

AMBUSH



Challenge (Personnel)
Ambush inflicts damage first. Trash Runners killed by this damage (these Runners do not inflict damage).
"Subprize, subprize, subprize!"

 6/6

AMBUSHED EN ROUTE



Challenge (Street/Vehicle/Outdoor)
If alarm is triggered, Ambushed En Route inflicts 5 damage on Runner team. The owner of this Challenge chooses how to divide the damage. Trash after revealed.
"Somehow they knew we was comin'!"

ANCIENTS' TURF



Challenge (Outdoor/Street/Personnel)
1V. +2/-2 until end of turn.
"Ancients ain't no daisy-cutters. They're mean as trolls."

  OR  

7/4

ANTI-ASTRAL BARRIER



Challenge (Miscellaneous)
If alarm is triggered, roll D6 for each Spirit present. On 4+, trash that card.
"Nothing magical gets through this baby!"

ASTRAL SENTRY



Challenge (Awakened)
May only be attacked by Shamans and Mages. If revealed during a shadowrun on which no Shamans or Mages are present, the alarm is triggered and Astral Sentry is trashed.

 2

0/10

BARNEY PHYFE



Challenge (Personnel)
If alarm is triggered, a randomly chosen Runner who is present is locked up until the end of the run. This Runner is considered flagged until the end of this shadowrun.

BASILISK



Challenge (Outdoor/Awakened)
The damage Basilisk inflicts must be applied to a single Runner. Frag Runners killed by Basilisk.
"Don't look in its eyes. It's a stone-cold killer."

 2

6/5

BOOBY TRAP



Challenge (Miscellaneous)
If alarm is triggered, trash a Runner who is present. Trash after revealed.
"Hey, it looks like someone forgot their bricks ..."



CHOMPS-2000 GUARD DOG



Challenge (Awakened)
Guard Dog is immune to damage the first time it is triggered in the game.
"Guard dog my @\$\$#@!! Move like guard demon!"

 2

6/2

CORPSELIGHT



Challenge (Outdoor/Awakened)
If alarm is triggered, the shutdown is over. Trash after revealed.

"The Awakened world really sucks!"



CUSTOM SYSTEM



Challenge (Miscellaneous), Unique
When revealed, place Custom System face up on this Objective. Once revealed, Custom System does not count toward maximum Challenges.

Decks may not use Matrix/Programs or Recon against this Objective.

DOUBLE JEOPARDY!



Challenge (Miscellaneous)
Treat Double Jeopardy! as an exact duplicate of the last Challenge card revealed during this shutdown. Ignore Double Jeopardy! if it is the first Challenge revealed on an Objective.

"I thought we killed that already!"

ELECTRIFIED FENCE



Challenge (Electrical/Barrier)
If alarm is triggered, target Runner takes 3 damage.

"Don't touch the—FZZT!"

 or 

0/10 (A1)

ELITE SECURITY GUARDS



Challenge (Indoor/Personnel)
1V: +1/+1 until end of turn.

"These guys are the real thing—ex-military and mean."

5/7 (A1)

ELITE SECURITY MAGE



Challenge (Indoor/Personnel)
3V: +3/+3 (A+1) until end of turn. Once per shutdown, owner of Elite Security Mage may frag the top card of his draw pile to immediately send target Runner to safehouse.

5/5 (A1)

EYEKILLER



Challenge (Outdoor/Awakened)
Alarm is triggered only if Runner team possesses Stealth of 2+. Otherwise, trash Eyekiller. Damage inflicted by Eyekiller is armor piercing.

"The harder you try to hide, the more likely it is that the eyekiller will find you."

5/4

FEEDING GHOULS



Challenge (Indoor/Awakened)
Shadowrunning player may choose to frag a Runner who is present to sate Feeding Ghoul's.

"I don't have to outrun them. I just have to outrun you."

5/10

FLOCK OF GEESE



Challenge (Outdoor/Awakened)
Once revealed, trash Flock of Geese. Flock of Geese automatically triggers the alarm.

"50,000 nuyen worth o' security countermeasures and everything's shot to hell by a bunch of damn birds!"

FREE SPIRIT



Challenge (Awakened)
The alarm is automatically triggered if a Shaman is present. If no Shaman is present, Free Spirit is automatically sleezed.

"Wild cards, every one of them."

4/10

FUSION GATE



Challenge (Electrical/Barrier)
If Runner team fails to sleaze Fusion Gate, the Runners present take 5 damage. The owner of Fusion Gate chooses how to divide the damage.

"Simple, but deadly. 10,000 volts of stopping power."

0/10 (A2)

GUARDIAN DRACOFORM



Challenge (Awakened), Unique
If Guardian Dracoform is defeated in combat, the shadowrunning player receives +10 Reputation. The Guardian Dracoform automatically triggers the alarm.

When Guardian Dracoform is trashed, it is also traggod.

12/10 (A3)

GUARDIAN EARTH ELEMENTAL



Challenge (Awakened), Unique
-2/-2 for each Shaman present on the shadowrun.

If Guardian Earth Elemental is defeated in combat, the shadowrunning player receives +5 Reputation.

10/12

GUARDIAN FIRE ELEMENTAL



Challenge (Awakened), Unique
-2/-2 for each Shaman present on the shadowrun.

If Guardian Fire Elemental is defeated in combat, the shadowrunning player receives +5 Reputation.

12/10

GUT CHECK!



Challenge (Miscellaneous)
Roll Do (+1 for each Runner present with Leadership). 1-3: The shadowrun is over. 4+: Gut Check is sleazed.

"We're in it up to our huggin'! Ain't it a time to do or die, chummers!"

HALLOWEENER HELL



Challenge (Street/Personnel)
1V, +2/-1 until end of turn.

"They'll carve you up like a jack-o'-lantern."

8/6

HEAVY SENTRY GUN



Challenge (Electrical/Barrier)

"Cooties up from the depths of Hell and sends you right back down!"

8/10 (A2)

HELLHOUND



Challenge (Awakened)
The damage Hellhound inflicts must be applied to a single Runner. This damage is armor piercing.

"I tell ya, it ain't natural fer a dog to breathe fire!"

6/6

HELLISH TRAFFIC



Challenge (Street/Vehicle/Outdoor)
If Runner team fails to seize Hellish Traffic, the showdown is over and Hellish Traffic is trashed.

"If only I had a rocket launcher!"

2  or 2 

HIGHWAY SHOWDOWN



Challenge (Vehicle/Outdoor)
If Runner team fails to seize Highway Showdown, each Runner present takes 4 damage. Trash after revealed.

"There's always some flogger in the next lane trying to blow your head off."

2  

HIT AND RUN



Challenge (Outdoor/Street)
If alarm is triggered, all Runners present take 2 - X damage. X = Athletics.

"AIEEEEN!"

2  

HUNTING GARGOYLE



Challenge (Outdoor/Awakened)
If using Hand-to-Hand Weapons against Hunting Gargoyle, roll D6 after combat for each Weapon used. On 4+, trash that Weapon.

"I liked 'em better up on the cathedrals ..."

2  or 2  **8/9 (A3)**

INCUBUS



Challenge (Awakened)
If alarm is triggered, trash a randomly chosen Runner. Trash after revealed.

"I always thought Man was at the top of the food chain."

1 

INTEGRATED CONTROL CENTER



Challenge (Miscellaneous)
+1/+1 to all Challenges.
When revealed, place Integrated Control Center face up on this Objective. Once revealed, Integrated Control Center does not count toward maximum Challenges.

"The bleeding edge of security tech!"

KILLER DRONE



Challenge (Electrical)
The damage that Killer Drone inflicts must be applied to a single Runner.

"A heavy-metal flying box o' death!"

2   **7/9 (A2)**

KNIGHT ERRANT GUARDS



Challenge (Personnel)
2V: +2/+2 until end of turn.

"You get what you pay for—and these guys cost!"

2  **6/7 (A2)**

LONE STAR PATROL



Challenge (Street/Personnel/Vehicle)
1V: +1/+1 until end of turn.

"They shoot first and don't ask questions."

2   **6/6 (A2)**

MAFIA GOONS



Challenge (Street)
If Runner team fails to sledge Mafia Goons, the shadowrunning player loses 1/2 his current Credstick balance (round up). If he has no V, then flag a randomly chosen Runner who is present. Failing to sledge this card will not trigger the alarm.

 2

MAGE STRIKE FORCE



Challenge (Personnel)
2V: +2/+2 (A+1) until end of turn.
"They look like normal fuggin' security—until it's too late."

  2

6/6 (A1)

MAGLOCKS



Challenge (Indoor/Electrical/Barrier)
The owner of Maglocks must secretly choose a number from 1 to 6 and place a D6 under his hand showing that number. To sledge Maglocks, shadowrunning player must guess the number on the D6. He may make X + 1 guesses. X = Technical rating of the shadowrunning team.
"Every door's got 'em."

MANTICORE



Challenge (Awakened)
The damage Manticore inflicts must be applied to a single Runner.
"You'll need more than a whip and a chair for this one, boyo!"

  2

8/9

MINE FIELD



Challenge (Miscellaneous)
Roll D6 (+1 for each Runner present who possesses Demolition). If result is higher than the number of Runners present, trash Mine Field. If result is equal to or lower than the number of Runners present, each Runner takes X armor-piercing damage. X = number of Runners present.
"Click. BOOM!"

MOTION DETECTORS



Challenge (Electrical)
If alarm is triggered, the shadowrun is over and this card is permanently attached to the Objective it is currently defending. No Runners can sledge Challenges on turns against this Objective.

NETS



Challenge (Barrier)
Roll D6 for each Runner present. 1-2: No effect. 3+: Runners without Athletics return to safehouse unreturned. 5+: Runners with Athletics return to safehouse unreturned. If Nets sends any Runners to safehouse, the alarm is triggered. Trash after revealed.
"Nothing more embarrassing than being hung up like a possum ..."

POISON GAS TRAP



Challenge (Electrical)
If alarm is triggered, roll D6 for each Runner present (+1 if Runner possesses Stamina). 1-3: Runner returns to safehouse. 4+: Runner may continue on shadowrun.
"Do you hear a hissing sound?"

RAZOR HEAD TURF



Challenge (Street)
Ranged Weapons may not be used against Razor Heads Turf.
"Firearms are the tools of cowards."

 2

7/7 (A1)

RETINAL SCANNER



Challenge (Indoor/Electrical/Barrier)

Roll D6 when revealed.

1: No effect; 2: All humans present return to safehouse; 3: All elves present return to safehouse; 4: All dwarfs present return to safehouse; 5: All orks present return to safehouse; 6: All trolls present return to safehouse. Trash after revealed.

RUNNERS ON RETAINER



Challenge (Street)

The player who owns this Challenge may choose to defend the Objective with his Runners instead of the Threat Rating on this card.

"They sold out to the Man."



8/8 (A1)

SABOTAGED CONTROLS



Challenge (Outdoor/Vehicle)

If alarm is triggered, each Runner present takes 2 armor-piercing damage.

"If I ever find the fagger who messed with my rig ..."



SECURITY CAMERA



Challenge (Electrical)

If alarm is triggered, return Security Camera to your hand and replace with another Challenge from your hand. Runner team must face this new Challenge immediately. If you have no Challenges in your hand, treat Security Camera as a bluff.



SECURITY CONSULTANT



Challenge (Personnel)

Runner team must face top card of shadowrunning player's own Challenge stack on this Objective. Trash new Challenge if seized or defeated; otherwise, return it to top of Challenge stack. If player has no Challenges on this Objective, then the shadowrun is over. Trash after revealed.

SECURITY DECKER



Challenge (Personnel)

If this Challenge is revealed by a Decker using Recon or a Matrix/Program, roll D6. On 4+, trash the Decker and his Gear. If this Challenge is revealed during a shadowrun, treat it as a bluff.

"These guys don't crunch numbers—they crunch other deckers."

SECURITY DRONE



Challenge (Electrical)

3V: Security Drone inflicts damage first. Trash Runners killed by this damage (these Runners do not inflict damage).

"Shoot 'em, burn 'em, freeze 'em, they just keep comin'!"



6/7 (A1)

SECURITY GUARDS



Challenge (Personnel)

1V: +1/+2 until end of turn.

"Nothin' worse than a Rent-a-Cop with a gun."



5/6

SECURITY RIGGER



Challenge (Personnel)

If alarm is triggered, roll D6 for each Drone and Vehicle that shadowrunning team owns. On 4+, trash that card.

"When he's jacked in, the building comes alive!"



SENTRY GUN



Challenge (Electrical)
"It'll track you through a building like a bloodhound."

6/8 (A1)

SIM SENSATION



Challenge (Miscellaneous)
 Roll D6 for each Runner present, adding Runner's Leadership (if any) to result. On 1 or 2, return Runner to safehouse.
"Wipe the drool off your chin—we've got a job to do."

STEPPIN' WULF AMBUSH



Challenge (Outdoor/Street)
"Few things in the Z-zone can take you out faster than a pack of Steppin' Wulfs!"

9/7 (A2)

STREET SCUM



Challenge (Street/Outdoor)
 If Runner team fails to seize Street Scum, team must trash a randomly Gear card that is present (before combat is resolved).

3/9

SWARM OF DRONES



Challenge (Outdoor/Electrical)
"AHHHHH! AHHHHH! GET 'EM OFF ME! AHHHHH!"

3/12 (A1)

THE BIG CHASE!



Challenge (Street/Vehicle/Outdoor)
 If Runner team fails to seize The Big Chase!, each Runner present takes 3 armor-piercing damage. Trash after revealed.
"Forget the pedestrians—FLOOR IT!"

THE FUNHOUSE



Challenge (Indoor/Street)
 You've entered the HQ of the Scatterbrains gang! Roll D6 to see what they demand.
 1-2: Trash a Weapon
 3-4: Trash a Gear/Magic card
 5-6: Trash a Gear/Matrix card
 Failure to give in to the Scatterbrains' demands triggers the alarm and results in a fight.

6/8

TIME-DELAYED BOMB



Challenge (Miscellaneous)
 If alarm is triggered, place Time-Delayed Bomb in shadowrunning player's safehouse. Until bomb explodes, target player must roll D6 at the start of his turn. On 5+, the bomb explodes and a randomly chosen Runner in the safehouse takes 5 damage. Trash after explosion.

TOXIC SPIRIT



Challenge (Awakened)
 Roll D6 (+1 for each Shantun present on shadowrun). The Runner team seizes Toxic Spirit only on a result of 6+.
"The filth of the ages rises and speaks through these tormented spirits."

8/10

VOICEPRINT ID SCANNER



Challenge (Indoor/Electrical/Barrier)
If alarm is triggered, trash Voiceprint ID Scanner and shadowrunning player must trash 2 cards chosen randomly from his hand. If player cannot trash 2 cards, the shadowrun is over.

2 or 2

YAK ATTACK!



Challenge (Street)
TV = 1/-1 until end of turn.

"They'll kill you seven times before you hit the ground!"

2 or 2

7/5

BOUNTY HUNTER



Contact
Use Bounty Hunter during any Shadowrun phase against any Runner who has just pulled out of a shadowrun.
TV: Roll D6.
1: Target evades Bounty Hunter.
2-5: Target Runner is slain by Bounty Hunter (trash target Runner).
6: Bounty Hunter is killed (trash Bounty Hunter).
X = Body of target Runner.

3

CORPORATE SECRETARY



Human Contact
May be used once per turn.
3V: Roll D6.
1-2: No effect.
3-5: You may look at one Challenge of your choice (in any Objective in play).
6: You've managed to get the Corporate Secretary fired! Trash Corporate Secretary.

"You know, this could get me fired..."

0

ELVEN HITMAN



Elf Contact
May be used once per turn.
5V: Choose target Contact, roll D6.
1: Target Contact avoids death (no effect).
2-5: Frag target Contact.
6: Target Contact's owner may pay 6V to frag one of your Contacts.

"Die neatly—I don't want any blood on my suit."

0

FRINGE SURGEON




Human Contact
Roll D6 before paying for Cyberware.
1: No effect.
2-4: Pay 1/2 the cost (round down) of the Cyberware.
5-6: Oops! Trash Cyberware. Runner who was receiving the Cyberware takes X damage.
X = Runner's current Body - 1.

"Anesthetic costs extra, chummer."

2

GANGER LEADER



Contact
May be used once per turn.
3V: Roll D6.
1-2: No effect.
3-5: All Gangers receive +2/+1 until end of turn.
6: Ganger Leader refuses to allow any Gangers to go on a shadowrun this turn.

"My men don't even breathe without my say-so."

0

HUMANIS POLICLUB GANGER



Human Contact
When Humanis Policlub Ganger comes into play, choose a metahuman race. Any Runner cards of that race cost an additional 1V to deploy and come into play turned.

"The only good metahuman is a dead metahuman."

4

MEDIA CHICK



Human Contact
You must declare your intention to use Media Chick before a shadowrun begins.
1V: A successful shadowrun is worth +10 Reputation. If the shadowrun fails (the team pulls out or fails to take the Objective) then you lose 10 Reputation from your total Reputation.

2

MR. BLACK



Human Contact
Roll D6 before paying for a Gear/Weapon or Gear/Armor card.
1: No effect.
2-4: -1V to item cost (you must pay at least 1V).
5-6: Take a Gear/Weapon or Gear/Armor card of your choice from your draw pile and put it in your hand.

"Yeah, I can get that for you."

3

MR. JOHNSON



Human Contact
May be used once per turn.
3V. Roll D6.
1-2: Trash Mr. Johnson.
3-5: You may take a Banner from your draw pile and put it in your hand, first showing the card to your opponent.
6: As above, but you may deploy the Runner at no cost.

"I have a job for you."

3

SHOPPING CART LADY



Human Contact
Any Weapons that your Runners possess when they die are placed on Shopping Cart Lady. Turn Runner to visit Shopping Cart Lady and roll D6.
1-4: Take 1 card from Shopping Cart Lady at no cost and give to Runner.
5-6: Shopping Cart Lady inflicts 3 damage on Runner.

2

SQUATTER



Human Contact
May be used once per turn. For every bottle of booze (5V per bottle) that you buy Squatter, you may retrieve any non-Special card from your trash. Announce the number of cards you intend to retrieve and pay for them before you search your trash.

"Hey, this one's not empty yet."

0

TALISMONGER



Human Contact
Roll D6 before paying for a Gear/Magic card.
1-2: No effect.
3-4: -1V to item cost (you must pay at least 1V).
5-6: Take a Gear/Magic card of your choice from your draw pile and put it in your hand.

"There's no such thing as too much mojo."

4

THE FAT MAN



Mafia Contact
Use this card at any time. You may pay Turntable Y costs on any player's Challenge and/or Runner cards. (This may result in more than one person pumping up a single card.)

"Everyone has a price. It's just a matter of finding out what it is."

6

TROLL BOUNCER



Troll Contact
Play Troll Bouncer on another player's Location. (This Location must be one that Runners must turn to visit or use.) Add 1V to your Credstick every time target Location is used.

"Youse ain't on da guest list."

2

YOSHIMO CHANG



Yakuza Contact
May be used once per turn. Turn Runner with Social to visit Yoshimo Chang and roll D6.
1-4: No effect.
5+: Target Runner cannot do anything, including purchase new equipment, for one full turn.

"The oyabun says you ally in tonight."

3

ALLY SPIRIT



Gear (Magik/Spirit)
Play on Runner with Conjure 2. User receives +1/+2 while Ally Spirit is in play. Trash to avoid all damage taken from one source.

"It's good to have powerful friends."

4

ARMOR SPELL



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 (AV+2) to user until end of combat.
 Armor Spell may be used with other armor.

"Once again, the mage saves your butt. You can thank me later."

4

ASTRAL SENSE



Gear (Magic/Spell)
 Play on Runner with Sorcery 2.
 Trash Astral Sense after use. User may look at target player's hand for 5 seconds.

"Lemme scout around on the astral— see if there are any surprises."

2

BOLT OF POWER



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 Turn to use Attack Value of Bolt of Power in place of user's Attack Value.
 Attack Value: (D0+2)

1

BULLET BARRIER



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 (AV) until end of combat to user and all Runners on shadowrun with user.
 Bullet Barrier is not cumulative with other armor.

2

CITY SPIRIT



Gear (Magic/Indoor Spirit)
 Play on Runner with Conjure.
 May not be used against Outdoor Challenges.

0/0 Spirit

2

DETECT ENEMY



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 If the Challenge just revealed was a Personnel Challenge, the player may pull his team out of the shadowrun immediately without facing the Challenge.

3

ELEMENTAL



Gear (Magic/Spirit)
 Play on Runner with Conjure.

5/5 Spirit

"The spirits of the elements are mine to command."

3

FIREBALL



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 Turn to use Attack Value of Fireball in place of user's Attack Value.
 Attack Value: (D6+4)

3

FORETELLING



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 IV. User may look at top card of target player's draw pile.

"I see a tall, dark stranger ... with a BIG gun ..."

2

GREATER ELEMENTAL



Gear (Magic/Spirit)
 Play on Runner with Conjure 2.
 After each use, roll D6. On a result of 1 or 2, user takes 3 armor-piercing damage.

B/B Spirit **5**

HEAL



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 User may remove D6 - X damage from target Runner. X = Essence target Runner has lost from use of cyberware.
 Cannot be used on Cyborgs.

"You may feel some discomfort." **5**

HELLBLAST



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 Turn to use Attack Value of Hellblast in place of user's Attack Value.
 Attack Value: (D6-8)
 Hellblast inflicts 2 armor-piercing damage on all Runners present.

5

INVISIBILITY



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 User sleazes a just-revealed Awakened, Street or Personnel Challenge. The rest of the team returns to the salchouse.

"You can't kill what you can't see." **3**

NATURE SPIRIT



Gear (Magic/Outdoor Spirit)
 Play on Runner with Conjure.
 May not be used against Indoor Challenges.

6/6 Spirit **2**

SLEEP



Gear (Magic/Spell)
 Play on Runner with Sorcery.
 Affects only Awakened and Personnel Challenges. On a D6 roll of 4+, target Challenge is sleazed.

"Now I lay me down to sleep ..." **3**

WATCHER SPIRIT



Gear (Magic/Spirit)
 Play on Runner with Conjure.
 Turn to look at top card of target player's draw pile. Trash to look at one Challenge card on target Objective. Flag to look at one Challenge stack on target Objective.

3

ARMOR SKIN



Gear (Matrix/Defense Program)
 Play on Runner with Decking.
 User receives Decking -2 when attacking or being attacked through the Matrix.

"Now I know how the medieval knights felt—alive but bruised!" **2**

BLACK HAMMER



Gear (Matrix/Attack Program)
 Play on Runner with Decking.
 Allows user to attack target Decker. The combatants each roll D6 and add their Decking (the attacking Decker adds an additional +1). The loser takes damage equal to the difference in the results.

2

BROWSE



Gear (Matrix/Program)
 Play on Runner with Decking.
 User may look at any two unrevealed Challenges in play.

"So many files, so little time."

2

CAMO



Gear (Matrix/Defense Program)
 Play on Runner with Decking.
 User may evade a Matrix attack on a D6 roll of 4+.

"The key to decking is to never let them know you were there."

1

CRASH



Gear (Matrix/Program)
 Play on Runner with Decking.
 Trashes ALL Electrical Challenges on a target Objective.

"Noddy like a green, gamma-irradiated monster to rip apart an operating system."

7

EVALUATE



Gear (Matrix/Program)
 Play on Runner with Decking.
 User may look at the top card in a player's Objective pile.

"There's no point in lookin' around if you can't tell what's worth takin'."

2

FAIRLIGHT EXCALIBUR



Gear (Matrix/Cyberdeck)
 Play on Runner with Decking.
 User receives Decking +3.
 The first Program given to user is free.

"Nothing faster, nothing better."

4

FUCHI CYBER-6



Gear (Matrix/Cyberdeck)
 Play on Runner with Decking.
 User receives Decking +2.

"A newhot deck for a cool price."

3

HOG



Gear (Matrix/Attack Program)
 Play on Runner with Decking. Allows user to attack target Decker. The combatants each roll D6 and add their Decking. If attacker total is higher, the targeted Decker trashes a randomly chosen Matrix/Program he has in play.

1

REDIRECT DATATRIL



Gear (Matrix/Program)
 Play on Runner with Decking.
 Trash to sleaze a Personnel Challenge. The owner of the Challenge may move it to another Objective that has less than the maximum Challenges, or put it back into his hand.

1

SLEAZE



Gear (Matrix/Program)
 Play on Runner with Decking.
 User may reset a triggered alarm on a D6 roll of 3+, but must face Challenge. Runners may then sleaze additional Challenges.

3

SONY CTY-360



Gear (Matrix/Cyberdeck)
 Play on Runner with Decking.
 User receives Decking +1.

"If you're looking for mid-range capabilities at a moderate price, this is the deck for you!"

2

STEAMROLLER



Gear (Matrix/Attack Program)
 Play on Runner with Decking.
 Steamroller remains in effect for an entire shadowrun. The first Electrical Challenge faced while Steamroller is in effect is trashed on a D6 roll of 2+, the next is trashed on a roll of 3+, and so on.

3

STICKY FINGERS



Gear (Matrix/Program)
 Play on Runner with Decking.
 Use during owner's Legwork phase.
 If target player has 2 or more V, take 1V from target player's Credits and add it to yours.

"Hey—I did work for this money!"

3

ARES PREDATOR



Gear (Ranged Weapon/Heavy Pistol)
 +3/+0 to hit.
 The first Gear/Accessory card played on Ares Predator is free.

"Every shadowrunner cuts his teeth on this gun."

4

ARMORED VEST



Gear (Armor)
 User receives Armor +1.
 Roll D6 after each use.
 On 4+, trash Armored Vest.
 May be used with Lined Coat.

1

ARMOR-PIERCING AMMO



Gear (Accessory/Ammo)
 Play on any Pistol, Rifle or SMG.
 Treat armored targets as unarmored targets. Only one type of Ammo can be used in each combat.

"These shells go through armor like a hot knife through butter."

3

AUTOMATED PATROL VEHICLE



Gear (Drone), Outdoor
 Play on Rigger.
 May not be used against Indoor Challenges.

6/8 (A1) Drone

6

BERETTA



Gear (Ranged Weapon/Medium Pistol)
 +2/+1 to hit.

"Re-defines the concept of light service pistol."

2

BULLDOG VAN



Gear (Vehicle), Outdoor
 (A+1) to any unarmored Runners in your safehouse. Trash to allow a Runner team that just finished a shadowrun to go on another run immediately.

4

CESKA VZ/120



Gear (Ranged Weapon/Medium Pistol)
 +2/+0 to user.
 Trash Caska vz/120 to add 1V to your Credstick.

"This baby's got a good resale value if you want to upgrade to a real butt-kicker."

2

CHIPJACK 1



Gear (Cyberware)
 -1 Essence to user.
 User may use 1 Skillsoft.

"New from Fuchf—the effortless way to expand your capabilities."

1

CHIPJACK 2



Gear (Cyberware)
 -2 Essence to user.
 User may use up to 2 Skillsofts.

"Become an instant expert with Z-Tech's newest innovation in chipjacks—slot something today!"

2

CHIPJACK 3



Gear (Cyberware)
 -3 Essence to user.
 User may use up to 3 Skillsofts.

"Amaze your friends! Confound your enemies! Show your mom what you can do with three skillsofts at once!"

3

CORTEX BOMB



Gear (Cyberware)
 -2 Essence to user.
 If user dies, each Runner/Challenge present takes 5 damage.

"Oh Doc Sart always claimed he put a little something extra into every job he did."

3

"CRAWLER" PATROL DRONE



Gear (Drone)
 Play on Rigged.
 2V Recon until end of turn.
 Trash to turn any unturned Runner in play.

1/3 Drone

2

CYBERARM



Gear (Cyberware)
 -2 Essence and +2/+0 to user.

"Go ahead, feel my muscle."

2

DEFIANCE SHOTGUN



Gear (Ranged Weapon/Shotgun)
 +4/+0 to user. Defiance Shotgun may not be used against two Challenges in a row.

"Available in full-size and short-barrel versions, the autoloading Defiance delivers dependable stopping power."

3

DEFIANCE TASER



Gear (Ranged Weapon)
 +X/+0 to user. X = D6 + 1.
 Roll each time Defiance Taser is used.

"Nothing else stings like the Defiance Super Shock taser!"

4

DERMAL PLATING



Gear (Cyberware)
 -3 Essence and +0/+2 (A+1) to user.
 Dermal Plating may be used with Armor cards. Limit one per Runner.

"If you can survive a direct hit from something that big, chummer, you're less than human!"

3

"DOBERMAN" PATROL VEHICLE



Gear (Drone), Outdoor
 Play on Rigger with Piloting 2.
 May not be used against Indoor Challenges.

8/6 (A2) Drone

8

DOC WAGON (GOLD)



Gear (Miscellaneous)
 If user dies, trash Doc Wagon (Gold) to return user to owner's hand. Any Gear cards on the deceased Runner must be trashed.

"You get one free resuscitation a year... but hope you never need it."

2

DOC WAGON (PLATINUM)



Gear (Miscellaneous)
 If user dies, trash Doc Wagon (Platinum) and return Runner to your safehouse. User takes only 1 damage and keeps Gear.

"Platinum is the only way to go in our line of work, chummer."

5

EXPLOSIVE ROUNDS



Gear (Accessory/Ammo)
 Play on any Pistol, Rifle or SMG.
 +2/+0 to user.
 User may only use one type of ammo per combat.

"I like ammo with a bang!"

2

EXTENDED CLIP



Gear (Accessory)
 Play on any Pistol, Rifle or SMG.
 Allows Runner to use 2 types of Ammo in a combat. Only one extended clip may be played on a weapon.

"Increases your options—and your staying power."

1

FLECHETTE ROUNDS



Gear (Accessory/Ammo)
 Play on any Pistol, Rifle or SMG.
 Unarmored targets struck by Flechette Rounds take double damage.
 User may only use one type of ammo per combat.

2

FN MAG-5



Gear (Ranged Weapon/MMG)
 Play on Runner with Gunnery.
 +5/+0 to user.
 5V: Burst Fire.

"A soldier needs a soldier's gun."

5

FN HAR



Gear (Ranged Weapon/Assault Rifle)
 Play on Runner with Firearms.
 Indirect Fire. +3/+0 to user.

"It's big. It's bad. The corps use it, so we gotta use it too."

4

GYRO STABILIZER



Gear (Accessory)
Allows a Runner without Gunnery to use weapons requiring Gunnery. A runner with Gunnery adds +1 to Gunnery.

"Steady, aim, FIRE!"

2

HAND RAZORS



Gear (Cyberware/Weapon)
-1 Essence and +1/+0 to user. User may add Melee to Attack Value. Limit two per Runner.

"Hand razors let you kill with a flick of the wrist."

2

HARLEY SCORPION



Gear (Vehicle/Bike), Outdoor
+1/+0 (A+1) to user.

"It's a great bike if you don't mind spending as much time fixing it as you do riding it."

2

HEAVY ARMOR (FULL)



Gear (Armor)
User receives Armor +2. Trash Heavy Armor (Full) to avoid all damage taken in combat.

"I'm invincible! I'm invincible! I'm INVINCIBLE—AAACK!"

6

HEAVY ARMOR (PARTIAL)



Gear (Armor)
User receives Armor +2. Roll D6 after each use. On 5+, trash Heavy Armor.

"The trick is to shoot at the joints the armor doesn't cover."

4

HK227



Gear (Ranged Weapon/SMG)
+2/+0 to user. 2V. Burst Fire.

"The SMG of choice for security personnel, military police and Shadowrunners around the world."

3

HUNTER DRONE



Gear (Drone)
Play on Rigger.

5/5 Drone

"Maximum firepower. Minimum exposure."

4

INGRAM VALIANT



Gear (Ranged Weapon/LMG)
Play on Runner with Firearms. +3/+0 to user. 3V. Burst Fire.

"The Valiant delivers big bang for your buck."

4

KATANA



Gear (Hand-to-Hand Weapon)
+2/+0 to user. User may add Melee to Attack Value.

"It slices and dices—and never loses its edge."

2

LASER SCOPE



Gear (Accessory)
Play on any Ranged Weapon.
+1 to Firearms of uses.
"Just aim for the next dot, and you'll never miss your target again."

1

LINED COAT



Gear (Armor)
User receives Armor +1.
Roll D6 after each use.
On 5+, trash Lined Coat.
May be used with Armored Vest.

2

LUCKY WABBIT'S FOOT



Gear (Miscellaneous)
Trash to cancel the effects of any Special card just played or to modify a die roll just made by +1 or -1.
"Dis is all dar's leftie my lucky wabbit."

5

MICROSKIMMER



Gear (Drone)
Play on Rigger.
Trash to look at any one Challenge card in play.
0/1 Drone.

1

MONOFILAMENT WHIP



Gear (Hand-to-Hand Weapon)
+0/+0 to user.
Roll D6 after each use, adding user's Melee to the result rolled. 1-4: User takes 3 armor-piercing damage; 5+: User suffers no ill effects.

4

MUSCLE REPLACEMENT



Gear (Cyberware)
-3 Essence and +2/+1 to user.
User receives Athletics +1.
Limit one per Runner.
"Implanted, vat-grown synthetic replacements let you buy the muscles you always wanted."

3

PANTHER ASSAULT CANNON



Gear (Ranged/Assault Weapon)
Play on Runner with Gunnery.
+6/+0 to user.
Trash Panther Assault Cannon to receive +10/+0.
"The heavy assault weapon preferred by professionals."

6

PRC-44B YELLOWJACKET



Gear (Vehicle/Helicopter), Outdoor
Play on Rigger or on Runner with Piloting 2.
+6/+0 (A+2) to user.
User may not use other Gear cards while using PRC-44B Yellowjacket.

6

RANGER ARMS SM-3



Gear (Ranged Weapon/Sniper Rifle)
Play on Runner with Firearms 2.
May only be used once per turn.
Indirect Fire: +6/+0 to user.
"When you only get one shot, make it count."

3

RANGER X



Gear (Ranged Weapon/Bow)
Indirect Fire, Silenced Weapon.
+2/+0 to user. If user has Firearms,
add an additional +1/+0.

"Happy hunting!"

2

REMINGTON 750



Gear (Ranged Weapon/Sport Rifle)
Indirect Fire, +1/+0 to user.

"This gun remains the choice of
hunters everywhere—no matter
what the target."

2

ROTO-DRONE



Gear (Drone), Outdoor
Play on Rigger.
May not be used against Indoor Challenges.

7/3 Drone

4

RUGER SUPER WARHAWK




Gear (Ranged Weapon/Heavy Pistol)
+3/+0 to user.

"Don't leave home without it."

3

SILENCER



Gear (Accessory)
Play on target Pistol, Rifle or SMG.
Treat target Weapon as a Silenced Weapon.
If Challenge is defeated by Silenced
Weapons ONLY, then the alarm is
not triggered.

1

SKILLSOFT: ATHLETICS



Gear (Miscellaneous)
Play on Runner with a Chipjack.
User receives Athletics +1.

"I had a choice between training and
spending my time doing something
fun. I chose fun, and got the same
results."

2

SKILLSOFT: DEMOLITIONS



Gear (Miscellaneous)
Play on Runner with a Chipjack.
User receives Demolitions +1.

"Where'd you learn how to do this?
That wire doesn't connect there!"

2

SKILLSOFT: FIREARMS



Gear (Miscellaneous)
Play on Runner with a Chipjack.
User receives Firearms +1.

"I'm the best there is at what I do—
and it just doesn't matter that my
skill comes from a chip."

2

SKILLSOFT: GUNNERY



Gear (Miscellaneous)
Play on Runner with a Chipjack.
User receives Gunnery +1.

"They wouldn't teach me this stuff
in the Reserves, but I'll show them.
I can use the big guns."

2

SKILLSOFT: MELEE



Gear (Miscellaneous)

Play on Runner with a Chipjack.
User receives Melee +1.

"Who needs years of training when you can just slot a chip and know it all instantly?"

2

SKILLSOFT: PILOTING



Gear (Miscellaneous)

Play on Runner with a Chipjack.
User receives Piloting +1.

"Any forward gear will do, chummer!"

3

SKILLSOFT: SOCIAL



Gear (Miscellaneous)

Play on Runner with a Chipjack.
User receives Social +1.

"You know, I had lunch with someone last week that I really think you should meet ..."

2

SKILLSOFT: STEALTH



Gear (Miscellaneous)

Play on Runner with a Chipjack.
User receives Stealth +1.

"They can't hit what they can't see."

3

SKILLSOFT: TECHNICAL



Gear (Miscellaneous)

Play on Runner with a Chipjack.
User receives Technical +1.

"This would work out a lot better if I had the tools I needed for this job."

2

SMARTGUN LINK



Gear (Cyberware)

-1 Essence to user.
Play on any Ranged Weapon.
User may add Firearms to Attack Value.

"Precision targeting at your fingertips."

2

STIM PATCH



Gear (Miscellaneous)

Trash to immediately heal 2 damage on Runner of your choice. May be used to heal a Runner whose body was just reduced to 0 or less.

"And how are we feeling today?"

2

STREETLINE SPECIAL



Gear (Ranged Weapon/Light Pistol)
+1/+0 to user.

"God made men, but the Streetline Special makes them equal."

0

STEIN GLOVES



Gear (Hand-to-Hand Weapon)

Play on Runner with Melee. Affects only Awakened and Personnel Challenges. Roll D6. If the result is equal to or less than the user's Melee, trash target Challenge.

"When I hit 'em, they stay down."

3

UZI III



Gear (Ranged Weapon/SMG)
+1/+0 to user.
1V: Burst Fire

"A worthy descendant of the famous Israeli Uzi, this version puts automatic firepower within your reach."

2

VINDICATOR MINIGUN



Gear (Ranged Weapon/IMG)
Play on Runner With Gannery.
+4/+0 to user.
4V: Burst Fire

"One pull on the trigger and everything dies."

4

WALTHER PALM PISTOL



Gear (Ranged Weapon/Light Pistol)
+1/+0 to user.
May be used as a Stinger. If used as a Stinger, trash at end of turn.

"You hid that where?"

1

WIRED REFLEXES



Gear (Cyberware)
-3 Essence to user.
Roll D6 after each combat user survives.
On 4+, user inflicts damage a second time.
Limit one per Runner.

"Your opponents will be dead before they know what hit 'em."

5

YAMAHA RAPIER



Gear (Vehicle/Bike), Outdoor
(All) to user. This armor is not cumulative with other armor.
Trash to move user from the safehouse to a shadowrun (or vice versa).

"It's slick styling makes this fast street machine a go-gang favorite."

2

ARES MACROTECHNOLOGY



Corporate Location (HQ)
Each player must roll D6 at the start of his Legwork phase each turn.
1-2: +2/+0 to all Runners using Gear/Weapon cards.
3-4: No effect.
5-6: No Gear/Weapon cards may be used by Runners this turn.

"Their R&D department is a mercenary's toy store."

4

AZTECHNOLOGY



Corporate Location (HQ)
Each player may tag an unmarked Runner that he controls to roll D6 at the start of his Legwork phase.
1-4: No effect.
5-6: Trash target Runner.

"Azteckology thinks blood makes a difference to every problem. It's our duty to prove them wrong."

3

CAVES OF HALFERVILLE



Dwarf Location
You may roll D6 at the start of your Legwork phase.
1-2: No effect.
3-4: All dwarves you control receive +0/+1 until the start of your next Legwork phase.
5-6: Play -1V to display dwarves this turn.
Each player may not have more than one Cave of Halferville in play at a time.

3

CHOP SHOP



Street Location
2V: First visiting Runner to draw a Gear/Cyberware card of your choice from your trash and put it in your hand.

"The price is right—if just don't want to know where it came from."

2

SNIPER ROOST

Street Location
May be used by an unaffiliated Runner with Firearms in your safehouse to assist a shadowrunner. This Runner does not turn and cannot be damaged. Each time Sniper Roost is used, roll D6. On 5+, trash Sniper Roost and the Runner taking it. Cannot be used against Infiltrator Challenges.

"They all look like bugs from here ..."

4



RENRAKU

Corporate Location (HQ)
Roll D6 whenever an Electrical Challenge is revealed. On 4+, that Challenge may not be sleeved this turn.

"They don't just want to use the Matrix, they want to own it. No matter how you look at it, that's bad news for us cyberbods."

3



CLUB VORTEX

Location (Club)
Turn Runner to visit Club Vortex and roll D6 for each visiting Runner. On 4 to 6, the Runner acquires experimental drugs, place a Drug token on the Runner. This token may be used at any time to use experimental drugs. To use the Drug token, roll D6: on 1 or 6, tag Runner; 2-5: +3/+3 until end of turn.

"Tune in, turn on, burn out."

2



THE FESTERIN' TUSK

Troll Location (Bar)
You may roll D6 at the start of your Legwork phase.

1-3: All trolls you control are drunk! They receive -1/+0 and are Anti-social until the start of your next Legwork phase.

4-6: Pay -1V to display teeth this turn.

Each player may not have more than one Festerin' Tusk in play at a time.

3



SAEDER-KRUPP

Corporate Location (HQ)
Each player may roll D6 at the start of his Legwork phase.

1-4: No effect.

5-6: Saeder-Krupp takes the revealed Objective with the highest Reputation. Note the value and place the Objective at the bottom of its owner's Objective pile. If Saeder-Krupp obtains sufficient Reputation in this way, it wins the game.

4



DECKER COFFEEHOUSE

Location
Turn visiting Decker and roll D6.

1-3: Nothing but gut rot and stained teeth.

4-5: You may search your draw pile for a single Gear/Matrix card. Show card to all players and add it to your hand.

6: As above, but give the Gear/Matrix card to the visiting Decker at no cost.

3



THE HIDEAWAY

Street Location
You may place up to 4 cards of any type into The Hideaway at no cost during your Legwork phase. No more than 4 cards can be sleeved here at one time. Turn a Runner with Sneakwise during your Legwork phase to retrieve a card.

"I got stashes all over the system."

2



SHADOWLAND

Location (Matrix)
Hermit Deckers may visit this location.

Roll D6 for each visiting Runner.

On 4-6, place an Infiltrator token on the Runner. This token may be used during a shadowrun when this Runner is present. To use the Infiltrator, roll D6: on 4+, the shadowrunning player may look at the next Challenge before knowing whether or not to continue the run.

3



HERMITIC LIBRARY

Location
2V: Turn Visiting Mage/Shaman to draw top card of your draw pile. Show card to all players. If card is a Mage or Shaman, put it into play at no cost. If card is a Gear/Magic card, add it to your hand. Trash any other type of card.

"Sabbir!"

3



ASSASSINATION 25



Objective: No Indoor Challenges. +0/-2 to Penalties and Awakened Challenges.

BONUS: +1W for every point of Treasures possessed by surviving Runner team.

THE Z-ZONE



Street Location (Barrens)
Use in place of a shutdown.
Select a team of Runners and roll D6. On 1 or 6, pay an "air tax" of 1V for each Runner present or one of your Runners (randomly chosen) is slain. 2-5: Attack another player! All Runners on both sides must be committed to the fight. Resolve combat as normal.

This is our turf, they need to fly up or die!

6

THE IRON LUNG



Street Location (Bar)
Each time a Runner visits The Iron Lung, roll D6.
1-3: Runner takes 2 armor-piercing damage.
4-5: Draw 1 card.
6: Draw 2 cards.

"Come back when you're ready to play with the big boys."

3

CAKE WALK 10



Objective:
Treat Challenges with more than one skill listed as a seizure requirement as if they had one skill listed. The shadowrunner player may choose which skill to seize.

TIR TAINGIRE



TB Location
You may roll D6 at the start of your Legwork phase.
1-2: No effect.
3-4: All elves you control receive +1/10 until the start of your next Legwork phase.
5-6: Pay -1V to deploy elves this turn.

Each player may not have more than one Tir Taingire in play at a time.

2

THE ORK UNDERGROUND



Ork Location
You may roll D6 at the start of your Legwork phase.
1-3: No effect.
4-6: Pay -1V to deploy orks this turn.

Each player may not have more than one Ork Underground in play at a time.

3

CERMAK BLAST 25



Objective: Roll D6 for each Challenge and face result instead of Challenge. Treat all Splits as Awakened. 1-2: Mosquito Split 0/0 (A1). 3-4: Fly Split 7/7 (A2). 5-6: Wasp Split 8/8 (A3).

BONUS: +5 reputation if a Runner with Demolition is present at end of shutdown.

AMAZONIAN HIUNT 40



Objective: No Indoor or Vehicle Challenges. No Awakened Challenges can be cleared.

Requirements: Fight Awakened creature D6-4/D6-6 (A/D6 - 1).

THE WAREHOUSE



Location
You may place one Gear card (except Magic and Cyberware) from your hand into The Warehouse at no cost during your Legwork phase. There is no limit on the number of Gear cards that may be placed in The Warehouse. To put these cards into play, pay the deployment cost as normal during your Legwork phase.

2

40

DUNKELZAHN'S BLACK BOOK



Objective: Each player may play 1 additional Challenge on Dunkelzahn's Black Book.
Requirements: -10 Reputation if no turns on surviving town possess Leadership.

25

CROSSFIRE



Objective: 2x: +1/+1 to Challenge just revealed. Any player may pump Challenges in this way.
"Now you've got 'em riled."

40

CLEANSE THE HIVE



Objective: Roll D6 for each Challenge and face the result instead of the Challenge. Trash all Spines at Awakening. 1-2: Beetic Spirit 2/8 (A1); 3-4: Cicada Spirit 9/9 (A2); 5-6: Air Spirit 10/10 (A2).
Requirements: Fight Queen Ant Spirit 11/11 (A3).

25

ECO-WARI



Objective: No Indoor Challenges.
Requirements: Fight Toxic Spirit 8/10 (A1)

25

DESERT HIT



Objective: No Indoor Challenges.
 -0/-2 to all Challenges if shadowrunning team does not possess Stamina.

20


COURIER RUN



Objective: The Runners must deliver a parcel. When the shadowrun begins, choose a Runner who is present to hold the parcel.
Requirements: The Runner carrying the parcel must be present at end of the shadowrun.

20

EXTRACTION



Objective: No Outdoor Challenges.
"Just keep quiet and no one gets hurt."

40

DRAGON HUNT



Objective: Roll D6 after defeating each Challenge to see if the dragon has noticed you (+1 for each Challenge previously faced). On 7+, you must fight the dragon immediately! Once you defeat the dragon, trash any remaining Challenges on this Objective.
Requirements: Fight Awakened dragon 10/10 (A3).

25

CRITTER HUNT



Objective: No Indoor Challenges.
 +1/+1 to Awakened Challenges.
Requirements: fight Awakened creature D6+2/D6+3.

30

IMPOSSIBLE MISSION



Objective: Cover System.
+1 to Solar requirements of all Indoor and Electrical Challenges (for example, Melee becomes Melee 2).

BONUS: +20 Reputation if the surviving runner on team possess the following skills:



20

GANG WAR



Objective

BONUS: +5 Reputation if a Gangster is present at end of shutdown.

35

FORT KNOCKS



Objective

+0/+3 to Personnel Challenges.

BONUS: 2V for each Street Samurai present at end of shutdown.

20

KAMIKAZE RUN



Objective

BONUS: 2V for every Runner who dies on this shutdown.

30

HARLEQUIN'S GAME



Objective. No Special cards may be played to affect a shutdown against Harlequin's Game.

Requirements: Roll Do, 1-2; A Mage or Shaman must be present; 3-4; No Requirements; 5-6; A Dealer or Rigger must be present.

25

FUGITIVE RUN



Objective

Double the effects of Fatigue while on this shutdown.

7 spent too much time in Lone Solar's lockup already, and I ain't going back!

10

MILK RUN



Objective

-2/-2 to all Challenges placed on Milk Run.

"This run's a no-brainer!"

25

HAUNTED HIGH RISE



Objective

Requirements: Fight Voltergeist 6/9 (A3) if Runner team does not possess at least 3 points of Conjure.

BONUS: 2V for each Shaman present at end of shutdown.

30

FUSION RUN



Objective. No Personnel Challenges.

-1 to maximum Challenges allowed (minimum of 1 Challenge). Roll Do after each Challenge faced; 1-2: No effect; 3-6: All Runners present take 1 armor-piercing damage.

ROOM 5B78 35



Objective: +2/+2 to Inisor Challenges.
Requirements: Break down the door! Default Door Rating: 0/20.
BONUS: You may push Room 5B78 for 15V, but in that case, you receive no Reputation from this run.

PROTECT AND DEFEND 20



Objective: +0/-2 to Street Challenges.
BONUS: 2V for each bodyguard present at end of shutdown.

MOB WAR! 30



Objective:
Requirements: Roll D6 after facing all Challenges. 1-2: Turn Mob Wolf face down until owner's next turn and leave it in play. 3-6: The shadowrunning team achieves the Objective as normal.

SHADOWPLAY 30



Objective:
 Roll D6 when shutdown begins.
 1-2: +2/+2 to Electrical Challenges.
 3-4: +2/+2 to Personnel Challenges.
 5-6: +2/+2 to all Challenges.

RAGNAROCK—CONCERT OF THE CENTURY 25



Objective:
 All Challenges placed on Ragnarock require an additional Social +1 to succeed.
BONUS: 2V for each Rocket present at end of shutdown.

OPERATION COTTONMOUTH 25



Objective:
 Once per shutdown, owner may add +2/+2 (A+1) to a revealed Challenge.
BONUS: 2V for each Mercenary present at end of shutdown.

SITE OF POWER 30



Objective:
 Society +1 to Mages
 Conjure +1 to Shamans
 +1/+0 to all Spirits used during this shutdown.
Requirements: Fight Legendary Awakened creature 0/20 (A1).

ROBO-PLANT REVOLT! 25



Objective: +1/+0 to Electrical Challenges. Roll D6 after each Electrical Challenge defeated in combat on this Objective. On 5+, the Runner team must immediately fight that Challenge again.
BONUS: 2V for each lighter present at end of shutdown.

OPERATION UP AND OVER 30



Objective: +2/+2 to Awakened Challenges. Roll D6 when any magic is used on this shutdown. On 4+, the magic fails.

20

STEAL WIZ SOITS

Objective
BONUS: 2V for each Decker present at end of showdown.

0

SUCKER RUN

Objective
 When revealed, discard Sucker Run and all Challenges played on it. Owner immediately places a new Objective into play face down.
"Nothing but a waste of time and money..."

20

TIKI HEAD ENIGMA

Objective
 -5 Reputation if a Major Shamus is present at end of showdown.
 -5 Reputation if a Major Shamus is not present at end of showdown.

35

URBAN BRAWL

Objective. When the run begins, designate a participating Runner as the ball-carrier. Jabb D6 for each Challenge and face the result instead of the Challenge. 1- Discard Challenge. 2-4: Professional team. 7-8 (A2): 5-6: Unopposed team 0/7 (A1).
Requirements: Ball-carrier must be present at end of showdown.

25

NETWORK

Objective. No Outdoor Challenges. +0/+2 to Indoor Challenges.
BONUS: 3V if surviving Runner team possesses at least 2 points of Stealth.

DA PROFEZZUR • STREET SAMURAI

7/1
7/6 (A1)

Troll Prime Runner
 2V, Technical until end of turn. Pay an additional 1V to receive Technical 2.

DIRK MONTGOMERY • DETECTIVE

5/1
3/3

Human Prime Runner. 3V. Turn to search deck for a Contact. Show card to all before adding it to your hand.

DODGER • DECKER

6/1
3/4

Elf Prime Runner. Dodger treats Closed Systems as normal systems. May only be targeted by Special cards on D6 roll of 4+.

FASTJACK • DECKER

7/1
1/3

Prime Runner. 4V. Runner team may look at all Challenges on an Objective and choose the order in which to encounter them.

GHOST WHO WALKS • SAMURAI



8/2

5/5

Human/Amerindian Prime Runner
May not be targeted by Special cards.

JACK SKATER • STREET SAMURAI



6/1

4/6

Human Prime Runner.
Jack has Leadership equal to the number of Runners present with him on a slowdown.

KHAM • MERCENARY



8/1

5/6

Ork Prime Runner
All orks present with Kham get +1/+1.

LORD TORGO • GANGER LEADER



9/2

9/9 (A2)

Troll Prime Runner, Stamina
Turn and pay XY to trash a number of elves in play equal to the number paid.

RAVAGE • STREET SAMURAI



7/1

5/6 (A1)

Human Prime Runner, Stamina
Roll D6 after each combat she survives on 4+. Ravage inflicts damage a second time.

SALLY TSUNG • MAGE



6/1

3/3

Human Prime Runner
"Where does it say beauty and power don't mix?"

SCATTER • RAT SHAMAN



5/2

2/3

Ork Prime Runner, Anti-social
Pay 1/2 the cost of Spirits given to Scatter (round up).

WHEELER • RIGGER



6/1

4/4

Dwarf Prime Runner. When Wheeler is deployed, give him any Vehicle from your deck at no cost.

AJAX • RIGGER



5

3/3

Human Runner, Stamina
"I invented the drive-by bombing."

ARCHIE MCDEVEN • DETECTIVE



4

4/3

Human Runner
 3V: Turn Archie McDeven to turn an unturned Runner.

BAM-BAM • STREET SAMURAI



8

6/8 (A1)

Troll Runner
 1V: May add Melee to Attack Value.

CAESAR • DECKER



3

3/4

Ork Runner, Icon
 "Inflammation can build an empire ... or tear it down."

CANNONBALL • MERCENARY



6

5/6

Dwarf Runner, Stamina
 "Come down here and say that!"

CHERRY BOMB • MERCENARY



7

5/6

Dwarf Runner
 5V: Turn to trash target Location.

CLUTCH • RIGGER



4

3/4

Dwarf Runner
 2V: Piloting +1 until end of turn (Maximum Piloting 3).

DANTE • STREET MAGE



3

3/4

Dwarf Runner
 "I'm not even supposed to be here today."

D-DAY • GANGER



5

4/4

Dwarf Runner
 +2/+0 when fighting Personnel Challenges.

DOMINO • STREET SAMURAI



6

6/5

Dwarf Runner
 +0/+1 to all dwarves shadowrunning with Domino.

DR. APOCALYPSE • COMBAT MAGE



6

4/5

Dwarf Runner
Add +2 to damage Dr. Apocalypse inflicts with spells.

DRAKE • MERCENARY



6

4/5

Elf Runner, Stamina
"10 ... 9 ... 8 ... 7 ... oops!"

GLITZ • ROCKER



4

3/2

Elf Runner, Fame
"I would have sold my soul to the devil for rock and roll, but Juchi offered me more."

GORE-TUSK • STREET SAMURAI



8

7/8 (A1)

Troll Runner, Anti-social
"I crap things bigger than you, punk!"

GRANDFATHER BONES • SHAMAN



6

5/6

Troll Runner
"The dead teach me more than the living ever will."

GRIZZLY • MERCENARY



9

7/8 (A1)

Troll Runner
All Ammo given to Grizzly is free.

GUTTER RAT • STREET SHAMAN



4

3/4

Human Runner, Turn to place any Gear card from your trash into your hand, flog the top 2 cards of your draw pile.

HATCHETMAN • STREET SAMURAI



6

4/5

Human Runner
"I never mix business with pleasure—I just can't tell the difference."

HAWKWIND • SHAMAN



3

3/2

Elf Runner, Biotech
"What man can destroy, I can heal."

HIGHBROW • MAGE



4

3/2

Elf Runner
TV: Turn to draw a card.

HOLLYWOOD • DECKER



3

2/2

Elf Runner
Turn to cancel the effect of target Runner's faroe until end of turn.

ICE QUEEN • DECKER



3

2/2

Elf Runner, Recon
Turn during owner's Legwork phase to force target opponent to lose TV.

IRON MIKE • MERCENARY



7

4/6

Human Runner
"My time is prime time."

JACK HAMMER • RIGGER



4

3/4

Dwarf Runner
Jack Hammer's Drones do not suffer from Fatigue.

JACKYL • BURNED-OUT MAGE



6

5/5

Ork Runner
"Magic and metal—the best of both worlds."

KNUCKLES • BODYGUARD



8

7/7 (A1)

Troll Runner, Guard
"My client ain't talkin'. Outta da way."

KRAKER-JACK • DECKER



3

2/3

Human Runner, Recon
The first Pistol given to Kraker-Jack is free.

KROMAGNIUS • ROCKER



7

6/7

Troll Runner
Turn Kromagnus during owner's Legwork phase to receive TV.

MACABRE • STREET SAMURAI

5

4/4

Human/Amerindian Runner, Stamina
Macabre receives +1 on dice rolls made at The Iron Lung.

MAREK • COMBAT MAGE

5

4/4

Human Runner
[V]: +1/+0 until end of turn.

MOON SHADOW • SHAMAN

4

3/3

Human Runner, Biotech
"You must hear the wickens to speak the power."

NIGHTSHADE • STREET MAGE

4

3/4

Human Runner
"Not all poisons are deadly, but I am."

ORION • STREET MAGE

4

3/3

Elf Runner
"They call me Orion—the Hunter."

PAPPY • STREET SHAMAN

4

3/4

Dwarf Runner
If Pappy dies, all dwarves present receive +1/+0 (A+1) until end of shutdown.

RAZORBACK • STREET SAMURAI

8

6/6

Ork Runner
Trash Razorback to seize a Personnel Challenge.

REAPER • MERCENARY

8

6/7

Ork Runner
He walks in beauty like the night.

RED WIDOW • STREET SAMURAI

6

5/4

Elf Runner
Turn to send Red Widow on owner's shutdown in progress.

REDLINE • GANGER



4

4/3

Elf Runner
The first Bike given to Redline is free.

RIPPER • ROCKER



5

4/5

Ork Runner
Turn and roll D6. 1-3: Gain 2V; 4-6: Pay 2V. If you can't pay 2V, trash Ripper.

ROADRASH • RIGGER



5

4/4

Ork Runner
Pay -1V for all Vehicles given to Roadrash.

SAM THE SLEUTH • DETECTIVE



5

4/4

Dwarf Runner
"Nothing happens on these streets without Sammy hearing about it."

SCARECROW • STREET MAGE



4

4/5

Ork Runner
Trash one of Scarecrow's Spells to give him Street until end of turn.

SCORMIO • BODYGUARD



6

5/6

Ork Runner, Guard, Stamina
"You're safe with me—as long as you're paid up."

SHADE • STREET SHAMAN



4

3/3

Elf Runner
The first Spirit given to Shade is free.

SHASTA • MAGE



3

2/3

Human Runner
"All the meek will inherit is the business end of a fireball."

SHELLSHOCK • MERCENARY



8

6/7

Ork Runner
Pay -1V for all Assault, LMG and MMG Weapons given to Shellshock.

SKAG • STREET SHAMAN

3

4/5

Ork Runner, Anti-social
"Water is too precious to waste on bathing."

SKIDZ • RIGGER

7

6/6

Troll Runner
"Where I come from we don't call that roadkill, we call it breakfast."

SKWRAAAAAARKI • CYBORG

10

8/8 (A2)

Troll Runner, Stamina, Anti-social
 May only use Gear/Cyberware cards. All Gear cards given to Skwraaaaaarki are free.

STATIC • WIZ KID DECKER

1

0/1

Human Runner, Anti-Social, Recon, Hermit
 Static cannot wear Armor.

STILETTO • GANGER

4

3/4

Human Runner
 2W: Give target Runner Stealth until end of turn.

STOMPER • GANGER

7

6/7 (A1)

Troll Runner, Stamina
"Howez. 'bout you and me wassle?"

SYN • GANGER

5

4/5

Ork Runner
"When you're done wrestling Stovtper, you gotta wrestle me!"

TEMPEST • COMBAT MAGE

4

4/3

Elf Runner
 3W: Turn to inflict 1 armor-piercing damage on all Runners in play.

THE MOLE • DECKER

4

2/4

Dwarf Runner, Hermit
 The first Cyberdock given to The Mole is free.

THE PREACHER • STREET MAGE



7

5/6

Troll Runner
"KLIK-KLATCH! Lemme hear an' attess."

THRASH • ROCKER



3

3/3

Human Runner, Fame
"If your ears don't bleed, we refund your money!"

TIN MAN • CYBORG



8

5/5 (A1)

Dwarf Runner, Stamina
TV: +1/+1 until end of turn.

TINKERBELL • RIGGER



3

3/2

Elf Runner
Tinkerbell cannot wear Armor.

TINY • DECKER



6

5/6

Troll Runner, Recon
Tiny takes 1 armor-piercing damage every time he uses Recon.

TITAN • STREET SHAMAN



7

6/6 (A1)

Troll Runner, Hermit
Trash 1 Spirit from Titan to give him Leadership until end of turn.

TURBO • GANGER



4

3/4

Human Runner
"You step up and I'll be busting off a 12 gauge, chummer!"

UNCLE JOE • BURNED-OUT MAGE



3

3/2

Human Runner
Built-in Chipjack 2. You may play up to 2 Skillhops on Uncle Joe.

VIPER • GANGER



4

4/3

Elf Runner
3% Street until end of turn.

WISHBONE • SHAMAN



4

4/4

Ork Runner
"The earth whispers its message to everyone. The difference is, I listen."

ABDUCTED!



Special
 Treat target Runner as fagged until the end of its owner's next turn. Target Runner comes back into play turned.

"All I remember is a bright light and these weird-lookin' gray guys."

3

AMBIDEXTROUS



Special
 Target Runner may use two Pistols or Hand-to-Hand Weapons simultaneously. Leave this card on target Runner when played.

"Look Ma, two hands!"

2

BAD LUNCH



Special
 Play on target Runner. Runner's owner must roll D6 each time he uses target Runner for a shadowrun. 1-3: Runner immediately returns to safehouse and is turned. 4+: No effect. Trash Bad Lunch.

1

BAR FIGHT



Special
 Play Bar Fight on target opponent and choose a Runner from your safehouse. Target opponent then chooses a Runner from his safehouse. The two Runners fight, resolving combat as normal.

"Hey, don't use the furniture ...!"

0

BLOCK PARTY



Special
 No players may attempt a shadowrun for the duration of Block Party. The Block Party lasts 1 turn for every SV spent.

"What's the big rush, chummer? Join the party!"

X

BUGGED DECK



Special
 Play on target Decker. Any Challenges the target Decker sees using Recon or Gear/Programs, you also see.

"Let someone else slip the electrons—I'll just hitch a ride."

3

COVER UP



Special
 Play on target Objective. If unrevealed, target Objective remains face-down for another full turn before being revealed. If revealed, it is turned face-down for one full turn. No runs may be performed against target Objective until it is revealed.

1

CYBER-PSYCHOSIS



Special
 Play on target Runner with Cyberware. Runner's owner must roll D6 at the start of his turn (+1 per Essence lost to Cyberware). 1-3: No effect; 4-5: Runner does nothing this turn (except drool); 6+: Trash Runner.

2

DRIVE-BY



Special
Turn Runner you control with Piloting to inflict 3 damage on any Runner in play.

"Never accept random violence going down."

3

EVEN STEVEN



Special
X = deployment cost of Contact. Play Even Steven on target Contact that has been used since your last turn. Trash target Contact.

"An eye for an eye, man."

X

INFECTED CHROME



Special
Play on Runner with Cyberware. Target Runner takes 2 armor-piercing damage at the start of owner's Logwork phase each turn.

"Never buy cyberware off the back of a van..."

4

KNOCK-KNOCK



Special
Play on target Runner who has just performed a Recon. Choose and turn one of your Runners. Target Runner must fight your Runner. Resolve combat as normal.

"Who's there?"

2

MATRIX CRASH



Special
The Matrix is offline. No Matrix actions may be taken. Roll D6 at the start of each turn. On 4+, the Matrix comes back online and this card is trashed.

"ERROR ... beep ... ERROR ... beep ... ERROR ... beep ... ERROR"

4

RAMPAGING MUTANT



Special
Play on target Objective and roll D6 for each Challenge present. On 4+, trash the Challenge. If Rampaging Mutant removes all Challenges on target Objective, turn target Objective face down until owner's next turn.

5

RED ALERT



Special, Unique
Uptime: 1X. Play Red Alert on target Objective. While in play, no Challenges on target Objective may be seized and no Recon may be performed against target Objective.

6

RIOTS



Special
All Runners in play take 2 damage.

"Riots are nothing more than an excuse to bust some skulls and vent some steam!"

0

RUSH JOB



Special
Play on target player. Target player must make a shadowrun in his next Shadowrun phase.

"I didn't have time to get the proper tool for this job, so I hope you don't mind if this gets a little messy."

2

WANTED

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

1

ALL OR NOTHING

Special
No member of target shadowrunning team may voluntarily pull out of current shadowrun.

"I've come this far, and no guardian duciform is gonna stop me now!"

4

BAD REPUTATION

Special
Target player who just attacked an opponent's Runners loses 10 Reputation.

"You can't earn respect by ragging your friends."

0

BLAZING GUNS

Special
Play on Runner with firearms. The Attack Value of target Pistol is doubled for one combat. Trash target Pistol after combat.

"He was crazy, man, like a double-barreled death machine."

0

BLINDSIDED

Special
Play on target player making a shadowrun. Target player must face his own Challenges in addition to any others present. The shadowrunning team may pull out of the shadowrun as normal.

3

BRAIN FREEZE

Special
Target Decker is knocked out (turned face down) until owner's next Refresh phase. No actions may be performed by target Decker during this time.

"Blink once if you can hear me."

2

CHANGE OF PLANS

Special
Play when a player announces a shadowrun. You may choose the Objective of that shadowrun.

"Cancel the tickets to Aniba, chummer."

4

COWARDS

Special
Play on target player whose team has just pulled out of a shadowrun. Target player loses 10 Reputation.

"Cover me, Jake, Jake? ... JAKU!"

3

DEJA VU

Special
When Deja Vu comes into play, choose target player. When Deja Vu comes into play, choose target player. Target player must re-roll any dice roll that he just made.

0

DISTRACTION 



Special
Play when a shadowrun team has just triggered the alarm. Roll D6. On 4+, the alarm is not triggered, but the team must still face the Challenge.

"I just loove a man in uniform."

2

FALSE MENTOR 



Special, Unique
You receive Reputation just earned by target player. Target player receives nothing. This card may not be used to win the game. **Trag** when played.

"I taught 'im everything he knows."

6

GREEN APPLE QUICKSTEPS 



Special
Target Runner must immediately return to safehouse.

"You should have gone before we left!"

2

JUST A RUMOR 



Special
Play during a shadowrun on a target Challenge that has just been revealed. Roll D6. On 3+, trash target Challenge. May be played once per Challenge stack on the Objective.

4

LOADED DICE 



Special
Play before target player makes a D6 roll. Modify the D6 roll by +1 or -1.

"I don't call it cheating. I call it playing the odds."

0

LOFWYR'S SCHEMES 



Special
Play when a Runner team reaches an Objective. Put that Objective at the bottom of the owner's Objective pile and replace it with top card of the Objective pile. The team must face the Requirements of the new Objective.

1

LUCK O' THE IRISH 



Special
Roll a D6. On a 4+ trash either a special card just played or one already in play.

"I've got more luck in my little finger than you've got in your whole shillegh, lad!"

0

MAJOR DRAIN 



Special
Target Mage who just used a spell takes X armor-piercing damage. (X = 4 - Sorcery).

"You don't control magic; magic controls you."

3

MOONLIGHTING 



Special
Turn a Runner that you control with 2 or more skills to add 2V to your Credstick.

"You want bills wit dat?"

0

NO WAY OUT 



Special
Target shadowrunning team **MUST** encounter the next Challenge. This Challenge may be treated as normal.

"If we live through this, the Johnson's a steady man."

1

REINFORCEMENTS 



Special
Play on target Objective. All players may immediately play Challenge cards (up to the maximum) on target Objective.

"So we killed all the buggers and were about to walk ..."

2

RICOCHET 



Special
Target player must re-roll a Burst Fire roll just made. May only be played on weapons with Burst Fire.

"With all that lead flying around, you never know where it'll end up."

0

ROUGH NIGHT 



Special
Play on target Runner. -2/-0 until end of turn.

"No ... really ... I'll be okay ..."

1

SUDDEN GOBLINIZATION 



Special
Target Human Runner is transformed into an oak or troll (owner of Sudden Goblinization chooses). Modify the target Runner's Threat Rating as follows:
Oak: +1/+1
Troll: +2/+2 (A+1) and target Runner loses all skills.

2

SUICIDE RUN 



Special
May be used once per shadowrun. Play when a Challenge is revealed during a shadowrun. Frag one of your Runners on shadowrun and roll D6. On 4+, trash Challenge just revealed.

3

TACTICS: CONVERGE 



Special
Play on target Challenge involved in a combat. Damage inflicted by target card must be taken by a single Runner who is present. Any excess damage is ignored.

3

TACTICS: SCATTER 



Special
Play on target Runner who just took damage. This card takes effect before that damage is applied. Damage intended for that Runner must be divided as evenly as possible among all Runners present.

2

WHOOPS! 



Special
Target Runner loses a skill of your choice until end of turn. If this keeps the Runner from using Gear with a skill requirement, do not trash the Gear.

"Whoops!"

2

WILD GOOSE CHASE



Special

Target shadowrunning team must return to safehouse. Cannot be used during combat.

"Uh ... you wanna check that address again?"

4