SINGULARIS

/sɪŋ.ɡʊˈɫaː.rɪs/

Shadowrun: Singularis
v1.0

Solitaire Rules for Mike Nielsen's Shadowrun: The Trading Card Game

By

Craig Andrews

December 2018

(Evolved from Craig Andrews' Unpublished Alone Against the Sprawl ruleset)

Preparation

Separate your Shadowrun: The Trading Card Game (S:TCG) into the following decks:

Objectives Deck

All S:TCG Objective cards.

Note that some Objective cards will have to be reworded slightly for Shadowrun: Singularis. Check BoardGameGeek regularly for updates. For the moment if a card doesn't work as worded for solo play, follow the cardinal rule of Singlularis - House rule it and have fun! If it works (hells, even if it doesn't) please post to BoardGameGeek!

Challenges Deck

All S:TCG Challenge cards.

Note that some Objective cards will have to be reworded slightly for Shadowrun: Singularis. As above check BoardGameGeek regularly for updates.

Events Deck

All S:TCG Special cards
All non-beneficial/negative S:TCG Contact cards*
All non-beneficial/negative S:TCG Location cards*

* For the moment use your best judgement from those in your collection to separate these. Check BoardGameGeek regularly for suggested inclusions and notes on any cards that need to be reworded.

Player Deck(s)

This is a little bit more interesting depending on how you want to play. You can either:

1) Separate your S:TCG cards into separate Magic, Rigger, Decker, Info (beneficial locations and contacts), Skillsofts, Runners and Gear cards draw decks.

2) Shuffle together all the S:TCG Magic, Rigger, Decker, Info, Runners and Gear cards you own into a mixed draw deck.

Optional Rule: "Chipjacks" (Recommended)

Set aside Chipjack cards, they can be purchased at the same time as any Skillsoft card that is played during the Legwork Phase (see Legwork Phase below).

[Author's Note: This optional rule means you don't end up with a hand full of Skillsofts and no way to use them.]

3) Construct a deck of cards as per the standard Shadowrun TCG rules (minus any Objectives, Challenges or Event cards as described above). When creating decks you follow the standard S:TCG rules.

Playing the Game

Each turn in Shadowrun: Singularis is broken down into six phases matching those in the original S:TCG: the Objective phase, the Credstick phase, the Refresh phase, the Legwork phase, the Shadowrun phase and the End phase. Even if you choose not to do anything during a phase, the phase still occurs. For example, every turn has a Shadowrun phase regardless of whether or not you attempt a Shadowrun. The phases take place in the same order every turn.

Certain card rules refer to effects as lasting until the end of the turn. This always refers to the end of the player's turn in progress at the time the card was played.

Setup

1) Shuffle the Objective Deck.

2) Shuffle the Challenges Deck.

3) Shuffle the Event Deck.

4) Shuffle the Player Deck(s).

5) Draw Cards.

Draw a total of seven cards from any Player Decks into your hand. You may look at each one before choosing the next one to draw.

Optional Rule: "The Luck of the Draw" (Recommended)

Whenever you have to draw a card from one of the six player decks roll two D6s. You may take a card from either deck that matches the number rolled. If you roll doubles you can choose which deck to draw from.

[Author's Note: This optional rule simulates the random deck element you'd get if you constructed a deck.]

6) Choose your Starting Loan

[Author's Note: Loans and the new Credstick Phase are the main mechanisms that make Shadowrun: Singularis different to the original S:TCG]

Choose your starting loan amount, this is the amount of Nuyen you start the game with and use to hire runners and buy equipment.

In Shadowrun: Singularis you'll have three separate piles representing Nuyen.

Your remaining loan amount. [I use red poker chips]

Your available cash. [I use green poker chips]

The interest you owe the Loan Shark you got the loan from. [I use blue poker chips]

You can start the game with a loan of up to 20 Nuyen. Whilst the actual amount is up to you it's recommended for your first few games you use the full 20 Nuyen. [So I place 20 red poker chips in a stack].

Your available cash pile should match this at the start of the game. [I place 20 green poker chips by my Player Decks].

[Author's Note: You don't have to use poker chips, you can keep a written record of each instead]

6) Play Starting Objectives

Objective cards are the target of Shadowruns, they are the missions you are sent on by the mysterious Mr. Johnson and form the primary source of the Reputation points required to win the game.

Draw Objective cards until you have one from each Reputation point range (<=10, 11-20, 21+) and play them <u>face up</u> on the table (discard any drawn Objectives from a duplicated range).

Immediately play a number of Challenge cards under each Objective depending on the value of the Objective. For every ten Rep that an Objective is worth rounding up to the nearest multiple of ten place one Challenge (i.e. A 25 rep Objective should have three Challenge cards under it.).

Shuffle all the remaining Objective Cards with those you discarded to form the Objective draw pile.

You are now ready to begin playing Shadowrun: Singularis.

Turn Sequence

1. Objective Phase

1a. New Objectives

At the start of this phase if there are less than three Objective cards in play then you draw one from the top of the Objective deck, playing it <u>face up</u> on the table and repeat until there are three in play.

As in setup immediately play a number of Challenge cards next to it depending on the value of the Objective. For every ten Rep that an Objective is worth, place one Challenge, rounding up to the nearest multiple of ten (i.e. A 25 rep Objective can have a maximum of three Challenge cards.)

Do not flip these cards. Challenge cards remain hidden until a Shadowrun is attempted.

1b. Refresh Challenges

First check if there are any in-play Objective cards that do not have their full complement of Challenge cards assigned to them. If there are, then draw and play one Challenge card from the Challenge Deck next to each one (remembering not to look at the Challenge card).

You must then also play one or more additional Challenge cards based on your chosen difficulty level using the following guidelines:

Easy Difficulty: No additional Challenge cards
Normal Difficulty: 1 additional Challenge card
Hard Difficulty: 2 additional Challenge cards
Extreme Difficulty: 3 additional Challenge cards

Place each drawn Challenge card starting with the Objective card with the highest value Rep and working down to lowest. Repeat this step until you have placed all the cards determined by your difficulty level. If there is more than one possible place for the Challenge card (i.e. two objectives with the same Rep) then place the drawn Challenge card on the Objective card with the least Challenge cards. If there is still a tie, determine randomly.

Remember that some Objective cards will have to be reworded slightly for Shadowrun: Singularis. Check BoardGameGeek regularly for updates. For the moment if a card doesn't work as worded for solo play, follow the cardinal rule of Singlularis - House rule it and have fun! If it works (hells, even if it doesn't) please post to BoardGameGeek!

2. Refresh Phase: Untap and Draw

You now untap any turned cards you control.

Draw cards from any Player Decks until you have a total of seven cards in hand. You may look at each one before choosing the next one to draw. You may opt to take 1 Nuyen from the bank in lieu of drawing a card, it count as a drawn card towards your total of 7 until the end of this phase.

> ***Optional Rule: "The Luck of the Draw"*** *(Recommended)*
>
> *Whenever you have to draw a card from one of the six player decks roll two D6s. You may take a card from either deck that matches the number rolled. If you roll doubles you can choose which deck to draw from.*
>
> *[Author's Note: This optional rule simulates the random deck element you'd get if you constructed a deck.]*

3. Credstick Phase

[Author's Note: The original Credstick phase was too simple did not work for solitaire play. You could simply wait for enough cash to do whatever you wanted to accumulate. I wanted to create a mechanic that made you attempt a Shadowrun early on otherwise you'd be scuppered. Although this re-written section is considerably more complex than the S:TCG original I think it adds more to the dynamic of a game based around managing your own team of Runners.]

This phase has been completely re-written and is the main mechanic behind the Shadowrun: Singularis solitaire rules.

3a. Credstick Phase: Getting Paid

At the start of your Credstick phase you receive Nuyen equal to the amount of Reputation points gained from completing Objective cards last turn divided by 2 (rounding down). This represents your payment from Mr Johnson for completing the Objective.

3b. Credstick Phase: Secondary Income

You now add any additional Nuyen which you might be getting from any specific cards you have in play (e.g. any Runners with Fame, certain Contacts, etc).

3c. Credstick Phase: Payroll

You must now pay any Upkeep costs you have. Upkeep costs are shown on cards by the white Nuyen cost. If the card has a value followed by a slash (/) and then another value, the second value is the upkeep cost for that card. These could be for Prime Runners, Specials, or any other cards that specifies it requires Upkeep. If you cannot pay the full Upkeep cost of a card, you must immediately trash the card by placing it in the respective discard pile.

3d. Credstick Phase: Loan Interest

[Author's Note: This section may seem complex but it actually pretty simple and quick once you've done it a couple of times.]

First you must work out the interest charged this turn on your total debt – that is the remaining value of your loan as well as any interest. The interest rate is calculated as follows:

10%

or

1% multiplied by your current reputation

Whichever is the greater number is your interest rate!

Adjust your interest owed *[I use blue poker chips]* (rounded up to the nearest whole number) by the amount based on the total of your loan.

Detailed Credstick Phase Example

On a starting loan of 20 Nuyen, on your first turn you have 0 reputation and therefore pay 10% interest which is 2 Nuyen – you change your Interest total to 2.

Your total debt is now 22 Nuyen (20 from your loan and 2 from your interest).

Later on during your first turn you go on a Shadowrun and complete a Rep 20 Objective.

Turn two's Credstick Phase starts and you get 10 Nuyen added to your Available Cash pile.

Your total amount owed, your debt (Loan + Interest), is currently 22.

However now you have some Rep so your interest rate is no longer 10%, it is your Rep multiplied by 1%. In this example that is 20%.

Your Owed Interest amount goes up by 5 Nuyen as 20% of your total debt of 22 is 4.4 which when rounded up is 5.

Note that you do not add any money to your own Nuyen pile, the interest is money you have been charged by the loan shark. Interest charged is the nasty part of any loan. You would be wise to pay off as much as possible as early as possible, why? See the next phase...

3e. Credstick Phase: Payment Due?

The loan sharks of the Sprawl are unforgiving and sometimes require top up payments early. After calculating and adding the interest, roll 1D6 and check the table below.

00-09 total debt owed = Pay all your interest on a roll of 1 or 2
10-19 total debt owed = Pay all your interest on a roll of 1, 2 or 3
20-29 total debt owed = Pay all your interest on a roll of 1, 2, 3 or 4
30-39 total debt owed = Pay all your interest on a roll of 1, 2, 3, 4 or 5
40+   total debt owed = Pay all your interest

To pay, you must discard Nuyen from your cash pile equal to the amount of Interest owed. Then reduce your interest by the amount you paid.

Any cards you have in your hand and in play can be 'cashed in' for 1 Nuyen each at this point.

If you cannot afford to pay your interest, or choose not to pay it (see below), you lose reputation equal to the amount you're short by.

Note that this can take you into negative reputation (negative Reputation is one of the ways you can lose the solo game of Alone Against the Sprawl)

Why Choose Not to Pay?

You may have a big score lined up. You might think that during the next turn you might succeed in completing one (or more) Objectives if you hold onto a bit of cash to buy that rig you really need. Feel free to risk it but don't forget however that if you end the turn on negative reputation you may end up at the wrong end of an enforcer's bullet and lose the game (see the End Phase section).

4. Legwork Phase: "Be Prepared"

During the Legwork phase, you may perform any of the following options as many times as you like and in any order.

• Deploy a Runner, Contact or Location

- Place Gear on an unturned Runner you control

- Swap Gear between Runners

- Use Cards that can be played in the Legwork Phase

- Heal Runners/Gear

- Run Errands to earn Nuyen (New in Singularis)

- Sell Cards to Earn Nuyen (New in Singularis)

- Pay off any amount of interest and/or loan (New in Singularis)

- Play Special Cards

Deploy Cards

Play any number of Runner cards, Contact cards and Location cards from your Hand into your Safehouse area on the table by paying the Nuyen deployment cost. The cost of the card is shown in white overlayed on a Nuyen symbol somewhere on the card. This is in different places depending on the type of card played. You must pay the deployment cost of cards from your Available Cash before bringing them into play. These cards come into play unturned and may be used as soon as they are deployed.

Note that in Singularis you may only have a total of six Runners in play at any time.

Place Gear

Gear cards, once paid for, are played directly from your hand onto unturned Runners and may be used immediately.

Some Gear cards can only be played on Runners who possess the required skills. For example, only a Shaman or other Runner with the Conjure skill can hold a Gear/Spirit card; a Decker cannot hold a Gear/Spirit card because he doesn't possess the Conjure skill.

Swapping Gear

You may swap Gear between unturned Runners in your Safehouse if both Runners possess the necessary skills to use the Gear. To swap Gear, you must turn both Runners and move the Gear card between them.

Use Cards

You may use Runners, Locations, Contacts and some Gear cards during the Legwork phase.

Some Locations may require you to turn a Runner in order to use the Location.

Deckers with the Recon skill may turn to perform a Recon action.

Deckers may use a Gear/Program card and Mages and other Runners with Sorcery may use a Gear/Spell card. This action does not cause the user to turn, but the Program or Spell card is turned and cannot be used in the Shadowrun phase of the current turn.

Unless otherwise stated, Locations and Contacts can be used any number of times during the Legwork phase as long as any required costs are paid.

Heal Runners and Gear

You may turn damaged Runners in your Safehouse to heal all damage taken in previous turns.

Gear cards with Threat Ratings, such as Drones and Spirits, also can take damage during combat. To heal or repair a Gear card, turn the Gear card and the Runner holding it and remove all damage counters on the Gear card.

A Runner may not remove damage from himself and a Gear card he is holding in the same turn.

Run Errands (New Option)

You can turn any unturned Runner in your Safehouse during this phase to immediately generate 1D6 Nuyen. If you roll a 1, you get nothing, but if you roll a 6 you may either take 6 Nuyen or you may roll twice again and get the total rolled in Nuyen.

Sell Cards (New Option)

You can sell any cards from your hand for 1 Nuyen each during the Legwork Phase. This represents passing the 'lead' or 'resource' the card represents on to other shadowy figures out there in the Sprawl.

Pay Off Interest and/or Loan (New Option)

You can reduce your Available Cash pile by any amount to lower either (or both) your loan and interest amounts.

Play Special Cards

Special cards are the wild cards of the game. They represent unique events and occurrences in the world of Shadowrun, from food poisoning to rampaging mutants. In Shadowrun: Singularis all Special cards that are beneficial to you have been mixed into your Player Deck(s) and any which have a negative effect have been left in the Events Deck. Special Cards may be played in the same way as any other card from your hand by paying the Nuyen cost.

Any Special Cards already in play can be activated as per their card text, paying any costs as necessary.

5. Shadowrun Phase: The Action Begins!

You may attempt one Shadowrun per turn. You do not have to attempt one.

Each Objective card has special rules and/or requirements indicated on the card that a Runner team must fulfil in order to complete the Objective. Before you begin a Shadowrun against an Objective,

read the text on the card carefully. These rules may affect Challenges, Runners, the rules of the game or even other Objectives. Keywords have the same meaning on both Objectives and Challenges.

At least one Runner must survive the run in order for you to take the Objective even if the Objective has no Requirements. If the last (or only) Runner dies on the final Challenge or in the attempt to fulfil the requirements on the Objective, you cannot take the Objective.

At the end of the Shadowrun phase (regardless of success or failure), you must immediately move on to the next phase (Success/Failure).

To go on a Shadowrun, perform the following steps in the order given.

Step 1: Choose an Objective

Declare a revealed Objective card as the target of your Shadowrun. Depending on your resources - the Runners and Gear in your safehouse and any tricks you have up your sleeve - some Objectives will make more appealing targets than others.

Place a marker on your target Objective to show it is your current Shadowrun (this is merely a reminder and can be anything you have to hand).

Step 2: Select Runners

Designate up to six unturned Runners as your Runner team. Spirits and Drones do not count toward this total. Move the Runners up into the "Current Shadowrun" section (above your Safehouse area) and turn them.

Step 3: Draw an Event Card

Draw the top card of the Event Deck before continuing your Shadowrun.

As you get more Reputation the more the odds seem stacked against you. You must draw 1 additional card from the Events pile for every 10 Rep you have (rounding down, i.e. 0-9 rep = 0 additional Event cards, 10-19 rep = 1 additional Event card etc).

For each Event card drawn you roll 1D6, the card is only played if you roll equal to or over the Nuyen cost. i.e. If a Special card costs 3 Nuyen it is only played if you roll 3, 4, 5 or 6. Cards costing 1 or 0 are played automatically.

Most cards in the Event Deck require special rules to work in Shadowrun: Singularis. Check BoardGameGeek regularly for updates. For the moment if a card doesn't work as worded for solo play, follow the cardinal rule of Singlularis - House rule it and have fun! If it works (hells, even if it doesn't) please post to BoardGameGeek!

If a drawn and played Event card ends the Current Shadowrun then no more Event cards are drawn.

Any cards which require a 'target' are applied by choosing an applicable target at random.

Step 4: Encounter Challenge Cards

You must then Sleaze or face each Challenge card on the target Objective card. Reveal them in the order they were played last to first.

If the Challenge card cannot have been legally played on the targeted Objective card, i.e. the Objective states "No Outside Challenges" and the card revealed is an Outside Challenge, then that Challenge card is considered a 'Bluff' on the part of the Objective and is immediately Trashed.

When a card is revealed you need the required skills to Sleaze the Challenge or you must face it.

- Sleazing Challenge Cards

If any Runner, or combination of Runners, on the team meets the Sleaze requirement, the Challenge is Sleazed - the Runners sneak past the Challenge without triggering the alarm. You immediately Trash Sleazed Challenge cards. If a Challenge has no Sleaze requirement, it cannot be sleazed. In that case, follow the instructions on the card.

For example: If a Challenge has a Sleaze requirement of Piloting 3 and two of the Runners on the team have Piloting at the base level of 1, the Challenge is not Sleazed as they're 1 Piloting short. However if one Runner on the team has Piloting 1 and another has Piloting 2, then the Runners' combined Piloting of 3 allows the team to Sleaze the Challenge.

Some cards, such as gear or skillsofts, can add skills to your runners.

Each time a Challenge is Sleazed, you must choose whether or not to continue the Shadowrun before the next Challenge is revealed. If you choose to pull out, your entire Runner team returns to the safehouse and the Shadowrun phase is over. If you choose to continue, the next Challenge on the stack is revealed and play continues as described above.

- The Alarm

If a team of Runners fails to Sleaze a Challenge, they trigger the alarm and must face the Challenge card.

Once your Runner team triggers the alarm, all Challenges are alerted to the Runners' presence and you cannot Sleaze any Challenges for the remainder of the Shadowrun. Your team must face the Challenge on which they triggered the alarm before they are allowed to pull out. If you choose to pull out, your entire Runner team returns to the safehouse and the Shadowrun phase is over.

- Facing Challenge Cards

Once you face a Challenge, if that Challenge has a Threat Rating, your Runners must fight the threat (see the Combat section) and deal with any special abilities of the Challenge.

If that Challenge does not have a Threat Rating, follow the instructions on the card.

Example: The Challenge card Hellish Traffic has no Threat Rating: if the Runner team fails to Sleaze the card, the Shadowrun ends and the team cannot continue on the Shadowrun to face the next Challenge.

If a Challenge has a pumpable Nuyen cost then you roll 1D6 and use that as the amount of Nuyen available, if you roll a 6, roll again and add the new number to the total. Some pumpable cards increase the card's Attack Value but lower its Body: for example, +2/-2. Pumping such a card until the Body drops to 0 kills the card. Trash a card with a modified Body of 0 after the card inflicts damage.

If your Runners defeat the Challenge, it is trashed. You may choose to continue the Shadowrun or pull your team out as above.

In most cases if your Runners cannot defeat the Challenge the Shadowrun is over (although some failed Challenges, such as Time-Delayed Bomb do not end the run). Turn the Challenge face down in its original position in the Challenge stack. You cannot write down any details from the Challenge, it's up to you to remember the Sleaze requirements and card details. Bear in mind that new Challenges may get played on top of it before you can re-attempt the Run.

Step 5: Taking the Objective

If your Runners successfully Sleaze or defeat (or otherwise complete) all of the Challenges on the Objective and reach it, they must then meet any requirements on the Objective card in order to claim it. This may also lead to Combat as with Challenge cards.

If your Runners succeed, immediately add the Reputation point value of the Objectives card to your total and place the Objective on your Reputation pile.

If your Runner team cannot meet the requirements (including failing at Combat) the Objective remains in play face-up.

Either way your entire Runner team now returns to the safehouse, turned cards are left turned, and the Shadowrun phase is over.

6. Victory / Failure Phase

During this phase you check to see if you have won or lost the game.

To win you must have to have reached your target Reputation and have fully paid off any Loan Sharks – this means having no loan and no interest remaining. If this is the case you have made a name for yourself. Your Runners retire to the life they've always dreamed of outside the sprawl and you happily flick through your emails deciding which MegaCorp job offer to accept.

It's also time to see if you have failed. Losing Runners (and some cards) not to mention missed Interest Payments mean you may lose Reputation points. In Shadowrun: Singularis you can (and probably will) drop below zero reputation at some point. If your Reputation is below 0 during this phase of the turn you must roll 1D6, if you roll equal to or under your negative Rep your attempt at managing a Shadowrun team has failed and your life isn't worth the bullet that will shortly end it...

7. End Phase: The End of Your Turn

Trash as many cards from your hand as you wish. If your hand contains more than seven cards, you must discard down to seven cards.

If any of the Player Decks are empty, shuffle the Trash Pile for that Deck and place it face down as a new Draw Deck. There is no penalty or bonus for running out of cards.

Combat in Shadowrun: Singularis

With the exception of combat situations that arise through the play of Special cards, combat usually occurs when the alarm is triggered during a Shadowrun or when completing an Objective. The alarm is triggered when a team of Runners fails to sleaze a Challenge, and so most combat situations involve Runners and the threat posed by Challenges.

Resolving Combat

Combat may only usually occur between cards that have Threat Ratings. Combat is resolved by comparing the Attack Value of a card to the Body of an opposing card. Attacks and damage take place simultaneously and all the cards involved inflict and receive damage at exactly the same time. This is true in all combat situations, whether they involve two cards or ten cards.

Combat between Runners and Challenges takes place in three basic steps, explained below. Combat between Runners and Objectives is handled in the same way as for Challenges.

There are also a few additional rules which may affect combat; Armor, Armor Piercing and Attacking First – all of which are detailed after the Combat Steps.

Step 1: Damage to the Challenge

Add together the Attack Values of all Runners engaged in the combat, modifying the Runners' Threat Ratings for Gear cards and opponent's Armor as necessary (see Armor section for more details). If the combat involves a Spirit or Drone, use the appropriate Threat Rating according to the rules in the appropriate About The Cards section.

Some Challenges and Objectives have a pumpable Nuyen cost meaning you roll 1D6 and use that as the amount of Nuyen available, if you roll a 6 roll again and add to the total. Some pumpable cards increase the card's Attack Value but lower its Body: for example, +2/-2. Pumping such a card until the Body drops to 0 kills the card. Trash a card with a modified Body of 0 after the card inflicts damage.

Compare the total modified Attack Value of the Shadowrunning team to the Body of the Challenge. If the total Attack Value equals or exceeds the Body of the Challenge, the Challenge is defeated - but at what cost? Move on to Step 2.

If the total Attack Value of the Runners does not equal or exceed the Body of the Challenge, the Shadowrun has failed, move on to Step 2 to see just how badly.

Step 2: Damage to the Runner, Spirit or Drone

The Challenge inflicts an amount of damage on your Runner team equal to the Challenge's Attack Value.

In Shadowrun: Singularis you can choose the order in which Runners, Spirits or Drones take damage but not how much they take. Select which character you want to 'take the first hit' and for every

complete multiple of 6 of Damage to be dealt, roll 1D6 (so 1D6 for 1-11 damage and 2D6 for 12-17 damage). Your selected character takes that much Damage (allowing for Armor as normal).

Attacks do not deal more damage than there is to assign. For example, if you only have 4 damage to assign and roll a 6 the character only takes 4 damage.

Note down how much Damage has been dealt to the first character (I place a red D10 onto the runner showing the damage it has received) and select a character to 'take the second hit', you roll the same amount of D6 as for the first character but the total damage dealt cannot be more than the remaining amount. However, if the 'first hit' does 6 damage and your assigned Runner only has 4 wounds, all 6 are assigned to him. The additional 2 damage is considered part of the barrage of damage that killed him. You still roll for additional targets to be damaged.

e.g. You assign a 2/3 Shaman to 'take the first hit' from a total of 10 Damage and roll a 6, the Shaman takes the 6 damage and is killed. You then only have the additional 4 damage left to assign.

This process continues until you have rolled for each of your Shadowrunners. If there are still points of damage left after you have rolled for all your runners you start the process again and keep rolling until all damage is dealt.

i.e. A Shadowrun team take 13 Damage, you select one of your runners as an initial target and roll 2D6 with a total result of 5, that character takes 5 Damage and survives. You then select another character and roll 2D6 again, getting a total of 7. Your second character has a Body of 4 and receives 7 Damage and is killed. There is now only one more point of Damage to be assigned to a third character you select.

Any Runner, Spirit or Drone that takes damage equal to (or greater) than its Body is trashed. Any Gear or Special cards on that card is also trashed.

You lose Reputation equal to the Nuyen cost of the Runner when they die as word gets about you don't look after your team.

When a Runner, Spirit or Drone takes an amount of damage less than its Body, it has survived the attack but has been wounded. Place a number of tokens (or a D10) on the card equal to the amount of damage taken. This damage inhibits the cards ability to perform fully during a Shadowrun as they suffer from Fatigue. During play simply subtract the damage the Runner has taken from both his Attack Value and his Body. This damage may be healed during your next turn.

Runners with Stamina may ignore the effects of Fatigue.

Step 3: Trash Defeated Cards

Trash all Challenges, Runners, Spirits and Drones defeated in combat. Also trash any Gear cards held by Runners defeated in combat.

If the total Attack Value of the Runners did not equal or exceed the Body of the Challenge, the Shadowrun is over and the Challenge is returned, face down, to its original position. Challenges do not retain damage like Runners and need not be healed; if they are not defeated, they return to the Challenge stack and fight the next Runner team at full strength.

Additional Combat Rules

Armor

Both Runners and Challenges may have Armor, indicated in parentheses as A and a number (for example, A2). Some Gear cards can be played on a Runner to modify his Armor Rating, or to provide unarmored Runners with Armor. Armor provided by Gear cards is indicated two ways. The first is as A + a number, for example, A + 1. In this case, a Runner with Armor increases the rating of that Armor by 1, and a Runner without Armor receives an Armor Rating of 1. Armor provided by Gear cards may also be indicated as A and a number (for example, A1). In this case, the Armor provided by the Gear is not cumulative with any other Armor. If a Runner has Armor of A1 and is holding a Vehicle card that provides Armor of A2, the Runner is protected by an Armor Rating of 2.

Armor blocks damage from <u>every</u> potential source of attack. In combat, the Armor Rating of a card is subtracted from the Attack Value of each attacking card before the target card takes damage. For example, when a team of Runners attacks an armored Challenge, subtract the Armor Rating of the Challenge from the Attack Value of each Runner. In other words, if a Runner with an Attack Value of 6 fights a Challenge with an Armor Rating of 3, the Runner inflicts only 3 points of damage on the Challenge. The Armor "deflects" the other 3 points.

Armor-Piercing Damage

Any damage described as armor-piercing ignores the effects of Armor. In other words, if a Runner uses the Gear/Accessory card Armor-Piercing Ammo to damage another Runner protected by Armor, the target Runner may not subtract his Armor Rating from the damage; he must take the full damage of the attack.

Attacking First

When a card has the ability to attack first it inflicts damage and uses special abilities before other cards have a chance to do so. This means a Challenge could affect your runners before they get a chance to attack back. If this happens play through Step 2 first, then Step 3 for your Runners. If they survive you can then run through Step 1. This makes more sense when you come across it.

Combat Between Runners

Certain cards and situations are designed to bring Runners into conflict with other Runners. In Shadowrun: Singularis there is no opposing Runner team but below are details of the types of cards that cause Runner vs Runner combat and how to resolve them.

Runner vs Runner Combat Cards

Combat between Runners is resolved in the same way as combat against Challenges. Unlike combat against Challenges, however, once the combat is resolved, the Runners must return to their respective safehouses (or are trashed if killed during the combat) - the Runner team may not choose to stay and fight a second time (as when facing a second Challenge).

Only unturned Runners may voluntarily enter combat with other Runners. Turn Runners to attack opposing Runners.

When combat has been resolved, the surviving Runners return to the safehouse and are turned if not already.

Two Runners

Compare the Threat Ratings of the Runners involved, accounting for Armor as appropriate. If a Runner's Attack Value equals or exceeds the Body of his opponent, that opponent is defeated. Because damage occurs simultaneously, two Runners may kill each other in combat. Trash any defeated Runners along with any Gear cards they are holding.

Three or More Runners

When more than two Runners engage in combat, the Runners "pair up" into individual conflicts. The player who initiated the combat (the Attacker) chooses an opponent for each of his Runners to fight. (You may want to physically move the cards opposite each other to avoid confusion when combat is resolved.)

If the Attacker's Runners outnumber his opponent's (the Defender), then the Attacker chooses which of the individual conflicts his extra Runners join. If the Defender's Runners outnumber the Attacker's, than the Defender chooses which of the individual conflicts his extra Runners join.

For example, Mike sends his team of three Runners to fight Jim's team of five Runners. Mike initiated the conflict, so he chooses opponents for his three Runners. Because Jim's team outnumbers Mike's team, however, Jim chooses which of the three individual fights his two extra Runners will join. Jim may choose to add both Runners to one conflict, creating a three-on-one situation, or he may split up his two extra Runners to create a pair of two-on-one battles.

If a Runner controls Drones or Spirits, he may involve them in any of the individual battles taking place (including his own). Treat Drones and Spirits as Runners in this situation. If a Runner controlling Drones or Spirits is killed in combat, trash the Drones or Spirits along with the Runner.

When all of the individual fights have been arranged, compare the Threat Ratings of the Runners involved to determine the outcome of the battles. If multiple Runners are fighting a single opponent, add their Threat Ratings together to determine damage.

If a single Runner is fighting against several opponents, the single Runner's owner chooses where to allocate the damage.

Once combat is resolved, trash any defeated Runners and any Gear cards they are holding.

Shadowrun: Singularis Author's Notes

The original "Shadowrun: The Card Game" rules were bent, broken and reformed into the framework of the rules above by me, Craig Andrews, in June 2011, mostly whilst travelling between Milford Haven and Birmingham with hundreds of somewhat pungent festival goers who had just been revelling in Burry Port.

I picked up the reins again in February 2012 after having moved to Bristol and streamlined the rules into a more readable document and also completed a few more playtests.

As with all my rulesets I then tinkered on and off for the next few years (mostly off) as I became a Dad in 2015 and a full time stay-at-home Dad in 2016.

In 2018 I was inspired to pick up the ruleset again and format my rules into a document I could actually publish on BoardGameGeek. I also dropped the "Alone Against The…" naming convention I used to use and came up with a much more pretentious one using Latin names. Time will tell if they stick…

A big thanks goes to the original writers and designers of this game. I have no connection to any of the copyright holders and do not intend to infringe any copyrights with this document. These rules are for players of Shadowrun: The Card Game who don't have anyone to play against and are meant to be enjoyable.

The <u>Golden Rule</u> of Shadowrun: Singularis is to have <u>fun</u>. If there's something you don't like, change it.

If you like these rules I have also put together some Solitaire rules for the Mythos card game, currently titled, "Alone Against The Mythos" and solitaire rules for both Heroes of Normandie and Shadows Over Normandie, titled either "Alone Against the Tiles" or "Heroes of Normandie: Solus". You can find them both on BoardGameGeek.com on each games' forums under Variants.