded down. This effects both damage and knockdown. Karate and Kendo both emphasize Power Styles. This style can be used with any melee test.

Planned Style

A calculated series of moves that allows a predictable result. When using a planned maneuver, the total pool dice rolled are still limited as usual, but you can roll pool dice (combat or karma) equal to the maneuvers level after the initial combat test roll, adding them to the test result! This allows the player to see the results of his opponent's roll before committing combat or other pool dice to the test.

Set Up Style

A Set Up maneuver has no effect on the test it is used with (except to determine combat pool usable). However, if the users next melee combat test is with the character he Set Up, he adds half the maneuvers level to the dice rolled for that one melee combat test with that one opponent. The Eleven Martial art of Karamoleg, and "drunken monkey" kung fu, often emphasize holding your actions, using Set Up maneuvers and full defense against an opponents attacks, then launching your own attack. This style can be used with any melee test.

Stun Style

The reverse of physical style, it shifts one box of physical damage inflicted by an attack to the stun track. It allow the Killing Hands power to be used to cause stun damage. If used with a attack that normally causes only stun damage, a number of boxes of physical overflow up to the level of the maneuver may be ignored, allowing such attacks to cause less physical damage. This can not be used with Monofilament Whips or "Shock" weapons, or to alter damage from such things as poison on blades.

A character with Stun style may easily locate and ready an object to use as an improvised weapon if they succeed in a Stun Style success test, GM sets TN based on surroundings and desired weapon type. They receive no penalty for using such improvised weapons, if they find one.

Surprise Strike Style

Both the Surprise Strike style and Maneuver are usable only if attacking a target you have surprised. A surprise maneuver adds extra dice to the attack beyond combat pool and skill. These dice are equal to however many more successes you got on the surprise test than your target, limited by the maneuver level. Additionally, the modifier for making a called shot is reduced by the same amount.

Surprise strike style may be used to compliment the reaction test when you are ambushing a target using a held action.

Takedown Style

A style that concentrates on pushes, throws, sweeps, and intimidation. A successful takedown maneuver adds half its level to the number of successes the target must roll to avoid knock down, knock back, or being forced prone. Even if the target resists all the damage caused by the attack, the target must roll a knockdown test!

Tai Chi, Judo, and staff fighting arts are often taught with a Takedown Style. Takedown maneuvers can be used as long as gravity is in effect- it is often useless underwater, and pointless in astral space. The style can be used with any melee combat test.

Whirling Style

A style with behind the back strikes, spins, acrobatics, and moves that turn your attackers against each-other.

Each Maneuver level used negates the effect of one of your opponent's "friends in melee". The user of a Whirling Style also gains access to extra combat pool dice equal to his skill level; these can only be used for melee combat tests where Whirling Style is being used. Whirling Style (and the bonus dice) can only be used if you are out numbered in melee.

> *Wee Ling is beset by a zillion ninja's, 4 of who attack for melee. Wee has unarmed combat 6, and Whirling Style 5. He can perform a level 4 Whirling Maneuver when attacked by each ninja, offsetting the "friends in melee" modifiers completely. He also gets 5 extra combat pool dice to divide up among melee tests that use "Whirling Style".*

Wild Style

An Improvisational style using every part of the body and the environment to its full advantage. A wild Maneuver adds its level in dice from the Combat Pool to the Combat success test, in addition to Combat Pool dice normally allowed for the test. This is useless if combined with Classic Style in one maneuver, but a character may learn both if she wishes. This style can be used with any melee test, as long as you have any combat pool available.

Zen Style

A person using Zen style gets a "Zen pool" equal to his Zen Style skill that refreshes along with other pools. A Zen Maneuver allows dice equal to half its level to be added to the Combat success test from the "Zen Pool", in addition to any combat pool or other dice. Zen Style and Zen maneuvers can be used with any melee test.

Zen style can also be used for meditation, replacing willpower or body in stun and shock recovery tests and other GM approved situations. It can not be used as a complimentary skill or as a centering skill.

Optional Rules
Combination Maneuvers

As a slightly more complicated and versatile option, characters may incorporate multiple Style skills they know into an attack or defense, allowing them to use more than one kind of Maneuver at a time. There is a limit on how complex a combo-maneuver can be, however! You cannot use more total levels of Maneuvers than the normal base combat skill used for any test. Also, combat pool dice added to the test are limited by the lowest rating Style skill used. All Maneuvers take effect at their assigned level and must otherwise follow the standard rules above. A Style must be normally useable in that situation to be used in a combo.

Jesse the Adept has specialized in "Edged Weapons / Katana" at 4/8, and is using a katana that is an active, bonded, rating 3 weapon focus. She also gets 2 extra dice from improved ability: edged weapon combat. She has Power Style / Edged Weapons at 1/5, and Wild Style / Edged Weapons at 2/4. (Jesse really likes big blades, and hates being called "Jessica". Do the math, breeder boy…)

Jesse is trying to cream Dagbar, a troll wearing full heavy armor and fighting with his Dikoted spurs; she needs all her clout, so she wants to combine maneuvers. She uses a level 3 Wild Maneuver and a level 4 Power maneuver, for 7 maneuver levels total. That's her maximum combo-maneuver rating; her Edged Weapon skill is 7 because of the weapon focus. She rolls 8 "Katana" skill dice, plus 3 for the focus, plus 2 for improved ability, plus 3 from her combat pool for the Wild Maneuver, plus she can use up to 4 more from Combat Pool, since her Wild Style, the lowest rating Style skill used, is 4. She also gets to add 2 to her attack power! She rolls all 16 dice and Dagbar rolls 13 (he's good at Unarmed combat, and has enhanced articulation). Reach is equal, so both have TN's of 4. Jesse uses karma to get 12 successes; the troll gets 8. With her Strength of 6, she is doing 11D: 9M for the katana, +2 power for the maneuver, with 4 successes. She might even hurt the troll, who rolls 15 (body + remaining pool) dice against 5D because of the 6 points of impact armor. Rolling only 4 successes, Dagbar takes a moderate physical wound.

Two Handed Styles

Using this rule, two-weapon combat skills (from **Fields of Fire**) may be used with a style skill maneuver. Because it requires concentration and special training, the Two Weapon Combat special skill rating further limits to the combined Maneuver levels allowed and combat pool used. Each level of the Two Weapon special skill allows only one maneuver level **or** one combat pool die to be used in the test. This is in addition to combat pool limits for using Style skills, and normal limits on maneuver levels.

Bobby Bruiser, mentioned before, learns Escrima at 3, for fighting in the gladiator prisons of Manhattan using 2 clubs. She is still a viscous fighter, choosing to go for physical damage using a physical maneuver. She can roll 8 dice (4 for each club). However, she is restricted to using at most a level 2 Physical Maneuver, because her general clubs skill is only 2. If she does so, she can add only 1 combat pool dice to the test, because, in addition to other limits, she can only use a combination of 3 combat pool dice or maneuver levels, her two weapon combat special skill being 3. If her Physical style skill was only 1, she could only use 1 combat pool die (the limit set by the style skill) and a level 1 maneuver effect.

The above rules assume the use of the **Fields of Fire** two weapon melee combat rules, but a better option could be to make different two weapon styles melee combat Style skills like the ones above. In fact, my basic effect above was to do just that- I treat the **Fields of Fire** two weapon skills as one type of specialized style skill, with an effect useful in combo maneuvers or normal tests. By creating a style skill, you could allow other two weapon effects.

For example, a two weapon style could add its maneuver level in dice to the attack made by the "main" weapon, with the maneuver level limited by the lower general skill. This would have some advantages over the **Fields of Fire** version (full reach and damage for main weapon) but would not allow dice for both weapons to be combined in the combat test. This could represent classic two blade combo's, like "Florentine", rather well, and allows weapon combo's that don't work well under the **Fields of Fire** rules, such as a knife and club combination (since there is no easy way to "average" the damage codes when one is stun, one physical). Another version might simply allow an attack with each weapon, restricting the combat skill for each to the Maneuver level.

Style Foci

A possible variation on weapon foci is the style focus. The style focus can be either a weapon or an item related to melee combat, such as clothing, armor, or medallions. The style focus adds to a single specialization of a style skill, even granting the skill if the character has none. Bonding costs are the same as a spell category foci, but monetary costs (if available for sale) are half that of a weapon foci. They are enchanted as weapon foci (using those times and target numbers), but again, first bonding karma costs are that of a spell category focus.

Many times style foci are "stacked" with weapon foci, and making such is easier than making a normal "stacked focus"- you can simply treat it as a weapon focus of the total appropriate grade, instead of a "stacked" focus, for design and enchanting TN purposes.

The Blood Guild
by Michael Robbins (your_raven@hotmail.com)

Gang Focus

This gang serves as an extension of its leader's will and depravity. It exists to provide him with victims, income, protection, and people for him to dominate in order to placate his ego. The gang is heavily into organlegging and includes a band of ghouls.

Leader

No one in the gang knows his real name, instead using the title he chose for himself, Lord Blood. He is an African American male, around 6'2" of moderate build. He dresses in dark clothing, usually with a long black duster on top. He also has a large tattoo on his back of a strange creature with a thin body and long razor sharp claws. He leads the gang with an iron grip, using his compelling presence and fear tactics, although he does know when to give out some rewards to keep the troops happy. He follows the Loa of Ogoun and is a high-grade initiate in the Voodoo tradition. The true source of his power is his deep understanding of Blood Magic, and the abilities it grants him.

Lieutenants

Jacob Tulley is a male dwarf and a skilled Houngan of Ogoun. Jacob is also a skilled doctor and uses his abilities to both heal the gang members and perform some of the gang's more illegal activities. He's obsessed with power, mainly personal, and has signed on with Lord Blood in hopes of being taught the art of Blood Magic at some time.

Erik Mendrikkar is a male elf, also a skilled Houngan of Ogoun. Erik has a masterful personality and excels at the art of conjuring. He is also an excellent enchanter and handles most of the magical material creation the gang requires. He speaks for Lord Blood usually, when the master can't be bothered to speak to the gang. Erik is not so much interested in power as he is in wealth. He is also a bit of a sadist, and as long as the Blood Guild can provide him with wealth and the occasional partner/victim, he will stay loyal to Lord Blood.

"Crimson" is the nickname of a powerful Grande Zombie that Lord Blood has enslaved. Lord Blood arranged for Erik to summon a powerful Zombie, and then he had the apprentice houngan knocked out. The spirit went free, but Lord Blood had already created a confining ward around it. Lord Blood then went on an Astral Quest for its true name, and came back, enslaving the zombie known as Crimson. Crimson is a powerful spell caster and has learned several spirit powers while working for The Blood Guild. A common tactic of the gang is to promise a victim he will be let go if they feed Crimson some of their life energy (Karma). The victim is never released, but Crimson grows in strength anyway. In truth, although Crimson hates being under Lord Blood's control, the spirit is treated very well in the gang and Crimson does not really try to gain his freedom. He may occasionally rebel or play games with a poorly worded order, but when it comes to matters dealing with the security of the gang Crimson generally works as part of the team.

"Ogre" is the leader of the human gang element of The Blood Guild. He started out as a slightly better than average ganger with a love of violence, but Lord Blood found him and invested some serious nuyen info him, and Ogre became prime leadership material. He knows that he owes his wealth, power, success, and most of his cybered body to Lord Blood and is fanatically loyal. He has grown obsessed with the notion of working for Ogoun as well, and studies military tactics in his free time. His name may indicate an unthinking brute, but Lord Blood's patronage has allowed Ogre to stop worrying about his next meal and concentrate on self-improvement.

Michael Ingerson is the leader of the ghoul faction of The Blood Guild. Michael was born with the Talent of an Adept and this allowed him to come to the leadership of a small pack of ghouls living in the sewers of Seattle. He proved competent and his band grew as other ghouls tagged along hoping to benefit from Michael's success. Michael, and the rest of his pack are sadistic creatures who know the world hates them and they want to repay the hatred the best they can. When Lord Blood approached Michael with a scheme to guarantee a better life for the pack and provide many opportunities to hurt the city's mundanes he accepted with pleasure.

Gang Rating

Superior

Head Count

30 metahumans, 19 ghouls, plus lieutenants and special members. Of the metahumans and the ghouls, a quarter of them have moderate cyberware. An example set of mods includes: Boosted Reflexes 1, Smartlink, and Dermal Plating 1. In addition, all of these "elite" gangers and some others have all undergone the ritual to be voodoo serviteurs, so Loa spirits can possess them (Page 104, **Magic in the Shadows**).

Initiation Rituals

Any prospective new member, metahuman or ghoul, gets a thorough Mind Probing by Lord Blood and Crimson. New members have to be depraved and willing to commit the horrible acts performed by the gang. Ogre usually checks out new metahuman members as well, testing them for combat prowess.

Uniforms

The Blood Guild has no uniform. One of the most important parts of their work is not getting caught so they do not wear any identifying clothing. This changes when they are on a job, though. Whenever the gang goes out to collect new victims, the gangers and ghouls usually wear the colors of another local gang. This throws off pursuit and can open up more territory for The Blood Guild if another gang gets wiped out in revenge for something the Guild did.

Symbol

The Guild maintains no visible markings of their territory. Word of mouth protects them and prevents strangers from being able to easily identify their territory.

Territory

The gang's main headquarters is in the Glow City Barrens. The area's horrible pollution prevents casual inquiries into the nature of the Guild, and the high population of transients provides a pool of resources. The gang also maintains a coffin hotel in Puyallup, where most of the metahuman gangers live. The Glow City base is very well protected magically and the hotel is patrolled by spirits. The gang uses the nearby access to the Body Mall to sell many of their "products".

Operations

The Blood Guild makes money through several channels. They buy small supplies of Kong Chips from the 88's Triad syndicate and sell them in Puyallup. This is a side line business, mainly to give some pocket money to the metahuman gangers. Ogre makes sure that they do not sell enough chips to become a threat to the bigger distributors in the area. In exchange for this moderation, the other local gangs pay more attention to fighting each other than dealing with The Blood Guild. The Blood Guild also brokers its magical power through fixers as shadow work. The gang specializes in wetwork and kidnapping, but is willing to do anything except computer related work, if the price is right. The gang also ensures that the body will usually never be found, in one piece that is. Erik occasionally spends some time at the Enchanting Shop in the Glow City base and produces a batch of valuable radicals that the gang sells for immediate cash. Once per month Crimson can use his Wealth power to generate more money, usually in the form of gems that are fenced to a fixer contact of Ogre. However, by far the largest income generator for the gang is organlegging. The gang, using a mixed group of ghouls and metahumans, goes out in two beat up vans the gang has and kidnaps people from the Barrens. Targets are usually homeless types that will hardly be missed. Sometimes the gang will go into the better area of town to grab someone more valuable. A Control Thoughts cast by Lord Blood through a possessed underling works wonders. They usually target a corporate employee who might yield valuable secrets after a Mind Probe. Yet another tactic is to use the Control Thoughts on a heavily cybered figure who would be quite valuable on the black market.

Foes

In the Glow City area, the gang does not maintain a real visible presence and does not compete with anyone in any major ways. In Puyallup, the gang confronts the Black Rains and Forever Tacoma occasionally. This usually happens because the home territories of these two gangs is a prime homeless area where The Blood Guild often goes "shopping" for victims. The Spiders of the Barrens know something is odd about Lord Blood's base in Glow City, but since it is not apparently an Insect Hive they do not feel finding out is worth the potential loss of life.

Allies

The gang has connections in the Body Mall of Redmond and with other street docs all over the city. The Dissasemblers and the Tartarous Ring are also pseudo allies. They all are in the same business, and they all have connections to Tanemous, but that also means they are all competing for the same resources. They clash occasionally in subtle ways, but they also come to each other's aid if an outside force attacks. The Blood Guild is known to be an excellent source of magical aid so the other two groups rarely attack it, instead skirmishing with each other more often.

Uniqueness

Several of the metahuman gangers and the ghouls have been initiated as voodoo serviteurs. Combined with the conjuring abilities of the three houngans this creates a powerful force. A wave of ork zombies "mysteriously" attacks enemies of the group, on occasion.

Special Tactics

The most important thing to remember about confronting The Blood Guild is that Lord Blood will rarely appear. He can fight through his minions with possession or just let spirits do it. The PC's should almost never even see Lord Blood or know he exists. He is an extremely powerful houngan and hasn't lasted this long by being stupid.

Lord Blood also makes extensive use of Michael's divining abilities. Although the results are somewhat vague, it would warn of impending disaster or ambushes. This should make it difficult for the PC's to ever surprise The Blood Guild at home.

Before a battle begins, some of the gangers on the mission can allow themselves to be possessed by Loa spirits of Ogoun. Imagine a small group of gangers and ghouls attacking another gang or some runners, with one or more of them under the control of a Force 5 Loa spirit. The Concealment power would let them close quickly under cover. Once the fight begins, possibly after a round of surprise, the Loa gangers could close for melee combat with their increased strength and body, or they could sit back and use the Fear power.

Lord Blood could send in an Astral Form Blood Spirit with his gangers. If they run into trouble the spirit materializes much to the surprise of the opposition.

Lord Blood could also use his possession power to take over a ghoul (they would be willing and dual-natured). He could then cast during the battle and not put his own body at risk, plus surprise the hell out of the enemy who probably would not be expecting such a foe. If the gang had some kidnapping victims with them at the time Lord Blood could even use blood magic to make sure no drain occurred.

The Blood Guild has too much magical power to not use it. On any collection run the three houngans could whip up some Loa spirits to provide the gangers with astral cover. A Blood Spirit could be sent along in case the gang needed a spirit capable of materializing. Maybe one of the houngans goes along for

astral support. If a fight ever broke out the gangers would certainly call home base to have one of the Houngans astrally project out to the battlefield with some supporting spirits.

If the gang can manage to get a hold of something of the runners, ritual sorcery is always an option. Between the three houngans and Crimson, they would have a very large Ritual Pool. They do however lack a common spell that could harm a target. Ritual tracking is more likely to occur, then Lord Blood could back it up with a real world strike or just send a few Blood Spirits down the Link.

Using The Blood Guild

The Guild could get involved in the runners lives in many ways. The runners could be on an extraction or just kidnapping run, only to find that the Guild beat them to the target. The Guild could have taken them as part of another shadowrun, or it could be totally on chance, one of the times the Guild went after a more valuable target in hopes of getting some marketable information. The runners would have to track down the Guild and get back the person. If the GM wanted a recurring villain it would be better if the party discovered the coffin hotel base and found the target there still. The final battle with the Guild would involve all kinds of magical tricks, but no mages. The runners would wipe out the metahuman element of the Guild and get back the target, but there is no trace of connection with the Glow City base so they don't even know it exists. Lord Blood then targets them for revenge as he rebuilds his gang.

The gang could also be hired for the same run as the runners. In this case the gang party would consist of Ogre, Michael, spirits, at least one elite ghoul, and possibly more elite gangers. The ghoul would be for Lord Blood to possess. If the Guild wins the run, the players need to get whatever it is back from them and the run goes against the hotel like the last example. If the runners win, Lord Blood will want his revenge, especially if the runners cost him some of his lieutenants.

When the group finally does encounter Lord Blood, and hopefully defeats him, the GM can continue the revenge bit. Lord Blood is a Grade 4 initiate, and perhaps he is in an order (he isn't in my game, but that doesn't make it law). This order could then try to get revenge. Perhaps Lord Blood's operations were an important source of revenue for them, or they got some of the victims for their own experiments. Who knows, the point is that The Blood Guild might strike back even after it is destroyed.

Lord Blood

Race: Human
Concept: Houngan of Ogoun, Petro, Blood Magic Knowledge

B	Q	S	C	I	W	E	M	R
4	3	3	6	5	6	6	10 (13)	4/29

Combat Pool	7	Initiate Grade 4
Astral Combat Pool	8	Potency 3
Spell Pool	7	

Active Skills: Sorcery 6, Conjuring 6, Enchanting 6, Biotech 3, Leadership 5, Etiquette (Street) 4, Intimidation 5, Negotiation 5, Talismongering 6, Spell Design 4
Knowledge Skills: Paranormal Animals 3, Anatomy 3, Medicine 3, Criminal Organizations 5, Security Procedures 2, Tattooing 6, English 4, French 4
Metamagic: Masking, Possessing, Shielding, Tattoo Quickening
Spells: Spirit Bolt 6, Mana Bolt 6, Power Bolt 5, Mana Ball 4, Spell Shield 4, Astral Armor 5, Compel Truth 3, Agony 3, Fast 1, Nutrition 1, Acid Stream 4, Silence 4, Improved Invisibility 4, Heal 6, Mind Probe 4, Control Thoughts 6
Gear: Armor Jacket (5/3), Honfour 8, Micro-Transceiver 4 (ECCM 4), Pocket Secretary, Medkit, Enchanting Shop, Enchanting Kit, Silver Ring (Combat Focus 4)
Notes: Tattoo on back (Quickened Spell Shield, Force 4, 8 for dispelling, +4 to Spell Target Numbers)

Jacob Tulley

Race: Dwarf
Concept: Houngan of Ogoun, Petro

B	Q	S	C	I	W	E	M	R
4	4	5	5	6	6	6	6 (8)	5/26

Combat Pool	8	Initiate Grade --
Astral Combat Pool	8	Potency 2
Spell Pool	6	

Active Skills: Sorcery 6, Conjuring 4, Etiquette (Street) 4, Negotiation 3, Biotech (Surgery) 7, Stealth 6, Medicine 6, Biology 6
Knowledge Skills: Cybertechnology 4, English 4, Spanish 4, German 4, French 4, Japanese 4, Music (European) 1
Spells: Antidote 3, Detox 2, Heal 5, Stabilize 2, Preserve 3, Intoxication 4, Mana Bolt 6, Stealth 5
Gear: Armor Jacket (5/3), Pocket Secretary, Micro-Transceiver 4 (ECCM 4), Medkit, Titanium Bracelet with Oricalchum Veins (Health Focus 3)

Erik Mendrikkar

Race: Elf
Concept: Houngan of Ogoun, Petro

B	Q	S	C	I	W	E	M	R
4	6	3	8	4	5	6	6 (7)	5/24

Combat Pool	7	Initiate Grade	-
Astral Combat Pool	8	Potency	1
Spell Pool	5		

Active Skills: Sorcery 4, Conjuring 6, Enchanting 6, Etiquette (Street) 4, Aura Reading 6, Biotech 3, Spell Design 6
Knowledge Skills: Smuggling Routes 6, Paranormal Animals 6, English 4, Sperethial 4
Spells: Stun Bolt 4, Stun Ball 4, Mana Bolt 6, Heal 6, Physical Barrier 5
Gear: Armor Jacket (5/3), Cellular Phone, Micro-Transceiver 4 (ECCM 4), Medkit, Enchanting Kit

Crimson

Race: Grande Zombie (Human body)
Concept: Slave of Lord Blood

B	Q	S	C	I	W	E	M	R
2	10	3	2	10	8	8	8	6	5

Combat Pool	(9)	Force	6
Astral Combat Pool	(12)	Spirit Energy	2
Spell Pool	(6)		

 * All Stats in grey depend upon Crimson's current Force and Spirit Energy.

Skills: Sorcery 6, Negotiation 5, Intimidation 5, Interrogation 6, Etiquette (Street) 3
Spirit Powers: Aura Masking, Sorcery, Hidden Life (Regeneration, Immunity to Normal Weapons/Pathogens/Toxins/Age), Wealth
Spells: Mana Bolt 5, Power Ball 5, Analyze Truth 4, Animate 4, Mind Probe 6, Lightning Bolt 6, Ball Lightning 6

Michael Ingerson

Race: Ghoul Human
Concept: Adept, The Twisted Way

B	Q	S	C	I	W	E	M	R
8	6	7	3	5	4	5	7 (9)	11

Combat Pool	7	Initiate Grade	2
Power Points	2	Potency	2

Active Skills: Unarmed Combat (Kickboxing) 5, Stealth 4, Divining 6, Etiquette (Street) 5, Negotiation 3, Leadership 3, Athletics 3, Interrogation 4, Car 3, Pistols 6, Edged Weapons 5

Knowledge Skils: I Ching 6, Gang Territories 3, Criminal Organizations 4, Voodoo Lore 2, Chinese History 5, Ghoul Knowledge 5, Barrens Geography 5, English 4, Mandarin Chinese 3, French 2

Metamagic: Masking, Divination

Adept Powers: Traceless Walk, Increased Reflexes 3, Empathic Sense, Pain Resistance 3, Killing Hands (M), Increased Body 1, Increased Strength 1, Increased Stealth 2

Gear: Armor Jacket (5/3), 2 Forearm Guards, Micro-Transceiver 4 (ECCM 4), Cellular Phone, Cougar Long Blade, Ares Viper Slivergun (Smartlink), 3 Clips, Smart Goggles, Ruger Thunderbolt (Smartlink), 4 Clips

Notes: Michael is a voodoo serviteur, able to be possessed by Loa

Ogre

Race: Human
Concept: Cybered Gang Leader

B	Q	S	C	I	W	E	M	R
6 (8)	6 (10)	5 (9)	4	4	4	0.05	-	10

Combat Pool	9

Active Skills: SMG 4, Pistols 4, Clubs 5, Unarmed Combat 6, Athletics 3, Stealth 3, Etiquette (Street) 6, Negotiation 4, Leadership 4, Intimidation 4, Biotech 3, Car 3, Bike 3

Knowledge Skills: Police Procedures 3, Pullayup Geography 5, Gang Territories 5, English 4, Spanish 2, Body Shops 3, Tactics (Small Units) 5
Bioware: Muscle Augmentation 4, Enhanced Articulation

Cyberware: Cybereyes (Low Light, Thermographic, Flare Compensation), Chipjack, Titanium Bone Lacing, Smartlink, Boosted Reflexes 3

Gear: Armor Jacket (5/3), Lined Coat (2/1 when layered with jacket), Ingram Smartgun, 3 Clips, Ares Viper Slivergun (Smartlink), 2 Clips, 2 Shock Gloves, Club, Cellular Phone, Micro-Transceiver 4 (ECCM 4)

The Trieste Matrix
by Paolo Marcucci (thatpaolo@home.com)

The matrix structure is directly derived by what remains of the SIST (Sistema Informatico Scientifico Triestino - Trieste Science Information System) after the Computer Crash of the 2029. All lines are obviously upgraded to today's standards, but the overall scheme remains the same.

Here the matrix is unique in the fact that there are parts of it that seem to have no connections to other SANs. These are left by the nuclear guerrilla of the early 2030s in the old Jugoslavija. Terrorist attacks destroyed both buildings and the sections of the Grid beneath the cities. Massive radiation shocks were suffered by the Grid system of neighborhood towns, and, in some cases, SANs were "freezed off" in a stable status instead of being destroyed. Freezed SANs are matrix oddities, sometimes seems that there is nothing behind them, nor the telecom grid or anything else. A division of Microtech Research is completely devoted to the study of these "things". Until today nothing unusual, however, has been reported. These SANs have strange icons, like purple dogs or silver birds with a definite fractal definition of the edges.

❷ *And don't even begin to think these are theme-park style attractions. They are a serious threat. If you don't believe me, look at this report I've found in the Microtech's virtual bin.*
❷ *BitBasher*

On The Subject of Genetic Host Auto-Development In The Slovenian Matrix

By dott. Alberto Monchiari
Microtech Research Corporation, Free Town of Trieste
Project n. 645 - SOUP
Internal Technical Report n. 15345/645/AM/MRC-TS

Abstract

In this tech report, we'll examine the peculiarities of the Slovenian Matrix commonly known as "Freezed SANs" and their relation and connections with the overall Matrix system. A number of possible explanations and reactive systems will also be discussed.

Introduction

The Matrix structure of the state of Slovenia provides an interesting case study in the field of mutating higher level algorithms and autonomous objects. The degrading of the Matrix physical connections, due to the nuclear after-effects of 2033, has changed the hardware/software substrate in the closed cyberspace delimited by addresses ranging from LTG 3855/74323 to LTG 3855/95558 (Bernardi, 2045). Inside this address space, it is not unusual to encounter a phenomenon called Genetically Mutating Matrix Construct - GMMC (commonly

known as "Freezed SAN"). Actually, this occurs on the 7.6% of the local sampled SANs, so giving it a FR of level 3 (Kern, 2046) to this address space. A FR level of this proportion qualify the phenomenon for direct and active research either for governmental and corporate investigation with the largest available resources.

Description

GMMCs appear just like any other ordinary construct from the outside of the construct domain. Only a direct analysis can provide the information necessary to identify this icons as hyper resolution constructs - in fact a commercial analyze utility rated almost at level 6 (we used for the tests a Microtech Research Look-It(tm) 2.1 beta2 benchmarked at level 7.35) can easily detect a GMMC .

The sensorium carried by GMMCs can overload the I/O bandwidth allowable to the investigating subject. Given that the GMMC sensorium doesn't have a noticeable degrading factor (Malkavich et al, 2045), the ASIST interface of the subject's cyberdeck begins to reduce the MPCP cycles devoted to other utilities, and in extreme cases (see "Light Decking With Low-Bandwidth Devices", Manulli and Borger, 2048) the GMMC output can take fully control of the MPCP computational capabilities. Being this the case, the software loaded on the subject's cyberdeck is removed from active memory and cached in storage, and the whole cyberdeck transform itself into an extension of the GMMC, using the MPCP and the Matrix hardware resources to form a multiple Herbert's Bridge with level 2 feedback response (Herbert, 2053). This configuration moves part of the persona processing to the Matrix hardware, building a tight connection between the subject's persona and the GMMC. At this stage, a disconnect operation is very critical, with the persona code distributed on multiple processors, and only a careful roll-back sequence can interrupt the bridge.

❷ *"A careful roll-back sequence"… Sounds like a new program to be added into the MPCP to me…*
❷ *Ronin*

❷ *Modifying a deck's MPCP? Or creating an utility?*
❷ *New User*

❷ *No way to use the utilities space for this. The GMMC erase all your utilities from active memory, and then you can't access them anymore. Better burn a new MPCP chipset.*
❷ *BitBasher*

❷ *I could look into this, something which creates a back door as the GMMC begins to take over the deck, but I've to do much more research before development could begin.*
❷ *Ronin*

❯ *Sounds to me like if you have a research-type cyberdeck, which logs every transaction the deck makes   those decks need triple the bandwidth, and cut speed by a factor of three at least , you can "turn back time", slowly, and return your deck to a previous state. This wouldn't undo black or gray ice damage, but would repair persona damage,   and unload any files you downloaded, in case your thinking of using this as a way to repair your deck and get you out of the Slovenian sticky nodes. Not practical for most deckers, but the kind of thing computer science PhDs really like.*
❯ *Double-Domed Mike*

While in the status generated by the Herbert's Bridge, the subject experiences an unusually high level of interaction, with definite improvements in his/her ability to affect ordinary Matrix constructs, but with a strict limit on all the Matrix navigation operations. The GMMC effectively acts as a binding force, with increasing ASIST traffic between the underlying hardware and the cyberdeck's MPCP.

The effects of this configuration are currently under test. Preliminary results show that a MPCP-9 class cyberdeck transfers its persona code to the GMMC in about 30.2 seconds on a standard I/O connection. After this lapse of time, the whole persona code resides directly on the Matrix hardware and further disconnect operations don't provide a reasonable degree of success.

Possible causes

The creation of a GMMC follows a series of events affecting either hardware and software. Currently we are aware of at least two possible causes for this phenomenon:

The building material of transmission datalines affected by massive nuclear exposition can mutate its atomic structure. In some cases the material gained ambient-temperature light superconductive properties (Chinney, 2051), with negligible diffusion and line response time (further tests are currently being conducted about these events). This condition vastly improves response and transfer times (Monchiari et al, 2057), granting the subject's programs an effective rating upgrade varying from 0.82 to 4.11 units in the standard benchmarks.

In other cases a background photon flux - the origin of which is still undetermined - significantly improved the inner Matrix core processes, bypassing the first three or four (depending on test conditions) layers of code abstraction. The more direct link between utilities code and Matrix core functions granted the subject's programs an effective rating upgrade (varying from 0.7 and 2.45 units in the standard benchmarks) during the period while the Herbert's Bridge was active. The same more direct link caused a code dependency on the GMMC inner functions, limiting the subject's persona motions to the GMMC itself (navigation operations have a degradation varying from 2.66 to 9.4 units, depending on test conditions).

❯ *Hmmm… yes, but what if the whole nuclear mutation story is just a cover for something more sinister? Anyone ready for the "Crash of 2060"?*
❯ *Tim*

❯ *Oh yes, like we're getting to encounter "spirits" or "entities" in the Matrix… don't be silly, Tim.*
❯ *Scully*

For detailed tests results, access the document n. T9885/645/AM/MRC-TS

Recommended course of action

We recommend the implementation of warning code on the Look-It(tm) series of analyze utilities, along with public information dissemination about the threat represented by this Matrix region. Also a reactive system can be laid out, using our protected four-tier hosts and custom software, along the borders of the address space from LTG 3855/74323 to LTG 3855/95558 directly linked to our PLTG.

❯ *Ok, this is the company official and public position, but a friend of mine managed to snatch this from a Microtech private datastore. Seems like their backup system is acting up again…*
❯ *BitBasher*

Microtech Research Corporation Internal Memo

ENCRYPT CODE L3 [***********]

To:
Mr. Andrea Balestra, CEO

From:
Dott. Alberto Monchiari, R&D

Subject:
Tech report n. 15345/645/AM/MRC

Andrea, this thing is scary. Three subjects suffered permanent neurologic damage during the earlier testing phase. After the "sucking" period (as we call it here in the lab), there is no way to extract a decker from the thing. Even physically disconnecting the deck causes a terrific neural shock and only in one case the subject partially recovered. This happened two weeks ago, we're still waiting for her to come out from intensive therapy.

And another thing I feared to put in the report: this hosts are growing. Slowly but steadily, they are eating their way out of the limited address space behind Slovenia. Grow ratings are still uncertain, but it is happening right now.

I can only hope you can push a heavy fear feeling into the dumb heads of our management, if we don't protect **now** our system, I've noticed that due to[0.02Mp damaged]ould be lost.

Bye, Alberto

❷ *Basically, you are sucked into the Freezing SAN. Better not touch this area even with a three kilometers stick.*
❷ *BitBasher*

❷ *How fast is this GMMC thing expanding from the Slovenian area?*
❷ *Ronin*

❷ *I have heard rumors that these hosts are expanding at an EXPONENTIAL rate... if this is true it has very serious ramifications for all of us.*
❷ *Entropy*

❷ *It strikes me that this probably wouldn't get too much further before some corporation takes advantage of the "third world" status of the problem's location and simply blows the Matrix repeaters to isolate/excise the problem while it's still a "minor surgery." If it spreads too far, it'll mean dumping the entire physical infrastructure of the Matrix and re-building it from the ground up - something no one can afford the price tag on. Better to lose this portion that the whole thing.*
❷ *Hudson*

❷ *So that was a Matrix node...*
❷ *Razorblade*

❷ *Which 'that'?*
❷ *BitBasher*

❷ *A machinery piece in a room we blew up two nights ago, just five kms out of the border. Our contractor told us this was for the safety of the world... but, of course, we didn't believe him. Instead, we believed his cash.*
❷ *Razorblade*

❷ *The appearance of your contractor, if I may ask?*
❷ *BitBasher*

❷ *Well, a young elf male...*
❷ *Razorblade*

❷ *... with red hair, right?*
❷ *BitBasher*

❷ *Yeah, how do you know that?*
❷ *Razorblade*

❷ *He contracted us too. For a similar mission and with similar motivations.*
❷ *BitBasher*

❷ *I bet otakus and some other denizens of the Matrix might find this VERY interesting.*
❷ *Tim*

Behind The Scenes

The tactical nuclear explosions of 2033 in Slovenia caused some transformation in the matrix structure. A new breed of hosts had grown up, with strange characteristics. These hosts are connected by "mutated" datalines, that carry info faster and better than the ordinary ones. When a decker enters this kind of host, he experiences a new type of sensation.

The faster datalines pump the host's sensorium (the whole range of stimuli, from images to tastes to sounds...) straight into the cyberdeck ASIST interface, overloading the deck and moving to storage memory all the running utilities. At that point, a decker has no more direct access to its programs (kinda like running naked, but in VR2.0 rules) while the host code invades its cyberdeck.

This causes two things:

1. All target numbers for tests are lowered by 1 (never under 2) every three turns reflecting the fact that now the persona code is beginning to run **directly** onto the matrix hardware.

2. All target numbers for movement outside the host (Logoff, Graceful Logoff, Shutdown, etc...) are increased by 1 every three turns. The code mutates itself to adapt to this peculiar host's hardware, making it more difficult to run on other hosts.

Basically, the decker enters the host, and suddenly his utilities vanish, he can do things easier and faster then before (see 1) but he finds increasingly difficult escaping the host (see 2). If it can't escape, he's stuck in the matrix.

GMs should treat escaping from this situation as if it was an astral quest.

The Corporate Review
by Chrome Tiger
(chrome@badkarma.org)

> *Hey chummers, snagged me an interesting tidbit last night in my wanderings of the Miami Metro. A small simsense/entertainment firm by the name of 'Faster Than Life Entertainment Studios'. They put out some great sim flicks and games. Below is the listing of what I have found.*
> *Chrome Tiger <20:15:44/05-08-60>*

+++++begin datafile capture

Faster Than Life Entertainment Studios

Home Office: Miami, Caribbean League
President/CEO: Roger Corellan, CEO
Chairman of the Board: Mellisa Waters
Corporate Status: Public Corporation
Major Shareholders:
　　　　　Roger Corellan (approx. 14 percent)
　　　　　Mellisa Waters (approx 10 percent)
　　　　　Oriyasu Tanakasa (approx 8 percent)

Major Interests:
　Simsense Playback Feed
　Simsense VR Game Systems
　Aerospace Control Systems
　Matrix Environment Systems
　Consumer Goods (Product marketing apparel, etc)

Operations:
Fiscal: 6
Intelligence: 5
Management: 6
Reputation: 9
Security: 7
　Magic: 6
　Matrix: 8
　Physical: 6
Military: Outsourced

Primary Business
FTL is the leading simsense publisher in the Carib/CAS area with such titles to their name as 'Midnight Runners' and 'In Deep'. Recent developments in simulation environments are being exercised in military pilot training simulators, pushing the envelope of flight training. Featuring a state of the art production staff and well recruited technical talent, FTL edges its way up the ladder towards becoming a global simsense and entertainment commodity.

Corporate Structure
Members of the FTL staff own a majority of the company, making for a group of loyal and dedicated employees. There are no major internal feuds noted. Operations are controlled by a majority vote of stockholders. Although major takeovers have been attempted, none have been successful.

> *Rumor has it that Novatech has strong interest in FTL and has even paid them extraordinary amounts of money for FTL services.*
> *Chrome Tiger*

Security
Physical security is contracted through the Miami division of Lone Star. Two heavy response teams and general security personnel take residence in on-site barracks. Security forces are on call as needed per terms of the FTL/Lone Star contract.

Magic security is maintained by a combination of in-house talent and outsourced Lone Star personnel. Watcher spirits are used frequently along the perimeter of the compound and within sensitive areas of the R&D building.

Matrix security is all in-house. Employing some of the areas top matrix security freelancers, matrix access to the FTL construct is complex and tight. Killer ice is rare, but the freelance security personnel have been known to utilize black ice technology. Database information is distributed among multiple tier storage nodes, requiring multiple access points for obtaining secure information. Productions in progress are stored in a servo controlled offline storage node. A high level complex slave node controls access to the offline storage facility. The physical storage is located in a guarded system room. Head of system security is Darren Philips, an ex-UCAS military systems engineer.

+++++end datafile capture

> *Believe me, getting into this system was rough. Access node entry is rated as orange with some heavy encryption and data access algorhytms thrown up on the datastore access points. Not a construct for the newbie or light-hearted decker.*
> *Chrome Tiger*

Music in 2060
by Matthew Wilshin(m.wilshin@virgin.net)
Artwork by Gareth Perkins

By 2060 the face of music has changed a great deal, yet at the same time returned to its roots. Walking through downtown Seattle at 2 a.m. you are just as likely to hear a Troll Thrash metal band as a Mariachi band. The most predominant sounds in the UCAS. are rock and synthesised music (in all its varied forms). Some of the various bands and sounds of 2060 are detailed below.

Concrete Dreams

Concrete Dreams are the most famous rock band in the world, although they haven't played a concert since 2044 and only produce one album a year. They made their first appearance in 2030 at Club Penumbra in Seattle, although they did not become truly famous until 2032. The band members are Warren Cartwright (Guitar), Andrea Frost (Synthlink), Moira Thornton (Programmer/Songwriter), and François Nyanze (Drumbox). The instruments the band use are predominantly synths, of various sorts, with Warren Cartwright being the principal player of 'traditional' instruments such as the electric guitar. Moira suffered a nervous breakdown in 2038 shortly after their multiplatinum *Nightmares of the Soul* album was released. Street gossip says that Moira in fact died and that when the band staged their comeback in late 2039, the apparently healthy looking Moira was in fact an impostor, a vat grown double grown/created by the bands controlling corporation.
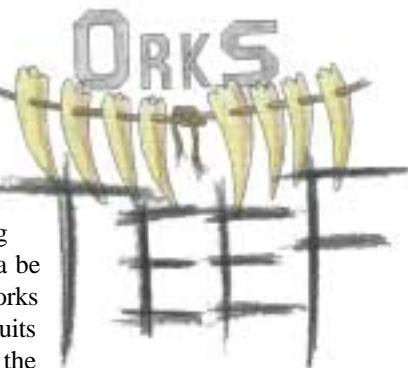
Toxic Frog

The strangely named Toxic Frog appeared in late 2059, the first Troll Thrash Metal band to stay in the charts for more than four weeks at number 1. The lead singer (if you can call her that) is Astra Max, a surprisingly good looking troll. There are three guitarists, who alternate between the various roles within the band when they feel like it. Two of them are Elmer and Marco, a pair or identical twins, and JoJo, the only ork in the group. The bands drummer is a huge (3.2 m) troll, who demands that everyone call him 'Crusher'. Street gossip says that Crushers real name is James Tiberius Kirk (his mothers name is Elaine Kirk, and yes, she does watch reruns of Star Trek: The Wonder Years), but no one has been stupid enough to ask him to his face. Yet.

Orks Teef

The worlds first Ork prog-rock band, also known as 'Trog Rock', were formed in 2056 and tour regularly in the UCAS and Europe. The lead singer, Gold Nail, first became famous singing his now-famous cover of 'Wanna be in my gang'. The sight of six huge orks dressed in silver flared sequinned suits jumping around a stage sticks in the mind for a long time. The band has a huge following in the German states, where their lead singer Klaus 'The Quiff' Knockwurst originates from. It's rumoured that the drummer, Erei Sallom, used to be an 'Enforcer' for Boris 'The Bludgeon' Smith, the notorious London gangster.

❯ *Ereis real name is Eric Smith, he's actually The Bludgeons son. The Bludgeon is fiercely racist, and only let Eric live because his wife pleaded him to*
❯ *Wideboy*

Rivet Join

Another famous Glam rock band, this time populated by dwarves. This British band currently comprises of Grom Silver, Brother Gurnison (lead guitar), Mad Mac McMad (mad dwarf bassist), and Billy the Club (troll drummer). The band are known for classics like the "Stout Dwarf Stomp" and similar titles, which are played in dwarven dives everywhere.

Grom is a short stout dwarf usually seen in at least 3" platform soled heavy boots and wearing a brightly patterned sparkly longcoat with hideously long collar. Grom has bright ginger hair oiled and moulded into a quiff, he is usually seen with a hideous grin and has a deep scottish accent. Grom Silver has just completed a wildly popular tour of the UCAS and has retired to his home in Aberdeen to compile a new album (Technicolour Dragon) for the coming year.

❯*Half of Groms family are pirates, or Shadowrunners of one sort or another. Grom originally trained as a roughneck on a North Sea oilrig, but eventually was sacked after repeatedly breaking the strict fire regulations by wearing too much hair gel.*
❯*Glitterball.*

Urban Combat Zone

Urban Combat Zone (UCZ) are the latest group to hit the big time. They seem to have a rotating group membership, with the only constant member of the group being an Irish-American Elf called Maxim. The group always appear in public dressed in stylised security armour. They are very popular within the military and merc communities, although Maxim says that his music is actually denouncing all violence in the 21st century. How this ties in with their image is still unclear.

❷ What they don't say is that Maxim served ten years in Joliet for aggravated assault. It's rumoured that when he was inside he was used as an experimental subject for some sort of psychotropic black ice which has left him with a split personality. Most of the time he is a normal, peaceful, if alcoholic, pop star, but occasionally he can flip and turn into a homicidal maniac.
❷ Snooper.

❷ Rubbish. Maxim has never been arrested, yet alone put in prison. The rumours about Maxims instability were spread by the lead singer of an Aztechnology sponsored band, after UCZ managed to enter the charts straight to number one, just as their band was about to have their very first number one.
❷ Musicman.

Láes

An Elven folk group, generally they turn out one album every couple of years. The style is the same as in Irish folk music, but the words tend to be in Sperithiel. The band recently received the honour of playing a private gig for the High Prince of the Tir, he was said to be 'very impressed' by the bands talents, and commended them as great ambassadors for the elven nation. The band currently live in Seattle, although they regularly visit both Tirs, and the Caribbean League.

❷They often visit Dante's Inferno, where they can be seen in the lowest levels, partying away.
❷Talent Spotter

The Top Ten
For Saturday July 17th 2060

The top ten has never been a good guide to what music people are buying, but even less so in the middle 21st century. The major corporations often buy huge amounts of new releases, just to get their latest new band into the public eye. The list below is compiled from the Rock-Net channel. Also shown are the number of sales so far.

1	Concrete Dreams	Sounds of a Dragon	Platinum	1,001,004 units
2	Monster Machine	Truck Stop Rumble	Platinum	900,400 units [1]
3	Rivet Joint	Bouncing to the Beat (Remix)	Gold	600,432 units
4	Urban Combat Zone	Napalm	Gold	600,431 units
5	Maze	Neverending Circles	Silver	434,567 units
6	Transdental Smash	Walk in the Park	Silver	236,500 units
7	Static Hiss	Nothing to hear (on the radio)	Silver	205,456 units
8	Use of Weapons	Azzie	New Release	
9	Million Dollar Android	Who needs money?	Platinum	1,002,456 units
10	Flapjack	Hey Ricky!	Gold -	423,987 units

[1] 200,000 rumored to be an Aztechnology bulk purchase

The NARCAR Phenomenon
by Alexandre van Chestein (havoc@zone.ca)

QTTV News Sports Special

Welcome to QTTV News Sports.

I'm your host, Nigel Manahan, for this week's special on a sport that has been steadily gathering itself audience upon audience in Seattle's population. I am, of course, referring to the heart-wracking *phenomenon* that is NARCAR, more commonly referred to as Nova Racing. A combination of combat biking (another crowd *favorite*), classic racing and motocross, Nova Racing pits a hundred-odd racecars against a three-level track, some twists and turns, and themselves. In the next hour I shall go on location myself and unravel all the *mystery* around this Pandora's Box. *Mayhap* we shall both learn something new. And now, QTTV News Sports.

❥*Yet another QTTV report to add to the province. This is a transcript of a special that aired last week about NARCAR and its relative functions, bells and whistles, compiled by yours truly. What sets this apart from the rest is that Nigel Manahan is hosting; some of you might remember him from Melting Pot, the high-rated talk show on The Deep Thought Channel a while back. Sources say he was pink-slipped back into this position, quite against his will. All italicized words and phrases are where the irony in his tone was apparent. I did exercise some control in doing this, else this whole file would read at an angle. Thanks go to Dreamcatcher for the images; some were taken from the show itself, others, from less than public sources.*

As always, children, take it in, but do not take it apart. Storage is, as always, available for those of you with something to add.
❷ *Captain Chaos*

The NARCAR Phenomenon

To bring a breath of fresh air to this show, I shall use an outside-in process to *exposing* NARCAR to our viewing public. Therefore, let us begin by examining the place NARCAR takes place every week in Seattle: the Seattle Nova Stadium. A towering installation of concrete and machinery looming over the surrounding low-cost apartment complexes, the Nova Stadium stretches for over 900 by 500 meters, encompassing the former resting places of low-cost housing and approximately thirteen family-owned businesses, as well as the odd warehouse or two.

The Stadium

The Seattle Nova Stadium has eight large pinions that stretch up to the very top of the structure. Each of these pseudo-pyramids, reminiscent of the Renraku Arcology's features, hold an entrance to an underground parking lot, as well as twelve ticket counters and four entrances to the *stadium* itself.

I will state that whoever designed the stadium had a *hint* of a good head on his shoulders; the parking lots are connected to each other via a central web that is easy to access and *seldom* gets congested. The signals inside are clear and easy to see, and the parking spaces are indeed spacious. The best feature found here is immediately noticed by those of us with an automatic navigation computer system installed; the stadium's parking mainframe establishes a *prompt* connection and allows you to view how much of each of the eight lots are filled, as well as suggesting the *best* route to the optimum space for you. A four-star feature in this otherwise dimly lit sky of a stadium.

❷ *Four-star for those of us with acceptable standards of vehicles, that is. Be warned; if your autonav has had any modifications at all from the norm such as minor tweaks to shut it off when it's time to rock and roll , chances are the stadium system will know. Should you not have an autonav at all, it'll detect that, too – either way, prepare to be watched closely by certain members of the staff.*
❥*Sixth Gear*
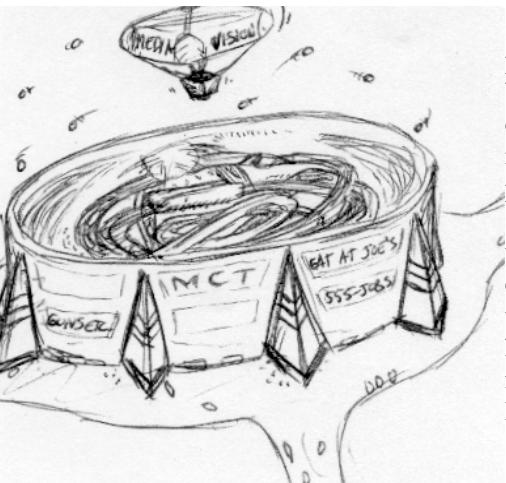
❷ *Hey, make it your daily public service – give public transportation a go.*
❷ *Sir Longshot*

❷ *Those of us who still can, you mean. Bus drivers just aren't as oblivious to dermal plating as they used to be.*
❷ *Grind*

The stadium walls outside, separated into eight facings by the pinions, are virtual advertising boards for various corporations, companies and *establishments* who not only desire this magnitude of publicity, but can also *afford* it. I should mention that only seven of those eight walls are as such; the eighth is the primary accessway to the underground factory which holds everything *vital* to the function of the stadium's track. But, more on that later.

Amenities

Once parked, it is a quick stroll up to the lobby of your respective pinion. I would indeed like to end my review here, on a positive note, but alas there is much, *much* more to bring to light.

The lobby is reminiscent of a Frankenstein's monster, coupling deceased corpses of automobiles and the last remnants of a debaucheried fast-food restaurant. All sorts of soy-based products blast-furnaced under fifteen seconds are served here, stacked into easily-carried trays for your trip to your seat, where you shall remain for the better part of five minutes before realizing that there are only eight restrooms in the entire building.

❯ *That's not entirely true. Those eight are split up for men and women, so that means 4 bathrooms in the stadium.*
❯ *Sir Longshot*

❯ *He's kidding, right?*
❯ *Wavelength*

Tickets are available for sale here as well, though it is highly, highly recommended to purchase them in advance via the matrix or phone – the lines for last-minute purchases have been known to cause casualties. Once you have your ticket in hand, along with any reprocessed food you may wish to force down to your stomach, the next step is to find your seat among the few hundred thousand available.

❯ *Hey, anyone thinking what I'm thinking? I have to call my J and redirect our next meet.*
❯ *Grind*

❯ *And those hundred thousand other spectators around you also make for great buffer zones should that particular J want you dead. Obliviousness for rent on a weekly basis; I like it.*
❯ *Punctual Brendal*

❯ *Find a better place, Grind. You never know if the next fan is packing a shotgun mic. Or just a shotgun.*
❯ *Paranoia In A Can*

Seating & Service

The seats themselves vary wildly between the first and last row. I *sought* to try every angle so as to get the most accurate feel for every position. Unfortunately, as the stadium is *oftentimes* packed, this meant I had to *experience* many a race.

To set the stage for you, let me begin by stating that the track the spectators see is not the *real* track. Rather, the entire track is covered with an *impenetrable* dome of reinforced metal the SNS isn't quite prepare to describe fully. Along the inside of the dome are thousands upon thousands of trideo camera sets, encased in ballistic glass. The *images* they capture are transmitted to the central computer expert system, which then sends back separate signals to a few hundred trideo projectors installed around and over the stadium, which then project upon the clear white dome. Various lens and glasses are *available* to see from the point of view that corresponds to yours. The end result of this overuse of technology is the ex*act same effect* than if you were looking at the track, except that should a stray missile come your way, you will not face a premature death.

❯ *Wow.*
❯ *Grind*

❯ *That computer expert system is courtesy of good ol' MCT, by the way. In case you haven't noticed, that's why these three letters are plastered over nearly everything in the stadium – another giant leap for advertising. That thing would make for one hell of a righteous hack if it were just matrix-connected.*
❯ *Wavelength*

But, back to the *seating*. The front row is the most heart-wrenching there is; you are directly up and against the action, whether you like it or not. *Every single explosion*, every vivid crash screams out before you with frightening accuracy. Appropriately, the first row seats are the second costliest of the stadium. Those *unfortunates* seated here will have access to TrueSight glasses and visors to experience the race. Seats here can cost between 100 and 250 nuyen.

❯ *I happen to have in my possession a few pairs of TrueSight glasses should anyone want to skip the additional fee or watch the race from somewhere else than the stadium. Drop me a line.*
❯ *Lightway*

❯ *Sorry to bring your house of cards down, Light, but they switch the broadcast frequency for all their TrueSight apparati every week. Yours'll only pick up static.*
❯ *Wavelength*

❯ *Frequency? They'll still see the damn dome.*
❯ *Lightway*

❯ *Ahem. Let me explain for you non-initiated. The big blimp over the stadium   courtesy of Media Vision, big brother of all media   gathers up all the data it receives from the central computer and distributes it to the projectors, about a tenth of which are on flying drones. Now these projections are on specific frequency bands, which the TrueSight lenses and glasses pick up, filtering all that don't conform to their position. Their ability to filter out those projections come from the frequency they're set at to receive all the necessary information from the Media Vision blimp. So, in effect, your nabbed glasses*

won't work simply because they won't pick up the data they need from the eye in the sky. They won't be on the same wavelength, so to speak.
❯ *Wavelength*

❯ *……Uh. Anyone else catch that?*
❯ *Grind*

❯ *They take their glasses and their big blimp. They set them both to a new, similar frequency. Lightway's old glasses don't work anymore because they're still on the old frequency.*
❯ *Sixth Gear*

❯ *Righto.*
❯ *Grind*

The middle row is where the saner seats can be found. Not too far from the track, yet far enough to avoid major ear damage. The middle rows have access to a *wide* range of TrueSight glasses, visors, binoculars and a single small screen which they can set to any camera they wish. Seats here are *affordable*, varying between 25 and 150 nuyen.

The top rows are, strangely enough, where a spectator will be the hardest hit account-wise. Here, the view is so poor that a bewildering array of trideo screens, virtual reality visors and even an access port for those of us chroming at the temple so that we can *experience* the full array of assaults to the senses. Seats at the very tip of the mountain cost between 200 and 500 nuyen, while the VIP booths above, with everything *lavishly* decorated, are available from 2,000¥ up. If you *truly* need to see the race from every possible angle in full surround experience, *this* is the place for you.

❯ *And let me tell you, there's no other way to experience the Corporate Clash than in a Super Speedway Suite. For a measly 10K, you've got a full-immersion jack/trode set at your fingertips, and a few wall-projection trids for your buddies. There's nothing like it.*
❯ *Sixth Gear*

❯ *Hey Sixth, old buddy, old pal…*
❯ *Roadkill*

❯ *You call 10K measly?*
❯ *Grind*

Call buttons for attendants are available on all seats, in case you *desperately* need a replacement set of glasses, a new mug of soybeer, or a *big* bag of peanuts.

The Track

The track itself is *reminiscent* of the olden days of NASCAR, but barely. The 750 meter long and 350 meter wide three-level track is a towering daedalus of reinforced concrete, beaten and battered by the races it holds every week. Large machinery and replacement sections hold the entire level below the track; in fact, the whole track is based on a modular design which can be changed or replaced to the manager's *whim*. This is particularly *helpful* when large pieces of the track are ground to dust by an overzealous competitor with a now-empty rocket pod. Large cranes are present to replace track sections and remove burning car corpses.

❯ *Not to mention the traps. The Badland Tournaments every month or so wreck that track something fierce.*
❯ *Punctual Brendal*

❯ *Do elaborate.*
❯ *Lightway*

❯ *Gladly. Every month or so the big security system companies sponsor a race; this means they get to try out all their nasty little toys on the track. Not only do you have to worry about the other cars, but you also have to think of those lovely autonomously targeted autocannons, snap-up spike trails, and copious amounts of bombs. Fun fun fun, but then the prize is worth it.*
❯ *Punctual Brendal*

Violent Vehicles

We now come to the pièce de résistance, NARCAR racing itself. What, *exactly*, is Nova Racing?

The concept is *simple*; you take a hundred or so cars, outfit them with insane modifications, upgrades and all sorts of weaponry, put them on the same track, and give them the *goal* of making it around five times, coming to the end the first. The cars are emptied of seats, being controlled remotely by their drivers who stay in a large room near the top booths referred to as the Arena. The stadium owners see *little* risk in having extremely deadly weapons used, as there is *no* chance of them getting out of the dome, and there are no drivers in the fray. The result is a *feast* of violence and sport rivaling even combat biking's top honors in this field.

❯ *Hey hey hey, don't you go around knocking combat biking! I've had my big break in that heavenly arena. Ah, the smell of firearms and motor oil, the sweet feel of bone under your rear tire…*
❯ *Roadkill*

❂ *That reminds me, there's something I've been meaning to ask about that ga<Block Deleted>*

❂ *This is not the place for it. Check the archives; that subject was covered a long time ago.*
❂ *Captain Chaos*

Most Nova Racing events are composed of three parts; the Race, the Rush and the *Roar*. The Race is mainly a qualification event where no weapons are allowed; the qualifying 51 cars move on to the Rush, where weapons come into play after the first lap. The twenty-one *cars* who make it out of this move on to the Roar, where weapons are again activated on the second lap, but this time there is no final lap; the last car to cross the finish line *wins* and receives its prize. And that draws the event to a close, until the *following* week.

❂ *Speaking of which, what DO those drivers win? Old Nigey hasn't spoken a whisper about that.*
❂ *Wavelength*

❂ *It gets better the longer you last. The fifty lucky cars to make it past the Race get 10,000¥, whereas the twenty that make it to the Roar get 50K each. The lone winner, if any, gets a quarter mil. You have to realize the CARS get these prizes; if those cars are corp-owned, guess where the money goes.*
❂ *Sixth Gear*

❂ *As opposed to?*
❂ *Grind*

❂ *They allow independent entries with very little background checks. You haven't ran until you've raced here. Those Lone Star patrollers are tricycles to you when you've made it past the Rush.*
❂ *Sixth Gear*

❂ *So what's stopping some people from just making off with the cars?*
❂ *Grind*

❂ *The security is insane. Pure and simple. No car or weapon can make it out of the dome until every single spectator is long gone, and even then each team brings their own security and armored trailers to make sure nobody makes off with their ride. Good luck.*
❂ *Sixth Gear*

Those Brave Men at the

Wheel

The drivers themselves, sometimes referred to as riggers, control their vehicles from the Arena. They are individually linked to whichever machinery they need to take the virtual wheel of their respective cars, and are seldom seen anywhere else than on the winners' podium, displaying their specially-woven racing suits designed to show the maximum possible amount of advertisers at the cameras at any given angle.

❂ *The Arena also has extra buffering to make dump shock less severe when you wreck.*
❂ *Roadkill*

❂ *Extra buffering as far as suits see it. Think of it more like softening a ten-story fall with a pillow.*
❂ *Sixth Gear*

The Great Clockwork

Drivers belong to teams, which are usually associated with one or more major fund-providers (such as megacorporations or even cities themselves). The teams are charged with designing new cars which will destroy the competition on all grounds. There is little else than this; NARCAR is a simple art, no matter how glitzy it might appear to the viewers.

❂ *Now now, Nigel, don't bite.*
❂ *Punctual Brendal*
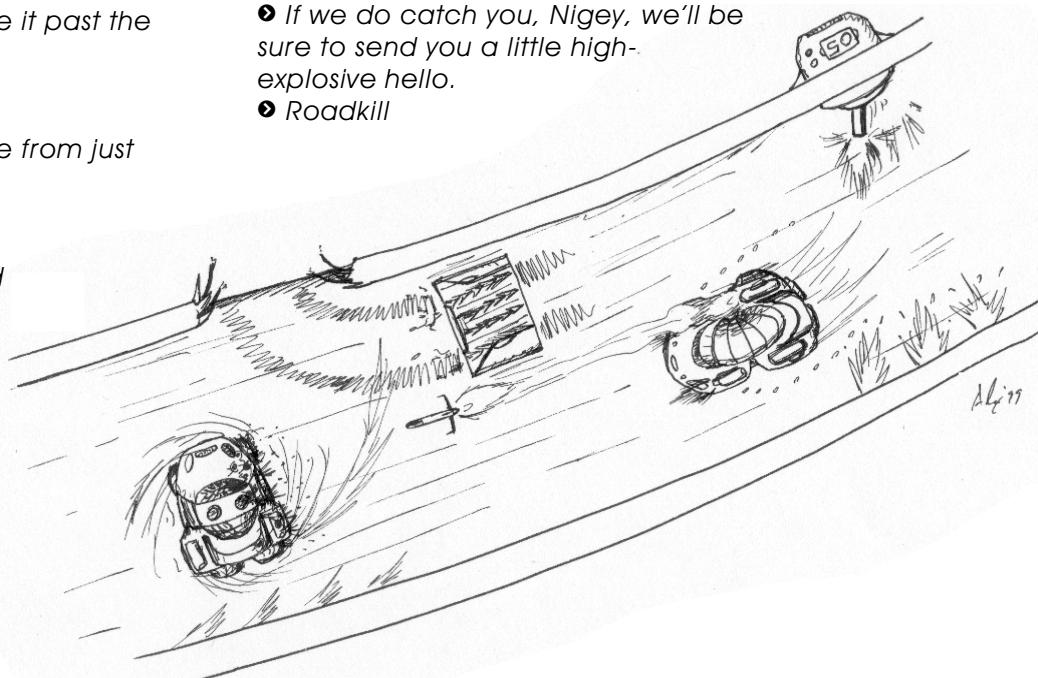
A Final Touch

I shall end this report on a cautionary note; no matter how high-touted an activity might be, it is always better to be your own judge than to trust someone else's judgement. I believe I, for one, have accomplished this today – you will not catch me at the Seattle Nova Stadium anytime soon. I am Nigel Manahan, for QTTV News Sports, signing out.

❂ *If we do catch you, Nigey, we'll be sure to send you a little high-explosive hello.*
❂ *Roadkill*

Tools of the Trade

Greetings, fellow racers. This is Sixth Gear, your friendly-neighborhood rigger and all-around racing aficionado. The good captain has allowed me to grace the storage space we all partake in to add something to Nigel's little exposé. Since he's touched the experience, I'll go into the nitty-gritty here and give you the down and dirty on all the new equipment and car gear NARCAR has brought up. Keep in mind that most of this stuff is intended for Nova Racing cars, and will likely put you in deep trouble should you showcase it on the streets. Still, some of it may save your rear bumper, so do keep a lookout. The technical stats are at the end of the file.

Afterburners

You've heard of nitrous oxide injectors; this is the step up. Consisting mainly of one or a pair of jet thrusters installed into the chassis, these will give your ride a tremendous burst of speed when you really need it. The only problem is that they're not too keen on taking orders from anyone; nothing short of a wall will turn the car when these babies are alive. But should you ever need an insane burst of speed in a long straight stretch, these are for you.

❯ *I caught one of the racers use a set of those last week in the Badlands Tournament. Put him clear in the lead for a whole two seconds before he hit a pop-up jump ramp and took out four cameras on the side of the dome. Bravo.*
❯ *Punctual Brendal*

Chassis Reinforcement

A simple enough procedure that involves strengthening the skeleton of the car, trading load for added anchoring space. This'll add just enough overall resilience to add another firmpoint, or provide the chassis strength needed to finish out a hardpoint. Don't leave home without it. This is a design-only procedure, chummers, so be sure to think of it before the car rolls off the lot or you might have to take it apart from the headlights to the drive shaft in order to add this mod to your black book.

Cheese Slicer

Nasty. That's all I can say about this monstrosity. The Cheese Slicer is launched from a rudimentary tosser anchored on a firmpoint, and consists of two mono-tipped harpoons trailing four whole monowire lines between them. Hit the switch, and it sends one off behind you (unless you didn't install it right), anchoring it between two walls (or cars, parking meters, etc.)

and flaking the next car to pass by. They'll usually snap or tear off the first time anything runs into them, but not before doing a hell of a body job on the first half of whatever got sliced. Like I said, nasty.

❯ *I contacted my man Charlie to get a set of those for an upcoming job. Said he wouldn't touch the stuff anymore, so I asked why. Said a good client of his ordered a set and actually managed to get one, but messed up when hooking it up and stood at the wrong place at the wrong time.*
❯ *Grind*

❯ *Ouch. Separate caskets?*
❯ *Roadkill*

Hopper Plate

Now there's a neat toy many of you will appreciate. Consisting of a very simple curved plate mounted on a hydraulic slam pump system, it's installed on either side of your vehicle and is precisely calculated to punch down on the pavement with just enough strength to send your ride into a two-wheeler. If you have the skills to keep it there and not roll over, this'll not only make for a great show at stunt expos, but also let you avoid any ground nasties or incoming fire. A personal favorite of mine.

❯ *Just be careful when you install it. The slightest misinstallment and you've got a rollover switch at your fingertips.*
❯ *Punctual Brendal*

Hubcap Shredder

Another favorite. This one is pretty simple, and was the first modification to officially become a part of Nova Racing. Consisting of refurbished ablative armor over a hubcap, this explodes and sends a few good charges of shrapnel in a three-meter cone, effectively destroying the tire of the vehicle next to you. Runflats will probably tough out a bit longer against this puppy, though, so be warned.

Jump Plate

A step up from the hopper. This is a monster plate directly in the center of your vehicle which packs enough punch to send you flying for a brief second or two, just enough to clear a pitfall, speed bump, or mine. Be careful not to punch it in a curve, or you'll be the next star of Racecars on Ice.

Mine, D⁴

Mines are another crowd favorite when it comes to car warfare. The D⁴ variety looks like a four-sided pyramid about the size of a shoe. When deployed, these little buggers clamper around and flap out, revealing a proximity detonator and a chunk of C-12. Their shape ensures that they'll always deploy straight up. This packs enough of a whallop to send most cars flying off the track, but be careful when you use 'em – they'll still be there when you come around the second time, and they won't play favorites.

Mine, Snap

The snap mine is the classic when it comes to roadside explosives. A touch-detonator activates when it touches any surface, where it snaps onto place and won't budge until disarmed or stepped on.

❯ *I personally get a good chunk of solid steel for my rear bumper and snap a few of those on. Vaporizes tailgaters.*
❯ *Warmachine*

Mine Dropper

The Mine Dropper is the effective way of using all these newfangled mines other than tossing them out the window. Mounted on a firmpoint, this holds mines internally and has a pretty well made mechanical dispenser that allows you to drop just as few or as many mines stored as you want to. There's also very little chance of them jamming inside and accidentally activating.

❯ *Very little? Sorry, no dice – it's gotta be 100% safe.*
❯ *Punctual Brendal*

❯ *100% safe? Uh, Virginia, I've got some news for you about the world you live in…*
❯ *Wavelength*

Minirocket Pod

For those who don't quite want to step up to a full-fare rocket, the minirocket pod fits the bill for most smaller vehicles. A four-pack of minirockets for any occasion, mounted on a firmpoint. Before anyone asks, they don't make missiles out of these, sorry.

Pepper Shaker

Take three grenade launchers, put them on a pivoting arm, and strap them together. This nets you the Pepper Shaker, a grade-A way to disperse tailgaters. One punch of the big red button will scatter three minigrenades in a semi-random pattern behind you, making opposing drivers either swerve out of the way or pray their armor will take the blow.

Rammer Plate

The second official entry into NARCAR fame, the Rammer Plate is the ancestor of the Jump Plate; it's pretty much the same mechanism, but mounted sideways into a door. Activated, it delivers a hell of a whallop to whatever's on your bad side. This is usually enough to send a nose-to-noser reeling, or a pedestrian sailing. Be careful not to use it near a wall, though, or you might just be the one to see pavement up close and personal.

❯ *I wouldn't be too sure about that. Our resident gearhead rigged one up   so to speak   on the team van – that thing makes a great battering ram when you need a door in a hurry.*
❯ *Grind*

T-Shot Conversion Kit

Not a mod per se, but worthy of mention; this is a step up from the usual conversion kit for firearms to firmpoints. This takes two of any weapon up to an LMG and sets them up back to back so they fire directly opposite each other. This means no, repeat, no recoil at all, for the modest price of perforating anything behind you as well as in front of you. Be careful for any team members, though, and especially careful of jams or it'll wreck your steering real good.

❯ *I mount mine sideways.*
❯ *Roadkill*

Winch Harpoon

A homemade addition that might save your skin, the Harpoon fits onto a typical winch and includes a powered-up delivery blaster powerful enough to jam it into any hard surface, including other cars. A release mechanism is also included for when good times turn bad.

❯ *Want to hear something wild? I know a guy who rigged this baby up with conductive wire and plugged it into a mega-voltage battery. Instant system roastage in the receiving car.*
❯ *Roadkill*

SSVCR

This one I've put at the end because it's very different from the rest. It's in fact a Simsense Vehicle Control Rig; a mix between the popular Simsense rig and the VCR we've all learned to know and love. Piggybacking a recorder on the VCR, it effectively allows people to record their experiences inside a vehicle the same way people record Simsense flicks. Not very useful for anyone here, but hey, it's something that you probably didn't know.

❯ *Wiiiiiz. I can make hardcopies of my escapades for later.*
❯ *Roadkill*

❯ *Unless you're a rigger, you'll probably find this type of Simsense pretty weird. The things that us Riggers go through isn't all that fun to the non-initiated. If you really wanna experience the rush like we do, start slow, or you might find a bit too real.*
❯ *Warmcachine.*

The Competition

No exposé on NARCAR would be complete without a few little token bios and readouts on the big boys and girls of the field. I've added here the official NARCAR template for cars, which is considered to be the minimum for competitivity, along with my personal entry in the races, which I use from time to time to add some more gasoline to my personal Zurich-Orbital fire. I also have the bios on two of the best racers on the circuit these days, but no dice on the stats – they've got some wiz defenses my buddies can't crack.

Cars

NARCAR Template

Type:	Sports Car Drone
Handling:	3/8
Speed:	200
Acceleration:	15
Body:	3
Armor:	1
Signature:	1
Autonav:	0
Pilot:	1
Sensor:	1
Seating:	None
Entry Points:	None
Cargo:	11.5 (max: 21.5)
Load:	103 kg
Engine:	Gasoline
Fuel:	60 liters
Economy:	8 KM/liter
L/T Profile:	N/A
S/B Time:	N/A
Other:	*Nitrous Oxide Injector [Level 1]*
	Contingency Maneuver Controls [Level 1]
	Remote-Control Interfaces
	Rigger Adaptation
	Standard Armor [Level 1]
	External Fixed Mount (Firmpoint) x2
	Performance Tires
Design:	110+65+111+320 [606]
Mark-Up Factor:	3.0
Total Cost:	182,000 ¥

The Mark-Up Factor for all NARCARs is always 3.0, regardless of additions.

The template car is far from being a true contender to all the big boys out there, but it's good enough to net you a good standing if you've got the talent to go with it. It's also got plenty of upgrade space should you want to hike it up later on.

❯ *It's also a fair prize if you can make off with one.*
❯ *Grind*

❯ *That's one big if.*
❯ *Sixth Gear*

NARCAR Sixth Gear Special

Type:	Sports Car Drone
Handling:	2/8
Speed:	265
Acceleration:	26
Body:	3 (4 for firm/hardpoints)
Armor:	2
Signature:	1
Autonav:	0
Pilot:	1
Sensor:	1
Seating:	None
Entry Points:	None
Cargo:	7.5
Load:	2 kg
Engine:	Gasoline
Fuel:	60 liters
Economy:	8 KM/liter
L/T Profile:	N/A
S/B Time:	N/A
Other:	*Chassis Reinforcement*
	Nitrous Oxide Injector [Level 3]
	Turbocharged
	Contingency Maneuver Controls [Level 3]
	Remote-Control Interfaces
	Rigger Adaptation
	Standard Armor [Level 2]
	Internal Firmpoint x2
	Smartlink II Integration Kit
	Ingram Valiant LMG x2
	External Firmpoint x2
	Smartlink II Integration Kit
	Minirocket Pod x2
	Performance Runflat Tires
	Hubcap Shredder x4
	Hopper Plate (right side)
Design:	220+65+438+964 [1687]
Mark-Up Factor:	3.0
Total Cost:	525,000 ¥

This is my take on NARCAR, and I've gotten off quite a few good races in one piece with it. My current racer is much different, but at least you have an idea of where you can go with a few of the toys you have access to.

❯ *In one piece? I thought this was last-man-standing racing.*
❯ *Grind*

❯ *It is, but you always have the option of taking your winnings then and there and quitting. No dishonor in making an honest buck.*
❯ *Sixth Gear*

Racers
Gans Burke (Team Richstone)
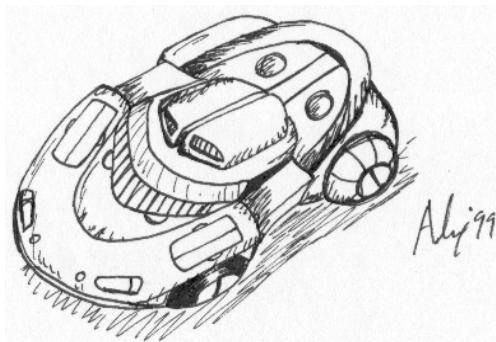
Gans, a fellow from Calfree, has been around the circuits ever since NARCAR has come to Seattle. Rumored to be a former fellow runner, he's now worth more per square inch than his car – advertisers practically kill each other to get their logo on him, as he's almost always bound to grab attention wherever he goes.

He's also rigged up with an SSVCR, a primo toy indeed; it's made him not only a famous racer, but a Simsense ringer as well. He's living it large in Seattle these days, basking in the glory and constantly finding new ways of riding out his 15 minutes of fame. His car, referred to as the Limelight, is noticeable by its horrible light green color. No stats on it at the moment, but from personal experience it has twin LMGs mounted up front and afterburners on top. It's also got a mine dropper if I'm not mistaken, and I'm dead certain it's got runflats. It's not too well armored, however, so his main tactic is usually to hightail it to the front and stay there.
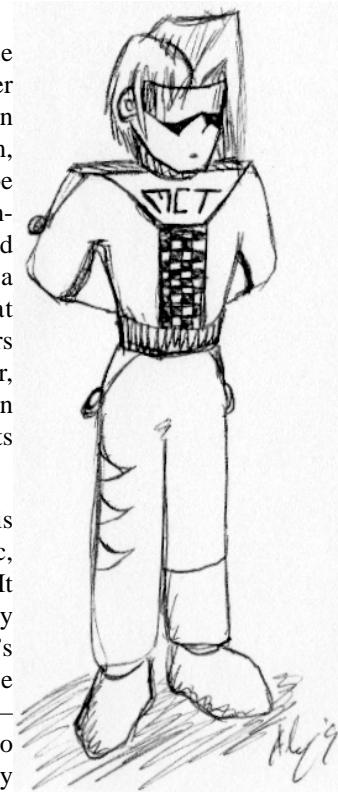
"Jäger" Polzler (Team MCT)

Polzler is a new arrival from the corporate team of Mitsuhama Computer Technologies, one of the solo big boys in NARCAR. No info is available on him, but I'll keep you posted; he seems to be another one of those corp-trained-from-the-crib kids who got the best money had to offer. Why MCT is funding him is a mystery; NARCAR racing isn't that moneymaking unless you've got sponsors or win a hell of a lot of times, and Polzler, while a terror behind the wheel, has been out of the latter parts of most tournaments lately due to trouble with his ride.

The car, nicknamed the Landshark, is a hell of a machine. Sleek, aerodynamic, and with a pair of afterburners to boot. It has twin firmpoints up front, but so far they haven't been used much. The engine's jacked up something fierce, but the signature has seen some prime upgrades – that makes for a fast car that's not easy to lock on, which is why Polzler is usually comfortable in the lead. I've seen it use a Jump Plate, and my sources say that rear spoiler hides a Cheese Slicer launcher. Wicked stuff, but since it seems to zonk out every so often, not that big a worry
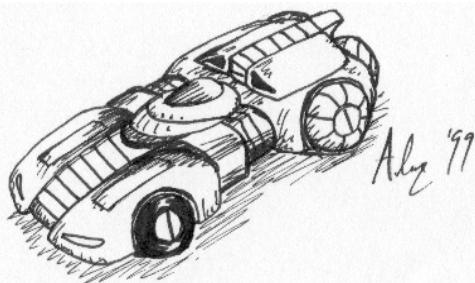
> ❷ I've poked around, and seems that Polzler is just an excuse for MCT to test out new gear and prototypes in a fitting environment, which would explain why it's out of commission more often than not. Watch for it, chummers – this might just be a hint of what's to come in the real world.
> ❷ Paranoia in a Can

> ❷ What would MCT do with a jazzed-up car? Come on.
> ❷ Grind

Discussion Forum

Since this article has been stirring up some discussions of late, some of which were dwarfing the original text, I have moved the lengthier ones here so as to remove clutter. You are free to add what you wish, disregarding the usual 2.5:1 ratio.

❯ *So what does it take to get into NARCAR, really? Get some sponsors, form a team, and sing up?*
❯ *Grind*

❯ *In essence, yes. The NARCAR League is the official authority on the matter; it's based in Calfree and constitutes the baseline from which all NARCAR associations and stadiums take heed. You've got your usual independents, but it ain't NARCAR unless the League backs you up. To register yourself as an official NARCAR team, you just have to pay a flat fee   usually about 100,000¥ a season   and there you go. You're a team, and you have the right to offer up any car to NARCAR races around the world. You can also design and make cars, and you also have the right to make all that illegal-looking gear you all have your eyes on – so long as it stays in your designated Team Base, however. You have to lock it up real good using League standards when you move it around. Being a Team also gives you access to the worldwide network of designers and workers at the League's beck and call. All in all, a huge pricetag, but with its perks. Personal membership of the League, with just the right to maintain a single car and sign up independently in circuits and tournaments, costs a mere 10,000¥ yearly.*
❯ *Sixth Gear*

❯ *I should point out that individual membership is also much less strenuous on background than team membership is. All you need is a face for the ID card, along with a solid SIN.*
❯ *Punctual Brendal*

❯ *I haven't seen ECM anywhere here.*
❯ *Roadkill*

❯ *Simple explanation: the cameras and mics. ECM messes up reception real good, which cheapens the audience's feel for it all – so it's officially barred, as well as ECCM. Gotta use exhaust dampers, antireflective surfaces and other olde-time remedies to avoid those target locks.*
❯ *Sixth Gear*

❯ *Has anything penetrated that big dome?*
❯ *Grind*

❯ *Once. An independent entry, Warmachine, used a previously "acquired" subtac nuke and crumbled half of the entire dome, as well as wrecking a good portion of the track. They've disallowed that magnitude of weapons since; the official threshold is the penetration power of a high-end autocannon shell.   20D and lower*
❯ *Sixth Gear*

❯ *Since nobody's brought it up yet, I'll bite. What exactly is the use of all of this for us runners? Apart from letting our resident gearheads run free or waste money on high-octane entertainment.*
❯ *Grind*

❯ *The ways NARCAR can become useful are multiple. A fellow shadowrunning group, whose name shall remain withheld, was contracted to make a certain corporate car malfunction and drop the race. The result was a sudden downspike in said corporation's stock for a few fifteenths of a second, which allowed a third party to make a few million nuyen, a certain percentage of which was then transferred into the shadowrunning group's Zurich-Orbital account.*
❯ *Mac*

❯ *Best part is, I got to make off with a few choice pieces of prototype ware while I was there, too.*
❯ *Sixth Gear*

❯ *I've been hired out once to, let's say, flatline a particular opponent. A little bit of tango on the track, a little bit of harpoon in my winch, a little bit of voltage in the wire, and a great big helping of dump shock on the poor slot. Braingeeked him on the spot.*
❯ *Warmachine*

❯ *Remind me never to hook up with you, War.*
❯ *Sixth Gear*

❯ *It's a man's game. No place for the weak. You have to grab the lead or crush it out of whoever's in front of you. This is truly what it means to be alive; the rest of you are mere targets.*
❯ *Warmachine*

❯ *I think someone needs a hug.*
❯ *Wavelength*

❯ *Oh, and one last bit – this isn't just racing. It's a hobby, a form of entertainment for many. People perk up when hearing its name; turn their heads when its ads appear. This is the public scene, where the art of running the shadows comes to life – because the moment you screw up, it's your face on the evening news. Whether it's to meet someone at the stadium, make off with a car or a piece of tech, or just rig the hell out of the Badlands Tournaments' traps so they trap the right car, it all comes down to what you do best. For me, it's the mix of rubber and concrete – for my man Mac, it's the great chess game of life. It all boils down to where your talent lies. Use it wisely, and careful about those cameras. Because what's great with NARCAR jobs is that once it's over, you can just return to your seat and have a hell of an afternoon before going back home.*
❯ *Sixth Gear*

The Stats

Here are the stats and 'textbook' rules for the gear discussed in 'Tools of the Trade'.

Afterburners

Afterburners take a Simple Action to activate/deactivate. They add a number of dice equal to their level to the Acceleration test (or Braking test if they're mounted backwards), as well as adding a number of automatic successes equal to their level to the same test. A car with Afterburners at level 2 would get 2 successes and an additional 2 dice to roll in the Acceleration test when they would activate. No turning can take place while the Afterburners work. They take their fuel from an internal tank, giving them enough juice for 20 combat turns of continuous use, approximately equal to one minute. Refueling takes about fifteen minutes; the fuel costs the same as jet fuel for a typical fighter jet.

Design Specifications

Design Cost:	100 points per level
Maximum Rating:	3
CF Consumed:	5
Load Reduction:	50 kg

Customization Specifications

Parts Cost:	10,000¥ per level
Parts Availability:	8/1 week
Street Index:	2
Maximum Rating:	3
Base Time:	64 hours
Skill:	Car B/R
Target Number:	6
Equipment Needed:	Vehicle Facility
CF Consumed:	5
Load Reduction:	50 kg

Cheese Slicer

The Cheese Slicer is not an anti-vehicular weapon, and stages its damage down for hardened armor. It has an effective damage rating of 10S for its pincers to determine if they latch or dig into something hard enough to pull the wire taught. If ran into by a vehicle that it doesn't completely destroys, it snaps after inflicting damage. Cheese Slicers will not penetrate anything that has been Dikoted (such as a bumper or chassis); additionally, it will become harmless should either of the anchors come loose.

Concealability:	4
Ammunition:	3 (m)
Mode:	SS
Damage:	8S, +1 Pow / 24 kph
Weight:	1 kg
Availability:	10/14 days
Cost:	1,000¥
Street Index:	1
Ammunition Cost:	3,000¥
Availability:	24/14 days
Street Index:	3

Hopper Plate

It takes a Free Action to activate the Hopper Plate, and a Driving Test (Handling) is needed not to lose control. Another Driving Test is needed to land the car back on four wheels without problem.

Design Specifications

Design Cost:	50 points
Maximum Rating:	N/A
CF Consumed:	2
Load Reduction:	25 kg

Customization Specifications

Parts Cost:	750¥
Parts Availability:	Always
Street Index:	1
Maximum Rating:	N/A
Base Time:	6 hours
Skill:	Car B/R
Target Number:	4
Equipment Needed:	Vehicle Facility
CF Consumed:	3
Load Reduction:	25 kg

Hubcap Shredder
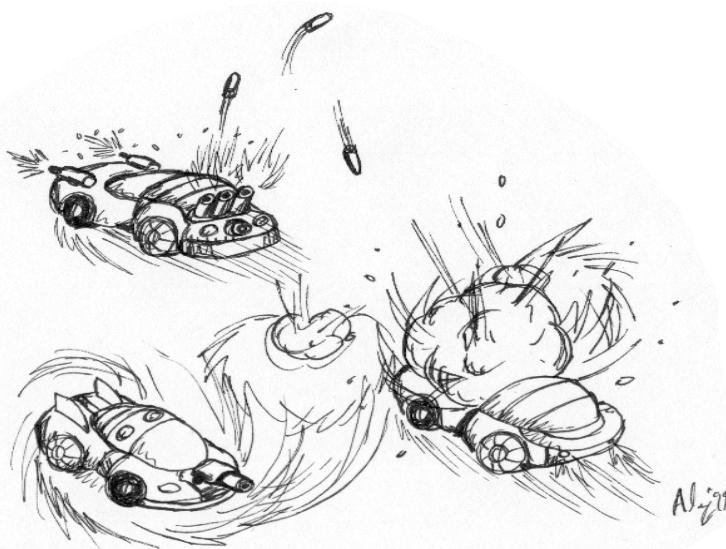
It takes a Free Action to activate the Hopper Plate, and a Driving Test (Handling) is needed not to lose control. Another Driving Test is needed to land the car back on four wheels without problem.

Design Specifications

Design Cost:	5 points per wheel
Maximum Rating:	N/A
CF Consumed:	0
Load Reduction:	1 kg per wheel

Customization Specifications

Parts Cost:	500¥
Parts Availability:	3/36 hours
Street Index:	1
Maximum Rating:	N/A
Base Time:	1 hour
Skill:	Demolitions
Target Number:	4
Equipment Needed:	Vehicle Kit
CF Consumed:	0
Load Reduction:	1 kg per wheel

Mine Dropper

The Mine Dropper takes 1 Complex Action to use, and can drop up to 12 mines at once. On a Rule of One Fumble, the mines jam and explode, setting off any and all stored. Use Full Auto rules for compound damage.

Design Specifications

Design Cost:	20 points
Maximum Rating:	N/A
CF Consumed:	3 + (1 per 5 mines)
Load Reduction:	10 kg + mine weight

Customization Specifications

Parts Cost:	2,000¥
Parts Availability:	6/48 hours
Street Index:	1.5
Maximum Rating:	N/A
Base Time:	12 hours
Skill:	Car B/R
Target Number:	4
Equipment Needed:	Vehicle Facility
CF Consumed:	3 + (1 per 5 mines)
Load Reduction:	10 kg + mine weigh

Mine, D^4

The D^4 mine is an anti-vehicular weapon. Anything coming closer than three meters will set it off, excluding bullets.

Concealability:	5
Damage:	10S
Weight:	0.5 kg
Availability:	6/5 days
Cost:	100¥
Street Index:	1.5

Mine, Snap

The Snap mine is an anti-vehicular weapon. Any weight stronger than 1 kg on it sets it off.

Concealability:	5
Damage:	8S
Weight:	0.5 kg
Availability:	5/4 days
Cost:	60¥
Street Index:	2

Minirocket Pod

The Minirocket Pod is a vehicular weapon, and thus does not stage its damage down for hardened armor. It needs a conversion to be able to be fired manually; use the same rules as the conversion kits.

Concealability:	–
Ammunition:	4 (cy)
Mode:	SA
Damage:	10D
Weight:	8 kg
Availability:	12/14 days
Cost:	6,000¥
Street Index:	2
Ammunition Cost:	750¥
Availability:	8/14 days
Street Index:	2

Pepper Shaker

The Pepper Shaker is not aimed; rather, targets in the area of effect (roughly a 10-meter cone behind the vehicle) must make a Driving Test (Handling) or resist standard damage. Test for each burst fired.

Concealability:	–
Ammunition:	18 (m)
Mode:	BF
Damage:	10S
Weight:	8 kg
Availability:	8/4 days
Cost:	5,000¥
Street Index:	3
Ammunition Cost:	100¥
Availability:	8/4 days
Street Index:	2

Rammer Plate

It takes a Free Action to activate the Rammer Plate, and a Driving Test (Handling) is needed for the target not to lose control. The Rammer has 50 centimeters of range and inflicts 10M damage (non-vehicular).

Design Specifications

Design Cost:	50 points
Maximum Rating:	N/A
CF Consumed:	3
Load Reduction:	30 kg
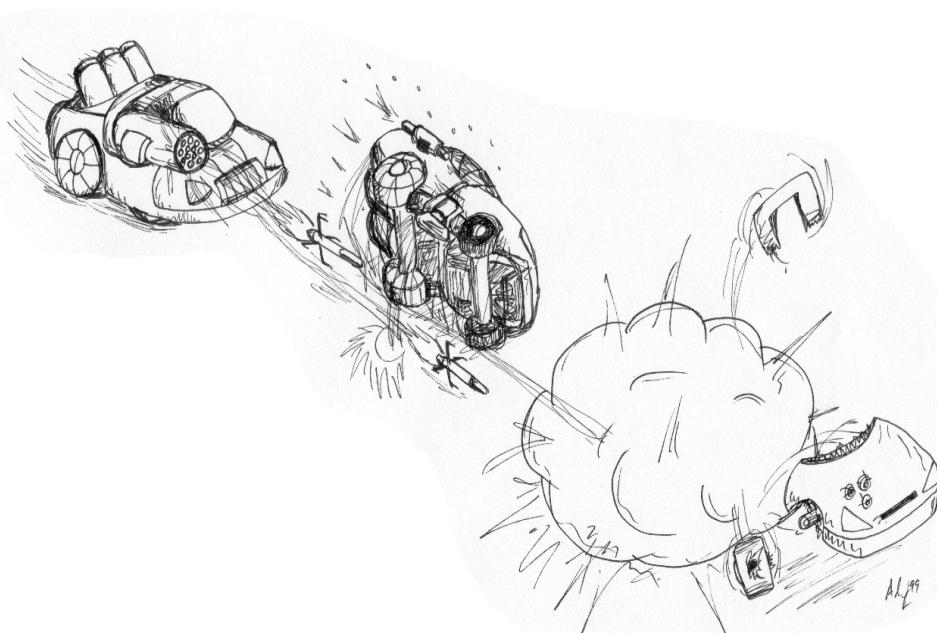
Customization Specifications

Parts Cost:	1,000¥
Parts Availability:	Always
Street Index:	1
Maximum Rating:	N/A
Base Time:	6 hours
Skill:	Car B/R
Target Number:	4
Equipment Needed:	Vehicle Facility
CF Consumed:	4
Load Reduction:	30 kg

T-Shot Conversion Kit

Same rules as for standard conversion kits. If ever the weapon jams (perhaps due to a Rule of One), one side jams and the other racks up recoil as standard. If the weapon is not mounted along the center line, this disrupts driving enough to necessitate constant Driving Tests (Handling) every time the gun is fired.

Design Cost:	3
Customization Cost:	600¥
Availability:	6/72 hours
Street Index:	3

Winch Harpoon

Effective damage of 9S; any kind of success determines penetration. This is not adjusted for vehicle damage.

Weight:	0.5 kg
Cost:	500¥
Availability:	4/24 hours
Street Index:	1

SSVCR

Use standard Simsense rules from **Shadowbeat** (Page 97). VCR functions as normal.

Level 1

Essence Cost:	3
Baseline Cost:	200,000¥
Full-X Cost:	400,000¥

Level 2

Essence Cost:	4
Baseline Cost:	350,000¥
Full-X Cost:	600,000¥

Level 3

Essence Cost:	6
Baseline Cost:	500,000¥
Full-X Cost:	800,000¥

SwiftOne Speaks
by SwiftOne (swiftone@bigfoot.com)

Introduction

In this month's TSS, SwiftOneSpeaks reviews the Shadowrun Quick Play Rules, examines the examination of the corps with Corporate Download, and studies the techtoys of the new cyber/bio book, Man and Machine.

Products due to be out in the near future include two adventure packs, Corporate Punishment and Brainscan. Due any day is the latest Steve Kenson novel Ragnarock, and while the FASA web page still claims that the Cannon Companion (gun book) and Year of the Comet (world changing events) are due in early 2000, my personal expectation is that we'll see Cannon Companion around April, and Year of the Comet won't be seen until July. But I've been wrong before.

What I don't have for you this time is any juicy rumors. Most of the concern has been about the almost-purchase of FASA by Decipher (the company that produces the Star Wars CCG). The deal has fallen through though, leaving me with little rumor to spread. Having some experience with being bought out recently, I'll predict that new work slowed during the negotiation process, and will now have to gather steam again. Workers hate not knowing if their work will be valued by the company in a few weeks. The uncertainty, even when the companies are being very open with their employees, will always take a toll.

As always, I hope you enjoy the reviews and find them useful, and feel free to contact me.

Corporate Download

Author: A great many people

Type: Sourcebook

Pros: Good information on the focus and general practices of the Big Ten

Cons: Little new information, little of use in most games

Rating: 2

In 1993 FASA released a product entitled Corporate Shadowfiles, which covered the economics and interests of the Big Eight, and how it affected runners. Corporate Shadowfiles was a quality book, but many players felt cheated when they discovered the sourcebook they just bought was 50% economics primer.

FASA evidently took those complaints to heart because Corporate Download, the successor and replacement of Corporate Shadowfiles, does away with any discussion of stock price, bonds, proxies, and related runs. Instead, it holds deeper discussion of each corporation in the (now) Big Ten, and replaces the rating system for the corporations with a new one.

The discussion of the companies was... disappointing. While the material itself is interesting, and of more depth and quality than that of Corporate Shadowfiles, much of it is repeated from Blood in the Boardroom and New Seattle. Each section is written by a different author, but they all follow a general format, and there are no annoying exceptions (such as the omission of any real data about Aztechnology in Corporate Shadowfiles), unless you count the lack of any mention of the Draco Foundation. Very little advancement of the timeline takes place, although there are a few interesting hints of what may be seen in future products, such as Ares' moon base, and extra space station. One definite nice inclusion is a short list of some of the larger subsidiaries of each mega.

The Game Rules section (the last twenty pages or so), covers a rating system that describes the assets and interests of each mega. Unlike the rating system of Corporate Shadowfiles, this is not oriented towards smaller corps, nor is it about seeing how the runners can affect the assets of the megas (indeed, it explicitly states that the megas are simply too large to be affected by anything one group of runner will normally accomplish). Instead, it is more oriented towards describing the companies' interests, and what information the players can get concerning the corporations and their plans. The second half of the rules sections gives the GM a few pointers on how to deal with the Johnsons and special groups of the various factions and corporations. In

my opinion, this is the only section (besides the social/information aspects of the rating system) likely to be of use in most games.

I regret giving this product a poor score, because in truth it is much better than I have indicated, as far as overall quality is concerned. The repetition of so much information, and the lack of any quantity of new information hurts it, but that is not enough to ruin it as a product (after all, in my review on Blood in the Boardroom, I did complain that you had to purchase an adventure to discover the changes in the Shadowrun universe). Instead the most harmful quality of Corporate Download is its own success. By describing just how large the Triple-A megacorporations are, and how this size means that you cannot safely generalize their methods, goals, or abilities, it places most of its information out of the realms of the average group. While some FASA might seem to think the average gaming group will encounter the heads of megacorporations (see my review of First Run in The Shadowrun Supplemental #10), most groups I know of prefer to have the megacorporations be a little more threatening and distant than that. This means that by the time Lofwyr's (for example) plans trickle down to the street level, the runners are at no advantage even if they knew his exact goals (which they never will). The only large corporation that will cause significant and understandable effects at the street level is the Draco Foundation, and they are not discussed here.

Corporate Download is a good product for a GM that wishes to create a "branch world", where the plans of the megacorporations have effects that affect many things about the SR universe. Those of use that prefer to follow the official FASA products, however, will find little here of use.

Shadowrun Quick Start

Author: Michael Mulvihill

Type: Supplement

Pros: Provides a simple ruleset for a starting group

Cons: Too costly for a group unsure if they want to play, too little info for a group that decides to start.

Rating: 3

While Shadowrun Third Edition was the starting of a push for new players, Quick Start Rules are not something new. Many other companies have released or are releasing similar products. Comparing them to one another isn't always fair, as the companies and products may have entirely different goals in mind. Thus, my evaluation of this product will cover the following: What is the (apparent) goal of this product, Does it accomplish this goal, and Is this goal what FASA should be trying to achieve (In my most humble and unworthy opinion, that is).

The Quick Start Rules consists of 64 pages that effectively break down into 30 pages of rules, spells, and gear, a 15 page introductory adventure, and 8 Sample Characters. (The remaining pages are artwork, and non-essential but useful extras such as a Table of Contents, an introductory short story, etc. Oddly, perhaps because of the low page count, there is no Index.)

The rules presented are a simplified but mostly compatible version of the regular Third Edition rules. In particular, Combat, Sorcery, Conjuring, and Decking are covered, all using simplified rules. (Some GM's may find that the Decking rules presented here are the more useful ones to use in games that don't include full-fledged deckers). There are no rules for character creation, everything is relative to the 8 Sample characters given (Which are the ones from the Main book, modified to the simpler rules).

The adventure included is quite nice for a starting group. It's a pity, actually, that the adventures in First Run were not of this quality. The adventure is understandably brief, however, and does not alone justify buying this product.

Quick Start Rules for different systems can be targeted towards different groups, such as brand new players, groups switching systems, or new players joining an experienced group. The Shadowrun Quick Start Rules appear to be oriented towards an entire group (GM and Players) that have some small exposure to RPG's (more effort is devoted to getting the group interested in Shadowrun than in explaining Role-Playing.) A GM might wish to loan a copy of this to a new player joining an experienced

group, but that means the GM would have to allow the player to use the simplified rules rather than the normal ones for that player.

I have no complaint with the appropriateness of this goal. Success at achieving it, however, is certainly harmed by the price of the supplement. While the price ($7 US) won't break anyone's bank, it is much more costly than similar products from competitors (which are often free), and when you compare it to the cost of the main rules (which would offer such options as Character Creation and Character Advancement) it seems to offer little for the price. Nonetheless, I am not familiar with the buying practices of the new player, so it may be that FASA has released a stroke of genius.

One thing is certain, however. The Quick Start Rules is targeted at a new group, and any GM wishing to offer it to new players in an experienced group will have to make some adjustments. Experienced Role-players from another system may well find the limited options of the Quick Start Rules confining, and are better off gathering enough to purchase the main book.

Man and Machine: Cyberware

Type: Sourcebook

Authors: Many

Pros: All previous material brought up to 3rd ed, many new, long absent additions.

Cons: Only a little exciting material, little for non-cyber characters

Rating: 5

Anyone who has been following my reviews for a while may believe that I believe FASA can never do right. Many of my reviews are quite critical and perhaps even harsh. However, through experience with Shadowrun and other role-playing systems, I know what the industry is capable of, and hold FASA to that standard.

With Man and Machine, that standard has been met. And in this case, it was a higher standard than normal, because they were replacing one of my favorite sourcebooks, Shadowtech. Shadowtech has long been overdue for replacement, it being one of the few first edition books that players were still expected to use, but it added something to the game that would be difficult to replace. I'm not talking about bioware, although that is related. I'm talking about subtlety. Shadowtech greatly increased the ways that you could play a cybered character who was something other than a tank. Any book that would replace Shadowtech and not earn my disdain must be able to add subtle options for the characters, in addition to revising and reprinting rules.

But enough about my personal biases, what is Man and Machine all about?

Man and Machine is the new "cyber-book", replacing Shadowtech and Cybertechnology. It is broken into five main sections: Cyberware, Cybermancy, Bioware, Chemicals and Compounds, and Nanotech. Also covered in various section are: better rules about surgery, damage and strain on attributes, cyber, and bio, and a decent description on how to obtain some of the hard-to-find cyber that will doubtless lead to many adventures.

The Cyberware section is mainly the cyber from Cybertech and Shadowtech reprinted. Each page has roughly 5-7 descriptions of equipment, with tables at the bottom. Everything is presented as straight rules, with no Shadowtalk or in-character presentation. While this does make the book less interesting, it will no doubt help reduce confusion on any of the rules, and certainly it will avoid a lot of the rampant speculation that followed some of the shadowtalk in Shadowtech. Two "new" types of material are presented. The first is some of the obvious-in-hindsight cyber that was never before presented: ultrasound eyes, lasersight eyes, extra eyes, etc. The second is breaking down multi-function cyber into the component parts for those who want to set up special situations. This means that if a character just wants a datajack, he buys one as normal. But if he wants a datajack that can dump images from his cybereye camera to either an exterior source or his internal headware memory, or the printer built into his cyberarm, he now has the rules for it. There is not a great deal of combat-based cyber presented, although I'm sure many people will take advantage of the revised Move-By-Wire, Tactical Computer, and cyber-BattleTac systems.

The Cybermancy section is larger than that given in Cybertechnology, and goes into somewhat greater detail. Some things have changed, but it is still something that no sane character would voluntarily accept. On the whole, this section is improved, going into greater detail about the role-playing aspects of Cybermancy, and gives both players and GMs material to work with.

The bioware section is obviously the most anticipated. When Shadowtech was released, bioware offered a whole new suite of options, and allowed those 0.01 Essence characters hope to improve themselves yet again. Mages and Shamans were miffed that something "essence-free" was still denied them, and high-Body trolls became much more popular. The revised form relates bioware to essence, but differently than cyber. Briefly, each piece of bio has a rating. Bad Things happen if the sum of these ratings exceed your Essence+3. Magically active characters still lose Magic for bioware. Interestingly (and annoyingly), after all the debates about whether Mages would lose one or two points of magic for having a datajack (0.2 essence cost) and Enhanced Articulation (0.1 Body Index), Man and Machine did not adopt the method that is most commonly accepted (Magic=Essence-Body Index+Grade, round down), but instead (Magic= round down Essence - round up Body Index + Grade).

The Chemicals and Compounds section was perhaps the suprise winner. In addition to the compounds listed in Shadowtech, several other small-but-important compounds were listed. Remember how Shadowtech had a shadowtalk comment about using acid to get through locks? Now you can buy such acid. Ever annoyed that you would have to make up rules whenever Lone Star tossed tear gas in on the players? Now you don't have too. The magical compounds listed in Cal Free State are also here, along with a many good drugs to add flavor and atmosphere to your games. The rules about addiction, long debated because a heroin addict would die way too quickly to ever have them as anything but the now-you-see-me-now-you-don't NPC, have been revised. The compound delivery systems given in Corporate Security are also here.

The inclusion of nanotech was a pleasant surprise. Anyone who looks at the many site on the Shadowrun Webring, or who follows the rec.games.frp.cyber newsgroup can see that nanotechnology is one of the most frequently speculated-about topics that hasn't been covered in official products. Speculations ran from "it's impossible" to "I have rules for drones made of hives of nanites" to "it is all powerful." It's inclusion in Man and Machine means that despite FASA's lousy web presence and internet support, some authors/editors do actually pay attention to this stuff. Adding to the pleasure was that they included an explanation of why nanotech has not been a factor in the gameworld, and why it is now making an appearance, albeit not too large of one. They have taken the ticking timebomb first laid when Shadowtech mentioned that nanites would make the neural connections for cyber, and defused it nicely. You may not agree with their conclusions, but I'm just glad to have an answer. The nanites that are presented are unlikely to change most games significantly, but do offer room for growth where any GM wishes to follow.

Overall, I found Man and Machine to accomplish its goal well. Cyberware has more options and flexibility now, without the morass of complexity that Cybertechnology added. Bioware is (finally!) reintroduced, with a lot of the abusive holes gone. I have many compounds I've been waiting for, and my nanotech questions have been answered. True, I haven't made great forward progress. New material only comprised a small section of this book. True, the book, with only rules descriptions for 140 pages makes for pretty dry reading. True, they still have not put me in as one of their shadow-commenters. But what Man and Machine set out to do, it did well.

Changes in the Role-playing Industry

Over the course of the last year or two, I've noticed some changes in the gaming industry. At first, there were some seemingly unrelated events. Wizards of the Coast (WotC, makers of Magic: The Gathering) purchased TSR (makers of Advanced Dungeons and Dragons). Shadowrun released a new edition. White Wolf (makers of Vampire and other World of Darkness games) released a free downloadable introductory version of Vampire.

Now however, enough events have happened that I can see patterns in them. Perhaps I am wrong. Perhaps all of these occurrences are random, and indicative of nothing. But below you will find what I think these patterns indicate is happening, and what I believe will be the final effects of these changes. I welcome any comments or challenges.

Change 1: Entry-level games are of greater production quality

Recently I noticed that there were a lot more new games at my local store. I did some asking around, and the general consensus appeared to be that there **weren't** more games. Just more bound, color printed games. Instead of a stack of photocopies of the basic rules to some new game bought at a convention (although that still happens) or a cheap paperback or spiral bound book, new games are arriving with beautiful hard bound covers and full-color plates. Has everyone seen the new game 7th Seas? Love it or hate it, you have to agree that the artwork is impressive. But that is only one example, and a glance at the New Arrivals shelf at any well-stocked gaming store will reveal many more. This change is probably the result of a combination of the increasingly low cost of desktop publishing, and the increased big business interest in gaming. (see below)

Change 2: Big Business is looking our way

WotC bought TSR, and was in turn purchased by Hasbro. Chessex and Armory, two of the larger gaming distributors, merged into a company called Alliance, which was itself recently acquired by another company. FASA buys Ral Partha, and is in turn bought by Decipher. Any one of these could be explained away, but taken together, they lead me to one conclusion. Regardless of how, Gaming (including but not limited to Role-playing) is no longer the secretive thing done by social outcasts in back rooms. It's openly talked about, and sought out as a moneymaker. This means significant changes, because the role-playing industry has never been one of large profit margins.

I do not tend to be a doom-sayer. The attention of companies with big bottom lines need not be a disaster. But it does mean that certain things will change, and if we are prepared for those changes, we are less likelyto be rudely suprised.

With Big Business looking at gaming, it will have one main interest: The bottom line. This means they will be looking to cut costs while improving income. How will they do so? Business, in it's simplest form consists of two parts: income and expenses. Income comes from two places: New customers and return customers. Expenses are everywhere, but the ones I am

interested in are: production, support, and advertising. The interest in these areas will bring about the following results.

Result 1: Improved online support

When White Wolf released their Rage Collectable Card Game (CCG), the rulebook mentioned that there would be a Usenet newsgroup to discuss the game and ask any questions. The reality of it was that White Wolf made a few mistakes, the newsgroup didn't manifest for a few months, and it marked the beginning of this trend.

If a company knows what it is doing, Online support of their product can be much less expensive than other forms of customer support, and can reach more customers. (Compare the cost and likely number of satisfied customers: Either they send a letter with their question and a Self-Addressed Stamped Envelope (SASE) to the company, or they go to a web page and read a FAQ, and email someone if their question isn't covered there.) (I haven't seen any gaming companies do this yet, but a truly adept company could even have an automatic filter reply to the sender if it appears their question was on the FAQ, meaning that the paid employee at the other end of the email need do nothing more than read the email and toss it, or perhaps reply with a form letter. Other industries and certain Usenet newsgroups do this now successfully).

Customer satisfaction means a great deal. Steve Jackson Games (creators of GURPS) has Errata for every printing of every edition of their books available. White Wolf offers downloadable character sheets. TSR, originally attacked because of a Draconian (excuse the pun) online policy, now offers downloads of a few out of print books and modules. Chaosium (makers of Call of Cthulhu), with a reputation for very poor customer support, has the changes between their 5th edition and their 5.5th (sic) edition online so that players do not feel cheated. Many other examples exist. Each of these companies goes to this effort, because they know a satisfied customer is much more likely to be a return customer. It's a fundamental principal of business that it is much easier to keep a customer than to gain a new one.

Result 2: Push for New Players

There will be fresh blood at the gaming tables soon. AD&D, GURPS, and Vampire, to name a few, have free learn-to-play rules available. (FASA has non-free learn to play rules, see my review on Page 35.). Shadowrun, Vampire, and AD&D have recently released or will soon release a new edition, with new players as a primary target. FASA has announced a demo program similar to what other companies already have, and expect other companies to intensify theirs.

While on the whole this is a good thing, more experienced players may feel themselves suddenly surrounded by young and inexperienced players and may forget that we all learned to play sometime, and we all run into the same mistakes of roll-playing, munchkinism, and rules lawyering.

Result 3: Changing Life Cycles

A lot of Earthdawn players and SR:TCG players were upset when FASA dropped support of their games. It should be noted that Earthdawn was not (apparently) losing money. It simply wasn't making enough. With Big Business on the scene, expect this to happen more and more. FASA just released a new game (Vor: The Maelstrom). I expect that if it doesn't prove itself, it too will vanish. Expect this to happen with most new games. Those that do prove themselves will become established and well supported. Those that do not make a sufficient bottom line after a suitable introductory period will be axed.

Result 4: Changing Distribution

Game store owners took a hit when Magic and Pokemon cards began to be sold at bookstores, toystores, and even video stores. Such places will even use such high-profile items as loss leaders, to increase foot traffic that might buy other products. With the distribution channels being merged, and gaming no longer restricted to a select small group, prepare to see games being available in places they never were before. I have no idea if this will severely affect gaming stores. But when the AD&D movie hits the big screens, don't be surprised to see the latest AD&D edition every time you turn around.

Result 5: Collector's Items

White Wolf released a limited edition $70 (US) leather bound hardback of their new Vampire edition. Limited print Hardback 3rd edition SR main books have sold for as much as $180. TSR is talking about releasing a collector's edition of their new AD&D edition.
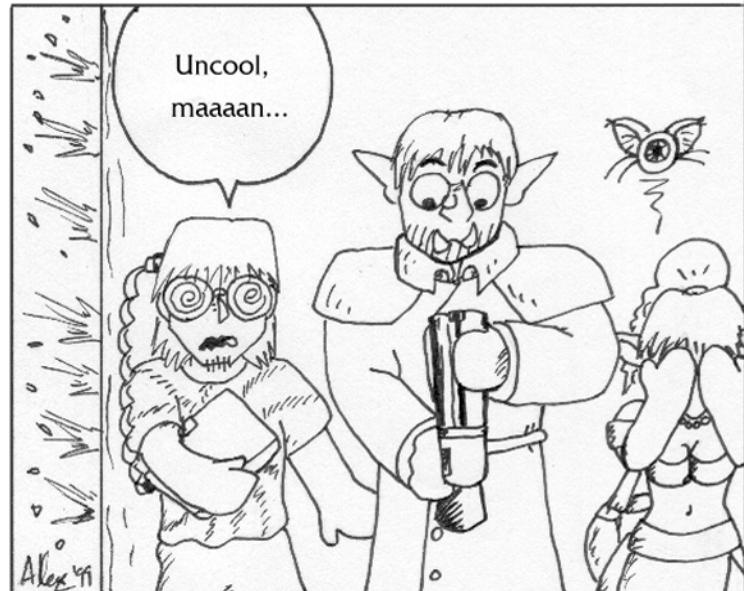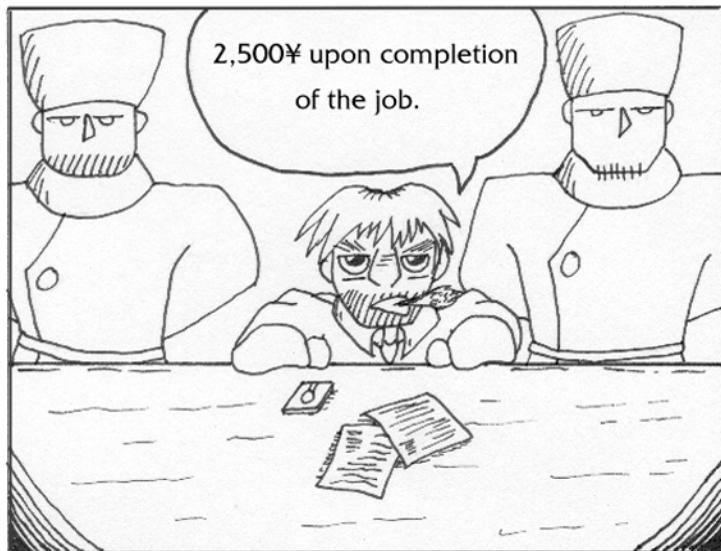
Collectibles have always been part of gaming. Shirts, pins, etc are hardly new fare. But now they will be seen as a significant source of revenue. Expect to see more of this in the future. Players who pride themselves on having complete collections will have to pay for it. Everyone else will not suffer much.
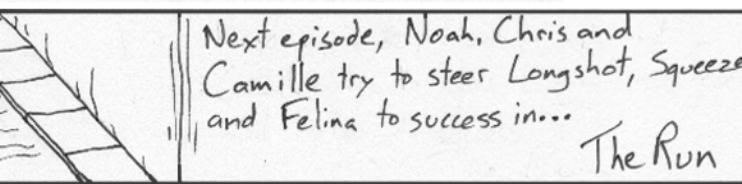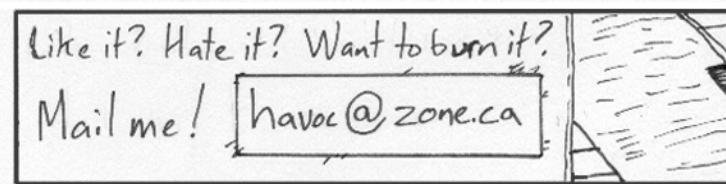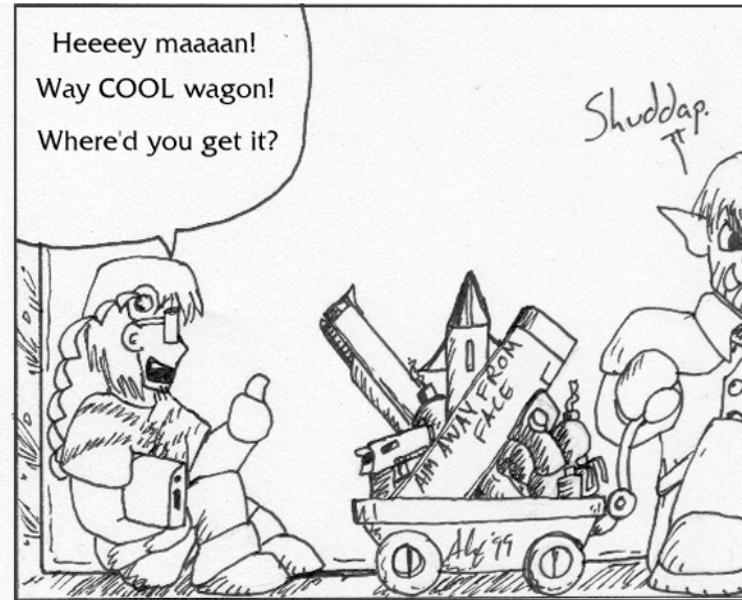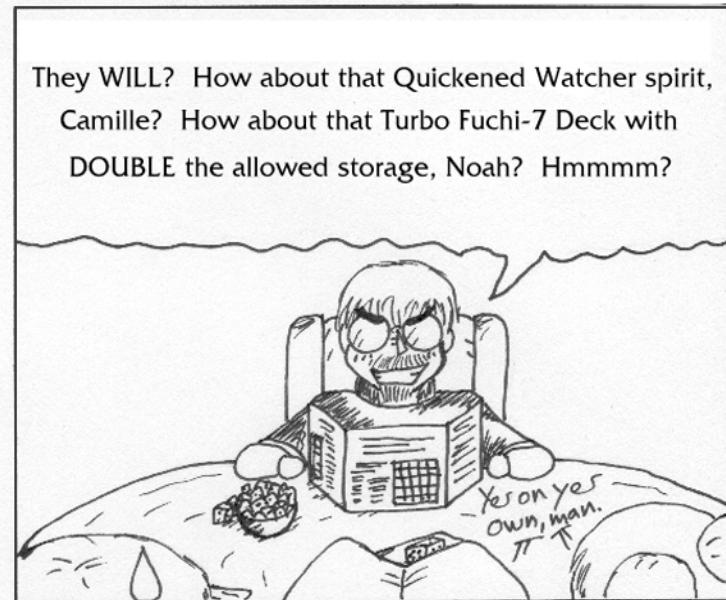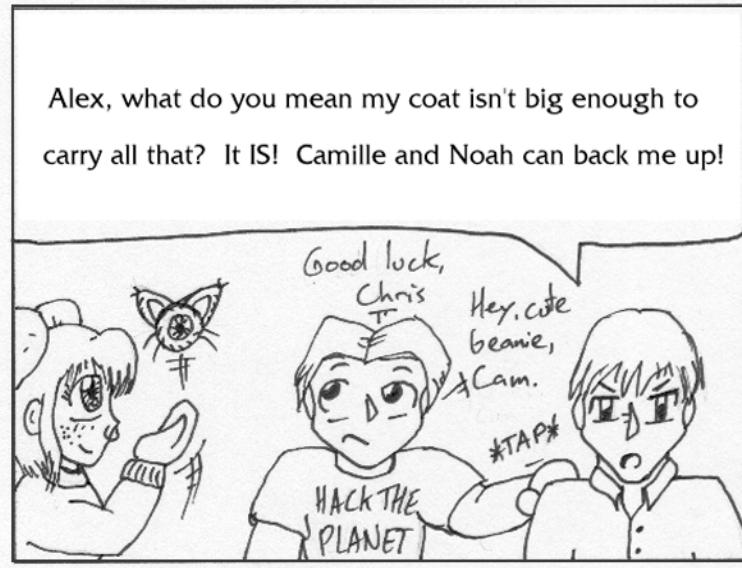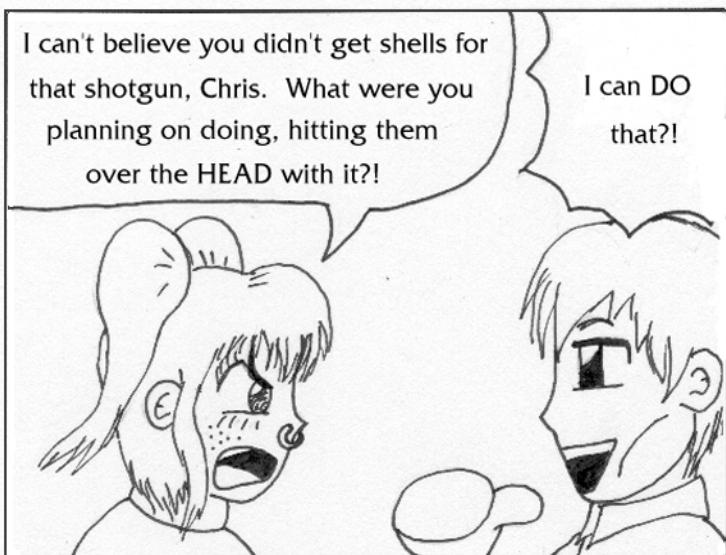
Result 6: Product changes

Expect prices to rise slightly. The industry is overdue for this increase anyway. Expect books to either increase in size, or break down into multiple cheaper books, depending on the company and the product. Expect more artwork, more color, and more missed product deadlines. (Okay, so not everything will change). The exact product changes will depend a lot on you and how you react to any change. These businesses will be looking to make money, and if they feel they will alienate a significant portion of their customer base, they will quickly change their methods. As far as these businesses are concerned, this is an emerging market, and they will be in rapid adaptation mode for a while. Expect experimentation, and react honestly to it.

Conclusion

These are my predictions. I might be totally wrong, I may be completely right, but most likely I'm somewhere in the vast area in between those two extremes. Let me know what you think, and time will answer it one way or another.

Mage Sheet

Spirit Type

Spirit Type	B	Q	S	C	I	W	E	R	Attack	Initiative	Powers + Weaknesses
Earth Elemental	F+4	F-2 (x2)	F+4	F	F	F	F/A	F-2	(Str)S, +1 reach	F+8+1D6	Engulf, Elemental services (p. 186), Materialization, Movement; Vulnerability (air)
Water Elemental	F+2	F (x2)	F	F	F	F	F/A	F	(Str)S	F+10+1D6	Engulf, Elemental services (p. 186), Materialization, Movement; Vulnerability (fire)
Fire Elemental	F+1	F+2 (x2)	F+4	F	F	F	F/A	F	(Str)M, + flame	F+10+1D6	Engulf, Elemental services (p. 186), Materialization, Movement; Vulnerability (water)
Air Elemental	F-2	F+3 (x4)	F-3	F	F	F	F/A	F+2	Powers	F+12+1D6	Engulf, Elemental Services (p. 186), Materialization, Movement, Noxious Breath, Psychokinesis; Vulnerability (earth)
Watcher or any astral	F	F	F	F	F	F	F/A	F	(F)M Astral	Astral: F+20+1D6	Drain for Summoning is always stun = (Force x hours life) L. Conjuring successes = maximum hours life, Force limit = ½ Magic. Watchers can "search" (MiTS p. 100).

Conjuring Drain (stun or physical, per magic rating)

Spirit's Force	Drain Level
½ Conjurer's Charisma or less	L
Conjurer's Charisma or less	M
More than Conjurer's Charisma	S
1.5 times Charisma or more	D

Detection Spell TN's

Target is in sight of caster	4
Target out of sight of caster	6
Target is on different plane	10
Target behind an astral barrier	+ Force

Detection Spell Results

1 success	general knowledge, no details
2 successes	details, with partial inaccuracy
3 successes	mostly accurate and detailed
4+ successes	accurate and detailed information

Astral Combat Damage Codes

Attack Type	Damage Code
Unarmed Attack	(Charisma) M
Armed Attack	As weapon, Strength = Charisma
Dual Being	(Strength) M, or by attack type
Spirit, Focus, or Barrier	(Force) M

Astral Beings: fight as in melee. p.175

Inanimate Objects: Charisma vs. Force, net successes reduces force or magic attribute of looser. Foci and some wards have karma, p.176. Objects at zero force may be "suppressed" or destroyed (TN = 2 x force). Spells or "melee" may be used in some cases.

"Pressing" through a Barrier- MiTS p. 83: Force (Charisma) vs. Force, successes = ½ force to pass, 1 success = deactivation (or projection), No success = test to destroy, or disruption

Action Types

Free
Critter: Flame Aura, Magical Guard
Magic: Allocate Spell Defense / Reflecting / Shielding, Centering, Deactivate Focus, Drop Deliberate Masking, Drop Sustained Spell, End Manifestation

Simple
Critter: Concealment, Materialize / Dematerialize, Sense Link, Telepathic Link
Magic: Activate Focus, Call Nature Spirit, Command a Spirit, Deliberate Aura Masking(X), Issue Mental Command (control manipulations spells), Manifest astral form on physical plane, Observe Spell for Design, Read an Aura, Shift to/from Astral Perception

Complex
Critter: All other Powers (some are exclusive)
Magic: Activate Sustaining Focus(X), Astrally Project or Return(X), Banishing(X), Call Elemental/ Ally(X), Cast Spell, Cleansing, Divination, Conjure Spirit(X), Control Spirit(X), Create Wards, Dispel a Spell, Erase Astral Signature, Heal Spirit, Link Spell to Anchoring Focus(X), Move AoE of sutianed Illusion or Manipulation, Quickening(X), Leave Ritual Team, Supress Astral Barrier or other object, Destroy Astral Barrier or other object, Use Expendable Spell Focus

Mind Probe Results

Successes	Knowledge Available
0	None
1-2	surface thoughts
3-4	all conscious knowledge
5+	total access to subconscious

Object Resistance TN's

Natural Objects	3
Low-Tech Materials / Objects	5
Hi-Tech Materials / Objects	8
Highly Processed / Complex	10

Assensing

Successes	Information Gained
0	None
	General state of subjects health, presence or absence of cyberware
	Subject's general emotional state or impression
1-2	Type of magical subject (e.g. Fire Elemental, Health Spell, Power Focus)
	Whether subject is awakened or not, Recognition of any previously seen aura
	Subjects Essence higher, lower, or equal to viewers
	General diagnoses of diseases or toxins
3-4	Subject's exact emotional state or impression
	Magical subject's Force higher, lower, or equal to viewers magic
	Any astral signatures present on subject
5+	Exact Essence, Magic Attribute, or Force of subject
	Exact Location of any Implants, accurate diagnoses of toxin or disease
	General cause of emotional impressions or astral signatures

Tracking

Type / Force	E A F W 1 2 3 4 5 6 7 8 9 10	Type / Force	E A F W 1 2 3 4 5 6 7 8 9 10
Owed Services / Karma	1 2 3 4 5 6 7 8 9 10 11 12 13	Owed Services / Karma	1 2 3 4 5 6 7 8 9 10 11 12 13
	E A F W 1 2 3 4 5 6 7 8 9 10		E A F W 1 2 3 4 5 6 7 8 9 10
	1 2 3 4 5 6 7 8 9 10 11 12 13		1 2 3 4 5 6 7 8 9 10 11 12 13

Damage

	Stun				Physical			
	L	M	S	D	L	M	S	D
	L	M	S	D	L	M	S	D

Notes:

Spirit Types

Spirit Type		B	Q	S	C	I	W	E	R	Attack	Initiative	Powers, notes
	Desert Spirit											Concealment, Guard, Materialization, Movement, Search
Land	Forest Spirit	F+4	F-2 (x2)	F+4	F	F	F	F/A	F-2	(F+4) S	F+ 8+ 1D6	Accident, Concealment, Confusion, Fear, Guard, Materialization
	Mountain Spirit											Accident, Concealment, Guard, Materialization, Movement, Search
	Prairie Spirit											Accident, Concealment, Guard, Materialization, Movement, Search
	Mist Spirit											Accident, Concealment, Confusion, Guard, Materialization, Movement
Air	Storm Spirit	F-2	F+3 (X4)	F-3	F	F	F	F/A	F+2	(F-3) M Stun (powers only)	F+ 12+ 1D6	Concealment, Confusion, Fear, Materialization, Innate Spell (Lightning Bolt)
	Wind Spirit											Accident, Confusion, Guard, Materialization, Movement, Search
	Lake Spirit											Accident, Concealment, Engulf, Fear, Guard, Materialization, Movement, Search
	River Spirit											Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search
Water	Sea Spirit	F+2	F (x2)	F	F	F	F	F/A	F-1	(F)S Stun	F + 20 + 1D6	Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search
	Swamp Spirit											Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search
	City Spirit											Accident, Concealment, Confusion, Fear, Guard, Materialization, Search
Man	Field Spirit	F+1	F+2 (x3)	F-2	F	F	F	F/A	F+1	(Str)M	F+ 11+ 1D6	Accident, Concealment, Confusion, Guard, Materialization, Search
	Hearth Spirit											Accident, Concealment, Confusion, Guard, Materialization, Search
	Watcher / any astral	F	F	F	F	F	F	F	F/A	(F)M (astral only)	Astral: F+20+1D6	Watchers can "search" (MITS p. 100), have Force limited to 1/2 Magic, Conjuring successes = maximum hours life. Drain for Summoning watchers is always stun = (force x hours life) L

Conjuring Drain (stun or physical, per magic rating)

Spirit's Force	Drain Level
½ Conjurer's Charisma or less	L
Conjurer's Charisma or less	M
More than Conjurer's Charisma	S
1.5 times Charisma or more	D

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Spirit, Focus, or Barrier	(Force) M

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Assensing

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	Whether subject is awakened or not
	Recognition of any previously seen aura
	Subjects Essence higher, lower, or equal to viewers
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	Subject's exact emotional state or impression
	Magical subject's Force higher, lower, or equal to viewers magic
	Any astral signatures present on subject
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	Exact Location of any Implants, accurate diagnoses of toxin or disease
	General cause of emotional impressions or astral signatures

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Simple
Critter: Concealment, Materialize / Dematerialize, Sense Link, Telepathic Link

Magic: Activate Focus, Call Nature Spirit, Command a Spirit, Deliberate Aura Masking(X), Issue Mental Command (control manipulations spells), Manifest astral form on physical plane, Observe Spell for Design, Read an Aura, Shift to/from Astral Perception

Complex
Critter: All other Powers (some are exclusive)

Magic: Activate Sustaining Focus(X), Astrally Project or Return(X), Banishing(X), Call Elemental/ Ally(X), Cast Spell, Cleansing, Divination, Conjure Spirit(X), Control Spirit(X), Create Wards, Dispel a Spell, Erase Astral Signature, Heal Spirit, Link Spell to Anchoring Focus(X), Move AoE of sustained Illusion or Manipulation, Quickening(X), Leave Ritual Team, Supress Astral Barrier or other object, Destroy Astral Barrier or other object, Use Expendable Spell Focus

Spirit Type	B	Q	S	C	I	W	E	R	Attack	Initiative	Powers + Weaknesses
Gnomes (earth spirits)	F+4	F-2 (x2)	F+4	F	F	F	F/A	F-2	(Str)S, +1 reach	F+8+1D6	Concealment, Engulf, Fear, Guard, Magical Guard, Materialization, Vulnerability (air)
Manitous (wood spirits)	F+3	F (x2)	F+1	F	F	F	F/A	F	(Str)S	F+10+1D6	Accident, Concealment, Confusion, Engulf [(force)S stun], Fear, Guard, Magical Guard, Materialization
Slamanders (fire spirits)	F+1	F+2 (x2)	F+4	F	F	F	F/A	F+1	(Str)M, + flame	F+10+1D6	Engulf, Flame Aura, Immunity (Fire), Innate Spell (Flamethrower), Guard, Magical Guard, Materialization, Psychokinesis, Vulnerability (water)
Slyphs (wind spirits)	F-2	F+3 (x4)	F-3	F	F	F	F/A	F+2	(Str)M Stun	F+12+1D6	Concealment, Confusion, Engulf, Guard, Magical Guard, Materialization, Movement, Psychokinesis, Vulnerability (earth)
Undines (water spirits)	F+2	F (x2)	F	F	F	F	F/A	F-1	(Str)S Stun	F+9+1D6	Accident, Concealment, Engulf, Guard, Magical Guard, Materialization, Movement, Search, Vulnerability (fire)
City Spirit	F	F	F	F	F	F	F/A	F+1	(Str)M	F+11+1D6	Accident, Concealment, Confusion, Fear, Guard, Materialization, Search
Field Spirit	F+1	F+2 (x3)	F-2	F	F	F	F/A	F+2	(Str)M		Accident, Concealment, Guard, Materialization, Search
Hearth Spirit	F	F	F	F	F	F	F/A	F+1	(Str)M		Accident, Concealment, Confusion, Guard, Materialization, Search
Watcher or any astral	F	F	F	F	F	F	F	F	(F)M Astral	Astral: F+20+1D6	Drain for Summoning is always stun = (Force x hours life) L. Conjuring successes = maximum hours life. Force limit = ½ Magic. Watchers can "search" (MITS p. 100).

Conjuring Drain (stun or physical, per magic rating)

Spirit's Force	Drain Level
½ Conjurer's Charisma or less	L
Conjurer's Charisma or less	M
More than Conjurer's Charisma	S
1.5 times Charisma or more	D

Detection Spell TN's

Target is in sight of caster	4
Target out of sight of caster	6
Target is on different plane	10
Target behind an astral barrier	+ Force

Detection Spell Results

1 success	general knowledge, no details
2 successes	details, with partial inaccuracy
3 successes	mostly accurate and detailed
4+ successes	accurate and detailed information

Astral Combat Damage Codes

Attack Type	Damage Code
Unarmed Attack	(Charisma) M
Armed Attack	As weapon, Strength = Charisma
Dual Being	(Strength) M, or by attack type
Spirit, Focus, or Barrier	(Force) M

Astral Beings: fight as in melee, p.175

Inanimate Objects: Charisma vs. Force, net successes reduces force or magic attribute of looser. Foci and some wards have karma, p.176. Objects at zero force may be "suppressed" or destroyed (TN = 2 x force). Spells or "melee" may be used in some cases.

"Pressing" through a Barrier- MITS p. 83: Force (Charisma) vs. Force, successes = ½ force to pass, 1 success = deactivation (or projection), No success = test to destroy, or disruption

Mind Probe Results

Successes	Knowledge Available
1-2	surface thoughts
3-4	all conscious knowledge
5+	total access to subconscious

Object Resistance TN's

Natural Objects	3
Low-Tech Materials / Objects	5
Hi-Tech Materials / Objects	8
Highly Processed / Complex	10

Assensing

Successes / Information Gained	
0	None
1-2	General state of subjects health, presence or absence of cyberware; Subject's general emotional state or impression; Type of magical subject (e.g. Fire Elemental, Health Spell, Power Focus); Whether subject is awakened or not; Recognition of any previously seen aura
3-4	Subjects Essence higher, lower, or equal to viewers; General diagnoses of diseases or toxins; Subject's exact emotional state or impression; Magical subject's Force higher, lower, or equal to viewers magic; Any astral signatures present on subject
5+	Exact Essence, Magic Attribute, or Force of subject; Exact Location of any Implants, accurate diagnoses of toxin or disease; General cause of emotional impressions or astral signatures

Action Types

Free
Critter: Flame Aura, Magical Guard

Magic: Allocate Spell Defense / Reflecting / Shielding. Centering, Deactivate Focus, Drop Deliberate Masking, Drop Sustained Spell, End Manifestation

Simple
Critter: Concealment, Materialize / Dematerialize, Sense Link, Telepathic Link

Magic: Activate Focus, Call Nature Spirit, Command a Spirit, Deliberate Aura Masking(X), Issue Mental Command (control manipulations spells), Manifest astral form on physical plane, Observe Spell for Design, Read an Aura, Shift to/from Astral Perception

Complex
Critter: All other Powers (some are exclusive)

Magic: Activate Sustaining Focus(X), Astrally Project or Return(X) Banishing(X), Call Elemental/ Ally(X), Cast Spell, Cleansing, Divination, Conjure Spirit(X), Control Spirit(X), Create Wards, Dispel a Spell, Erase Astral Signature, Heal Spirit, Link Spell to Anchoring Focus(X), Move AoE of sustained Illusion or Manipulation, Quickening(X), Leave Ritual Team, Supress Astral Barrier or other object, Destroy Astral Barrier or other object, Use Expendable Spell Focus

Spirit Type		B	Q	S	C	I	W	E	R	Attack	Initiative	Powers, notes
Desert Spirit	Land											Concealment, Guard, Materialization, Movement, Search
Forest Spirit	Land	F+4										Accident, Concealment, Confusion, Fear, Guard, Materialization
Mountain Spirit	Land	F-2 (x2)	F+4	F	F	F	F	F/A		(F+4) S	F+ 8+ 1D6	Accident, Concealment, Guard, Materialization, Movement, Search
Prairie Spirit	Land											Accident, Concealment, Guard, Materialization, Movement, Search
Mist Spirit	Air											Accident, Concealment, Confusion, Guard, Materialization, Movement
Storm Spirit	Air	F-2	F+3 (X4)	F-3	F	F	F	F/A	F-2	(F-3) M Stun (powers only)	F+ 12+ 1D6	Concealment, Confusion, Fear, Materialization, Innate Spell (Lightning Bolt)
Wind Spirit	Air		F+2					F/A	F+2			Accident, Concealment, Confusion, Guard, Materialization, Movement, Search
Lake Spirit	Water											Accident, Engulf, Fear, Guard, Materialization, Movement, Search
River Spirit	Water											Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search
Sea Spirit	Water	F+2	F (x2)	F	F	F	F	F/A	F-1	(F)S Stun	F+ 20 + 1D6	Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search
Swamp Spirit	Water											Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search
Ancestor Spirit		F+2	F (x3)	F+1	F	F	F	F/A	F	(Str)M Stun	F+10+1D6	Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search; Accident, Confusion, Divination, Guard, Materialization, Search
Watcher / any astral		F	F	F	F	F	F	F/A	F	(F)M (astral only)	Astral: F+20+1D6	Watchers can "search" (MiTS p. 100), have Force limited to 1/2 Magic. Conjuring successes = maximum hours life. Drain for Summoning watchers is always stun = (Force x hours life) L

Conjuring Drain (stun or physical, per magic rating)

Spirit's Force	Drain Level
½ Conjurer's Charisma or less	L
Conjurer's Charisma or less	M
More than Conjurer's Charisma	S
1.5 times Charisma or more	D

Detection Spell TN's

Target is in sight of caster	4
Target out of sight of caster	6
Target is on different plane	10
Target behind an astral barrier	+ Force

Detection Spell Results

1 success	general knowledge, no details
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Astral Combat Damage Codes

Attack Type	Damage Code
Unarmed Attack	(Charisma) M
Armed Attack	As weapon, Strength = Charisma
Dual Being	(Strength) M, or by attack type
Spirit, Focus, or Barrier	(Force) M

Astral Beings: fight as in melee. p.175

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5+	total access to subconscious

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Natural Objects	3
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Highly Processed / Complex	10

Action Types

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Critter: Flame Aura, Magical Guard

Magic: Allocate Spell Defense / Reflecting / Shielding, Centering, Deactivate Focus, Drop Deliberate Masking, Drop Sustained Spell, End Manifestation

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Critter: Concealment, Materialize / Dematerialize, Sense Link, Telepathic Link

Magic: Activate Focus, Call Nature Spirit, Command a Spirit, Deliberate Aura Masking(X), Issue Mental Command (control manipulations spells), Manifest astral form on physical plane, Observe Spell for Design, Read an Aura, Shift to/from Astral Perception

Complex

Critter: All other Powers (some are exclusive)

Magic: Activate Sustaining Focus(X), Astrally Project or Return(X), Banishing(X), Call Elemental/ Ally(X), Cast Spell, Cleansing, Divination, Conjure Spirit(X), Control Spirit(X), Create Wards, Dispel a Spell, Erase Astral Signature, Heal Spirit, Link Spell to Anchoring Focus(X), Move AoE of sustained Illusion or Manipulation, Quickening(X), Leave Ritual Team, Supress Astral Barrier or other object, Destroy Astral Barrier or other object, Use Expendable Spell Focus

Assensing

Successes / Information Gained	
0	None
	General state of subjects health, presence or absence of cyberware
1-2	Subject's general emotional state or impression
	Type of magical subject (e.g. Fire Elemental, Health Spell, Power Focus)
	Whether subject is awakened or not
	Recognition of any previously seen aura
	Subjects Essence higher, lower, or equal to viewers
3-4	General diagnoses of diseases or toxins
	Subject's exact emotional state or impression
	Magical subject's Force higher, lower, or equal to viewers magic
	Any astral signatures present on subject
5+	Exact Essence, Magic Attribute, or Force of subject
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	General cause of emotional impressions or astral signatures

Wujen - Summons Ancestor Spirits Sheet

Spirit Type	B	Q	S	C	I	W	E	R	Attack	Initiative	Powers + Weaknesses
Gnomes (earth spirits)	F+4	F-2 (x2)	F+4	F	F	F	F/A	F-2	(Str)S, +1 reach	F+8+1D6	Concealment, Engulf, Fear, Guard, Magical Guard, Materialization, Vulnerability (air)
Manitous (wood spirits)	F+3	F (x2)	F+1	F	F	F	F/A	F	(Str)S	F+10+1D6	Accident, Concealment, Confusion, Engulf [(force)S stun], Fear, Guard, Magical Guard, Materialization
Slamanders (fire spirits)	F+1	F+2 (x2)	F+4	F	F	F	F/A	F+1	(Str)M, + flame	F+10+1D6	Engulf, Flame Aura, Immunity (Fire), Innate Spell (Flamethrower), Guard, Magical Guard, Materialization, Psychokinesis, Vulnerability (water)
Slyphs (wind spirits)	F-2	F+3 (x4)	F-3	F	F	F	F/A	F+2	(Str)M Stun	F+12+1D6	Concealment, Confusion, Engulf, Guard, Magical Guard, Materialization, Movement, Psychokinesis, Vulnerability (earth)
Undines (water spirits)	F+2	F (x2)	F	F	F	F	F/A	F-1	(Str)S Stun	F+9+1D6	Accident, Concealment, Engulf, Guard, Magical Guard, Materialization, Movement, Search, Vulnerability (fire)
Ancestor Spirit	F+2	F (x3)	F+1	F	F	F	F/A	F	(Str)M Stun	F+10+1D6	Accident, Confusion, Divination, Guard, Materialization, Search
Watcher or any astral	F	F	F	F	F	F	F/A	F	(F)M Astral	Astral: F+20+1D6	Drain for Summoning is always stun = (Force x hours life) L. Conjuring successes = maximum hours life, Force limit = ½ Magic. Watchers can "search" (MITS p. 100).

Conjuring Drain (stun or physical, per magic rating)

Spirit's Force	Drain Level
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Attack Type	Damage Code
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