

GENETIC MONSTROSITY



Challenge (Indoor)

Roll D6 for each Runner damaged by Genetic Monstrosity: 1-3: No effect. 4+: Place a -1/-1 Virus token on the Runner. An undamaged Runner may turn to remove all Virus tokens he is holding.



6/6 (A2)

LONE STAR BEAT COPS



Challenge (Personnel)

If alarm is triggered, target Runner who is present is arrested and Lone Star Beat Cops is trashed. Target Runner returns to owner's hand. Trash any Gear cards target Runner is holding.



LONE STAR CROWD CONTROL



Challenge (Outdoor)

If there are 4+ Runners present on shadowrun, the alarm is triggered.

"I think we could've busted this crowd without the stun batons, rubber ammo and gas grenades—but you can never be too careful."

5/20

LONE STAR K9 UNIT



Challenge (Awakened)

3V: Damage caused by Lone Star K9 Unit must be applied to a single Runner. For an additional 2V, this damage is armor-piercing. Only the owner of Lone Star K9 Unit may spend nuyen in this way.



5/6

LONE STAR TRACKER DRONE



Challenge (Miscellaneous)

Roll D6 for each Gangster, Mafia and Yakuza Runner present: 1-3: Runner takes 1 armor-piercing damage. 4-5: Return Runner to safehouse. 6+: Trash Runner.

"Rumor has it that the Tracker has a direct link to the Star's main system—which gives it immediate access to all available data on us street folks."

MAFIA INTERESTS



Challenge (Street)

If alarm is triggered, any Mafia Runners present must return to the safehouse (before combat). Trash Mafia Interests after combat is resolved.

"We gotta take youse guys for a little ride."



5/7

MEET THE FAMILY...



Challenge (Personnel/Street)

After the alarm is triggered, the owner of Meet the Family may add +1/+2 to its Threat Rating for each Mafia Runner he turns.

"Welcome to my other family."



5/4

PRESSURE PLATES



Challenge (Electrical)

Roll D6. If the result is less than the number of Runners present, the shadowrun is over. Each Runner present takes 1 armor-piercing damage, and Pressure Plates is trashed. If the result is greater than or equal to the number of Runners present, trash Pressure Plates. Pressure Plates is always trashed on a roll of 6+.

SCATTERBRAIN RAID



Challenge (Personnel/Street)

If alarm is triggered, D6 Runners who are present must return to the safehouse and Scatterbrain Raid is trashed.

"The joke's on you, chummer!"



WIDOW'S TRAP



Challenge (Indoor)
When Widow's Trap is revealed, shadowrunning team may choose to pull out of the shadowrun immediately or roll D6:
1-2: No effect.
3-4: Trash a randomly determined Runner.
5-6: Trash 2 randomly determined Runners.
7+: Trash entire shadowrunning team!
Trash Widow's Trap after encountered. Only Runners who are present can be trashed.

6/6 (A1)

YAKUZA ASSASSIN



Challenge (Indoor)
If alarm is triggered, a randomly determined Runner must fight Yakuza Assassin alone. No Drones, Spirits or Vehicles may be used during this combat.
"I strike when the target is most vulnerable."

2

6/6 (A1)

YAKUZA HIT SQUAD



Challenge (Street/Vehicle)
A randomly determined Runner who is present must take D6 armor-piercing damage. If this damage kills the Runner, the shadowrun is over. Trash Yakuza Hit Squad after damage is inflicted.

2

2

YAKUZA STREET THUGS



Challenge (Personnel/Street)
Shadowrunning team may pay XY to sleaze Yakuza Street Thugs. X = number of Runners present. If Yakuza Street Thugs is not sleazed, the alarm is triggered.
"Pay or play, my friends, pay or play."

8/5

LONE STAR SERGEANT



Lone Star Contact
May be used once per turn. You may modify a D6 roll for a Lone Star card that you control by +1 or -1.
"I may not look like much, but you won't get very far before you have to deal with me."

3

LONE STAR SNITCH



Lone Star Contact
May be used once during each player's turn. May be used during any phase. Pay XY and roll D6 (+X).
1-3: No effect.
4+: Cancel the effect of a Lone Star card that is targeting one of your cards in play.
"It's good to be friends with someone on the force."

1

NINJA GUARD



Yakuza Contact
Play Ninja Guard on target Yakuza Runner. Roll D6 each time target Runner takes damage:
1-2: No effect.
3-4: Do to damage.
5+: Ignore the damage and trash Ninja Guard. If the damage was inflicted by an opponent's Runner, roll D6. On 3+, trash that Runner.

5

SHADY MANAGER



Street Contact
When Shady Manager is deployed, choose target player. Each time a Runner deployed by target player earns nuyen using Fame, roll D6:
1-3: No effect.
4+: The nuyen earned goes into your Credstick instead of target player's Credstick. Only one Shady Manager can target each player.

4

STREET KID



Street Contact
Turn a Runner to visit Street Kid and roll D6 (1+1 if visiting Runner is a Gangster):
1-2: No effect.
3-4: Target player must tell you how many Street Challenges he currently has in play.
5+: You may pay 1Y to look at an unrevealed Challenge.
"I see a lot of things ... but I'll need a little Y to jog my memory."

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ACID MIST

Gear (Magic/Spell)
 Play on Runner with Sorcery.
 When user is present at the beginning of Runner vs. Runner combat, turn Acid Mist and roll D6 for each Gear card present. On 4+, the Gear card is trashed. Acid Mist cannot trash Gear/Magic cards. **5**

COMBAT FETISHES

Gear (Miscellaneous)
 Play on Mage. Trash Combat Fetishes to add X to a D6 roll just made for a Spell used by a Runner you control. X = user's Sorcery.
"I never leave my library without 'em." **0**

DAZZLE

Gear (Magic/Spell)
 Play on Runner with Sorcery. Turn to remove Stealth from the Sleaze requirement of a just-revealed Challenge until the end of the shadowrun. **2**
"Who needs stealth when you can just blind 'em with your brilliance?"

HECKLER SPIRIT

Gear (Magic/Spirit) Turn a shaman you control to deploy Heckler Spirit on target Runner (TR). If TR doesn't attempt a shadowrun, give TR a -1/-0 Insanity token at the end of his owner's Shadowrun Phase. Once per turn, TR may turn and roll D6 (+1 per Insanity token). On 6+, trash Heckler Spirit. **4**

JINX

Gear (Magic/Spell)
 Play on Runner with Sorcery. Turn and roll D6. On 1, 3, 5: Trash just-revealed Electrical Challenge. 2, 4, 6: No effect. **4**
"Stand back! I'm not sure what this is gonna do ..."

JINX SPIRIT

Gear (Magic/Spirit) Play on Runner with Conjure. When present on a shadowrun, roll D6 for each Electrical Challenge revealed. 5+: Trash Electrical Challenge. Drones and Ranged Weapons may not be used when Jinx Spirit is present. Does not count toward the max. number of Spirits a shaman may use. **5**
 02:22:03 SECURITY AREA 3

PROTECTIVE SPIRIT

Gear (Magic/Spirit)
 Play on Runner with Conjure. Turn to cancel the effect of a Special card just played. Roll D6 after each use. On 3+, trash Protective Spirit. **5**
"Think of it as a guardian angel."

RAM SPELL

Gear (Magic/Spell)
 Play on Runner with Sorcery. Turn and roll D6 (add user's Sorcery). On 5+, just-revealed Barrier Challenge is trashed. Using Ram Spell automatically triggers the alarm. **2**

WIND SPIRIT

Gear (Magic/Spirit)
 Play on Runner with Conjure. Turn to send user back to the safehouse. Roll D6 after each use. On 4+, trash Wind Spirit. **4**
"You call it a wind spirit. I call it Runnin' scared."

BASEBALL BAT



Gear (Hand-to-Hand Weapon)

+D0/+0 to user.

If you roll 5+ when determining the Attack bonus, trash Baseball Bat after resolving combat.

"I'm singing in the rain ..."

3

BLACK CREDSTICK



Gear (Miscellaneous)

Play on Runner that you control. During your Credstick Phase, take +1V, place a token on Black Credstick and roll D0. If result is less than the number of tokens on Black Credstick, frag user.

1

ENVIRO BODYSUIT



Gear (Miscellaneous)

Play on Runner with no Virus tokens. User is immune to Virus tokens. Roll D0 each time user is damaged. 0+ Trash Enviro Bodysuit.

"It's a nasty world out there, and I ain't takin' no chances."

2

FIXED-FIRE CANNONS



Gear (Accessory)

Play on Drone or Vehicle you control. X = Deployment cost of Drone or Vehicle - 1 (minimum cost of 2V).

2V: Burst Fire.

Limit of one per Drone. Limit of two per Vehicle.

X

HANDCUFFS



Gear (Miscellaneous)

Play on Lone Star Runner. When user is present at the beginning of Runner vs. Runner combat, frag Handcuffs to trash target opposing Runner that is present. Return user and any Gear cards user is holding to owner's hand.

3

LONE STAR DRONE



Gear (Drone)

Play on Rigger or Lone Star Runner. A Lone Star Runner may only hold one Lone Star Drone.

4/4 Drone

4

M11 TOMMY GUN



Gear (Ranged Weapon/SMG)

+0/+0 to user.

1V: Burst Fire.

Mafia Runners receive +1 to the Burst Fire roll when using M11 Tommy Gun.

*"Take all you mugs!
Rattatatatatattatattatattatattat!"*

2

POISON



Gear (Miscellaneous)

Play on Yakuza Runner.

Turn user, trash Poison, and roll D0.

1: Return user and any Gear he is holding to owner's hand. 2-3: No effect.

4-5: Target Runner takes D0 - 1 armor-piercing damage.

6+: Trash target Runner.

4

ROBO-DOC



Gear (Medical Drone)

Play on Rigger.

0/1 Drone.

Turn to remove D0 damage from target Runner that is present.

Roll D0 after each use.

4+ Trash Robo-Doc.

4

SHRIEK 1000



Gear (Drone)
 Play on Rigger.
 Trash Shriek 1000 and roll D6.
 3+: Target player may not attempt a shadowrun that he just declared.

"Wanna hear the most annoying sound ever?" **3**

SHURIKEN



Gear (Ranged Weapon)
 Turn user and trash Shuriken to inflict 1 armor-piercing damage on target Runner.
 If user is a Yakuza Runner, Shuriken inflicts 2 armor-piercing damage on target Runner.

"Star light, star bright, last star you'll see tonight..." **1**

SPELL LOCK



Gear (Miscellaneous)
 Play on target Spell card. Target Spell may be used twice during a single turn. Do not turn target Spell the first time you use it during a turn.

"I love these things! Really puts me lie to 'no pain, no gain'!" **3**

SWITCHBLADE



Gear (Hand-to-Hand Weapon)
 X/+0 to user; X = Melee of user.
 May be played as a Stinger. If played as a Stinger on a non-Ganger Runner, trash Switchblade after resolving combat.

"In the right hands, these suckers can do a lot of damage." **2**

THE BIG RIG



Gear (Vehicle)
 Play on Rigger or Runner with Piloting.
 When user is present, trash The Big Rig to trash a just-revealed Barrier Challenge. May only be used against an Indoor Barrier Challenge if that Challenge is the first Indoor Challenge revealed on the shadowrun.

4

THE BRAIN



Gear (Drone)
 Play on Rigger.
 May hold up to 3 skillsofts. Skillsofts cost 1P to deploy on The Brain, and once deployed, cannot be swapped. Turn The Brain during a shadowrun to assist in sleazing a Challenge.

3

COFFIN HOTEL



Street Location
 Turn a Runner and pay 1P to visit Coffin Hotel. Visiting Runners may stay at Coffin Hotel for any length of time, but must remain turned while visiting. Runners may return to your subzone at the beginning of your turn. Any number of Runners may visit Coffin Hotel. If Coffin Hotel is trashed or tagged, any Runners present on Coffin Hotel are trashed/suggested.

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DANTE'S INFERNO



Street Location
 Turn a Runner to visit Dante's Inferno and roll D6.
 1-2: Boof! Hoo! The crowd hates the performance and the visiting Runner takes 2 damage.
 3-4: No effect.
 5+: Add 2P to your Creditack.
 "Careful, kid, it's a vicious crowd tonight!"

3

LEO'S PAWN SHOP



Street Location
 1P. Turn a Runner to visit Leo's Pawn Shop. Visiting Runners may "visit" a Gear card to Leo to add D6 - 3P to owner's Creditack (minimum of 1P). Place "sold" Gear cards under Leo's Pawn Shop. Visiting Runners may purchase Gear at Leo's Pawn Shop by paying the original deployment cost of the pawned Gear card.

1

HELL HOUSE 15



Objective: Place the first 3 Runners trained while shadowrunning against Hell House under Hell House and treat them as Ghosts. Trash any cards these Runners were holding. A Ghost's Threat Rating cannot be modified. Requirements: Fight Ghosts, +5 Reputation for each Ghost treated.

THE DOCKS 2



Mafia Location
May be used once per turn. Turn a Mafia Runner that you control to visit The Docks and add XV to your Credits. X = the number of tokens on The Docks. Place a Crate token on The Docks and roll D6. If the result is less than the number of tokens on The Docks, trash visiting Runner and trash The Docks.

LONE STAR HQ 4



Lone Star Location
ALL Lone Star Challenges and Lone Star Runners receive +1/+1 while Lone Star HQ is in play.
"When you play on the Star's home turf, you gotta expect a little more resistance to your plans."

HUMANIS POLICLUB RALLY 25



Objective
-2/+0 to human Runners shadowrunning against this Objective.
-2/+0 to metahuman (non-human) Runners shadowrunning against this Objective.

BIO-LAB RAID 30



Objective
No Vehicle Challenges. After each Challenge encountered, roll D6 for each Runner present. On 5+, place a -1/-1 Virus token on Runner. An undamaged Runner can turn to remove all Virus tokens he is holding.

LONE STAR LOCK-UP 4



Lone Star Location
Runners arrested while Lone Star Lock-Up (LSL) is in play are placed here. Owner of arrested Runner may turn a Runner to visit LSL and roll D6. 1-3: No effect. 4+: Pay 3P to owner of LSL to return arrested Runner to his owner's safehouse.
If more than one LSL is in play, the player who caused the arrest chooses which LSL to use.

MYSTIC TESTING GROUNDS 20



Objective
Bonus: +10 Reputation if Spirit cards are the only Gear cards shadowrunning team uses to take Mystic Testing Grounds.
"Mr. Johnson didn't say 'human', 'boof' facing no mutants!"

CRIME WAVE 20



Objective
No Corporate or Lone Star Challenges.
+1/+0 (+/+1) to all Cops, Mafia and Yakuza Runners shadowrunning against Crime Wave.

THE BLACK MARKET 3



Mafia Location
Any player may deploy Gear cards at a "discount" of -2P (minimum cost of 1P). Roll D6 for each piece of discounted Gear Runner receives and when discounted Gear is swapped between Runners. On 3+, Runner holding or trading discounted Gear is arrested (return Runner to owner's hand and trash any Gear he is holding). Mafia Runners are arrested only on 6+.

THE INITIATION 20



Objective
 Bonus: Each Runner present at end of showdown is now considered a Ganger in addition to their professional designation (Street Samurai, Mage, Rogue, etc.).

STREET WARS 25



Objective
 +0/-3 to all Street Challenges placed on Street Wars.
 +2/+0 to Lone Star Runners showdowning against Street Wars.
 "Calling all units! Calling all units...!"

NOSHERATU DEN 35



Objective
 +2/+0 to Awakened Challenges.
Requirements: Trash a Runner who is present. If this Runner is the only Runner present, the showdown is over and Nosherratu Den remains in play.

THE VAULT X



Objective
 X = one of the following (choose one): 20 Reputation OR 20W OR 10 Reputation and 10W.
 "His, his, his give names a bad name, but cash in their pockets."

THE DOOMSDAY DEVICE 30



Objective: Place a Time token on this card during each player's Objective Phase. Each time a showdown is attempted against this Objective, remove a Time token. When the eighth Time token is placed here, flip this card. Each player must trash 66 Runners. Does not count toward minimum number of Objectives required.

OVERSEAS INTERESTS 25




Objective
 Showdowning player must pay 1W for each non-Yakuza and non-Mala Runner that he sends on a showdown against Overseas Interests.
 "I need you to take care of a distant problem of mine."

TURF WAR 20



Objective
 +0/-2 to all Street Challenges placed on Turf War.
 Bonus: Place a +1/+1 Experience token on each Ganger present at end of showdown.

THE GHOST DANCE 25



Objective: No Corporate Challenges.
Requirements: full 66 (1-1 for each point of Conjure present).
 On 7+, trash all Locations in play and turn any revealed Objectives face down until their owner's next Objective Phase.

SHIPYARD SHOWDOWN 25



Objective
 Bonus: +2W for each Yakuza Runner present at end of showdown.
 "This'll teach those uppity Secoupa Kings to learn in our ball!"

20

WAKE THE DEAD



Objective
Roll D6 for each Challenge and face the result rolled instead of the Challenge. 1-2: Ghoul 3/4 (AA); 3-4: Zombie 3/3 (AS); 5-6: Blooded Zombie 3/4 (AO).
Bonuses: +2V if Runner with Leadership is present at end of showdown.

BANZAI • YAKUZA THUG



6

4/3

Ork/Ork Runner, Anti-social.
Turn and frag Banzai and roll D6. On 4+, trash target Runner.

BOWZER • MAFIA THUG



6

5/5

Ork Runner
1V. Treat Bowzer as a Ganger until end of turn.

DUNCAN • LONE STAR BEAT COP



6

4/5

Dwarf Runner
While on a showdown, Duncan may trash one just-revealed Street Challenge.

GIZMO • GANGER



4

2/3

Human Runner, Hermit.
Gizmo may use Gear/Drone cards.

HOLMES • DETECTIVE



5

4/4

Ogre/Ork Runner
Turn to give target Runner the Hermit trait until his owner's next End Phase.

HUMBUG • GANGER



4

3/4

Hobgoblin/Ork Runner, Anti-Social.
-2V to Gear cards given to Humbug (minimum of 1V). Humbug may not swap Gear.

IVAN • LONE STAR RIOT COP



8

7/5

Troll Runner
(A+2) to Ivan in Runner vs. Runner combat.

JADE • YAKUZA AGENT



3

2/2

Human Runner
1V. Turn Jade to prevent target turned Runner from unturning on this turn.

LOKI • MAFIA THUG



5

3/2

Elf Runner
1V: Turn Loki to inflict 3 armor-piercing damage on target turned troll Runner.

LONGHORN • MERCENARY



8

6/7

Minotaur/Troll Runner. Place a +1/+0 Rage token on Longhorn each time he pulls out of a shadowrun. If Longhorn participates in a shadowrun that takes an Objective, remove all his Rage tokens.

LOUIE DA' BRUISER • MAFIA THUG



8

6/6 (AI)

Troll Runner
(A+X) X = Louie's Melee. This armor is not cumulative with Gear/Armor cards.

LURKER • GANGER MAGE



5

3/3

Human Runner, Anti-Social.
You may give the Invisibility card to Lurker at no cost. Lurker cannot swap Spell cards.

MENDEZ • LONE STAR COP



6

5/4

Ork Runner
2V: Turn to inflict 1 armor-piercing damage on each Yakuza Runner in play.

MUGSY • MAFIA THUG



3

3/3

Human Runner
When Mugsy is trashed, roll D6. On 5+, return Mugsy to your hand (trash his Gear).

ODYSSEUS • STREET SAMURAI



7

7/7

Cyclops/Troll Runner, Stamina.
Odysseus may not use Ranged Weapons.

RO-JIN • YAKUZA BODYGUARD



6

4/5

Dwarf Runner, Unique, Guard, Stamina.
"When you dishonor my boss, you dishonor me!"

SANCHO • GANGER



3

4/3

Human Runner
+2/+2 to Sancho if owner has no non-human (metahuman) Runners in play.

SISKO • LONE STAR DETECTIVE



4

3/3
(A1)

Human Runner
Turn Sisko to prevent target Runner from being arrested.

SKITZ • GANGER



5

3/4

Human Runner, Stamina
2V: Cancel any card effect that would send Skitz back to the safehouse.

TENAKA • YAKUZA AGENT



4

3/3

Human Runner
There is no limit to the number of Tenaka cards you may have in your deck.

TOMMYGUN • MAFIA THUG



4

3/4

Dwarf Runner
Add +1 to all Bust Fire rolls made by Tommygun.

WILDFIRE • LONE STAR COMBAT MAGE



5

2/2

Elf Runner
(A+1) to Wildfire for each Spell he is holding (maximum of 3).

ANCIENTS



Special/Gang HQ
All elf Gangers you control are Ancients. Bikes cost -1V to deploy on Ancients you control, and +2/+0 (A+2) to Ancients Gangers using Bikes that you control.

A player may have only one Gang HQ in play at a time.

"These guys ain't no dairy-eaters."

3

ARSON



Special
Turn a Runner with Demolitions that you control and roll D6 (= Demolitions):
1: Frag the Runner you turned.
2-3: Trash the Runner you turned.
4-6: Runner takes 1 damage;
add 2V to your Credstick.
7+: Add D6V to your Credstick.

0

BEAR TOTEM



Special/Totem
Play on target Shaman you control, +2/+0 (A+2). If damaged during a slowdown, user cannot voluntarily pull out of that slowdown. A shaman may not hold more than one Totem.

1

BETTER OFFER



Special
Play on target Mercenary. You now control target Mercenary. Move Mercenary and any Gear he is holding to your safehouse. If Better Offer is removed from target Mercenary, return him and any Gear he is holding to the original owner.

4/1

BRAIN FART



Special
Play on target Spell. Roll D6 each time target Spell is used. 1-3: Target Spell has no effect. 4+: Trash Brain Fart.

2

CEMENT SHOES



Special
To deploy Cement Shoes, turn a Mafia Runner that you control. Frag target turned Runner. X = Deployment cost of target Runner.

"You-know-who is sleepin' wit' da fishes now."

X

CONFLICTING LOYALTIES



Special
Play on target Runner that has at least two of the following affiliations: Lone Star, Mafia or Yakuza. Roll D6: on 3+, target Runner is flagged.

"Damn'd if you do"

0

COPYCAT SYNDROME



Special. Play on target Prime Runner (PR). It is now legal to have more than one of target PR card in play. If Copycat Syndrome is trashed and duplicates of target PR card are in play, frag all but one of target PR. Randomly determine which cards are fragged. X = Deployment cost of target PR.

X

DIRTY COP



Special
Play on target Lone Star Runner. While Dirty Cop is in play, target Runner is not a Lone Star Runner. Each turn, at the beginning of his Legwork Phase, owner of Dirty Cop must pay an upkeep of 1V or Dirty Cop is trashed.

0

HALLOWEENERS



Special/Gang HQ. All Gangers you control are Halloweeners. Roll D6 after any combat involving Halloweeners. On 4+, frag any Challenges or Runners defeated in combat that were damaged in that combat by Halloweeners.

A player may have only one Gang HQ in play at a time.

0

IN-FIGHTING



Special
Play on target player. All Runners in target player's safehouse take X armor-piercing damage. X = the number of orks and trolls in target player's safehouse.

"Safety tip #16. Referring to orks and trolls as trogs can hurt."

5

LEADER OF THE PACK



Special. Play on target Ganger Runner (TR) and roll D6. On X+, TR becomes a Ganger Leader (place a +X/+X Experience token on TR). A player may not have more than one Ganger Leader in play at a time. X = Number of Ganger Runners TR's owner currently controls. X may vary as Runners are trashed and deployed.

3

LONE STAR SURVEILLANCE



Special. You must control a Lone Star Runner to deploy Lone Star Surveillance. Play on target Location. While this card is in play, roll D6 for each Runner that visits target Location. 5+: Runner is arrested. Place arrested Runner in owner's hand and trash any Gear cards Runner is holding.

4

LONG ARM OF THE LAW



Special. Play on target Runner (TR). Owner of TR must roll D6 at the end of each turn during which TR was turned. If TR visited a Location, add +1. If TR went on a shadowrun, add +2. On 6+, TR is arrested. Place arrested Runner in owner's hand and trash any Gear cards Runner is holding.

3

ONE OF THE FAMILY



Special
Play on target Runner. Target Runner is now a Mafia Runner in addition to any other affiliation he may have (Lone Star, Yakuza, etc.).

"The family will protect you."

2

OWL TOTEM



Special/Totem
Play on target Shaman you control. Roll D6 at the beginning of each shadowrun user attempts. 1-3: It's daytime. Return user to the safehouse unturned. 4+: It's nighttime. Conjure +2 to user until end of shadowrun. A Shaman may not hold more than one Totem.

0

POOR CRAFTSMANSHIP



Special
Trash target Gear card.
X = Deployment cost of target Gear card.

"I paid good nuyen for this thing! Wait 'til I get my hands—er, hand—on that lousy doc!"

X

PUNCH DRUNK



Special
Play on target damaged Runner. Turn target Runner (if not turned already). Target Runner may only return to heal. Trash Punch Drunk after target Runner has healed.

1

RAT TOTEM



Special/Totem
Play on target Shaman you control. Stealth +1 to user. Any Special cards that target only user are trashed on a D6 roll of 4+. Treat user as Anti-social. User may not swap Gear with other Runners. A shaman may not hold more than one Totem.

1

RAZOR HEADS



Special/Gang HQ
All Gangers you control are Razor Heads. Razor Heads may not use Ranged Weapons. All Hand-to-Hand Weapons cost -2Y to deploy on Razor Heads that you control.

A player may have only one Gang HQ in play at a time.

2

SCATTERBRAINS



Special/Gang HQ
All Gangers you control are Scatterbrains. Scatterbrain Gangers receive +1/-0 for each Gear card they are holding. Scatterbrains not holding Gear cards at the beginning of your turn are trashed on a D6 roll of 4+.

A player may have only one Gang HQ in play at a time.

2

SNAKE TOTEM



Special/Totem
Play on target Shaman you control. User receives Biotech and may not go on shadowruns. A Shaman may not hold more than one Totem.

"I'll heal your sorry carcass, but you may find the price a bit high ..."

2

SPECIAL DELIVERY



Special. Play on target Runner (TR). TR cannot turn until his owner rolls D6 (turn a Mafia Runner you control to add +1 to the result). 1-2: TR's owner adds 2V to his Credits. 3-4: No effect. 5+: KABOOM! TR takes D6 armor-piercing damage and all other Runners present take 1 damage.

2

SPREADING THE DISEASE



Special. Play on target player who controls at least one Runner with Virus tokens. Target player must roll D6 for each Runner he controls (+1 if the Runner has Virus tokens). 4+: Place a -1/-1 Virus token on the Runner. An undamaged Runner can turn to remove all his Virus tokens.

3

STREET VIOLENCE



Special. Play on target player who controls Ganger Runners. Target player must roll D6 and assign damage equal to the result to his Ganger Runners. X = 6 - the number of Ganger Runners controlled by target player.

X

SUICIDAL TENDENCIES



Special. Play on target Hermit Runner and roll D6. 1-2: No effect; 3-4: Return target Runner and any Gear he is holding to his owner's hand; 5+: Frag target Runner.

"Has anyone seen the Mole lately?"

2


TEST OF HONOR



Special. Play on target Runner. Target Runner must fight a Yakuza Runner (of your choice) that you control. Resolve combat as normal. If target Runner refuses to fight, owner of target Runner loses 10 Reputation.

4

THE BIG BREAK



Special. Trash target Rocker. Add D6 - 1V to Credits of target Rocker's owner.

"Hey, your agent called! You've got a big gig tomorrow night!"

0

THE ETERNAL VOW



Special. Play on target human Runner. Target Runner is now a Yakuza Runner in addition to any other affiliation he may have (Mafia, Loose Star, etc.).

"Yakuza loyalty always involves pain, one way or another..."

2

THE PRICE OF FAME



Special. Play on target Runner with Fame. Each time target Runner uses Fame, place a -0/-1 Burnout token on that Runner. These tokens may not be removed.

"No, I'm not who you think."

2

TROGS



Special/Gang HQ. You may only deploy Trogs if all Gangers you control are orks or trolls. After deploying Trogs, you may not deploy non-ork/troll Gangers. All Gangers you control are now Trogs. If an all-Trog team attempts a shadowman, each Trog present receives (A+1) until end of shadowman. A player may have only one Gang HQ in play at a time.

3

UNSTABLE ALLY

Special
Play on target Anti-social Runner. Target Runner inflicts damage equal to his current Attack Value on a randomly determined Runner that is present.

"Careful. I don't think he likes you."

1

911

Special
Play on target Runner who just engaged in Runner vs. Runner combat. Roll D6: On 5+, target Runner is arrested (place target Runner in owner's hand and trash any Gear cards Runner is holding). Turn Lone Star Runners you control to modify this roll (+1 for each).

0

BACKDOOR

Special
Play after your shadowrunning team has reached an Objective and failed to take it. The next time a shadowrunning team you control reaches that Objective, you automatically take the Objective (you don't have to meet the Requirements on that Objective).

4

FORCED ATTRITION

Special
Play Forced Attrition when a Challenge is defeated in combat and no Runners are trashed or tagged as a result of that combat. The shadowrunning player must trash a Runner that participated in the combat. X = 6 - the number of Runners present.

X

FRIEND OF A FRIEND

Special
Play on target Contact. Treat the owner of Friend of a Friend as the owner of target Contact until the end of the turn.

"A friend of a friend is a friend in the end—or until he gets paid."

1

IN THE SPOTLIGHT

Special
Play on target Runner. No additional copies of target Runner card may be deployed while In The Spotlight is in play. Owner of target Runner must roll D6 at the beginning of each of his turns. On 6+, trash In The Spotlight.

1

INNOCENT BYSTANDER

Special
Play when a Challenge is trashed in combat during a shadowrun. Roll D6:
1-3: No effect.
4+: An innocent bystander is killed and the shadowrunning player loses 5 Reputation.

1

INTIMIDATION

Special
Play when an opponent attempts to intercept a shadowrun. Turn a Mafia Runner you control to send the intercepting Runner(s) back to the safehouse. The shadowrun continues as normal.

3

KILROY WUZ HERE!

Special
Play after your shadowrunning team has reached an Objective and failed to take it. If you take that Objective on another turn, you receive +5 Reputation.

"I'll be back!"

1

LAST STAND [!]



Special
Play as your entire shadowrunning team is trashed or fragged by a Challenge. Frag that Challenge on a Do roll of 3+. -1V to deployment cost of Last Stand for each Runner trashed or fragged by the Challenge.

6

LONE STAR UNDERCOVER [!]



Special, Unique
Play during a shadowrun when a Runner (or Runners) fails to seize a Lone Star or Personnel Challenge. A randomly determined Runner who is present is a Lone Star agent! Add that Runner's Threat Rating to the Threat Rating of the Challenge and trash the Runner.

4

METAHUMAN PREJUDICE [!]



Special
Play when an opponent deploys a non-human Runner. That Runner is shuffled back into opponent's draw pile and the deployment cost is returned to opponent's Credits. If the Runner was a Prime Runner, the deployment cost is lost.

2

MOMENT OF CLARITY [!]



Special
Play on target Runner immediately after a Challenge is revealed. Target Runner temporarily receives +1 to an existing skill of your choice. This bonus may only be used to seize or fight the just-revealed Challenge.

0

OUTSTANDING PERFORMANCE [!]



Special
Play on target Runner that is present on a shadowrun that takes an Objective. You may increase one existing skill on target Runner by +1 until the end of the game.

2

RETIREMENT [!]



Special
Play immediately after a shadowrun takes an Objective. Play on target Prime Runner that was present and damaged during that shadowrun. Roll Do-3+. Frag target Prime Runner. X = Deployment cost of target Prime Runner.

X

RIOT FOAM [!]



Special
You may only play Riot Foam if you control one or more Lone Star Runners. When Riot Foam is played, choose how it will be used: -3/-0 to target Personnel Challenge until end of turn OR cancel the effect of a Bar Fight or Riots card as it's played.

1

SECRET AGENDA [!]



Special
Play before target player begins his Logwork Phase. Target player may play only one Challenge during his Logwork Phase this turn.

1

SEPPUKU [!]



Special
Play on target Yakuza Runner that just pulled out of a shadowrun. Trash target Yakuza Runner. X = Deployment cost of target Yakuza Runner + 1.
"My disgrace is mine alone."

X

SHAKEDOWN 



Special
Turn a Mafia Runner you control and add X^2 to your Credstick. X = Number of Locations in play.

"Listen pal, you can pay up, or you can take the dirt rap...capice?"

0

SOME THINGS NEVER CHANGE 



Special
Play when a shadowrun is declared. Each time a Challenge is revealed during that shadowrun, roll D6. On 3+, the Challenge cannot be pumped up and cannot be changed or modified by an Objective card until the end of the shadowrun.

3

STAND ASIDE! 



Special
Play on target Runner attempting to intercept a shadowrun alone. The intercepting Runner must return to the safehouse. The shadowrun continues as normal.

0

STATE OF CONFUSION 



Special
You may choose a new, legal target for a Special card just played.

"Ares Macrotechnology?! I thought you said Harry's Macrotechnology!"

2

STRIPDOWN 



Special
Play on target Runner. Owner of target Runner may trash non-Cyberware Gear cards target Runner is holding. Athletics + 1 to target Runner until end of turn for each Gear card trashed.

0