



FASA CORPORATION

SHADOWRUN

THE TRADING CARD GAME



R U L E B O O K

CREDITS

Game Design: Mike Nielsen

Additional Game Design: Jim Nelson, Michael Mulvihill

Shadowrun RPG Line Developer: Michael Mulvihill

Editing: Sharon Turner Mulvihill, Diane Piron-Gelman

Art Director: Jim Nelson

Art Direction, Graphic Design and Production:

Jim Nelson, Mike Nielsen

Purchasing/Print Liaison: Karen Stange

Flavor Text: John Bridegroom, Rob Cruz, Tara Gallagher, Diane Piron-Gelman, Fred Hooper, Mike Mulvihill, Sharon Turner Mulvihill, Jim Nelson, Mike Nielsen, Bryan Nystul

Playtesters: Francis Barevich, Rachel Barevich, Randall Bills, Tara Bills, Shane Bintakies, Ira Boucher, John Bridegroom, Greg Broe, Shane Cole, Mike Colson, Dante DiBartolo, Tara Gallagher, Bert Gray, Dan "Flake" Grendell, David Hansa, Jason Hansa, Greg Harmon, Leslie Harmon, Lyle Hinckley, Jonathan Jacobson, Matt Johnson, Sean Johnson, Steve Kenson, Steve Kozlowski, Eric M. Lang, Gina McFarland, Mike McFarland, William Michie, Keith Miller, Graham Morley, Mike Mulvihill, Linda Naughton, Michael Naughton, Jim Nelson, Mike Nielsen, Bryan Nystul, Mary Overmeyer, Robert Overmeyer, Wayne Padgett, Tim Price, Lou Prosperi, John Sarnecki, Daniel J. Scheffel, Brian Schoner, Renata Schoner, Christina Smith, Darrin Smith, Eric J. Smith, Judy Smlth, Kelli Stevens, Terri Wallis, Dan Tomalesky, Richard Tomasso

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THE SETTING

The year is 2058. Advances in technology are astonishing, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberware to become more than human. Together, these technological innovations have made modern man stronger, faster and smarter than ever before. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orks and trolls have reassumed their true forms, and spells and spirits serve those with the talent for controlling this legendary force. The balance of power has shifted, too; megacorporations (rather than political superpowers) now rule much of the world.

Moving through this world like whispers in the night are the shadowrunners. Though they can't be found on any database and no one publicly admits their existence, they are a reality in 2058, for no one else can do their secret work.

Shadowrunners do the jobs that are too dirty for corporations to do themselves, too hopeless



for legitimate investigators or too dangerous for anyone less determined. They steal data, retrieve magical relics, “transfer” personnel and other assets from one megacorporation to another, assassinate inconvenient rivals, start and end wars,

guard property and employees—anything that some fat cat or corporate suit is willing to pay to have done. Sometimes, shadowrunners even change the world for the better.

Most shadowrunners work in teams with other runners who possess a variety of unique and valuable skills. In fact, the more diverse the team, the better their chances for success, because no run ever comes off as planned. Shadowrunners face infinite obstacles when they set out to fulfill a contract: the competition and opposition always fight harder than expected, and there’s always a better-than-average chance that they’ll be double-crossed by their employer.

That’s life in the shadows.

THE ACTION

In the **Shadowrun** card game, your goal is to assemble a team of shadowrunners to accomplish Objectives, such as killing a dragon or stealing cutting-edge technology. Your opponent protects the Objectives with Challenges—things that get in the way of your runners—such as security guards, electric fences and fierce creatures.

But you’ll need to do some legwork before your run. You use nuyen (money) to pay your contacts for information and to supply your runners with weapons and other gear, which increases your team’s odds of success. When your team is assembled and well-equipped, you’re ready to go on a shadowrun. This is where the action begins!

You need to use your wits and/or your firepower to take your goal. If you succeed, you gain Reputation points toward victory. If you fail—you count your dead, heal your wounded and get ready for your next run.



OVERVIEW

The following information tells you what you need to know to start playing the **Shadowrun Trading Card Game (SRTCG)**.

WHAT YOU NEED TO PLAY

You do not need to know how to play the **Shadowrun** roleplaying game to play the **Shadowrun Trading Card Game**. However, you will need the following:

- A deck of the **SRTCG**
- A six-sided die
- Tokens (for example, pennies, poker chips, buttons—you get the idea)

OBJECT OF THE GAME

The object of the **SRTCG** is to earn enough Reputation points to become the King of the Sprawl. You earn **Reputation points** by taking your crack team of **Runners** on shadowruns against **Objectives**, operations such as blowing up a building or saving a species. Other players will try to stop your team with **Challenges** in order to win the Objectives and Reputation

points for themselves, so you'll need to equip your Runners with a variety of **Gear** in order to fight your way to the top.

Before beginning play, all players must agree on the number of Reputation points required to win the game. We suggest 60–75 points for a two-player game and 75–100 points for a game with 3 or more players. The first player to acquire the agreed-upon number of Reputation points wins the game.

The higher the number of Reputation points required to win the game, the longer the game will last. The Reputation point total should always be at least 50, so that players must take at least two Objectives to win the game. You can also adjust the length of the game by altering the maximum number of Challenges per Objective (see **About the Cards**, p. 18).

THE LAW OF THE SHADOWS

If a rule on a card contradicts the rules printed in this book, the rule on the card takes precedence. Cards that manipulate, ignore or even reverse these rules reflect the fact that the chaotic world of **Shadowrun** continually affects

the lives of those who dwell in it—in other words, **drek** happens.

There are no exchanges or permanent loss of cards in the **SRTCCG**.

If there is confusion or conflict about how to interpret the rules on a card and you are unable to find a satisfactory resolution using this book, resolve the disagreement by rolling a D6. Please don't waste time arguing!

GAME FUNDAMENTALS

The following information explains the basic concepts and mechanics of the **SRTCCG**.

NUMBER OF PLAYERS

Any number of players can play the game. The **SRTCCG** works equally well for two-player or multi-player games.

CARD LIMITS

You may place up to 4 copies of any single card in your deck. If a card is designated as **Unique**, you may only put one of that card in your deck.

THE HAND

You may have a maximum of 7 cards in your hand at the end of your turn but you may have more than 7 cards in your hand *during* your turn.

GAME TERMS

The following terms are used throughout this book and on the cards to describe game play.

Deploy: When a card is brought into play, it is deployed.

Turn(ed): You turn a card (rotate it off-center) to use its abilities. A turned card reminds all players that the owning player cannot use that card again during his turn.

Unturned: An unturned card indicates that the owning player may use that card's abilities during his turn. Cards are brought into play unturned to indicate that they may be used.

Trash: Your discard pile is called the trash. If instructed to trash a card, place that card in the discard pile.

Frag: In some situations, a card may be fragged (removed from play). Cards that are fragged are set off to the side and can no longer

be used in the current game. You may return such cards to your deck only after the game is over.

The Safehouse: The safehouse is the area on the playing surface directly in front of the player (see **Card Set-up**, p. 45). You play Runner cards and Gear cards directly from your hand into the safehouse. Shadowruns take place outside the safehouse.

Nuyen: Nuyen (indicated by the ¥ symbol) is the currency of the **Shadowrun** world. Most of the cards in the **SRTC** have a nuyen deployment cost. You must pay this cost to bring the card into play from your hand.

Upkeep: Some cards have an Upkeep cost in addition to a deployment cost. You must pay a card's Upkeep cost every turn to keep that card in play (see **Credstick Phase**, p. 49 in **Playing the Game**).

The Credstick: The Credstick is the physical place on the playing surface where you pile the tokens representing your nuyen (you also may choose to track your nuyen on a piece of paper). We recommend using tokens for your Credstick,

because that allows all players to easily keep track of the progress of the game.

Shadowrun (Run): Players send their Runners on shadowruns—missions to take an Objective and thereby earn Reputation points.

Reputation: Players earn Reputation points to win the game by taking Objectives. All earned Reputation points should be placed in a Reputation pile in front of the player.

Sleaze: To sleaze means to slip undetected past Challenges—the defensive measures designed to stop a Runner team from reaching its goal. A Runner team that has the proper skills may sleaze past a Challenge and thereby avoid a fight. For example, a Runner team sneaking past a sleeping guard dog is sleazing the dog.

Present: A card referred to as “present” may be in one of three situations. 1) On a shadowrun. This includes all Runners on the shadowrun as well as the currently revealed Challenge. 2) In the safehouse. This includes all unturned Runners currently in the safehouse. 3) In Runner-against-Runner combat. This includes all the Runners involved in the combat on both sides.

SEARCHING YOUR DECK

Certain cards allow you to search your deck and add a card to your hand or deploy a card. Anytime you search your deck, you must shuffle the remaining cards.

CARD CATEGORIES

The **SRTCG** uses seven different types of cards: **Runners** (the main characters of the game), **Gear** (“toys” for the Runners, such as Armor, Weapons, Spells, Drones and so on), **Objectives** (the targets of shadowruns and the primary source of Reputation points), **Challenges** (things that get in the way of succeeding at a shadowrun), **Locations** (places in the world of **Shadowrun**), **Contacts** (potentially useful people who live in the shadows) and **Specials/Stingers** (the wild cards of the game). A complete description of each card category appears in **About the Cards**, p. 18.

DIE ROLLS

Some cards require the player to roll a six-sided die, indicated by the abbreviation D6 in the text, and consult a table on the card for the

result. In some cases, the die-roll result will modify an existing number. For example, a weapon may inflict $D6 + 4$ damage. In other words, the weapon will inflict damage equal to the result of the D6 roll plus 4 additional points. A result of 5 in this case would cause 9 points of damage. A modifier may also be negative, as in a spell that inflicts $D6 - 2$ damage. In this case, a die roll result of 5 would yield a final result of 3.

A dice roll cannot be modified to a value of less than 1. There is no maximum value.

TOKENS

You use tokens primarily to represent your available nuyen and to mark damage your Runners have received. The cards also may require you to use tokens to track other elements of the game.

TIMING ISSUES

If two people want to play a card simultaneously, the person who is currently taking his turn gets to play his card first. If neither player is in the middle of his turn, the players should roll D6 to determine who goes first.

BASIC DECK-BUILDING

Your deck must contain at least 60 cards, plus 6 Objectives. These 6 Objectives must at least equal the Reputation points needed to win the game and do not count as part of your deck for deck-size purposes. We recommend a 60–70 card deck. You may build larger decks, but larger decks tend to be less effective.

The following list suggests a good beginning deck. This list only scratches the surface of deck-building possibilities, but it is a good place to start. As you collect additional cards, you can build more specialized decks according to specific themes, such as a troll, rigger or street samurai deck. If you build a deck that bombs, don't sweat it—it's just a game. Part of the fun of playing is finding new and inventive ways to create a winning deck!

12–20 Runners	5–10 Gear cards
12–20 Challenges	1–5 Locations
1–5 Contacts	10 Specials

ABOUT THE CARDS

DEPLOYMENT COST

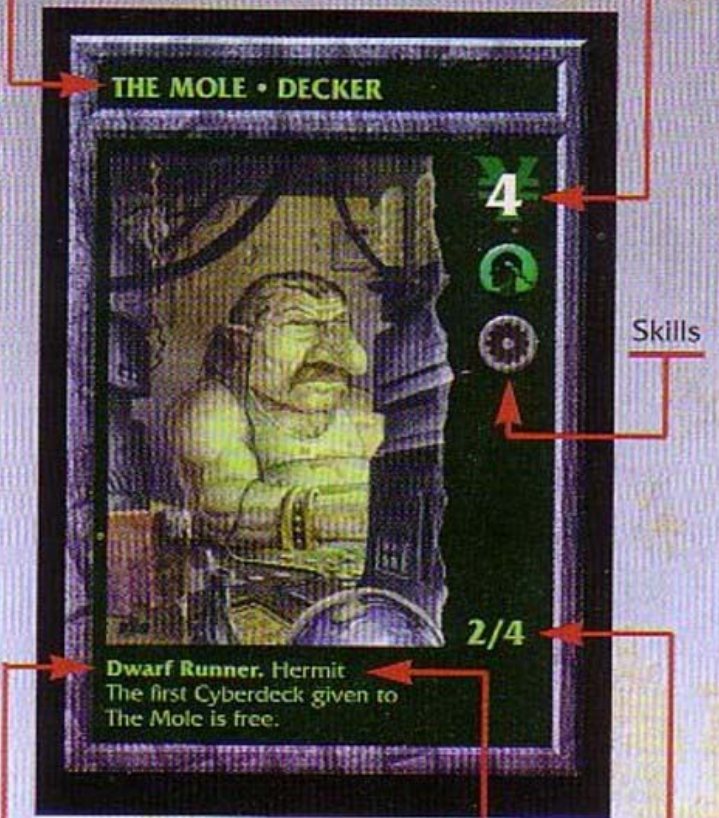
Runners, Gear, Locations, Contacts and Specials cost nuyen to deploy. This is a one-time cost, paid when the player puts the card into play. Deployment costs are indicated by a nuyen symbol (¥) and a number (see **Card Diagram**, p. 19).

THREAT RATING

Runner and Challenge cards, and some Gear cards, have Threat Ratings. The Threat Rating represents the card's ability to inflict and take damage, indicated by two numbers separated by a slash (for example, 2/3). The number to the left of the slash represents the base **Attack Value** of the card. This is the amount of damage the card can inflict. The number to the right of the slash represents the **Body** of the card. This is how much damage a card can take before being "killed." These numbers can be modified by other cards.

Name & Profession

Deployment Cost



Race and
Card Type

**RUNNER
CARD**

Special Trait

Threat
Rating

Name

CHALLENGE CARD

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

Card Type & Keyword

Sleaze Requirement

Threat Rating

20

Name

Reputation Points

ROOM 5B78 **35**



Objective. +2/+2 to Indoor Challenges.
Requirements: Break down the door! Defeat Door Barrier 0/20.

BONUS: You may trash Room 5B78 for 15¥, but in that case you receive no Reputation from this run.

Rules text

OBJECTIVE CARD



Some Threat Ratings include **Armor**, indicated after the Threat Rating in parentheses: for example, 2/3 (A2). In this example, the card has an Attack Value of 2, a Body of 3 and an Armor Rating of 2. Armor protects its wearer by absorbing a certain amount of damage from an attack (see **Armor**, p. 63 in **Combat**).

Some Gear and Objective cards modify the Threat Ratings of Runners or Challenges, respectively.

PUMPABLE CARDS

Players may pay nuyen to pump up the Threat Ratings of some Challenges, Runners and certain other cards, indicated on the cards by a nuyen cost and a Threat Rating modifier. For example, 2¥: +2/+2 on a card indicates that for every 2 nuyen the owner of the card pays, he adds 2 to the target Runner's Attack Value and 2 to his Body.

Both turned and unturned cards may be pumped up. Only the player who owns a pumpable card may pump up that card. Players may spend any amount of nuyen to pump up a card. Unless the card states otherwise, pumped-

up Threat Ratings always return to normal at the end of the turn.

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 a card survives damage in excess of its base Body because its Threat Rating has been pumped up, the card is killed at the end of the turn when the Threat Rating returns to normal. For example, the cyborg Runner Tin Man has a base Threat Rating of 5/5. If the owning player pumps up Tin Man to 10/10 and he survives a shadowrun but takes 8 points of damage, he dies when his Threat Rating reverts to 5/5 at the end of the turn.

TARGET RUNNER VS. USER

The phrase "target Runner" indicates that a Runner is the target of a card or game effect. If a card includes the phrase "target Runner," the player who owns the card chooses the target of the card. For example, the Special card Green Apple Quicksteps forces a target Runner to immediately return to the safehouse.

The word “user” on a card refers to the Runner using the card, not the player playing the card. For example, the Gear/Weapon card Ares Predator reads, “+3/+0 to user”. When this card is played on a Runner, that Runner becomes the user of the card and receives a bonus of +3/+0 to his Threat Rating.



RUNNERS

Runners (or shadowrunners) are the main characters of the game. More than any other cards you choose to include in your deck, the Runner cards will determine your deck’s attitude and style.

Players deploy Runner cards in their safehouses and use them to build teams to go on shadowruns.

SKILLS

Skills represent the primary distinction between Runners, making each Runner different

and enabling them to survive in the shadows. Runners use their skills to achieve Objectives or sleaze past Challenges.

All skills have a base rating of 1. Skills with a small number to the upper right are enhanced skills; the number represents an increased skill rating and is indicated in the text as in the following example. A Runner with Athletics 2 has an Athletics skill rating of 2: he has twice the ability of a Runner without enhanced Athletics skill.

Some cards give Runners a skill or add to a Runner’s skill. For example, the Skillsoft: Athletics card reads, “User receives Athletics +1.” If the target Runner does not possess the Athletics skill, he now has the skill at the base rating of 1. If the target Runner has the Athletics skill, he now has Athletics 2. If the target Runner has enhanced Athletics (Athletics 2), the card gives him Athletics 3.

The following skill descriptions include the icon that represents the skill on the cards.



Athletics: Athletics allows a Runner to push his or her body beyond normal levels of endurance.



Conjure: Shamans and other Runners with Conjure use the Conjure skill to summon and command Gear/Spirit cards.



Decking: The Decking skill allows Deckers (cybernetically enhanced Runners who can manipulate encoded data with their minds) to access the world-wide communications net known as the Matrix.



Demolitions: A Runner with the Demolitions skill is highly experienced at working with explosives.



Firearms: Runners with Firearms are proficient with a variety of projectile weapons.



Gunnery: Runners with the Gunnery skill specialize in firing really big weapons.



Leadership: Leadership allows Runners to remain calm under pressure and to successfully manage difficult situations.



Melee: Runners with Melee are experts at fighting with their hands and with hand-to-hand weaponry.



Piloting: The Piloting skill allows Riggers (Runners who use a cybernetic link to control vehicles and drones) to drive or steer anything with wheels, wings, treads or any other type of mechanical propulsion.



Social: The Social skill allows Runners to succeed in situations where talking is more important than shooting.



Sorcery: The Sorcery skill allows Mages and other Runners with Sorcery to use Gear/Spell cards.



Stealth: Runners with Stealth can sneak quietly in and out of situations by blending in with their surroundings and covering their tracks.



Streetwise: Runners with the Streetwise skill know the score and can safely navigate the dangers of a hostile urban environment.



Technical: Runners with Technical skill are experts in all things technical or electrical.

SPECIAL TRAITS

Some Runners have special traits that make them unusual among the denizens of the Sprawl. These traits appear as keywords on Runner cards. All special traits have a base rating of 1. A Runner may use his special trait at any time during the game.

Some traits require the player to turn the Runner in order to use them; others do not. If a Runner has turned to go on a run, he may still use a special trait that does not require him to turn.

Anti-social: If a Runner with the Anti-social trait is present during a shadowrun, the shadowrunning team automatically fails to sleaze any Challenge with a Social sleaze requirement. The alarm is triggered for the remainder of the run.

Biotech: Biotech allows a Runner to completely heal himself or a target Runner (but not Spirits or Drones) who is present, provided the target Runner has a Body of at least 1. The Runner must turn to use Biotech unless he is on a shadowrun. If on a shadowrun, he need not turn, but may only use the trait between Challenges. This trait can only be used once per turn. A Runner with enhanced Biotech may heal a number of Runners equal to his Biotech rating, but must heal them all at the same time. For example, a Runner with Biotech 2 may heal two Runners. This special trait cannot be used on Cyborgs.

Fame: A player may add 1¥ to the amount he collects during the Credstick phase for every point of Fame his deployed Runners possess. For example, if a player has one Runner in play with Fame 2 or two Runners in play with Fame, the player would add 2¥ to his Credstick during the Credstick phase of his turn.

Guard: The Guard trait allows a Runner to take damage directed at another Runner that is present. A Runner with Guard may take damage equal to his Body. Any excess damage must be taken by the original target. A runner using

Guard during a shadowrun need not turn to use the trait; at all other times, he is required to turn.

Hermit: A Runner with the Hermit special trait cannot visit or use Location cards.

Recon: The Recon trait allows a Runner to turn to view one Challenge card during the Legwork phase of the Runner's owner's turn. A Runner with enhanced Recon may perform a number of Recons equal to his Recon rating. For example, a Runner with Recon 2 may perform two Recons (look at 2 Challenge cards) per turn.

Stamina: A Runner with Stamina ignores the effects of Fatigue (see **Fatigue**, p. 64 in **Combat**).

PRIME RUNNERS

Prime Runners are Runners who have achieved legendary status in the Sprawl. They are extraordinary individuals who possess powers and skills beyond those of the typical Runner. Only one of each Prime Runner can be in play at the same time. For example, if you are holding Lord Torgo in your hand and your opponent has Lord Torgo in play, you cannot play Lord Torgo until your opponent's card is trashed or fragged.

Prime Runners have an Upkeep cost in addition to a deployment cost, shown in the upper right corner of the card and separated from the deployment cost by a slash. The deployment cost appears to the left of the slash, the Upkeep cost to the right. You must pay a Prime Runner's Upkeep cost every turn to keep that card in play (see **Credstick Phase**, p. 49 in **Playing the Game**).

DEAD RUNNERS

When a Runner dies, trash the Runner card along with any Gear or Special cards that the Runner is holding.



GEAR

Gear cards represent the equipment Runners use to make themselves better, stronger and more effective. Players deploy Gear cards on Runners to give Runners the edge they need to defeat Challenges and take Objectives. When

a Gear card is played on a Runner, the Runner is said to be "holding" the Gear card. Players may swap Gear cards between Runners (see **Swapping Gear**, p. 53 in **Playing the Game**).

THE CATEGORIES

Gear cards are divided into ten different types.

Accessories: Accessories can be attached to Weapon cards. If a Weapon with an Accessory is trashed, the Accessory also is trashed.

Armor: Armor cards add to a Runner's Body and increase the Runner's ability to withstand damage. A Runner may only hold one Armor card at a time. See **Armor**, p. 63 for additional Armor rules.

Cyberware: Cyberware cards represent the metal put into a Runner's body, the artificial enhancements that can be surgically applied to an individual to improve his natural abilities. Players may deploy Cyberware cards only on their own Runners. Some Cyberware cards function as weapons, while others modify a Runner's skills.

Each piece of Cyberware has a deployment cost and an Essence cost. Essence represents a Runner's life-force, and every piece of cyberware installed in a Runner destroys a little of that life-force. When Cyberware cards are deployed on a Runner, he loses Essence. A Runner may hold up to 6 Essence points of Cyberware: if you try to give a Runner more than 6 Essence points worth of Cyberware, the Runner dies. Trash all Gear/Cyberware cards on the dead Runner along with the Runner.

Because Cyberware has a crippling effect on Runners who use magic, Mages and Shamans cannot use Cyberware. Burned-Out Mages can use it, however, because they have lost part of their ability to use magic. They often try to compensate for their failing skills with Cyberware.

Cyberware cannot be swapped between Runners, and cannot be replaced or removed once it is deployed on a Runner. The addition of cyberware cannot give a Runner more than the normal number of limbs (two legs, two arms, one head).

Drones: Drone cards (remotely piloted vehicles) may only be used by Riggers. Drone cards

have a deployment cost and a Threat Rating. When used on shadowruns, a Drone is treated as a Runner and may attack and take damage. Because the Rigger is busy controlling the Drone, when a Rigger uses Drones on a shadowrun he may not add his Attack Value to the team's Attack Value during combat. The Rigger, however, is still vulnerable to attacks from Challenges or Special Cards (see **Combat**, p. 62).

A Rigger may hold any number of Drone cards, but may only use a number of Drones equal to his Piloting skill at any one time. When a Rigger goes on a run, he can declare at any point during the shadowrun that he is using, or activating, a Drone. At this point, the player turns the Drone card. Once turned, the card is present on the shadowrun. It may attack or be the target of attacks and is subject to the effects of Fatigue (see **Combat**, p. 62).

Spirits: Spirit cards may only be used by Shamans and other Runners with the Conjure skill. In all other respects, Spirit cards function exactly the same as Drone cards. Use the rules above, substituting Spirit for Drone and Shaman for Rigger.

Magic: In the basic card set, Gear/Magic cards are spells or Spirits. Spells may only be used by Mages or other Runners with the Sorcery skill. Spirits may only be used by Shamans or other Runners with the Conjure skill (see **Drones and Spirits**, p. 33-34). Runners may hold any number of Spells, but may only use a number of Spells in a turn equal to their Sorcery skill rating. Each Spell may be used only once per turn. Turn a Spell card to use it.

Matrix: Only Runners with Decking skill may use Gear/Matrix cards.

Cyberdeck cards can boost a Runner's Decking skill. A Decker may use only one Cyberdeck at a time. A Cyberdeck is not required to use Matrix/Program cards.

A Decker may hold any number of Program cards, but can only use a number of Programs equal to his Decking skill per turn. Programs can be used only once per turn. Turn a Program card to use it.

Unless otherwise noted, a Decker uses Programs to assist or affect a shadowrun in progress without leaving the safehouse.

Because the Decker remains in the safehouse, he cannot be attacked by Challenges.

Miscellaneous: These special Gear cards serve a variety of functions not covered by the other categories.

Vehicles: Vehicle cards may not be used against Indoor Challenges (see **Challenges**, p. 39), but may be used by any Runner unless a special requirement or limitation is indicated on the Vehicle card. Runners may hold any number of Vehicle cards, but each Runner may take only one Vehicle on a shadowrun. The shadowrunning player must declare which Vehicle is being used before he begins the shadowrun.

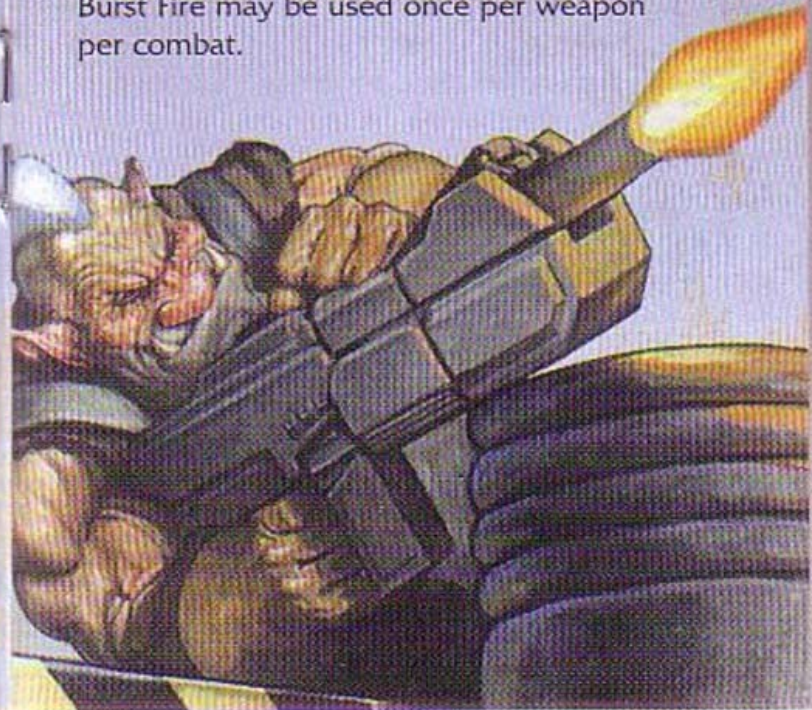
Weapons: Weapon cards are the tools of the trade for Runners, and they include a variety of Firearms and Hand-to-Hand weapons. All Weapon cards have a Threat Rating that is added to the Threat Rating of the user. In most cases, a Weapon will modify only the user's Attack Value. Weapons may be used by any Runner unless the card indicates a special requirement or limitation. A Runner may hold any number of Weapon cards but may use only one Weapon per Challenge or combat.

GEAR KEYWORDS

The following keywords appear on cards to indicate special abilities of certain types of Gear.

Burst Fire

This keyword appears on Gear cards as a nuyen cost followed by the words Burst Fire (for example, 2¥: Burst Fire). Burst Fire allows you to pay the listed nuyen cost and roll D6, then add the result to the Attack Value of the target card. Burst Fire may be used once per weapon per combat.



Indirect Fire

Indirect Fire allows a Runner to use a weapon to assist a shadowrun without leaving the safehouse. Turn the Runner holding the weapon to add that weapon's Attack Value to the cumulative Attack Value of the shadowrunning team. The Runner using the weapon does not add his Attack Value to the team's and is not eligible to take damage from the shadowrun.

Silenced Weapon

If the alarm on a Challenge is triggered, and the shadowrunning team defeats the Challenge using only Silenced Weapons, the team may continue the shadowrun as though the alarm was never triggered.



OBJECTIVES

Objective cards are the target of shadowruns and the primary source of the Reputation points required to win the game.

Objective cards are played from a separate pile.

Each Objective has special rules and/or requirements indicated on the card that a Runner team must fulfill in order to win 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 (see below.)



CHALLENGES

Challenges represent all the things that get in the way of a successful shadowrun. They cover the spectrum of obstacles a team of Runners might encounter on the way to winning an Objective, from nasty critters to security to bad traffic. Each category of Challenge card has a keyword (see **Challenge Keywords**, p. 40) that defines certain rules or limitations associated with the card.

Most Challenges have a sleaze requirement that determines whether or not the Runner team can sneak past the Challenge without triggering the alarm. If the alarm is triggered, the shadowrunning team must face the Threat Rating of the Challenge and fight its way to the Objective (see **Combat**, p. 62). Most sleaze requirements are based on skills. If the Runner team has the necessary skill(s), it will successfully sleaze the Challenge.

If a Challenge has no Threat Rating, then the shadowrunning team must deal with any special instructions that appear on the card. (See **Legwork Phase**, p. 51 in **Playing the Game**.)

CHALLENGE KEYWORDS

Challenges may have more than one keyword, which means a single Challenge card can combine various restrictions and effects.

Awakened: Awakened Challenges represent the powerful mystical beings that inhabit the magically active world of **Shadowrun**.

Barrier: Barrier Challenges are physical or magical obstacles that get in the way of the Runners.

Closed System: A closed system is not connected to the Matrix. The Runner team cannot access these Challenges from the safehouse, and so the Decker must leave the safehouse and go on the shadowrun. In other words, a Decker cannot use Programs to affect Closed System Challenges unless he is present on the shadowrun.

Electrical: Electrical Challenges are electrical or electronic and are particularly vulnerable to Matrix attacks.

Indoors: The Challenge is indoors.

Miscellaneous: Challenges whose effects do not fit the other Challenge categories.

Outdoors: The Challenge is outdoors.

Personnel: Personnel Challenges are the guards, grunts and security teams hired to protect an Objective.

Street: Street Challenges represent street-level problems that the Runners may encounter, including gangs, organized crime and traffic.

Vehicle: These Challenges represent vehicle-related situations that may arise while Runners are en route to an Objective.



LOCATIONS

Location cards represent places in the world of **Shadowrun**. Each card has a deployment cost and a

unique function, which is described on the card. Some Location cards require the player to pay nuyen (¥) each time his Runners use the card. Unless otherwise stated, Location cards may only be used during the Legwork phase (see p. 51).



CONTACTS

Contact cards represent the people who live in the shadows, and who will help Runners—for a price. Cards that target or affect a specific race can affect Contacts (a Contact's race appears on each card). Each Contact card has a deployment cost

and a unique function. Some Contacts require the

player to pay nuyen (¥) each time their Runners use the card. Unless otherwise stated, Contact cards may be used only during the Legwork phase.



SPECIALS

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.

Some Special cards, called **Stingers** (see picture

below), can be played at *any time* in the game, allowing players to mimic the unpredictability of life. Stinger cards have an exclamation point icon in the upper right corner of the card (as shown here). Like other cards, the deployment cost of Stinger cards must be paid before the card can be put into play.



PLAYING THE GAME

Each turn in the **SRTCG** is broken down into six phases: 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.

An abbreviated version of the sequence of play appears on the rules card included in each starter deck.

BEGINNING THE GAME

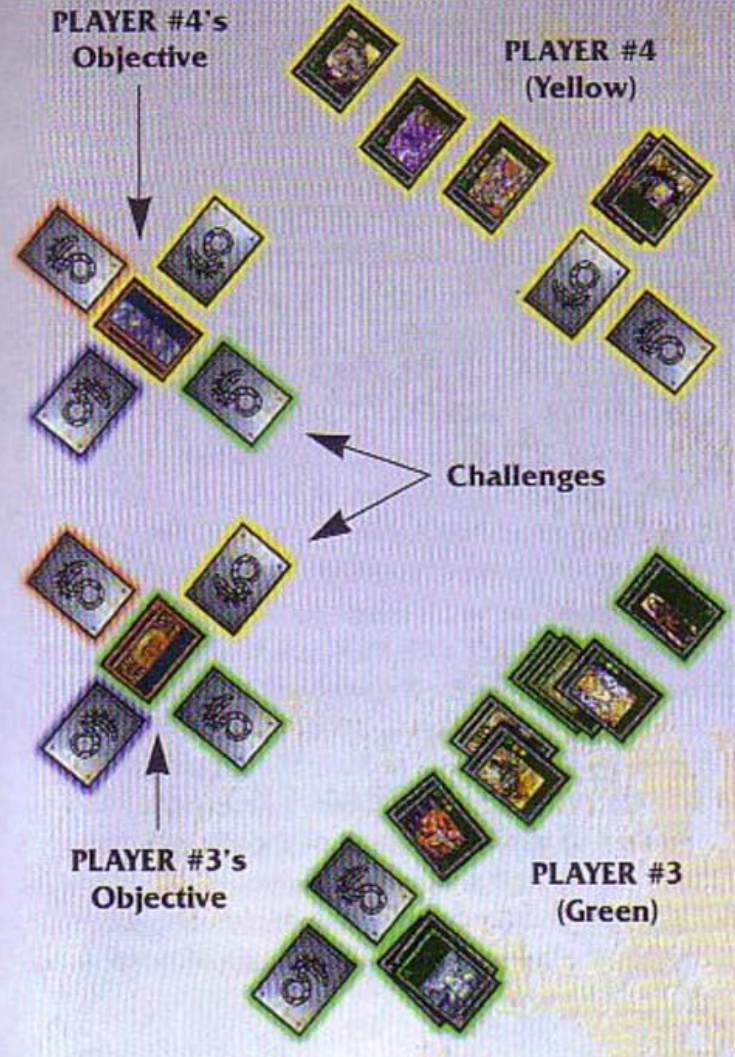
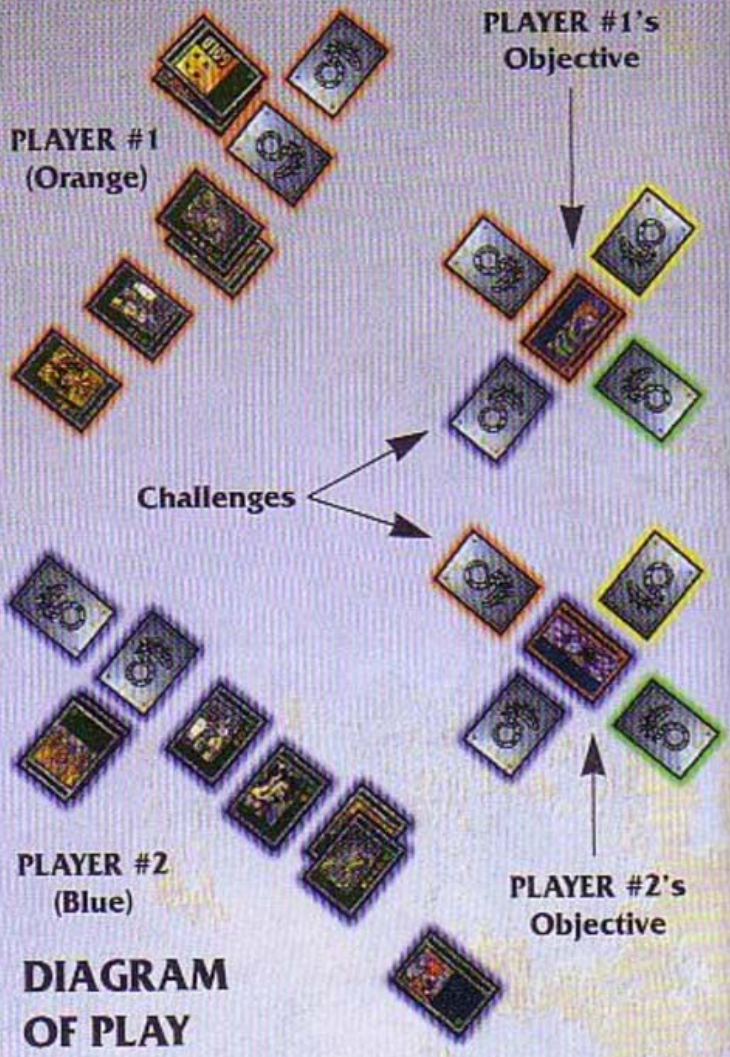
Separate your Objective cards from the rest of your deck. Shuffle them and place them face down on the table (see **Card Setup**, p. 45). This is your Objective pile.

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CARD SETUP





Shuffle the rest of your deck, have an opposing player cut the cards, and place them face down next to your Objective pile. This is your draw pile.

Draw seven cards from the top of your draw pile and place 4¥ in your Credstick. You are ready to begin the game. Randomly determine who will play first. Play continues around the table in clockwise order.

THE BAD SHUFFLE

If a player begins the game without a Challenge card in his hand, he may declare a Bad Shuffle (though he may also choose to start the game with no Challenges in his hand). The player must show his cards to his opponents (to prove he has no Challenge cards) and then trash them. The player then reshuffles his draw pile and draws a new hand. Other players in the game do not have to redraw their hands, but may do so if they wish. Every player who chooses to take advantage of the Bad Shuffle must follow the procedure above.

A Bad Shuffle can only be declared once and only at the beginning of the game. After the

player has discarded and redrawn his hand, he must begin the game with those cards.

1. OBJECTIVE PHASE: THE SETUP

Place an Objective card from your Objective pile face down in front of you. The Objective will remain face down until the beginning of your next turn, when it will be turned face up (referred to as revealed). Because players may only attempt a shadowrun against a revealed Objective, playing the Objective face down gives each player a chance to play Challenges to defend his Objective.

Each player may only have one Objective in play at a time. If an Objective is taken in a shadowrun, trashed or otherwise removed from play, the owner of the Objective must wait until the beginning of his next Objective phase to play a new Objective.

2. CREDSTICK PHASE: PAYDAY

Add 4¥ to your Credstick (your pile of tokens). Players begin the game with 4¥ AND receive 4¥ during the first Credstick phase. Also during this phase, add any additional nuyen allowed by spe-

cific cards you have in play (Runners with Fame, certain Contacts and so on).

Pay any Upkeep costs for Prime Runners, Specials, or other cards that may require Upkeep. If you cannot pay the full Upkeep cost of a card, trash the card.

Rather than collecting nuyen during this phase, you may choose to draw enough cards to fill your hand back up to 7 cards. Players who do this must still pay any necessary Upkeep costs.

3. REFRESH PHASE: UNTURN AND DRAW

Unturn any turned cards that you control.
Draw one card.

HEAL RUNNERS AND GEAR

Turn damaged Runners 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.

4. LEGWORK PHASE: PLAYING YOUR CARDS

During the Legwork phase, you may perform any of the following options as many times as you like and in any order. Remember to pay the deployment cost of cards before bringing them into play.

- Play a Challenge on an Objective
- Deploy a Runner, Contact or Location
- Swap Gear between Runners
- Place Gear on a Runner you control
- Use a Contact or Location
- Play a Special card

PLAY CHALLENGES

Challenge cards are deployed onto any Objective in play. Each player should create a stack of Challenges by playing his Challenge cards on the side of the Objective nearest him (see **Diagram of Play**, p. 46).

In a two-player game, each player can play up to 3 Challenges on an Objective. In a three-

player game, players may play 2 Challenges on each Objective. In a game with four or more players, players may play only 1 Challenge on each Objective.

In each Challenge stack, play each new Challenge on top of the previous Challenge so that the Runner team faces the last Challenge played as its first Challenge on a shadowrun.

Certain Challenges may not be played on some Objectives. If a Challenge played on a face-down Objective cannot be played on that particular Objective because of certain restrictions (which can only be determined after the Objective is revealed)—for example, No Indoor Challenges—the Challenge remains as a bluff (see **Bluffing**).

Players may look at Challenges they have deployed, but may not rearrange them. Once a Challenge is played on an Objective, it remains there until sleazed, defeated in combat or removed by a Special card or special trait.

Bluffing

A player may choose to play a non-Challenge card on an Objective as if it were a Challenge.

Such a bluff can discourage other players from attacking an Objective.

Bluffs count toward the maximum number of Challenges per Objective. Trash any Challenges played as bluffs when they are encountered during a shadowrun.

DEPLOY CARDS

Place any number of Runners, Contacts and Locations from your hand into your safehouse (the area in front of you) by paying the nuyen deployment cost. These cards come into play unturned and may be used as soon as they are deployed.

Gear cards are played on Runners and may be used immediately.

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 Runners if both

Runners possess the necessary skills to use the Gear. To swap Gear, turn both Runners and move the Gear.

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.

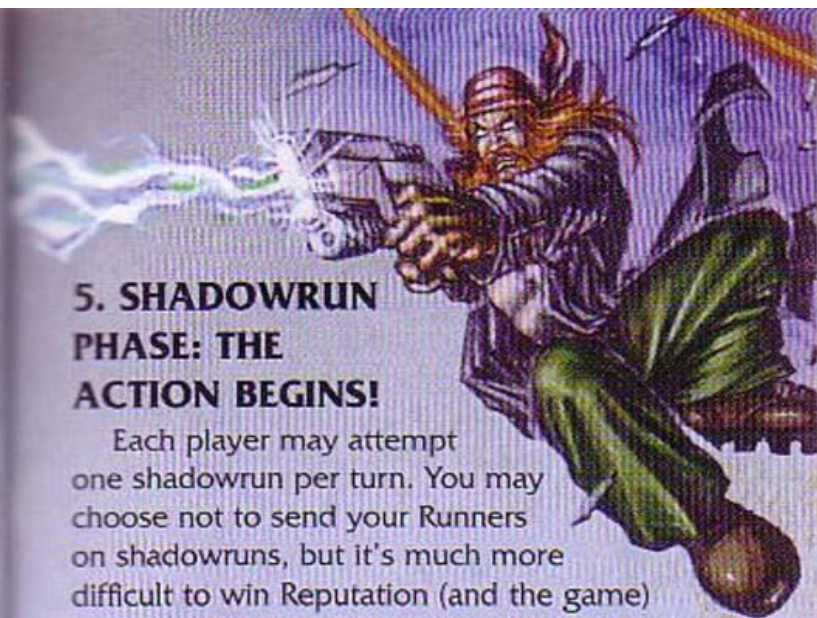
Deckers with the Recon skill may turn to perform a Recon.

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.

Unless otherwise stated, Locations and Contacts can be used any number of times during the Legwork phase.

PLAY SPECIAL CARDS

You may play Special cards at any time during the Legwork phase. Special cards take effect immediately.



5. SHADOWRUN PHASE: THE ACTION BEGINS!

Each player may attempt one shadowrun per turn. You may choose not to send your Runners on shadowruns, but it's much more difficult to win Reputation (and the game) if you don't make runs against Objectives. At least one Runner must survive the run in order for the shadowrunning player 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 fulfill the requirements on the Objective, you cannot take the Objective.

At the end of the Shadowrun phase (regardless of success or failure), the player must immediately move on to the End phase.

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

STEP 1: CHOOSE AN OBJECTIVE

Declare a revealed Objective as the target of your shadowrun. Depending on your resources—the Runners and Gear in your safehouse, any tricks you have up your sleeve—some Objectives will make more appealing targets than others. A player may make a run against his own Objective, but does not face his own Challenge stack.

STEP 2: SELECT RUNNERS

Designate up to six unturned Runners as your shadowrunning team (or Runner team). Spirits and Drones do not count toward this total. Turn those Runners.

STEP 3: ENCOUNTER CHALLENGE CARDS

The shadowrunning player must sleaze or face each Challenge his opponents have placed on the target Objective. In a multi-player game, the Objective's owner chooses which Challenge stack the shadowrunning player will encounter first.

The Runners must encounter all the Challenges in one stack before moving on to the next stack.

If there are no Challenges that belong to opposing players on the Objective, the Runner team must simply meet any requirements on the Objective to take it. Opposing players can attempt to stop a Runner team from taking an undefended Objective by intercepting the shadowrun using their Runners. See **Intercepting a Shadowrun**, p. 71 in **Combat**.

If a player chooses not to continue the shadowrun and returns his team to the safehouse, the Runner team is considered to have pulled out of the run. If a Runner team fails for any reason to take an Objective and survives, the team also is considered to have pulled out of the shadowrun. Individual Runners may not pull out of a shadowrun. The team as a whole either stays or pulls out.

Sleazing Challenge Cards

The owner of the Challenge stack reveals the Challenge on the top of the stack and reads the sleaze requirement aloud. If any Runner or combination of Runners on the Runner team meets

the sleaze requirement, the Challenge is sleazed—the Runners sneak past the Challenge without triggering the alarm. 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. But 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.

Each time a Challenge is sleazed, the shadowrunning player must choose whether or not to continue the shadowrun before the next Challenge is revealed. If he chooses to pull out, the Runners return to the safehouse and the Shadowrun phase is over. If he chooses to continue, the next Challenge on the stack is revealed and play continues as described above.

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



Facing Challenge Cards

Once a Runner team triggers the alarm, all Challenges are alerted to the Runners' presence. The Runners cannot sleaze Challenges for the remainder of the shadowrun and they must face the Challenge on which they triggered the alarm. If that Challenge has a Threat Rating, the Runners must fight the threat (see **Combat**, p. 62) and deal with any special abilities of the Challenge. If that Challenge does not have a Threat Rating, follow the instructions on the card. For 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 the Runners defeat the Challenge, it is trashed. The shadowrunning player may choose to continue the shadowrun or pull his team out.

If the Runners cannot defeat the Challenge, the shadowrun is over. Turn the Challenge face down in its original position in the Challenge stack.



STEP 4: TAKING THE OBJECTIVE

If the Runners successfully

sleaze or defeat all of the Challenges on an Objective and reach the Objective, they must then meet any requirements on the Objective in order to take it and earn Reputation points. Players place Objectives they have taken on their Reputation pile (returning opponent's Objectives to them at the end of the game).

If the Runner team cannot meet the requirements, the Objective remains in play face-up.

Negative Reputation Points

Some cards make it possible for a Runner team to lose Reputation points. Once you enter negative numbers for Reputation, ignore any further negative modifiers to Reputation points. If (and when) you boost your Reputation points above zero, you again may be affected by cards that reduce your Reputation points to negative numbers.

6. END PHASE: THE END OF YOUR TURN

Announce that your Shadowrun phase is finished. This tells your opponents that you have reached the end of your turn; this is their final opportunity to play Stinger cards or use card abilities during 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.

Declare your turn finished.

If your draw pile is empty, shuffle your trash pile and place it face down as a new draw pile. There is no penalty or bonus for running out of cards.

COMBAT

With the exception of combat situations that arise through the play of Special cards and Interceptions by opposing Runner teams, combat occurs when the alarm is triggered during a shadowrun. 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 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 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.

Treat combat between Runners and Objectives in the same way as for Challenges. Additional rules for combat between Runners appear on p. 67.

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 each 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.

FATIGUE

When a Runner takes damage, that damage inhibits his ability to perform during a shadowrun and the Runner suffers from Fatigue. To represent the effects of Fatigue, subtract the unhealed damage the Runner has taken from both his Attack Value and his Body. This modifier to the Runner's Threat Rating remains in effect until the damage is healed.

Runners with Stamina may ignore the effects of Fatigue.

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.



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 as necessary. If the combat involves a Spirit or Drone, use the appropriate Threat Rating according to the rules on p. 33-34 of **About The Cards**.

Compare the total Attack Value of the shadowrunning team to the Body of the Challenge, accounting for Armor when necessary. If the total Attack Value equals or exceeds the Body of the Challenge, the Challenge is defeated.

If the total Attack Value of the Runners does not 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.

STEP 2: DAMAGE TO THE RUNNER, SPIRIT OR DRONE

The Challenge inflicts an amount of damage on the Runner team equal to the Challenge's Attack Value. The shadowrunning player chooses how to divide the damage between Runners, Drones and Spirits present on the run, accounting for Armor when necessary. You may not allocate an amount of damage to a Runner, Spirit or Drone higher than its current Body. In other words, a card may not take more damage than is needed to "kill" it.

Trash any card that takes damage equal to its Body.

If a card takes an amount of damage less than its Body (survives the attack but is wounded), place a number of tokens on the card equal to the amount of damage taken. This damage may be healed during your next turn.

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.

COMBAT BETWEEN RUNNERS

Certain cards and situations are designed to bring Runners into conflict with other Runners. 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 in their original turned or unturned state.

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, then 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.

INTERCEPTING A SHADOWRUN

If a player declares a shadowrun against an undefended Objective (an Objective with no opponents' Challenges guarding it), the Objective's owner may choose to intercept the shadowrun with one or more of his unturned Runners. If the Objective's owner chooses not to intercept the shadowrun, another player may do so. The option to intercept proceeds clockwise around the table until a player chooses to intercept or until each player has declined to defend the Objective. Only one player may intercept the shadowrun.

Note that only one shadowrun on each revealed Objective may be intercepted per game.

To intercept a shadowrun, a player must turn a Runner (or team of Runners) and engage the shadowrunning team in combat. Combat is resolved as described in **Combat Between Runners**.

Intercepting a shadowrun automatically ends the shadowrun. The Runner team is considered to have pulled out of the shadowrun even if the team defeats the intercepting Runner(s).