

**ARTIFICIAL INTELLIGENCE**



**SHADOWRUN**  
THE TRADING CARD GAME™

**Challenge (Electrical), Unique**  
Artificial Intelligence can only be fought by present Deckers. If this Challenge is revealed by a Decker using Recon, trash the Decker. If the AI is defeated, the shadowrunning player receives +10 Reputation. Frag the AI if trashed.

*"What are you? And what are you doing in my realm?"*

3/10

**MAGLOCK PASSEY**



**Gear (Misc)**  
If this card is present on a shadowrun, the Maglock Challenge is automatically sleazed. Any Electrical Barrier Challenges also are sleazed on D6 roll of 5+.

*"Open Sesame!"*

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**BRANDENBURG GATE**



**SHADOWRUN**  
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**Street Location**  
Turn a Runner with Streetwise 2 to visit the Berlin Anarchists at Brandenburg Gate. Roll D6:  
1-3: Visiting Runner takes 3 AP damage.  
4-6: For XX (minimum of 3%), the Anarchists will intercept a run on an undefended Objective in your place. Threat Rating: 1X+21/7.

*"The last few, man! Does that tell you something?"*

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**FUCHI INDUSTRIES**



**Corporate Location (HQ)**  
One or more Deckers (including Hermit Deckers) may visit Fuchi Industries instead of going on a shadowrun. Turn visiting Deckers and roll D6 (+1 for each point of Decking):  
1-6: Nothing. nada. zip!  
7-9: Add 2X to Credits.  
10-12: Add 4X to Credits.  
13+: Jackpot! Add 5X to Credits. Oh, 5 points to Reputation, pal.

4

**GENETICS LAB**



**Street Location, Unique.**  
May be used once per turn. Turn a Runner to visit Genetics Lab and roll D6:  
1-2: Trash visiting Runner.  
3-4: No effect.  
5+: Put a Clone token in play. Treat this token as an exact duplicate of the visiting Runner except that the Clone does not possess the special traits or abilities of the visiting Runner. The Clone cannot use Gear.

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**KING OF THE HILL**



**Objective, Unique.**  
Players may intercept more than one shadowrun attempted against this Objective during the game. King of the Hill does not count toward the minimum number of Objectives required.

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**HATCHETMAN 2057 • CYBORG**



**Human Prime Runner, Unique**  
Ignore Essence loss and limb restrictions when giving Cyberware to Hatchetman.

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6/6

**ADAM BOMB • LEGENDARY ROCKER**



**Dwarf Runner, Fame 2**  
Owning player rolls D6 at the start of his Legwork phase each turn. On 5+ (or if Adam dies) each Runner/Challenge present takes 5 damage. Trash Adam Bomb.

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2/3

**FLATLINE • STREET SAMURAI**



**Human Runner**  
Flatline may use two Thiolas at once.

6

3/6 (AI)



**FOXY ROXY • LEGENDARY FLIRT**



4

**Elf Runner**  
Foxy Roxy automatically sneazes any Personnel Challenge.

1/1

**NERPS!**



**Special, Unique**  
Choose a target Gear card (except Spirits and Drones) and treat Nerps! as an exact duplicate of that card.

"Nerps! They're good for what ails you!"

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**THE SKILLS TO PAY THE BILLS**



**Special, Unique**  
Play this card at the beginning of your Legwork Phase when all your Runners are untrained. Train all your Runners and add +XX to your Credits. X = 1X for each different skill possessed by your runners.

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**MAGLOCKS**



**Challenge (Indoor/Electrical/Barrier)**  
The owner of Maglocks must choose a number from 1 to 6 and place a D6 under his hand showing that number. The shadowrunning player must guess the number on the D6. He may make X + 1 guesses. X = Technical rating of the team. If the shadowrunning player guesses the number, the shadowrun continues & Maglocks is trashed. If the shadowrunning player does not guess the number, the shadowrun is over.  
"Every door's got 'em."

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**CERMAK BLAST**



**Objective:** Roll D6 for each Challenge and face result instead of Challenge. Treat all Spirits as Awakened. 1-2: Mosquito Spirit 6/6 (A1); 3-4: Fly Spirit 7/7 (A2); 5-6: Wasp Spirit 8/8 (A3).  
**BONUS:** +5 Reputation if a Runner with Demolition is present at end of shadowrun.

**LORD TORG0 • GANGER LEADER**



9/2

9/9 (A2)

**Troll Prime Runner, Stamina**  
Turn to inflict 3 armor piercing damage to all eyes in play.

**RAZORBACK • STREET SAMURAI**



8

6/6

**Ork Runner**  
Trash Razorback to trash a present Personnel Challenge.

**WANTED**



**Special**  
Play on target Runner. During their Legwork phase, opponents may turn one Runner to attack target Runner. Trash Wanted after resolving combat. Player who defeats Wanted Runner earns Reputation equal to deployment cost of Wanted Runner.

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**BIG KNOBI KLUB**

**FITTING, RABBIT-OFFS, ICE CREAM**

**BIG KNOBI KLUB 124 H BLAH BLAH BLAH STAY**

Street Locations (Club)  
2-4: Turn a Runner to visit and roll D6 1-1 for each level of Fame!  
1-1: 100% Trash Big Knobi Klub!  
Visiting Runner takes 2 damage.  
2-3: Sold Out! Coolest! You can't get in. Power...  
4-5: You're not on the guest list.  
Pay +1V to roll again.  
6-+ Take a folder from your drawer pile and deploy at no cost.  
Sell Knobi after all these years!"

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**BULL • DECKER**



7/1

5/6

**Ork Prime Runner.** First Panther Assault Cannon given to Bull is half price. May not go on wetwork or assassinations. *"The best ork decker you never met!"*™

**BUZZ • JUGGLER**



5

0/4

**Human Prime Runner.** Hermit Recon. Cranial Cyberdeck: +0/+2 in the Matrix. Paraplegic: must remain in the safehouse.

**DAIN • DETECTIVE**



5/1

3/4

**Human Prime Runner.** May visit an opponent's contact or location during leg-work phase. 3V: Recon until end of turn.

**FENRIS • CYBORG**



6/2

7/6 (A1)

**Human Prime Runner.** Stamina. Roll D6: inflicts damage first on 4+. May not be given additional Cyberware.

**GISLAN THE WRENCH • RIGGER**



5/1

3/4

**Dwarf Prime Runner.** Gislan's drones and vehicles all receive a +1/+1 (A+1) bonus while in his possession.

**LARUE • GATOR SHAMAN**



7/2

7/7

**Ork Prime Runner.** Anti-Social. Possesses (sentient) Decapitator battleaxe: +3/+1 Personnel & Awakened Challenges.

**MARIA MERCURIAL • LEGENDARY ROCKER**



6/1

0/1

**Human Prime Runner.** Fame 3, Hermit, Unique. Maria Mercurial may not go on shadowrun.

**RICOCHET RITA • RAZORGAL**



6

6/6 (A1)

**Elf Prime Runner.** Fame. *"We do more damage before 9:00 am, than most folks do all day!"*

**VIXEN • GO-GANGER MAGE**



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3/5

**Elf Prime Runner.** Stamina. Vixen's Bioware-enhanced body only heals at 1/2 the normal rate (round up).