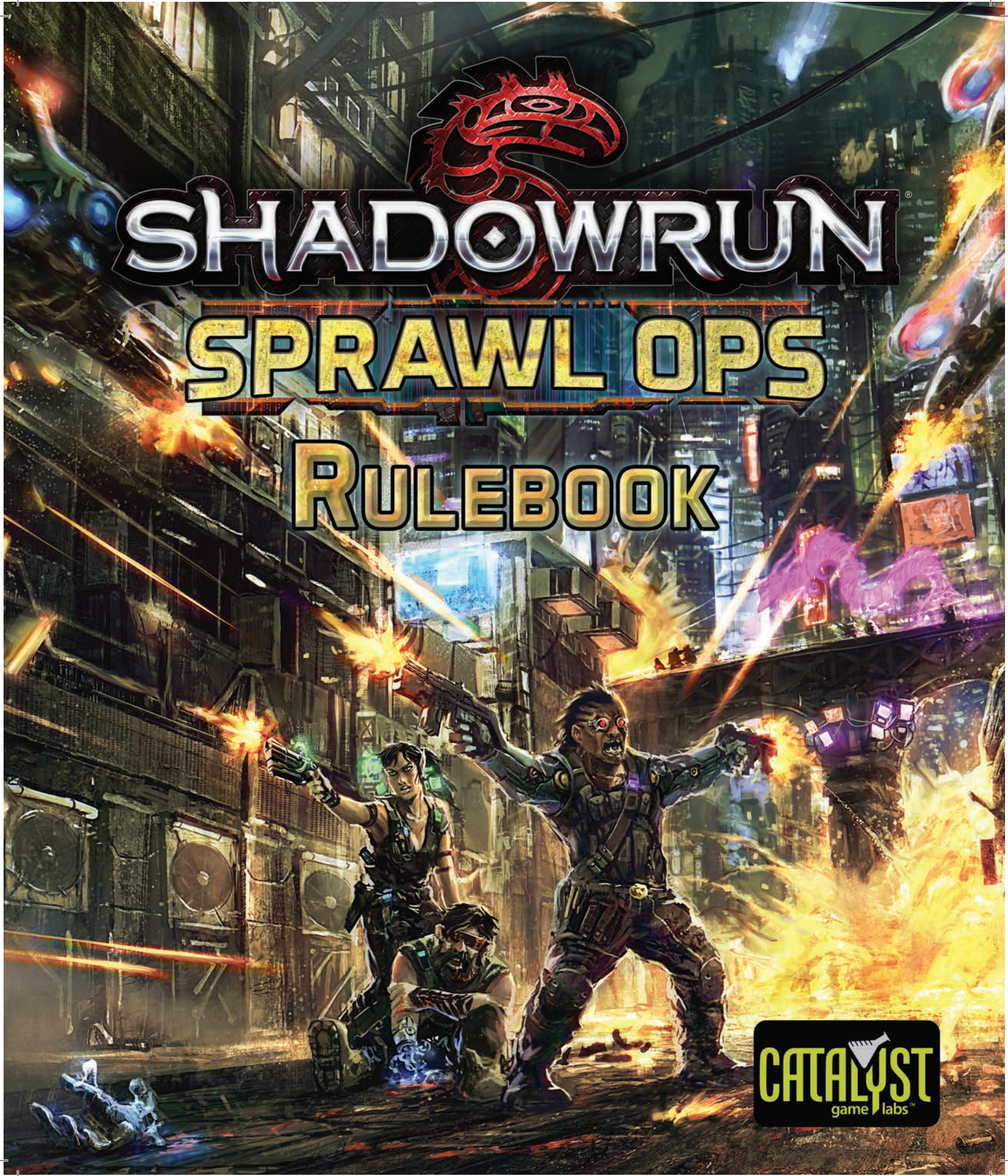




# SHADOWRUN

## SPRAWL OPS

### RULEBOOK



# SHADOWRUN

*It was a dark and stormy night in Seattle, but isn't it always? This night was different, though—it wasn't the usual slot-and-run we're used to. Most of the time, we have no static—we just jander in and do the job. This time, we had some company. Looks like Mr. Johnson hired a few other teams to do the same run. If we want to eat next week, we're going to have to get some pretz and kick our hoops into gear before the others beat us to the payday.*

The year is 2080. The world's megacorporations straddle the sprawls of the Sixth World; bloated giants worshipping at the altar of the almighty nuyen. Between the cracks, shadowrunners carve out a living as deniable assets in endless corporate shadow conflicts. Whether casting spells, riding the electrons of the world-wide Matrix bare-brained, or carving a blade through targets at superhuman speeds enhanced by the latest in bioengineering, runners live dangerously and hope their skills are good enough to let them survive another day.

In the end, your team is all you have to count on. Welcome to *Shadowrun: Sprawl Ops!*

**IMPORTANT TERMS:** The first time an important term appears, it is bolded.

## OBJECTIVE OF THE GAME

In *Shadowrun: Sprawl Ops*, players lead a team of **SHADOWRUNNERS** (**RUNNERS**, for short) on the mean sprawl streets of the Seattle Metroplex, working toward completing a **FINAL MISSION** against a megacorporation, for victory.

During the **PLACE RUNNERS** phase of each **ROUND**, players take **TURNS** placing runners in various **LOCATIONS** on the gameboard. These locations increase the team's power and flexibility: hiring more seasoned runners; equipping them with high-tech **GEAR**; enhancing minds and bodies with bleeding-edge biotechnology **UPGRADES**; grabbing **LOOT** that'll help in a pinch; and so on.

Then players run the **MISSIONS** they selected in the **RUN MISSIONS** phase. This is done by selecting a number of six-sided dice equal to their available icons—based on the Shadowrunners, Gear, and Upgrade cards—and then rolling dice to complete various **STAGES** of a Mission. If a Mission starts going sideways and a player pushes their luck too far, their Shadowrunners may be **INJURED** or even killed. However, if they manage to push on through and succeed, a **PAYOUT** will drop more **NUYEN** into their coffers, allowing better cards and leading to ever more dangerous Missions with higher payouts.

All of this leads to that one, big Final Mission as you take on one of the world's megacorporations. But don't wait too long to try it, or another team will steal victory!

## CONTENTS

*Shadowrun: Sprawl Ops* contains everything you need to play.

- 1 Gameboard
- 2 Rulebook
- 3 12 Starting Shadowrunner cards
- 4 15 Shadowrunner cards
- 5 20 Gear cards
- 6 15 Upgrade cards
- 7 11 Loot cards
- 8 20 Mission cards
- 9 5 Final Mission cards
- 10 Dice:
  - 10 Street Samurai (black) dice
  - 8 Decker (green) dice
  - 8 Mage (blue) dice
  - 8 Rigger (purple) dice
  - 2 Face (red) dice
- 11 4 Runner boards
- 12 16 pawns for four unique runner teams
- 13 Final Mission tracker and tokens
- 14 Tokens for nuyen, DocWagon, injuries, & more.

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# SPRAWL OPS



Starting Player token



**1**



**7**



**8**



**3**



**4**



**11**



**13**



**2**



**12**



**9**



Blank space for future expansion location.

These "address icons" are for future expansions.






**6**



# SHADOWRUN

## DICE

*Shadowrun: Sprawl Ops* includes the following shadowrunner **ROLES**:

-  **STREET SAMURAI:** Weapons master; often more machine than human.
-  **DECKER:** Computer hacker extraordinaire; the Matrix is life.
-  **MAGE:** Slinger of spells and incantations; rare, precious, and dangerous.
-  **RIGGER:** Drones and vehicles; a mind-jockey for any mobile tech.
-  **FACE:** Charismatic and silver-tongued; confidence artist for any deal.

These correspond to the color-coded dice, with various Shadowrunner cards able to generate multiple dice.

Each die includes two "success" faces—the role icons shown above—and one "INJURY" face—while the rest of the faces are blank.


**ROLES:** Shadowrunner cards can fit multiple roles, based on their skill sets and abilities. For example, *Corium* is pure Mage and so includes only Mage role icons, while *Lazar* can be either ruthless or technical as the Mission needs, so he has both Street Samurai and Rigger role icons.

## SHADOWRUNNER CARD

Each player will hire a variety of Shadowrunners (a.k.a. runners) during the game—including the three starting Shadowrunners—that make up their team.

**ROLE ICONS:** The large icons at the top of a card indicate the **ROLE** of a Shadowrunner card; these role icons provide the necessary requirements to **EQUIP** certain cards, allow for placement on various portions of the gameboard, and so on, as described in those sections.



 Street Samurai

 Decker

 Face

 Mage

 Rigger

**DICE COLUMNS:** The dice icons at the bottom of the card—a mirror of those at the top—match up with the dice icons at the bottom of Gear Cards, Upgrade Cards, and so on. This allows players to see at a glance the total dice a Shadowrunner contributes to the pool.

**NUYEN:** The orange nuyen icon represents the cost to hire a Shadowrunner card for the first time, while the gray nuyen icon indicates how much the player earns when they hire out the Shadowrunner during the game.

**STARTING SHADOWRUNNERS:** Starting Shadowrunners do not have an orange nuyen icon, since they start the game as part of each Shadowrunner team.

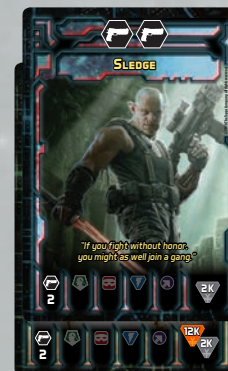
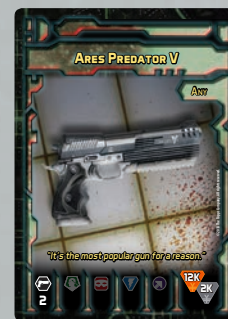
**FLAVOR TEXT:** The flavor text immerses players in the *Shadowrun* universe but has no gameplay effects.

## GEAR CARD

Gear cards are **EQUIPPED** to a specific runner, and are placed behind that runner, with the dice icons at the bottom of the cards aligning in a column. Gear cards are nearly identical to Shadowrunner cards in presentation—though they lack icons at the top—with one additional element:

**REQUIREMENT:** To equip a given Gear card to a runner, a Shadowrunner's role icon must match the card's indicated requirement icon. **IMPORTANT:** Dice icons gained by an equipped Gear card do not fulfill this requirement. The Shadowrunner attempting to equip the Gear card must have the required role icon at the top.

• **EQUIP:** A runner can equip any number of Gear cards, as long as they meet the role requirements for each Gear card.



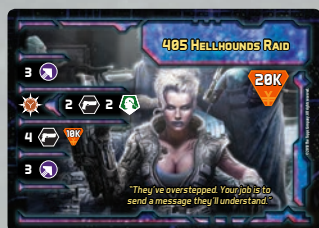
# SPRAWL OPS

## UPGRADE AND LOOT CARDS

**UPGRADE CARDS:** Some Upgrade cards include dice icons, which are used in the same fashion as Gear cards; i.e., placed behind the runner, with the dice icons aligning in columns at the bottom. Other Upgrade cards display text that details how they are used in the game (see *Loot*, p. 13).

- **EQUIP:** A runner can equip a maximum number of three Upgrades, as follows: one *Dermal Plating*, one *Commlink*, and one "+1 specific die;" these last cards have various names, such as *Martial Arts*, *Datajack*, and so on (i.e., for the purposes of this rule, all of the "+1 specific die" Upgrades are counted as a single category of Upgrades).

**LOOT CARDS:** Loot cards are single-use items with rules text detailing their effect when used. You can hold them for as long as you choose, but when one is used, discard it to the Loot Deck discard.



## MISSION CARDS

Each Mission displays the details players will need to complete it.

**STAGES:** Each row of icons is known as a Stage and represents a series of icons that corresponds to the various dice icons (i.e., runner dice). Players must roll matching dice icons to clear each Stage.

**OPTIONAL LOOT STAGE:** Some Missions include a Loot icon, along with an arrow indicator to represent this Stage is optional (see *Running Missions*, p. 9).

**NUYEN PAYOUT STAGE:** Some Missions include a Nuyen Payout Stage, represented by a small orange-nuyen icon on that Stage's row. If that Stage is cleared, the indicated nuyen amount is paid out immediately.

**NUYEN PAYOUT:** If all Stages of a Mission are cleared, the Mission is completed, and the indicated nuyen amount is paid out (in the upper right-hand corner).

**FINAL MISSION:** Final Missions are similar to Mission cards but never have Loot icons, Nuyen Payout Stages, or final nuyen payouts.

**FLAVOR TEXT:** The flavor text immerses players in the *Shadowrun* universe but has no gameplay effects.

## FINAL MISSION CARD

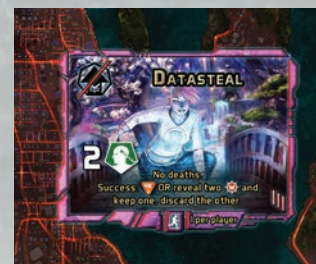


## LOCATIONS (ON THE GAMEBOARD)

Each location displays the ACTIONS a runner can take when placed there.

**RUNNER LIMITS:** The bottom of each location indicates how many runners can be placed there.

**ACTION:** Via text and icons, each location provides a brief reminder of the actions that can be taken there. For example, *Crime Mall* allows you to purchase Gear cards from the Gear Market. While *Datasteal* allows you to run a TASK (a simple, Mission-like action) for a potential 4K payout, and placing a runner there means they cannot go on any Missions (the icon in the upper left-hand corner).



# SHADOWRUN

The full rules for all locations are found in the *Appendix: Locations*, starting on page 16.

**LINES TO EDGE OF GAMEBOARD:** If there is a graphic line to the edge of the board, it means the players interact with the cards placed along that side of the gameboard when they place a runner in that location.

**FLAVOR TEXT:** The flavor text immerses players in the *Shadowrun* universe but has no gameplay effects.

**LINES AND ARROWS ON INTERIOR OF GAMEBOARD:** For additional immersion into *Shadowrun*, these lines and arrows show where the locations are found in the Seattle Sprawl, and have no gameplay effect.

## SETUP

Place the gameboard in the center of the table. Shuffle the **SHADOWRUNNER DECK** and place it face down next to the gameboard in the indicated location. Do the same with the **GEAR DECK**, the **LOOT DECK**, and the **MISSION DECK**. Choose one Final Mission (either randomly or by player vote) and place it next to the board, as indicated.

Each player selects a **RUNNER BOARD** and the corresponding four runner pawns; the logo on the Runner board and pawns represents a team of runners.

Each player also takes three starting Shadowrunners—one Street Samurai, one Decker, and one Face—then places them in whatever order they choose in the first three slots on their Runner board. The number at the top of each slot on the Runner board corresponds to the pawn with the same number; for example, if a player places the “2” runner pawn on the gameboard, it represents the corresponding Shadowrunner card in slot 2.

Any Runner boards, starting runners, and extra pawns not being used can be returned to the box.

Give each player 20K nuyen using the nuyen tokens.

Randomly choose one player to be the starting player and give them the first player token.

Place all of the extra nuyen tokens, the DocWagon tokens, the injury tokens, generic tokens, and the dice on the table where all players have access to them.

Separate the Upgrade cards into three piles, and place them next to the board at the indicated location face up. The three piles are for *Commlink* cards, *Dermal Plating* cards, and the five unique Upgrades. Shuffle the unique Upgrade cards together, and place them face up.

Finally, reveal one card per player from the Gear Deck, Shadowrunner Deck, and Mission Deck. Spread these cards out along the edge of the board. Each of these face-up areas is then known as a Market of their specific type: **GEAR MARKET**, **RUNNER MARKET**, and **MISSION MARKET**. No decks run out during the game unless every single card has been purchased. If the draw deck for a given card type is empty, simply shuffle the discard to create a new draw deck.

## HOW TO PLAY THE GAME

*Shadowrun: Sprawl Ops* is played across a number of rounds. Each round is divided into four phases, with all players taking turns as they participate in each phase of a round together:

1. PLACE RUNNERS PHASE
2. ATTEMPT FINAL MISSION PHASE
3. RUN MISSIONS PHASE
4. UPKEEP PHASE

These phases are described in detail below.

### 1. PLACE RUNNERS PHASE

Starting with the first player and moving left around the table, each player places one of their runner pawns on a viable location on the gameboard. A player can place their runners in any order, but they may only place one runner before play moves to the next player. As previously noted, each runner pawn corresponds to one of the members of the shadowrunning team. Which runner is placed on which location may have a special effect based on the corresponding runner’s role icons; this is especially true for the Face role, which applies a variety of bonuses.

The following is a quick summary of the timing of actions for a given location.

- **IMMEDIATE:** Actions at the following locations occur immediately: *DeGear’s Lair*, *Crime Mall*, *Bodyguard Work*, *Datasteal*, *Max’s Ironworks*.

- **IMMEDIATE & LATER:** Some actions at the following locations occur immediately, and some actions occur later in the round: *Mr. Johnson*, *Hannibelle’s Host*, *DocWagon*, *Dante’s Inferno*, *Final Mission*.

All location actions are fully described in the *Appendix: Locations* section (see p. 16).

Once all runners have been placed and all immediate actions are dealt with, this phase ends.

# SPRAWL OPS

## EXAMPLE 3-PLAYER SETUP (Team Collateral Damage is the first player.)

The setup includes the following components:

- Map:** SHADOWRUN SPRAWL OPS SEATTLE FINAL MISSION. Locations include GEAR, LOOT, MISSIONS, UPGRADES, and SHADOWRUNNERS.
- Player Decks:** Four decks labeled 1, 2, 3, and 4.
- Gear Cards:** SHADOWRUN SPRAWL OPS, SHADOWRUN SPRAWL OPS, SHADOWRUN SPRAWL OPS.
- Mission Cards:** Degrass Lair, Grim Mall, The Eye of the Needle, Hannibal's Host, Dog Watson, Dan's Inferno, Max's Ironworks, Boardwalk Wars, Oxytatal, The City Within, Escort, Residual Ritual Software from a Decade.
- Character Cards:** Degrass, Collins, Max.
- Other Cards:** Assets, Inc., Max Johnson, Max's Library, The City Within, Escort.
- Dice Tray:** A tray containing dice and tokens.
- Keyboard:** A standard computer keyboard.

# SHADOWRUN

## 2. ATTEMPT FINAL MISSION PHASE

Any players attempting to complete the Final Mission make the attempt using the *Running Missions* rules (see p. 9). The first runner placed here gives that player the first opportunity to complete the Final Mission. If they succeed, they win the game. If they fail, the next player with a runner placed here can attempt the Final Mission. The same success or failure consequences apply to that player, and the next, and so on.

If a player completes the Final Mission, the game is immediately over. If no player completes the Final Mission this round, move on to the next phase.

**FINAL MISSION TRACKER:** Due to the size of the dice pool and the number of icons to be defeated here, the game includes a Final Mission Tracker and corresponding tokens. Although some groups may not use it, others will appreciate the ease of tracking successes across so many dice icons during these big moments of play.

## 3. RUN MISSIONS PHASE

Starting with the first player, each player has the opportunity to attempt any Missions they selected. A player may always opt to abort and not attempt a Mission after selecting it: discard unattempted Mission cards without penalty at the end of this phase.

For more details on running Missions, see *Running Missions*, page 9.

Once all Missions have been run, failed, or aborted, move on to the final phase.

## 4. UPKEEP PHASE

Prepare the gameboard for the upcoming round by performing the following actions.

- Return runner pawns to their owner's Runner boards.
- Remove any "RECOVERING" tokens from all runners.
- Flip any "Injured" tokens to the "Recovering" side. Recovering runners cannot run Missions (see *Choose Runners*, p. 9). Remove any injury tokens on *Dermal Plating* cards.
- Place Shadowrunner cards gained earlier this round on their owner's Runner board. For more information, see *Hannibelle's Host*, page 20.
- Return all DocWagon tokens to the supply, including unused ones.



## SIMULTANEOUS MISSIONS

Once players have a handle on the game, multiple players can perform this step at the same time to speed up gameplay. However, if any players are recruiting from *Dante's Inferno*, the turn order becomes relevant, so resolving them in turn order will remain necessary (see *Dante's Inferno*, p. 17).

- Give the first player token to the player who used the Face power in *The Eye of the Needle* location. If no player used that Face power, the first player token rotates one player to the left.
- Discard any unclaimed Shadowrunner cards, and reveal new Shadowrunner cards for the Shadowrunner Market, equal to the number of players. If you need to shuffle the deck because you've run out before revealing the number needed, do so. Repeat this step for the Gear Deck and the Missions Deck.
- Cycle the unique Upgrade pile by placing the top card of that deck on the bottom of the stack.



## RUNNING MISSIONS

The Run Missions phase starts with the first player and then moves clockwise around the table. If a player does not have a Mission to run, or they choose to not run a Mission—even if they chose a Mission—they skip this phase and discard their Mission cards, if any.


- **EQUIPPED GEAR CARDS:** Players can change Gear cards between their runners as often as they wish, with one exception: once a player has rolled dice for a Mission (or Task), Gear cards cannot be changed on those runners until the Mission is done (either completed or failed).

Running Missions is broken into the following steps, which players implement in the following order.

1. CHOOSE RUNNERS
2. BUILD THE DICE POOL
3. ROLL THE DICE

### 1. CHOOSE RUNNERS

A player first chooses which runners will go on a Mission. Runners in the following conditions cannot be used on a Mission in the current round:

- If they're placed on the following locations: *Dante's Inferno* (see p. 17), *Bodyguard Work* (see p. 16), or *Datasteal* (see p. 18). (Each displays: )
- If they have an injury token, either on the "Injured" or "Recovering" side (see p. 12).

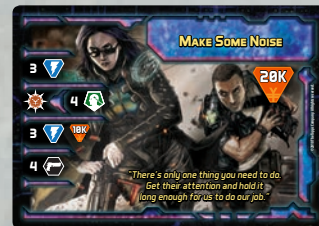
Outside of those restrictions, a player can choose any of their other runners to go on the Mission.

**DANTE'S INFERNO:** If another player's runners are in *Dante's Inferno*, a player may hire them for a Mission. To hire a runner from *Dante's Inferno*, the player must pay to the bank the total loan value of the runner: add together all the gray nuyen icons on all cards associated with the selected runner.

Any recovering runners in the *Dante's Inferno* location *cannot* be hired.

**ONE MISSION PER ROUND:** Once a runner is selected for a Mission, it will be unavailable for a second Mission during the same round. (An easy way to note this is to lay the pawn on its side). While a player may attempt multiple Missions in the same round, they will need to use different runners for each Mission attempt.

Sue is choosing runners to hit the *Make Some Noise* Mission she selected during the Place Runners phase. While she has four runners, one of them is recovering, and she sent a different runner against *Datasteal* to try scoring an extra Loot card to help her on this Mission. As such, neither of those can be sent on a Mission.



That leaves two runners: her starting runner *Tamsynn* (Decker role) and *Lazar* (Street Samurai and Rigger roles). After a final perusal of those two runners' roles versus the dice icons she'll need for completing the *Make Some Noise* Mission, she realizes she has no choice but to either send both or not attempt the Mission.

As it is, she's feeling a little unsure about going up against this Mission, especially since neither of her runners contributes a Mage die. Luckily she's got an ace up her sleeve: the *Aqua Fortis* Loot card she nabbed out of the *Datasteal* Task earlier in the round will hopefully help do the trick by providing one Mage success, and she might be able to use some extra successes as wilds for the other Mage success she'd need. Additionally, *Tamsynn* is protected by a *DocWagon* token, which Sue snagged earlier this round by placing one of her runners on the *DocWagon* location. Either way, she's got an Optional Loot Stage and a Nuyen Payout Stage, so even if she cannot complete the Mission, there's multiple opportunities to walk away with a little something in her pocket if things go sideways.



# SHADOWRUN

## 2. BUILD THE DICE POOL







Once the runner(s) have been chosen for a Mission, the player builds their dice pool. The player totals up all dice icons on all the runners going on the Mission. As detailed under *Shadowrunner Card* (see p. 4), each runner starts with some dice and can receive more from Gear and/or Upgrade cards.







Note that "dice pool" specifically refers to the total dice generated by the specific runners sent on a Mission, which may or may not be the player's entire team, depending on runner availability and player choice.

**ALL DICE ADDED:** If a runner goes on a Mission, all of that runner's dice must be added to the dice pool. The player may not roll only part of the available dice.



First Sue reviews *Tamsynn*, who is equipped with the *Datajack* and *Dermal Plating* Upgrade cards.


Next she reviews *Lazar*. This runner is equipped with a *Chrysler Jack-Rabbit* (equip to any runner) for Gear, as well as *Tailored Pheromones* and *Commlink* Upgrade cards.



As Sue's about to start the Mission, she has to set the *Commlink* die, which must be from *Lazar*'s available dice. *Lazar*, including the *Chrysler Jack-Rabbit* and *Tailored Pheromones*, will contribute   (Street Samurai),  (Face) and   (Rigger). Since the Rigger and Face dice aren't even needed for *Make Some Noise*, she decides to make *Commlink* a , increasing her chances on those Stages.

She grabs the following dice to build her dice pool for this Mission:   (2 from *Tamsynn* and 1 from *Datajack*),   (2 from *Lazar*, 1 from *Commlink*),  (1 from *Lazar* and 1 from *Chrysler Jack-Rabbit*) and finally  (1 from *Tailored Pheromones*).

## 3. ROLL THE DICE

Every Mission card lists several Stages that need to be cleared, using a series of icons in rows that correspond to the various Shadowrunner roles. Each icon must be defeated by an appropriate matching success from an appropriate die; i.e., only a Face (red) die include a  icon; only a Street Samurai (black) die includes a  icon; and so on.

As previously noted, each die includes two success faces and one "injury" face , while the rest of the faces are blank.

For example, if a Mission's Stage shows 2  . That means to clear that Stage, the player will need two Street Samurai successes and one Decker success.

As noted above, the player rolls their entire dice pool. Only successes and injuries matter on any given die roll; blank faces have no effect.

**ROLLING THREE TIMES:** The maximum number of rolls allowed for a Stage is three. However, once a player starts a Stage, they *must* stay in it until one of the following conditions is met:

- All runners participating in this Mission are injured.
- The player clears the Stage.
- The player has rolled three times and failed to clear the Stage.




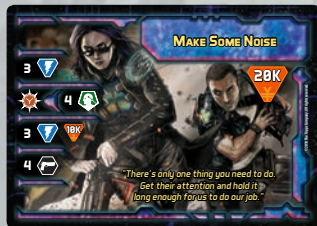
# SPRAWL OPS

If the runners are unsuccessful after three rolls, they are forced to retreat and gain no rewards (beyond any they may have already received) but suffer no additional penalty.

**ROLL ALL DICE:** Players *always* roll all dice in their dice pool for each roll attempt, regardless of the previous roll's outcome. When an appropriate success is rolled, the player simply needs to announce they are applying a rolled success toward defeating a Stage's icon, and the die is included in the next roll.

**TWO SUCCESSES AS "WILD":** Two successes of the same color on the same roll can be exchanged as a wild to defeat any one other icon on a Stage.




**CANCELING AN INJURY:** Any single success, regardless of color, can be used to cancel one injury  (see *Injuries*, p. 12). In each instance, the player voluntarily decides if they will either keep the success—and hence the injury—or use the success to cancel the injury. A success used to cancel an injury cannot be used for defeating an icon on the current Stage.



Sue picks up all nine dice and takes her first roll to clear the first Stage of *Make Some Noise*.









She rolls the dice and ends up with the following results:



Not the best, but no injuries, so she'll take it. She doesn't have any Mage dice, but since she has , she can use that as a wild and exchange them for a . One  on *Make Some Noise* defeated, two more to go to clear this stage.

She picks up all the dice and rolls again, for these results:












Sue can use either the  or the  to cancel the . She decides to use the ; the  is ignored as that icon color is not needed on this Stage and she doesn't have two for a wild, as she did last roll. However, she did get a pair of   which lets her defeat one  on the Stage, leaving just one last

icon—which she must defeat in this, her third and final roll for this Stage.

She rolls all nine dice again and hopes for the best:





As she review her results, her stomach drops: there are *three* injuries. However, she quickly realizes she has this in the bag. She uses the  to cancel the , the  to cancel the , and one  to cancel the . (She could've used any of the successes to cancel any of the injuries.) This leaves her no injuries and the matched pair   she needs to make a ; the first Stage of *Make Some Noise* is cleared!

She could pull out right now, since it's not in the middle of a Stage, but why would she when the dice are rolling her way? On she goes!

## MISSION CARD DETAILS

The following additional details cover Mission cards, which will affect how players run against them.

**PULLING OUT OF A MISSION:** A player can pull out of a Mission *between* Stages. In that case, the player keeps any acquired Loot or nuyen, and the Mission card is discarded. There is no penalty for pulling out of a Mission.

**OPTIONAL LOOT STAGE:** Some Missions include a Loot icon , along with an arrow indicator  to represent this Stage is optional. When a player reaches a Loot Stage, they need to announce whether they are going to attempt that Stage or skip it and go to the next Stage.

Completing the Stage immediately awards the player one Loot card. (If the Loot Deck and discard is empty, you do not receive a Loot card.) Loot cards provide one-time in-game benefits and can be sold at the *DeGear's Lair* location for additional nuyen (see *Loot*, p. 13).

**NUYEN PAYOUT STAGE:** Some Missions include a Nuyen Payout Stage. If that Stage is cleared, the indicated nuyen is paid out immediately, regardless of whether the full Mission is completed.

**COMPLETING A MISSION (NUYEN PAYOUT):** Once all Stages of a Mission are cleared, the Mission is completed and the nuyen payout is made.

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Part of the reason Sue initially grabbed *Make Some Noise*, even though she felt a little underpowered, was for its Optional Loot Stage: 4 . She announces she'll be tackling it, and she rolls her dice, netting the following:



No injuries to cancel, which is great. What's more, she has to clear those icons, and she can use the as a wild to defeat the last . She cleared the Stage in her first roll! She immediately draws a Loot card, *Evacuate*, which will allow her to leave a Mission instantly.

## ADDITIONAL RULES

The following covers additional rules that may occur during Running Missions.

### INJURIES

Whenever a die face shows a and the player does not cancel it using another die's success, then it must be immediately assigned to a runner.

Use the following rules when assigning injuries:

- Injuries must be assigned to runners participating in the current Mission.
- Injuries must be assigned to a runner that contributed a die of the color matching the injury. This die can be located on the Shadowrunner card or any of that runner's equipped Gear or Upgrade cards. For example, if you roll an injury on a black Street Samurai die, then it must be assigned to a Shadowrunner card contributing that same color die, either from itself or any equipped cards.
- If an injured runner receives a second injury (or two injuries are applied to an uninjured runner), that runner suffers **DEATH** (see at right).
- You must distribute injuries among all eligible runners before you can apply death to one. One character cannot soak up all the available injuries.
- When you assign an injury, place an injury token—"injured" side up—on that runner.



**REMOVE INJURED RUNNERS:** Injured runners can no longer contribute dice to the dice pool. This means that if a player is in the middle of a Stage, they must immediately remove *all* of that runner's corresponding dice before making their next roll.

**DEATH:** Dead runners and their Upgrades are discarded unless protected by an appropriate Upgrade or a DocWagon token (see *Using DocWagon Tokens*, p. 13). Any equipped Gear cards are not discarded, but instead can be assigned to other appropriate runners after the current Mission or simply held for later in the game.

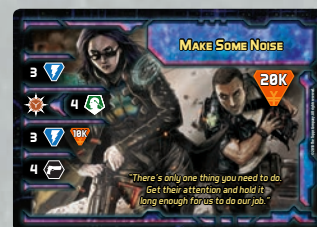
Sue carries on to the Nguyen Payout Stage—the third Stage-of *Make Some Noise*. She starts her series of three roll attempts by tossing the dice:



Ouch. A whole lot of nothing, with only two successes and two injuries to deal with. She could use both to cancel both injuries, but that would leave her without a single success and only two remaining rolls to clear the Stage.

Instead, she decides to be tactical about it, assigning one injury to the *Dermal Plating Upgrade* on *Tamsynn*, and placing an injury token there to track it (she can assign it there, since it's a and *Tamsynn* is contributing dice to the Mission attempt).

The second injury is a little more problematic. Can she make it to the final Stage? Instead of pushing, she's going to try clear this Stage and at least will walk away with . Since the can be used as a wild to defeat one she keeps them to do just that. She then applies the to *Lazar* (she cannot assign it to *Tamsynn*, as that runner does not contribute any dice); she picks up an injury token and places it on *Lazar*. This immediately removes dice, (Rigger) dice, and (Face) die from her dice pool—she sets them aside—leaving her only three green (Decker) dice, from *Tamsynn*.








She rolls with the following result:



One more Mage icon defeated, only one to go, and she rolls one last time!



Drek! Now Sue could cancel one  with her *Aqua Fortis* Loot card by providing a  success. That would stop *Tamsynn* from dying, but she'd fail the Mission with only a Loot card to show for it. However, *Tamsynn* has a DocWagon token. She assigns both injuries to *Tamsynn*, which kills *Tamsynn*, but she spends the *Aqua Fortis* Loot card to defeat the last , clearing the Stage!

As the last bit of cleanup for her run before her turn is done, she claims the , discards the DocWagon token, and places an injury token on *Tamsynn*; the DocWagon token changes the death into an injury (no Upgrade cards need be discarded). She won't be able to use either of these runners on Missions next round, but she got a Loot card and , and there's still plenty of actions they can help with next round.

## USING DOCWAGON TOKENS

The *DocWagon* location (see p. 19) is designed to protect runners when they go on Missions, and this is handled through DocWagon tokens.

**PREVENTING DEATH:** When a runner is killed (due to having two injuries assigned to them), a player can spend one of their DocWagon tokens by placing it on that runner's card; this will prevent the death and leave the runner with an injury token. That runner has been rescued by DocWagon armed medical support and can no longer be assigned future injuries on that Mission if the player is still attempting to complete the Mission; i.e., future injuries must be assigned elsewhere.

**HEALING AN INJURY TOKEN:** After the Mission ends (either successfully or not), a player may spend two DocWagon tokens by placing them on an injured runner's card to remove that runner's injury token. This prevents a runner from being unavailable for Missions on the following round because they are recovering. If the runner card already has a DocWagon token on it because their death was prevented during a Mission this round, the player only needs to add one token to the card instead of placing two.

## Loot

Loot cards can be acquired on Missions (when clearing an indicated Optional Loot Stage) or purchased from the *DeGear's Lair* location. Loot cards have two uses:

- They can be sold at the *DeGear's Lair* location for some nuyen (see *DeGear's Lair*, p. 18).
- They can be used as a one-time bonus to complete a Mission. These bonuses can be used at any time to modify the results, either before or after a roll. After using the Loot card in this way, discard it into the Loot discard pile.

While there are a variety of different Loot cards with unique names, the possible Loot card rules are expanded on below.

### LOOT BONUS

### EFFECT

#### EVACUATE

Abandon a Mission, even in the middle of a Stage, and suffer no further penalties. You can use this after rolling to avoid applying injuries rolled.

#### IGNORE 1 INJURY

Change one die's injury to a blank die face.

#### REROLL 1 DIE

Any die can be picked up and rerolled, but the second result must be kept.

#### GAIN 1 X DIE THIS STAGE

The player gains a free X die—the Loot card in question will specify which die—for all the rolls of the current Stage only (*not* the whole Mission). This bonus die cannot be removed from the dice pool due to runners suffering injuries. At the end of the Stage, it is removed from the dice pool.

#### GAIN 1 X SUCCESS



The player gains one X success—the Loot card in question will specify which success—as if they rolled an additional X die and got a success. This can be used to clear a Stage or to cancel an injury as per normal rules.

## AUTOMATIC SUCCESS (VETERAN TEAMS)

A very skilled and talented team always succeeds at some level, even when it seems like everything is falling apart. This comes from training, good gear, and assembling a team that works well together.

# SHADOWRUN



## DISPLAYING AUTOMATIC SUCCESSES

  The easiest way to display an automatic success is to take the two dice that you are setting aside, and place them together, alongside the area you will be rolling your dice. One die should show a blank face, while the other shows a success. That way, as you're rolling dice, everyone knows you've got a veteran team working, and you'll remember to include that automatic success in your tallies after each roll.

To simulate this, players trade in dice for automatic successes as follows. If you have at least five dice of a single role, set two of those five dice aside—i.e., they are not rolled—to have one guaranteed success.

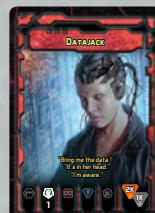
**MULTIPLE AUTOMATIC SUCCESS:** You cannot have multiple automatic successes of the same die role. However, you can have multiple automatic successes of different dice types.

**INJURY:** If a runner is injured during the Mission, removing their dice from your dice pool might mean you no longer qualify for automatic successes (see *Injuries*, p. 12). After applying an injury, verify whether you still have enough dice for an automatic success.

If Sue was able to purchase and equip the *Renraku Tsurugi Cyberdeck Gear* card to *Tamsynn*—who has already equipped the *Datajack* and *Dermal Plating Upgrade* cards—that would raise the total Decker dice *Tamsynn* contributes to five. This means the next time Sue runs a Mission, she would take two of the green (Decker) dice and set them aside, one showing a  and the other a . That'll power her hacking attempts on any run!

## WINNING THE GAME

The first player to complete the Final Mission immediately wins! There are no ties and no second place on the mean streets of the sprawl.



# SPRAWL OPS

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# SHADOWRUN

## APPENDIX A: LOCATIONS

This section provides the full rules about the individual locations found on the gameboard, describing the actions that players take when placing a runner at the location during the Place Runners phase.

The following is a quick summary of the timing of actions for a given location.

- **IMMEDIATE:** Actions at the following locations occur immediately: *DeGear's Lair*, *Crime Mall*, *Bodyguard Work*, *Datasteal*, *Max's Ironworks*.

- **IMMEDIATE & LATER:** Some actions at the following locations occur immediately, and some actions occur later in the round: *Mr. Johnson*, *Hannibelle's Host*, *DocWagon*, *Dante's Inferno*, *The Eye of the Needle*, *Final Mission*.

In this appendix, the word "immediate" is bolded to help players understand which actions occur the moment a runner is placed in that location.

**RUNNER LIMITS:** This indicates the maximum number of players and/or runners that can be in a location per round.

**ACTION:** The specific actions that a player can take in this location.

**RUN MISSION THIS ROUND:** A "Yes" means a runner placed in this location can still be used in a Mission this round; a "No" means it cannot. (These locations also include a crossed-out Mission icon in the upper left-hand corner.)

**RECOVERING RUNNERS:** This indicates whether recovering runners can be placed in this location.

**FACE BONUS:** Many locations provide a bonus if the runner placed at the location is a Face.

### BODYGUARD WORK (TASK)

**RUNNER LIMITS:** 1 from each player

**ACTION:** The player **IMMEDIATELY** tries to complete a single-Stage Task. (While a Task is accomplished as though it were a Mission, it is *not* a Mission and thus cannot be affected by actions or effects that specify Missions.) The runner assigned to this location is the only runner attempting the Task. (For more information about how to complete a Mission, see *Running Missions*, p. 9).

For the purposes of this Task, the assigned runner cannot die (ignore any injury that would cause death



if assigned) and the player receives a free reroll. If the player completes the Task, they gain **4K**.

**RUN MISSION THIS ROUND:** No

**RECOVERING RUNNERS:** Cannot be placed here.

**FACE BONUS:** None

### CRIME MALL (GEAR SHOP)

**RUNNER LIMITS:** Unlimited

**ACTION:** **IMMEDIATELY** buy a face-up Gear card from the Gear Market.





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That card can be given to any runner who has the appropriate requirement to use it (see *Gear Cards*, p. 4). Gear cards do not need to be equipped when purchased. An unequipped Gear card can be held for equipping later in the game.

Before making the purchase, a player can refill the empty Gear Market slots by paying  $4K$  to the bank. In this case, draw cards from the Gear Deck to refill any empty slots. As a reminder, the Gear Market has a number of slots equal to the number of players.

A runner may only buy one Gear card, even if the player refills the Gear Market; cards added to the Gear Market will be available for any players that place runners here later in this phase.

**RUN MISSION THIS ROUND:** Yes

**RECOVERING RUNNERS:** Yes

**FACE BONUS:** A Face buys a Gear card at half the printed cost.

Sue, John, and Alice are playing a game, so three Gear cards are available in the Gear Market. A new round has begun, and Sue takes her first turn in the Place Runners phase, placing her first runner at the *Crime Mall*, and buys arguably the best Gear card (of course). John goes next, placing his first runner also at the *Crime Mall*, and he purchases a Gear card. Then it's Alice's turn. She doesn't have a lot of nuyen, but there's enough to purchase that third and final card, so she also places her first runner at the *Crime Mall*—she needs *something*—and purchases the third card. It's gone around the table once, so it's Sue's turn again. She places her second runner at *Mr. Johnson* and selects a Mission card. Then it's John's turn. He still has a pile of nuyen and is looking to further gear up, so he places his second runner at the *Crime Mall*. He then pays  $4K$  to the bank and flips over three Gear cards to refill the entire Gear Market.

One of the cards is perfect for the team he's building, so he buys it (and for half price too, since the runner he placed there was a Face!). If Alice or Sue place another runner in the *Crime Mall*, they would have the opportunity to buy the other Gear cards John revealed.



## DANTE'S INFERNO (FREELANCER BAR)

**RUNNER LIMITS:** Unlimited

**ACTION:** IMMEDIATELY place a DocWagon token on the appropriate runner card to protect from runner death.

Additionally, the player IMMEDIATELY takes nuyen from the bank equal to the loan value of the placed runner. To determine the loan value for the runner, add up all of the gray nuyen icon values  $\blacktriangledown$  on each of that runner's cards, including any Upgrades and Gear.

However, the maximum value a player can get from the bank is  $4K$ .

Once a runner has been placed in this location, a player cannot change the Gear cards for that runner as long as they are in *Dante's Inferno*.

**RUN MISSION THIS ROUND:** No. The runner is hiring out their services, and is unavailable to undertake a Mission with their regular team. Runners in *Dante's Inferno* are available for anyone to use during a Mission. (For more information about how this works, see *Running Missions* section, page 9.)

**RECOVERING RUNNERS:** Can be placed here, but cannot be hired. However, they still immediately take their nuyen from the bank, as noted above.

**FACE BONUS:** None



## DATASTEAL (TASK)

**RUNNER LIMITS:** 1 from each player

**ACTION:** The player **IMMEDIATELY** tries to complete a single-Stage Task. (While a Task is accomplished as though it were a Mission, it is *not* a Mission and thus cannot be affected by actions or effects that specify Missions.) The runner assigned to this location is the only runner attempting the Task. (For more information about how to complete a Mission, see *Running Missions*, p. 9).

For the purposes of this Task, the assigned runner cannot die (ignore any injury that would cause death if assigned). If the player successfully completes the task, they choose if they want to gain a loot card or 4K; if they choose the Loot card, they draw two and discard one.

**RUN MISSION THIS ROUND:** No

**RECOVERING RUNNERS:** Cannot be placed here.

**FACE BONUS:** None



## DEGEAR'S LAIR (FENCE)

**RUNNER LIMITS:** 1

**ACTION:** **IMMEDIATELY** buy or sell Loot cards.

A player can sell any number of Loot cards, but they can only buy one Loot card. Buying or selling a Loot card costs 5K. If a player opts to buy a Loot card, they draw the top Loot card and examine it. If they choose not to buy it, discard it, and they don't have to pay anything.

**RUN MISSION THIS ROUND:** Yes

**RECOVERING RUNNERS:** Yes

**FACE BONUS:** Placing a Face here enables a player to look through the Gear discard pile and purchase any single card for full price. If the player chooses to do this, they cannot also buy Loot. They need to decide between buying or selling a Loot card or buying something from the Gear discard pile.





## DOCWAGON (ARMED MEDICAL RESPONSE)

**RUNNER LIMITS:** Unlimited

**ACTION:** IMMEDIATELY receive a DocWagon token from the supply and place it next to the player's Runner board. These tokens are used to help prevent deaths and injuries while on a Mission.

When placing a runner here, a player can purchase additional tokens at a cost of 4K nuyen per token.

For more information about how to use DocWagon tokens, see *Using DocWagon Tokens*, p. 13.

**RUN MISSION THIS ROUND:** Yes

**RECOVERING RUNNERS:** Yes

**FACE BONUS:** Gain one additional DocWagon token for free.



## THE EYE OF THE NEEDLE (SOCIALITE BAR)

**RUNNER LIMITS:** Number of players -1.

**ACTION:** When a runner is placed here, the player takes the perk action for the option they cover. The gameboard has five different options corresponding to the runner role. For a player to place a runner on one of the options, the corresponding Shadowrunner card's role icon must match the indicated icon on the action; e.g., a Face for the Face action, a Street Samurai for the Street Samurai action, and so on.

A player cannot select an option that another player has already chosen.

The five different options are described below.

- **STREET SAMURAI (RUN MISSION PHASE):** The player automatically clears the first Stage of a Mission. (This is not usable on the *Final Mission*.)
- **DECKER (RUN MISSION PHASE):** The player gains a free Loot card if they pass the first Stage of a Mission this round. (This is not usable on the *Final Mission*.)
- **FACE (UPKEEP PHASE):** During Upkeep, this player receives the first player token rather than having it move clockwise around the table.

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- **MAGE (PLACE RUNNERS PHASE):** The player **IMMEDIATELY** moves one of their other runners located on the gameboard and takes the action as if placing the moved runner from their Runner board. The chosen runner must move—it cannot remain in the same location it started from.
- **RIGGER (RUN MISSION PHASE):** The player automatically clears the last Stage of a Mission. (This is not usable on the *Final Mission*.)

**RUN MISSION THIS ROUND:** Yes

**RECOVERING RUNNERS:** Yes

## FINAL MISSION (WINNING THE GAME)

**RUNNER LIMITS:** 1 from each player

**ACTION:** This location does not have an immediate effect. Rather, it reserves a spot for the player to attempt to complete the Final Mission and win the game. The first player to place a runner here has the first opportunity to attempt to win the game. If they fail, the next player has an option. If no player completes the Final Mission, play continues. Otherwise, the player who completed the Final Mission wins the game!

**RUN MISSION THIS ROUND:** Yes

**RECOVERING RUNNERS:** No

**FACE BONUS:** None

## HANNIBELLE'S HOST (RECRUITER)

**RUNNER LIMITS:** Number of players

**ACTION:** **IMMEDIATELY** hires a face-up runner card from the Shadowrunner Market.

*However*, the hired runner is placed next to the Runner board and is *not* available until the following round. It will be placed on the Runner board during the Upkeep phase. At that point, if the player has four runners, they must first discard one of their runners.

If the discarded runner is a starting Shadowrunner, simply put it under the edge of the Runner board. It is always available for the player to hire for free.

**RUN MISSION THIS ROUND:** Yes

**RECOVERING RUNNERS:** Yes

**FACE BONUS:** A Face hires a runner card at half the printed cost.





## MAX'S IRONWORKS (UPGRADE)

**RUNNER LIMITS:** Number of players -1.

**ACTION:** IMMEDIATELY buy an Upgrade card for the runner placed here.

Upgrade cards are non-transferrable. If a runner with Upgrades dies, those Upgrades are discarded to the appropriate decks.

The three possible Upgrades described in more details are as follows:

- **DERMAL PLATING:** *Dermal Plating* enables a runner to ignore one injury per Mission. When assigning an injury to this runner, place an injury token on the runner's *Dermal Plating* card (see p. 12) to indicate the *Dermal Plating* has been used for that Mission. If another injury is applied to the runner, then they must suffer the injury as normal.

- **COMMLINK:** This Upgrade lets a runner gain an additional die when building the dice pool. It can be any die on that runner card or through the runner's equipped Gear or Upgrade cards. Once the player selects which bonus die to use, that choice is locked for the duration of the Mission.

- **+1 SPECIFIC DIE:** Five unique Upgrades each provide +1 die to one of the five possible dice options. These Upgrade cards are shuffled together to form one category of Upgrades.

**RUN MISSION THIS ROUND:** Yes

**RECOVERING RUNNERS:** Yes

**FACE BONUS:** None



## MR. JOHNSON (MISSIONS)

**RUNNER LIMITS:** Unlimited

**ACTION:** IMMEDIATELY select one face-up Mission card from the Mission Market.

However, the player will not interact with that Mission until the Run Missions phase of the round (see p. 8).

**RUN MISSION THIS ROUND:** Yes

**RECOVERING RUNNERS:** Yes

**FACE BONUS:** When running the Mission, the player has one free reroll.



# SHADOWRUN®

## AN INSTANT GUIDE TO THE SIXTH WORLD

The first thing that you need to know about the Sixth World is that what you don't know absolutely will kill you. So will what you do know. In fact, it's safe to assume that anything and anyone you see has both the potential and the desire to kill you.

That's good info to know, but not enough to keep you alive. So here's a rundown of what the Sixth World is, how it got there, and some of the power players who make sure a few people stay on top while the vast majority of the people wriggle uncomfortably under their mighty thumbs.

### EVERYTHING HAS A PRICE

Read the sentence in the header there. Read it again. Got it? Good. Because if that's the only thing you take away from this, if that's the only thing you learn, then you'll still be getting something valuable about the world you live in. You walk around this world, you'll see a lot of heaps, and each one of them's got someone perched on top of it. Every megacorporation has its CEO, governments have their chief executive, gangs have their lieutenant or head man of chief head basher or whatever the hell they decide to call it. Even that one block in the barrens that has nothing more than a rusty dumpster, an abandoned car, and a shed whose roof has caved in has a scary-eyed guy named Rastool who has scared off all the other scary-eyed guys so he can claim that spot as his own. Each of them figured out what they would have to pay to get to the top of that particular heap, and each one of them ponied up when the time came and paid it.

So this is what you need to know. If we're going to talk about payments, we need to talk about currency. What I mean is, we need to look at the things you might need to give up in order to get ahead.

### MAGIC: PAYING WITH YOUR MIND



When magic came back into the world in 2011, it didn't take too long for people to start trying to get a handle on how to use all the new mana floating around for themselves. Turned out some people had a knack for it. While the rest of us were wondering what they were looking at with glazed eyes and weird expressions, they were figuring out how to channel and shape streams of mana—a sort of magic energy that seems to be just about everywhere. Turns out, if you can suss how it's done, you can use mana to set the air on fire, make people do things they'd never do, or other truly esoteric and/or insane things. And mana wasn't just for the spells and stuff we think of as magic. It gave some people the strength to punch through walls, others can shame a cobra with their reflexes, and there are some who can outrun a cheetah; and that's just scratching the surface. And you know all those magic goodies from legends and fairytales and myths? We got 'em all. Enchanted swords, magic rings, wands, amulets, mojo bags, every potion you can think of all exist. Not that they always work

the way they did in the stories. Don't just grab up the sword of a legendary warrior and expect to slice and dice like she did, for example. The point is, magic is out there, and people are using it. It's not easy—it can be draining, physically and mentally, and some people push themselves to the point where their sanity drips out of their ears in a nice steady trickle. That's the price, and it's often gladly paid.

### CORPORATIONS: PAYING WITH YOUR SELF

The way corporations work in the Sixth World isn't really anything new. It's just the latest iteration of the might-makes-right way of doing things. There's a lot of legal history we could cover to help you see how we got to this point, but in the end it boils down to one word: extraterritoriality. That's the word that allows corporations to say that whatever happens in their holdings, on the buildings and lands they own, is subject to their laws—and no one else's. Gaining extraterritorial status was a long-held dream of many of the world's largest corporations, and when judicial decisions in nations across the world gave it to them, they spent several years pissing on themselves and each other in utter delirium. Then they figured out their infighting was cutting into their bottom line, so they stopped fighting each other so much and concentrated on pissing on the rest of us.



Not every corporation in the world has extraterritorial status. To understand who does, you have to know about the Corporate Court, the body the megacorporations created when they realized they were spending too much time solving their disputes by ravaging entire small countries. The Corporate Court is sometimes mocked as a toothless entity, a puppet of the world's largest megacorps, but it manages—usually—to keep open warfare between the corps from breaking out, and that's at least worth something.

As part of its duties, the Court has created a ranking system to tell you how big and powerful a particular corp is. At the top is the Big Ten, the most powerful megacorps in the world. The main thing you need to understand is that these guys are bigger than big. Think of the world's largest manufacturer of computer equipment. Then add in a powerful magic supplies broker. Throw in a few banks, an insurance firm, and entertainment conglomerate, and a snack-food giant, and you're still not a tenth of the way to forming one of the Big Ten. They employ millions and control trillions of nuyen. Each and every one of them owns a piece of land within one hundred kilometers of you, unless you're in the Sahara, the Amazon, or at the bottom of the ocean. And maybe even then. These are the people in the world who have the nuyen, and we want it, which means they determine what the rules of the game are. We just play it.



### AUGMENTATIONS: PAYING WITH YOUR SOUL

Every bit of who you are can be improved with the right piece of gear. Think you've got quick reflexes? You can be quicker. An artificial neural network'll make you faster than a nervous jackrabbit. Think you're strong? Switch out the muscles you were born with for a set that's been custom grown for brawn and efficiency and you'll take strong to a whole new level. Think you're charming? Implant a few sets of specialized pheromone dispensers and people will swoon when you walk by and nod enthusiastically when you talk.

And that's just for starters. You can put actual plates

of armor on your skin, or lace your bones with metal so that your fists and legs deliver crushing blows. You can make your senses sharper, your brain faster, and you can implant knowledge that you never learned in school. You can replace entire pieces of your body with artificial replicas full of extra strength, nimble agility, secret compartments, and hidden weapons that provide very unpleasant surprises at just the right time.

But it's not free. And we're not just talking money; there's a higher price to pay. All this stuff is useful and great, but it's artificial, and your body knows it. Each time you get one of these augmentations, you give up a piece of yourself. You lose something inside of you, the essence of metahumanity. We don't quite understand what this "it" is, but we know this much—the more artificial you make yourself, the farther you get from actual life. If you get too far, whatever animated you is going to disappear, until all the gear you bought just collapses and becomes indistinguishable from any other pile of silicon, steel, and chrome. So go ahead and get yourself augmented up, but understand that each time you do this, another piece of your metahumanity slides away.

### LIFE IN THE SHADOWS: PAYING WITH YOUR BLOOD

The megacorporations of the world prefer a docile population, a world of people who do whatever work they're told, build anything, carry anything, sacrifice anything for the mega, then spend all their money in the company store and be glad they got it so good. Sheep. That's how megacorps see metahumanity: a flock of sheep they have to keep in line to serve their purposes.

Which means the rest of us face a stark choice: Accept their shit. Or not.

For some of us, corp life is not a life. The megacorps own enough in the world. They don't need to own us. So we drop out and find another way. We do the jobs corps don't want their regular employees to do, the things they don't want connected back to them. Espionage missions; missions of theft, sabotage, and assault—maybe assassination if you



swing that way. That's how we survive. We still have to dance to the corporate tune to some degree, but if we live right and build up our skills, we can become the best at what we do and get paid what we deserve. Then, maybe, instead of being one of us, scrambling under the heels of the powerful, we can be one of them, and remake a small part of the world in our image.

If we're going to survive, we have to find work. There are dozens, hundreds, thousands of jobs out there. You can make money off of them, but each one will cost you something. You'll get a scar from a bullet that should have killed you. A leg that aches in the cold 'cause you broke it crashing your motorcycle on one of your less stylish getaways. A missing arm because you were standing just a bit too close to a bomb going off and a working cyber model is pricy. A fried brain lobe from lingering in the Matrix a second too long with security closing in on you. And that's just what will happen to your body. You'll be double-crossed, betrayed, and abandoned. You'll see trusted friends turn on you and watch others die. You'll have every last bit of you tested in ways you can't imagine just to see how much you can endure.

And if you succeed? If you stay alive? Money, first of all, but more. You become a legend. You join the ranks of the people we tell stories about, the shadowrunners whose names we all know. Dirk Montgomery. FastJack. Sally Tsung. The Smiling Bandit. You'll have lived your own life, survived, and even thrived. You'll have stuck it to every man the Sixth World has to offer.

As long as you can pay the price.

### DAYS THAT SHOOK THE WORLD

You know how when you meet some piece-of-drek punk ganger in an alley, and he's all full of mouthy attitudes and sucker punches, and you find yourself thinking how if you looked into that little dirtball's past and learned more about his parents and upbringing, you'd understand how he became such a bastard? Well, our world is like that. I'll give you some of the highlights from the past that made the world into the snot-nosed asshole we all know.

- ◊ **2000:** The infamous Shiwase Decision in the United States Supreme Court gives multinational corporations the same rights and privileges as sovereign governments. The era of national governments as the drivers of global events comes to an end.
- ◊ **2001:** Realizing they had only been half-heartedly exploiting Native Americans for the past century or so, the U.S. government puts their whole heart back in the job and lets corporations run roughshod over the resources found in Native American reservations during the so-called Resource Rush. This leads to unrest and resistance with serious consequences further down the road.
- ◊ **2010:** Virally Induced Toxic Allergy Syndrome (VITAS) appears in New Delhi, India. Eventually it kills a quarter of the world's population.
- ◊ **2011:** The Awakening, or at least the beginning of it. Dragons appear, people develop talents and abilities that can only be described as magic, babies are born in ways that exactly resemble elves and dwarfs of legend, and the world reveals itself to generally be much weirder than anyone suspected.
- ◊ **2018:** After the Great Ghost Dance of the previous year, in which Native American shamans spurred natural disasters such as earthquakes and volcanic eruptions across the globe, the United States and Canada agree to the Treaty of Denver, in which large portions of both nations are given to aboriginal populations to become the various states that make up the Native American Nations of the Western Hemisphere.



- ◆ **2021:** In a process known as Goblinization, some adults spontaneously mutate into creatures that become known as orks and trolls (a wider range of forms emerge as time passes). People react with fear and loathing, which, after more than half a century, has generally eased to fear and extreme distaste. Though some people prefer to stick with loathing, Dwarfs, elves, trolls, orks, and the like are collectively labeled "metahumanity."
- ◆ **2029:** The Matrix, the interconnected wonder of the computer world, crashes, and crashes hard. The virus that caused the crash takes years to eradicate, and the whole dynamic sets the stage for cyberwarfare in the years to come.
- ◆ **2030:** After losing so much territory to the Native American Nations, the remnants of the United States and Canada merge to form the United Canadian and American States (UCAS). In subsequent years, the Free State of California, the Confederation of American States, and the Caribbean League claim parts of what used to be the United States. This mirrors political fracturing and re-alignment occurring across the world.
- ◆ **2039:** The fear and loathing against elves, dwarfs, orks, and trolls (particularly the latter two groups) comes to a head in the Night of Rage, a worldwide series of riots targeting metahumans and their families. The pain and scars inflicted that night still linger, nearly forty years later.
- ◆ **2055:** After a cult known as the Universal Brotherhood introduces the vile creepies known as bug spirits to the world, Chicago became the most infested city on the planet. When containment did not seem to be solving the problem, the Ares Corporation set off a nuke in the city, an event known as the Cermak Blast. The combined infestation of bugs, removal of anything resembling law and order, and destruction levied by the nuke made central Chicago the blasted wonderland it is today.
- ◆ **2057:** The citizens of the UCAS collectively throw their hands in the air, say "What the hell?," and elect a dragon named Dunkelzahn as president. Dunkelzahn serves for just under ten and a half hours before being blown to kingdom come. A huge astral rift hovers at the scene of the assassination for years.
- ◆ **2061:** Halley's comet passes by and shakes up the world. It initiates the Sudden Unexplained Recessive Genetic Expression (SURGE) event, bringing changelings to the world as some people take on animal characteristics. A new dragon named Ghostwalker emerges from the rift left by Dunkelzahn's assassination and decides to take up residence as the tyrant of Denver. For good measure, storms, earthquakes, and volcanoes keep the entire population of the world on their toes.
- ◆ **2064:** The combination of a massive corporate IPO, the machinations of a crazed artificial intelligence, and an assault by a terrorist group known as Winternight bring about the Second Matrix Crash, or Crash 2.0. A new Matrix emerges in its wake, bringing wireless accessibility to all. Also emerging: technomancers, who can access the Matrix with nothing more than their mind. This causes many to freak out.
- ◆ **2075:** After campaigning for years about the lack of security in the wireless Matrix, activist and philanthropist Danielle de la Mar convinces the corporations of the world to revamp Matrix protocols to be stricter, less open, and more subject to corporate control. Because that was something they really needed to be talked into.
- ◆ **2076:** A new condition known as cognitive fragmentation disorder (CFD) is spotted, where people suddenly and abruptly completely change their personalities, or become a battleground for warring personalities. A hybrid technological/biological virus is suspected as the source, but questions remain about its origins and how it was created.



## THE BIG TEN

Since these are going to be the guys paying you a lot of the time, you should know who they are.



### ARES MACROTECHNOLOGY

**CORPORATE COURT RANKING (2077):** 7  
**CORPORATE SLOGAN:** "Making the World a Safer Place"  
**CORPORATE STATUS:** AAA, public corporation  
**WORLD HQ:** Detroit, UCAS  
**PRESIDENT/CEO:** Damien Knight  
**YOU KNOW THEM FOR:** Making your favorite gun, arresting you for using your favorite gun.



### AZTECHNOLOGY

**CORPORATE COURT RANKING (2077):** 4  
**CORPORATE SLOGAN:** "The Way to a Better Tomorrow"  
**CORPORATE STATUS:** AAA, private corporation  
**WORLD HEADQUARTERS:** Tenochtitlán, Aztlan  
**PRESIDENT/CEO:** Flavia de la Rosa  
**YOU KNOW THEM FOR:** Great PR, selling microwave burritos at thousands of worldwide locations. Also, ruthlessness and blood magic, but they keep those under wraps.



### EVO CORPORATION

**CORPORATE COURT RANKING (2077):** 6  
**CORPORATE SLOGAN:** "Changing Life"  
**CORPORATE STATUS:** AAA, public corporation  
**WORLD HEADQUARTERS:** Vladivostok, Russia  
**PRESIDENT:** Yuri Shibanokuji  
**YOU KNOW THEM FOR:** A billion commercials pitying you for not being awesome enough to sport their entire line of enhancements and augmentations



### HORIZON GROUP

**CORPORATE COURT RANKING (2077):** 10  
**CORPORATE SLOGAN:** "We Know What You Think"  
**CORPORATE STATUS:** AAA, private corporation  
**WORLD HEADQUARTERS:** Los Angeles, PCC  
**PRESIDENT/CEO:** Gary Cline  
**YOU KNOW THEM FOR:** Your favorite trid shows, your favorite music, and your favorite off-book bunraku parlors offering the services of people who look like your favorite performers.



### MITSUHAMA COMPUTER TECHNOLOGIES

**CORPORATE COURT RANKING (2077):** 3  
**CORPORATE SLOGAN:** "The Future is Mitsuhamama"  
**CORPORATE STATUS:** AAA, public corporation  
**World Headquarters:** Kyoto, Japanese Imperial State  
**PRESIDENT/CEO:** Toshiro Mitsuhamama  
**YOU KNOW THEM FOR:** The cold feeling of fear in your heart whenever you hear the words "Mitsuhamama Zero-Zone."



### NEONET

**CORPORATE COURT RANKING (2077):** 2  
**CORPORATE SLOGAN:** "Tomorrow Runs on NeoNET"  
**CORPORATE STATUS:** AAA, public corporation  
**WORLD HEADQUARTERS:** Boston, UCAS  
**CEO:** Richard Villiers  
**YOU KNOW THEM FOR:** Rising and falling more times than a phoenix.



### RENRAKU COMPUTER SYSTEMS

**CORPORATE COURT RANKING (2077):** 5  
**CORPORATE SLOGAN:** "Today's Solutions to Today's Problems"  
**CORPORATE STATUS:** AAA, public corporation  
**WORLD HEADQUARTERS:** Chiba, Japanese Imperial State  
**CEO:** Inazo Aneki (Honorary)  
**YOU KNOW THEM FOR:** That big flat-topped pyramid downtown that sends a chill through your heart every time you see it. Also, computers.



### SAEDER-KRUPP HEAVY INDUSTRIES

**CORPORATE COURT RANKING (2077):** 1  
**CORPORATE SLOGAN:** "One Step Ahead"  
**CORPORATE STATUS:** AAA, private corporation  
**WORLD HEADQUARTERS:** Essen, Allied German States  
**PRESIDENT/CEO:** Lofwy  
**YOU KNOW THEM FOR:** Perhaps being single-handedly responsible for the adage to never cut a deal with a dragon.



### SHIAWASE CORPORATION

**CORPORATE COURT RANKING (2077):** 8  
**CORPORATE SLOGAN:** "Advancing Life"  
**CORPORATE STATUS:** AAA, public corporation  
**WORLD HEADQUARTERS:** Osaka, Japanese Imperial State  
**PRESIDENT/CEO:** Korin Yamana  
**YOU KNOW THEM FOR:** Their desperate attempt to get as cozy with the Japanese Imperial State as Aztechnology is with Aztlan.



### WUXING INCORPORATED

**CORPORATE COURT RANKING (2077):** 9  
**CORPORATE SLOGAN:** "We're Behind Everything You Do"  
**CORPORATE STATUS:** AAA, public corporation  
**WORLD HEADQUARTERS:** Hong Kong, Free Enterprise Enclave  
**PRESIDENT:** Wu Lung-Wei  
**YOU KNOW THEM FOR:** Making you move several times during your meet-ups so that you don't mess up the feng shui of that particular room.

# SHADOWRUN

*Shadowrun* owes its long life to the people who keep playing in the shadows of the Sixth World. Whether you've been involved with the game for decades, years, months, or just weeks, you keep the *Shadowrun* universe growing and expanding. In particular, the backers listed below were critical in bringing this game to life and getting it into the hands of everyone who wants to play. We at Catalyst thank you all, and we hope you have a ton of fun with this (and any other) way to play *Shadowrun*.

—Jason M. Hardy



A. Ferroni  
A. Jeremy Hopkins  
Aaron Binns  
Aaron Brunette  
Aaron Clites  
Aaron D'Angelo  
Aaron DeChant  
Aaron Doherty  
Aaron Dykstra  
Aaron Fiske  
Aaron Kulick  
Aaron Lee  
Aaron Manganaan  
Aaron Perry  
Aaron Rasmussen  
Aaron Skrivaneck  
Aaron Stenehjem  
Aaron Van  
Koningsveld  
Aaron Vander Giessen  
Aaron Weber  
Achim Kaiser  
Adam Beattie  
Adam Brinson  
Adam Brown  
Adam Burchett  
Adam Cecchetti  
Adam Connolly  
Adam Drinkwater  
Adam Finlayson  
Adam Hennings  
Adam Jackson  
Adam Jones  
Adam Len Compton  
Adam M. Shive  
Adam Madden  
Adam Neisius  
Adam Nikolaus  
Adam Novinson  
Adam P. Dorval  
Adam Petersen  
Adam S.  
Adam Sheingold  
Adam Swearingin  
Adam Torma  
Adam Tucker  
Adam Waite  
Adrian Cearnau  
Adrian Coombs-Hoar  
Adrian J. Carrington  
Adrian Ong Beng Huat  
Adrien Forestier  
Adrienne Stephens  
Aelisa Cipriani  
Aidan Carr  
Aidan O'Brien  
Aidin Fanni  
Akos Cseresznye

Alain Marti  
Alain Swierkowski  
Alan H. Bell  
Alan Miller  
Alan Nanes  
Alan O'Hagan  
Alastair Macdonald  
Albert Sun  
Albert Tu  
Alberto Alonso  
Jimenez  
Alberto Calsolaro  
Alberto MAZZUCCO  
Albrechtovics Mónika  
Alec Burns  
Alejandro Blanco  
Alejo Gabriel Marella  
Alex Green  
Alex Kloft  
Alex Parker  
Alex Pettigrew  
Alexander Beisel  
Alexander Dietrich  
Alexander Drebing  
Alexander Dunning  
Alexander Lee  
Alexander Hall  
Alexander Juri  
Alexander Koch  
Alexander Locke  
Alexander Mauler  
Alexander Meisinger  
Alexander Mueller  
Alexander Weiss  
Alexandre Guinebert  
Alexandre Hamelin  
Alexandre Martel  
Crites  
Alexis Carpenter  
Alfred A. Granger  
Alfred Tumolo  
Alim Fazal  
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Allan Jensen  
Allan Rodda  
Allan Whittingham III  
Allen Rock  
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Alphonse Chesky  
Alun Williams  
Amanda Baluch  
Amanda Burrelli  
Amanda Vidri  
Ambrose Sterr  
Anders Jonsson  
András Timár-Geng  
André Hellström  
Andrea Keller  
Andrea Vigliak  
Andreas Bohland  
Andreas Buerger  
Andreas Have  
Andreas Kammer  
Andreas Krebs  
Andreas Martin  
Andreas Mellwig  
Andreas Paulussen  
Andreas Silva  
Andres Torrado  
Andrew Anfora  
Andrew Benn  
Andrew Duffy

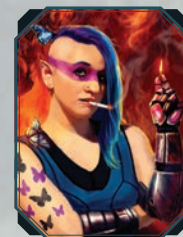
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Andrew Gray  
Andrew Howard  
Bredin  
Andrew J. Barrett  
Andrew Krull  
Andrew Masten  
Andrew Neale  
Andrew P. Moore  
Andrew Page  
Andrew Pessarchick  
Andrew Stewart  
Andrew Tolputt  
Andrew Torrens  
Andrew Twyman  
Andrew Vandeyar  
Andrew Vince  
Andrew Waterfall  
Andrew Weisensel  
Andrew Weiss  
Andrew Yager  
Andrey Adamov  
Andy Darley  
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Angel M. May  
Angelo Rousos  
Angelos Angeli  
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Anne Lundedal  
Ante Lundström  
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Anthony Sage  
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Antoine Rault  
Anton Dobschensky Jr.  
Antonio Moreno  
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Antony Evans  
Antony Martel  
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Ariovaldo Lunardi Filho  
Aris Economopoulos  
Arjen van Osch  
Arlene Garfield  
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Arnaud Commelin  
Arnaud Jegou  
Arnaud Maffert  
Arno Blokhuis  
Arthur Chocholacek  
Arto Santala  
Artúr Németh  
Ash Turza  
Ashley Covault  
Ashley Smith  
Asif Khan Ahmed  
Asnar Pierre  
Atsushi Sakai  
Aubrey Boorer  
Audrianna Graham  
Austin Biery  
Austin Hogan  
Austin Holmes  
Austin Hursh  
Avi Zacherman  
Axel Martinez  
Bailey Laviano

Balint Szaniszló  
Balog István  
Bart Geurten  
Bartek Gut  
Baylee Miller  
Ben Banton  
Ben Isaacs  
Ben McShane  
Ben Pohl  
Ben Puxty  
Ben Wari  
Benjamin A. Pomroy  
Benjamin Bailey  
Benjamin Chojnacki  
Benjamin Consol  
Benjamin Fields  
Benjamin Gaede  
Benjamin Gilletti  
Benjamin Guinane  
Benjamin Holstein-Baacke  
Benjamin Massey  
Benjamin Paquette  
Benjamin Plaga  
Benjamin R. Covington  
Benjamin Sherwood  
Benjamin Staver  
Benjamin Stockhausen  
Benjamin Tan  
Benjamin Walter  
Bennet Reilly  
Benny Lee Pryor  
Benoit Delain  
Berenike Kampmann  
Bernard Welch  
Bernardini Gilles  
Bernd Mayer  
Bernd Perplies  
Bernhard Geulig  
Berry Lyklema  
Bertrand Magnier  
Bill Creasey  
Bill Gibson  
Bill Kennedy  
Bill Kraft  
Bill Mearman  
Bill Scharpf  
Bill Swenson  
Billy Bublit  
Bjoern Bellmann  
Bjoern Klapp  
Bjoern Richter  
Björn Druid  
Björn Prömpeler  
Blair Lafferty  
Blair Monroe  
Blair Van Briesen  
Blake White  
Blayne Watt  
Bleau Moores  
Bo Taylor-Jowett  
Bob Hilberg  
Bob Lightfoot  
Boman Hwang  
Brad Burgwardt  
Brad Elliott  
Brad James Smith  
Brad Jones  
Brad Kelley  
Brad Krahe  
Brad Walston  
Bradley Eng-Kohn

Bradley Miller  
Bradley Munn  
Brander Roullett  
Brandon Bradley  
Brandon Carey  
Brandon Corrente  
Brandon Forte  
Brandon Kaya  
Brandon Palmer  
Brandon Peterson  
Brendan O'Connell  
Brendan Smyth  
Brent Evans  
Bret Gaidos  
Brett Griggs  
Brett Kyle Wiseman  
Brett Ritter  
Brian A. Coats  
Brian A. Stewart  
Brian Allred  
Brian Amonette  
Brian Ashby  
Brian Bosch  
Brian Boyd  
Brian Burston  
Brian Carroll  
Brian Childress  
Brian Colin  
Brian Crosswell  
Brian Dee  
Brian Everett  
Brian Fleck  
Brian Franklin  
Brian Gray Perkins  
Brian Henriksen  
Brian Hubbard  
Brian J. Fitzpatrick  
Brian Kardos  
Brian Kuhfahl  
Brian Law  
Brian Marzan  
Brian Miller  
Brian Mork  
Brian Salerno  
Brian Seaman  
Brian Skinner  
Brian Smith  
Brian Strassman  
Brian Walgren  
Brian Weisberg  
Brian Young  
Brook Hubbard  
Brooke Seymour  
Bruce Chung  
Bruce Ford  
Bruno Junque  
Bryan Aragorn  
Pfeiffer  
Bryan Chan  
Bryan English  
Bryan Haakensen  
Bryan L. Harpel  
Bryan L. Rawlins  
Bryan Munoz  
Bryan Rush  
Bryan Steele  
Bryan W. Graham  
Bryan Whitton Ross  
Bryan Young  
Burkhard  
Flessenkämper  
Caitlin Doolittle

Cameron David  
McElwrath  
Carl Cedergren  
Carl Fournier  
Carl Heath  
Carl J. Anderson  
Carl Misturada  
Carl Ouellet  
Carl Purcell  
Carlos Falcon  
Carlos Garcia  
Carlos Hsue  
Carlton Anderson  
Carlton Dodd  
Carsten Bolk  
Carsten Kuhl  
Casey Goodlett  
Cedric Barberousse  
Cedric Speleers  
Cérou Cédric  
Chad Hantak  
Chad Hourie  
Chad Mauch  
Chad Mercer  
Chadwick Miller  
Chaedy Ritherdon  
Chandler B. Terry  
Charles Harris  
Charles Moore  
Charles Parks  
Charles Pierson Jr.  
Charles Ranta  
Chris Ayers  
Chris C. Murray  
Chris Danahy  
Chris Ess  
Chris Farrow  
Chris Greenfield  
Chris Grose  
Chris Heilman  
Chris JustChris  
Chris Knight  
Chris Kushman  
Chris Luong  
Chris Magoulis  
Chris Matthews  
Chris Maxwell  
Chris McEniry  
Chris McLeroy  
Chris Meyer  
Chris Ranger  
Chris Steele  
Chris Stillwell  
Chris Tomlinson  
Chris Volcheck  
Chriss Greve  
Christian Bekemeier  
Christian Cichutek  
Christian Counts  
Christian Emminger  
Christian Heinrich  
Christian Holton  
Christian Jensen  
Christian Lacroix  
Christian Lölfs  
Christian Mejsstrik  
Christian Peter  
Christian Pirkeheim  
Christian Rötblitz  
Christian Rotlian  
Christian Weiss  
Christian Wenzlick

Christian Zeisig  
Christine Günther  
Christopher G. Munton  
Christoph Boget  
Christoph Meger  
Christoph Otto  
Christoph Weidmann  
Christophe Bareilles  
Christopher  
Christopher Agnew  
Christopher Altes  
Christopher Bedlow  
Christopher Carreras  
Christopher Crnkovic  
Christopher Darlaston  
Christopher Dundon  
Christopher Ecklund  
Christopher Eden  
Christopher Field  
Christopher Gierschke  
Christopher Haase  
Christopher Halliday  
Christopher Hopp  
Christopher Hwang  
Christopher Janecki  
Christopher Kechaidis  
Christopher Kisak  
Christopher Lamm  
Christopher Lewis  
Christopher Loya  
Christopher Mahoney  
Christopher Mangum  
Christopher Michel  
Christopher Montilla  
Christopher Moody  
Christopher Munn  
Christopher Popescu  
Christopher Roberts  
Christopher Robichaud  
Christopher Schroeder  
Christopher Sherwood  
Christopher T. Meyer  
Christopher Tosiello  
Christopher Vogler  
Christopher W. Swales  
Christopher Weindel  
Christopher Williams  
Christos Paliogiorgos  
Cid Sugioka  
Cirrus Tate  
Clapé Benoit  
Clark Jennings  
Claude Houle  
Claus Meystrik  
Clay R. Skaggs  
Cliff Hicks  
Clinton Dalton  
Codi McNeff



# SPRAWL OPS



Cody Brocious  
Cody C. Crossley  
Cody Harris  
Cody Stone  
Colin  
Colin Berney  
Collin Tullius  
Conner Kasten  
Conor Fallen Bailey  
Conrad Pridie  
Corinna Vigier  
Corrado Benevolo  
Cory Hischier  
Cory Holgren  
Cory Matt  
Cory Sober  
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# SHADOWRUN



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*Sprawl Ops* has a lot of original art, but it also draws on the incredibly deep reservoir of art that the *Shadowrun* art corps has built up over the years. It seemed like every time we needed an image for the game, we could find a half-dozen good contenders, because there are so many illustrations in the archive that we love. The artists below made these images, and we're grateful that their talents are part of this great art library that we like to gaze at in our free moments.

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## APPENDIX D: TERMINOLOGY

**ACTION (P. 16):** An action is when a single runner placed at a location performs whatever that location enables that runner to do.

**ADDRESS ICON:** The unique icon in the bottom, right-hand corner of every location; will be used in future expansions.

**CLEAR (P. 10):** A player clears the Stage of a Mission if they match all of the icons on that Stage within three rolls of their dice pool.


**COMPLETE (P. 11):** If a player clears all the Stages of a Mission, they complete it and it pays out its nuyen.

**DEFEATING AN ICON (P. 10):** A player defeats an icon on a Stage by rolling a success icon on an appropriate die and applying it towards that Stage's icon.

**DICE POOL (P. 10):** The total dice generated by all of a player's runners (and their equipped cards) being sent on a Mission (or Task). This never refers to the total dice generated by a player's entire runner team, only the specific runners sent on a Mission (which can be the entire player's runner team, if desired).

**EQUIP (P. 4):** A player equips Gear and Upgrade cards by placing them beneath appropriate Shadowrunner cards, lining up any dice columns at the bottom for ease of reference during play.

**GEAR (P. 4):** Gear cards represent weapons and other gear that improve your runners.

**INJURY (P. 12):** An injury is a  icon result on a die roll. It must be either negated with a success from another die or assigned as an injury to a runner.

**INJURED RUNNER (P. 12):** Injured runners suffered an injury while on a Mission or Task. They no longer contribute dice toward completing a Mission and will die if they receive a second injury.

**LOOT (P. 5):** Loot cards represent one-time bonuses.

**NUYEN (P. 2):** The money of *Shadowrun*, used to buy/hire cards throughout the game.

**ROLE ICONS (P. 4):** These large icons at the top of a card indicate the role of a Shadowrunner card; these role icons provide the necessary requirements to equip certain cards, allow for placement on various portions of the gameboard, and so on, as described in those sections.

**ROUND (P. 6):** *Shadowrun: Sprawl Ops* is played across multiple rounds. All four phases (Place Runners,

Attempt Final Mission, Run Missions, and Upkeep) make up a single round.

**RUNNER (P. 4):** Runner (short for Shadowrunner) refers both to the Shadowrunner card and the pawn that represents the corresponding Shadowrunner card on the player's Runner board.

**RUNNER BOARD (P. 3):** Each player has their own Runner board, a place where they track their runner team.

**PHASE (P. 6):** One of the four phases that makes up a single game round.

**RECOVERING RUNNER (P. 12):** After being injured on a Mission, a runner is recovering. Recovering runners can't go on Missions, but they can still take actions at most locations during a round (see *Appendix A: Locations*, p. 16).

**REROLL:** A reroll allows the player to reroll some or all of their dice on a single roll. The second roll result must be kept.

**SHADOWRUNNER:** See *Runner*, above.

**STARTING SHADOWRUNNER (P. 4):** Each player begins the game with three starting Shadowrunners; these cards do not have an orange nuyen icon in their bottom right-hand corner.

**STAGE (P. 5):** Every Mission card lists several Stages that need to be completed, using a series of icons in rows that correspond to the various Shadowrunner roles. At each Stage, a player has three die-roll attempts to clear it. An individual Stage indicates how many successes of each type are needed to defeat the icons, clear the Stage, and move on to the next Stage. Clearing the last Stage of a Mission completes the Mission and earns a nuyen payout.

**SUCCESSES (P. 10):** Any icon on a die that is not an injury or a blank face. These are used to defeat icons on a Stage (or cancel an injury).

**TASK:** This refers specifically to the *Datasteal* (see p. 18) and *Bodyguard Work* (see p. 16) locations, which are Mission-like single Stages that use the same *Running Mission* rules (see p. 9), but are *not* Missions.

**TEAM:** All of the Shadowrunner cards on your Runner board.

**TURN (P. 6):** Each player takes their turn during the various phases of a round.

**UPGRADES (P. 5):** Upgrade cards represent advanced cyberware and bioware tech implanted in your runner's body to increase their chances of success.

# SHADOWRUN

## GAMEPLAY REFERENCE

### DICE



**STREET SAMURAI:** Weapons master; often more machine than man.



**DECKER:** Computer hacker extraordinaire; the Matrix is life.




**MAGE:** Slinger of spells and incantations; rare, precious, and dangerous.



**RIGGER:** Drones and vehicles; a mind-jockey for any mobile tech.



**FACE:** Charismatic and silver-tongued; confidence artist for any deal.

Each die includes two "SUCCESS" faces—the role icons shown above—and one "INJURY" face——while the rest of the faces are blank.



**FINAL MISSION**  
(P. 5, 20)



**MISSION**  
(P. 5, 21)



**NO MISSIONS  
ALLOWED**  
(P. 9)



**NUYEN** (P. 2)



**HIRE COST**  
(P. 9, 17)



**STARTING  
SHADOWRUNNER &  
SHADOWRUNNER**  
(P. 4, 20)



**GEAR** (P. 4)



**UPGRADE**  
(P. 5, 21)



**LOOT** (P. 13)

## PHASES OF A ROUND

1. PLACE RUNNERS PHASE
2. ATTEMPT FINAL MISSION PHASE
3. RUN MISSIONS PHASE
4. UPKEEP PHASE

### 1. PLACE RUNNERS PHASE (P. 6)

Starting with the first player and moving left around the table, each player places one of their runners on a viable space at a location on the gameboard.

### 2. ATTEMPT FINAL MISSION PHASE (P. 8)

Any players attempting to complete the Final Mission undertake it, using the *Running Missions* rules (see p. 9).

### 3. RUN MISSIONS PHASE (P. 8)

Starting with the first player, each player has the opportunity to attempt any Missions they selected.

### 4. UPKEEP PHASE (P. 8)

Prepare the gameboard for the upcoming round by performing the following actions.

- Return runner pawns to their owner's Runner boards.
- Remove any "Recovering" tokens from all runners.
- Flip any "Injured" tokens to the "Recovering" side. Recovering runners cannot run Missions (see *Choose Runners*, p. 9). Remove any injury tokens on *Dermal Plating* cards.
- Place Shadowrunner cards gained earlier this round on their owner's Runner board. For more information, see *Hannibelle's Host*, page 20.
- Return all DocWagon tokens to the supply, including unused ones.
- Give the first player token to the player who used the Face power in *The Eye of the Needle* location. If no player used that Face power, the first player token rotates one player to the left.
- Discard any unclaimed Shadowrunner cards, and reveal new Shadowrunner cards for the Shadowrunner Market, equal to the number of players. If you need to shuffle the deck because you've run out before revealing the number needed, do so. Repeat this step for the Gear Deck and the Missions Deck.
- Cycle the unique Upgrade pile by placing the top card of that deck on the bottom of the stack.