

THE SHADOWRUN SUPPLEMENTAL



ISSUE #16

A Shadowtourist's Guide to Buffalo

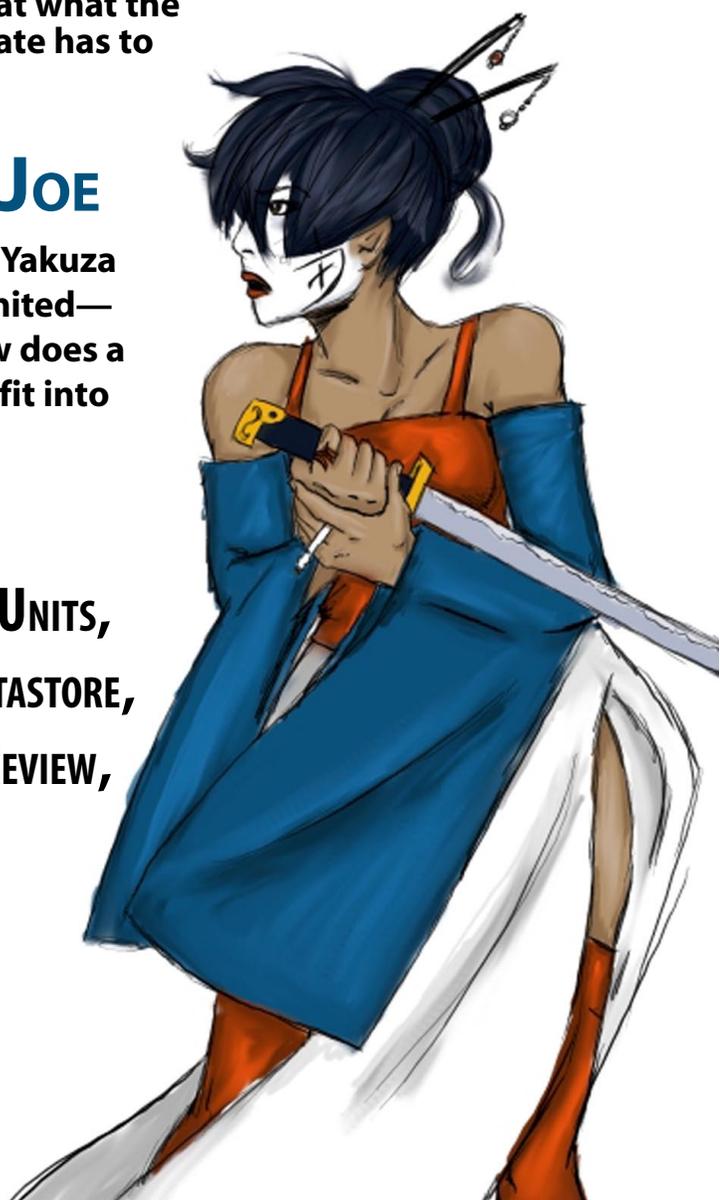
The Big Apple isn't the only city worth watching in New York State—take a look at what the west side of the state has to offer.

RUNAWAY JOE

The Mafia and the Yakuza are temporarily united—over love? And how does a group of 'runners fit into this mix?

PLUS:

**SOY PROCESSING UNITS,
THE CLUTTERED DATASTORE,
THE CORPORATE REVIEW,
AND MORE!**



THE SHADOWRUN SUPPLEMENTAL

ISSUE #16

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Editorial Verbiage

Adam Jury [adamj@dumpshock.com]

Okay, so I blew it. I was so happy about us getting out issue #15 on time that I didn't concentrate enough on the advance work that should have been done for #16, so that's what helped contribute to the delay. So in this—abbreviated for space concerns—Editorial Verbiage, I'll explain exactly why the magazine got pushed back, why we're pushing Issue #17 into January, and we'll look at some of the feedback from Issue #15.

Doing a magazine isn't as simple as some people think. It's not a simple project of building Issue #1, then working on #2, and #3 and on and on. You need to be working on editing articles for #1, #2 and #3 while soliciting articles for #4, #5 and #6, and asking artists to come up with art that fits with the articles you have planned for #1, #2 and #3, and you have to do all of this work for future issues while keeping a focus on getting the current issue ready for publication. And during all of this, you've got to watch the feedback coming in, so the people who read #1, #8 and #14 are still going to download #16.

And when we re-launched the magazine in the monthly format with Issue #14, we—mostly me—made the mistake of not working far enough ahead. So our stack of unedited articles is quite large (Well, quite large compared to our normal stack... it's still not as large as I would like), and the stack of edited articles is mostly depleted.

We had to delay this issue to get it out on time—quite simply, I've been bogged down with work, both online and off, and I just didn't have the time to finish this issue on time. But we need to delay next issue also, to deal with that pesky pile of unedited articles. Once we've reduced that pile of articles down to the ones we want to publish, then we can move forward with assigning them to issues, soliciting art, and doing layout. Also, with (hopefully) no articles left in the unedited pile, it means authors will get feedback sooner after sending their article in, because instead of going to the bottom of a pile, it will go on top of an empty one.

I hope this adequately explains why we've had to delay this issue and the next issue. We're still in the process of learning new habits to accommodate the new schedule, and I'm in the process of unlearning bad habits that I learned in the first 13 issues of the magazine...

Please note that none of the above means "We're swamped with submissions and can't take anymore!" We're still—always—in need of submissions, especially for our multi-author columns. Our backlog of unedited items for The Cluttered Datastore, Tai's Magical Goodies and Places to Go, People to See is also almost completely depleted, and we need submissions so these articles can continue appearing on a regular basis.

On the feedback side, there seems to be a strong demand for articles just about the world of Shadowrun and the things inside it. I think this issue's article on Soy Processing Units and last issue's article on Baseball in 2062 are the sort of things that people mean when they say "world" articles, although the term is rather ambiguous. Requests for "non-combat non-running gear" are also fairly common.

Also often requested are more NPCs and Plot Hooks. We're going to hit this request in as many ways as possible: We're adding plot hooks to some articles that didn't have them previously (Like The Corporate Review and Places to Go, People To See.) Also, we're hoping to publish more full-sized adventures—even if you don't use the adventure Runaway Joe in this issue, the four NPCs and three NPC archetypes on pages 19-20 could be used in any other game session that involves organized crime.

Well, I've run out of space—enjoy the magazine!

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Submission Guidelines

Our submission guidelines are also available on the web at <http://tss.dumpshock.com/guidelines.html>

General Guidelines

The following guidelines apply for both written and artistic submissions. All submissions and submission inquiries should be sent by email to tss@dumpshock.com

1. All submissions should relate to Shadowrun in some way. Submissions that fit more generally in the 'cyberpunk' genre may also be accepted, but submissions that are oriented toward other cyberpunk genre roleplaying games are probably better submitted to a magazine or website devoted to them. We prefer that submissions are 'original' to The Shadowrun Supplemental—that is, that they haven't seen widespread distribution on another website already. We're flexible, though—if an article has been posted to a message board or mailing list so you can gather feedback on it, that's generally fine. When in doubt, ask us!

2. You must be the legal owner of the work to submit something, and you remain responsible for your work.

3. You retain all copyright to your material, but grant The Shadowrun Supplemental the right to edit your work before publication, and perpetual online rights to publish your work online and to edit/update it as necessary. You may republish any such material online, but we appreciate it if you give credit and provide a link to The Shadowrun Supplemental as the original place of publication.

4. All submissions should include the author's email address and real name. Neither of them need to be published, but we need to have them. If you wish to have your email address suppressed or your work credited to a handle, include that information in your email message.

5. No payment or compensation is available (unfortunately) for authors or artists.

6. All authors and artists should receive an email within 7 days about the status of the article. If you do not receive a reply within 14 days please send a follow-up email to us.

Written Submissions

1. All submissions should be sent by email - please put '[SUBMISSION] Name of Submission' in the subject line of your email. For example: '[SUBMISSION] Firearm Prices the Sensible Way'.

2. Submissions should be either included in the body of the email message, or attached as a .RTF, .DOC, or .TXT file. If you are unable to send a file in these formats, please email to ask for further instructions. If you have graphics that belong with the article - such as maps or character illustrations, please see the Art Submission guidelines.

3. Please keep formatting to your documents minimal—bold, italics, and simple tables are fine and is generally all that's necessary.

4. If possible, please follow our Style Sheet, available at <http://tss.dumpshock.com/style.html>

Art Submissions

1. All submissions should be sent by email - please put '[ART SUBMISSION] Name of Submission' in the subject line of your email. For example: '[ART SUBMISSION] Restaurant Maps'.

2. All forms of artwork are acceptable— hand drawn, computer generated, computer modified photographs, etc.

3. Images should be in at least 300DPI format, 150 minimum. .TIF format is preferred, but .GIF, .JPG, and .BMP are all acceptable. Please email to ask about other formats.

4. All graphics must include the artist's signature or other defining mark.

The Wantlist

Some semi-specific things that we would like to see submitted for future issues of The Shadowrun Supplemental include:

- **Places to Go, People to See** — We're eagerly looking for more NPCs and Locations to fill out this column.
- **Tai's Magical Goodies** — Our new/revived Magic column, home for spells, adept powers, totems, and other magical mayhem!
- **Organizations** — gangs, smugglers, initiatory groups, policlubs.
- **Adventures** — short adventures, especially focusing on **Year of the Comet** events.

Have Your Say

Just as important as the people who create are the people who consume—so please, let us know what you think of The Shadowrun Supplemental. There's a small survey to fill out available at http://tss.dumpshock.com/feedback_16.html, and you can always email the editorial team at tss@dumpshock.com. Your feedback is always appreciated!

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A Shadowtourist's Guide to Buffalo

Eric Polovich [espolo@mindspring.com]

• Welcome to Buffa-hole, the armpit of the UCAS, or the Queen City if you prefer. Below is some information cobbled together from various sources to bring you up to date on the who, what, where, and when of what was once Western New York. Now, of course, it's just a big smudge in the middle of the Toronto-Buffalo-Syracuse Metropolitan Corridor, but it's home to a sizeable shadow community. Being just a hop, skip, and jump away from Rochester's high tech industry, Toronto's corporate wonderland, and Syracuse's manufacturing facilities does have its advantage. So read on, everyone. Live and learn from someone who's lived here all his life.

• BuffaloNick

Introduction

Buffalo became a full-fledged city in 1832. The city began as a boomtown on the Erie Canal and it soon became a major hub for sea traffic and shipping by rail. The hard economic times of the 20th century soon slowed Buffalo's growth to a trickle, but with the new millennium came new growth and new opportunities for the Queen City. Greater Buffalo and Niagara Falls make up a large portion of the Toronto-Buffalo-Syracuse Metropolitan Corridor (TBSM). The city of Buffalo alone boasts over a million in population, with most of the expected facilities.

Institutions of higher learning include the UCAS University at Buffalo and Buffalo State College. Numerous state, city and county parks and easy access to beaches on Lake Erie and Ontario provide year-round opportunities for sports and recreation. Western New York fans support the following major league teams: NFL Buffalo Bills and NHL Buffalo Sabres. Buffalo is also home to the Buffalo Bisons (AAA baseball), Buffalo Stampede (Combat Biking), and Buffalo Destroyers (Urban Brawl). Skiers and snowmobilers have up to a dozen excellent resorts for winter fun between 10 and 60 miles of the Greater Buffalo area.

History

Shortly after the turn of the century, Buffalo looked like it had everything going for it. Large amounts of money were coming into the city in the form of large regional companies placing holdings in or around the city. Downtown was becoming revitalized with the construction of a new Convention Center; the long delayed plans to continue construction of the Niagara Frontier Transit authority's MetroRail Corridor project

were just breaking ground; the long awaited 'Twin Span' bridge between downtown Buffalo and Fort Erie, Ontario was finished; and the waterfront was being developed for ercial real estate, including the Buffalo Casino.

By 2010, the Metro project was nearing completion when tragedy struck. The earthquake that nearly destroyed New York City sent economic tremors through Buffalo. Several companies with regional offices in Buffalo closed their doors. Verizon Communications announced the closing of its downtown facility. Shortly afterward the NFTA declared bankruptcy a few months before the MetroRail was set to open. Downtown Buffalo's property values plummeted, and hundreds of companies dropped to fractions of their previous worth. In what seemed like the last straw, the Buffalo Common council appealed to the State Government for relief funding. In a landmark decision, the state government modified the city's charter to include the surrounding suburbs of Amherst and Cheektowaga. Before long, the state also granted the former Seneca Indian Reservation to the up-and-coming Shiawase Corporation, which purchased the Niagara Power Authority earlier that year. They used this land for public and private offices. Shiawase also acquired the former holdings of the NFTA and vowed to complete the MetroRail by the end of the year, which it did.

In late 2017, the Buffalo Common Council voted to suspend property tax for five years for any corporation willing to build in the downtown area. A land grab of massive proportions immediately followed the announcement.

By 2019 three of the world's top eight corporations began constructing large buildings downtown, including the Ares Macrotech Tower, which spans a six square block area right on the waterfront.

• A lot of old-timers may remember this due to the massive traffic problems it caused. The 190 expressway had to be detoured around the site for almost a full year. That is, until public outcry caused Ares to rebuild the highway through the middle of the building.

• Neon Sammy

• Yeah, the third floor Adromeda Restaurant looks out on it. It's freaky to see traffic moving at 120kph+ through the middle of the building.

• Watcher

A Shadowtourist's Guide to Buffalo

That year, national politics also touched on Buffalo, as Native American rebels from the former Seneca nation briefly captured the USS Little Rock at the Buffalo Naval Park. The rebels escaped capture after a nine-day standoff with local authorities.

By 2020, Fuchi Industrial Electronics, Mitsuhamma Computer Technologies, and Renraku Computer Systems each began constructing compounds within the downtown area, bringing the total amount of Megacorporations in the area to six.

Goblinization rocked the world in the months that followed. For the next eight months, Buffalo was plagued by riots and massive amounts of domestic violence. In order to stop the escalating chaos, Ares Macrotechnology convinced the state government to allow their private security force to place the city under a form of 'corporate martial law.' All incoming and outgoing highways were closed from the hours of 8pm-6am, and a strict curfew was enforced on the streets. By the New Year the violence all but stopped, and Ares Arms Military Division officially stepped in as the local police force in early 2022. The city didn't see violence on that scale again until the crash of 2029, when local government again closed the city.

In 2030, with the merger of the United States and Canada, Buffalo acquired Fort Erie, Ontario as part of the city. Fort Erie was recognized nationally that year as one of Newsweek Magazine's 10 worst places to live

due to its high population, high crime rate, and high proliferation of 'undesirable businesses,' such as casinos, strip clubs, sports and music venues, and bars. Later that year, Yahoo!Life magazine dubs Fort Erie the 'Little Vegas in the East.'

On October 2nd, 2040, Lone Star won the city's law enforcement contract away from Ares Arms. The local press representative for Ares made news with his comment, "Well, it looks like there's a new sheriff in town". In that same speech he vowed to bring a bit of the entertainment found across the river to downtown Buffalo with the opening of Ares' western themed 'Tombstone' Casino.

In late 2046, the abandoned Memorial Auditorium was officially condemned, but then was purchased by an anonymous interested party. The structure was brought up to public code and then never re-opened. The area surrounding the structure evolved into a shantytown of temporary booths and shacks that the homeless used. Several times over the next few years, Lone Star made attempts to clear the area near the Aud out, but by 2049, they decided to abandon the idea and simply policed the area as-is.

◆ The Aud's 'interested party' was the local Mafioso. The inside of the Aud is used as mall for BTLs, weapons, used cyber... pretty much anything that can't be sold on the street. It's like a friggin' runner's flea market in there.

◆ NeonSammy

◆ You forgot to mention the underground fights that are held weekly on the floor. You can make more money there than at any of the area casinos.

◆ StrykerStryker

By 2055 seven of the top eight Megacorporations in the world had corporate holdings within Buffalo's city limits (which now includes all lands between the former suburbs of Lockport, Lewiston, Orchard Park, and Crystal Beach). Downtown and Fort Erie now boasts five mega-casinos, and more than 300 bars, restaurants and clubs, as well as venues for hockey, combat biking, baseball and arena football.

Facts at a Glance

(05-01-2059)

Population: 2,528,123

Human: 59.5%

Elves: 18.2%

Dwarves: 4%

Orks: 14.2%

Trolls: 2%

Other: .9%

Per Capita Income: 22,000¥

Below poverty line: 39%

On Fortune's Active Traders list: 3%

Megacorporate Affiliation: 24%

Hospitals: 15

Felonious Crime Rate: 15 per 1000 per annum

Education:

High School Equivalency: 30%

College Equivalency: 19%

Advanced Studies Certificate: 8%

Local Telecom Grid: 1716

Government

Greater Buffalo, which encompasses the city of Buffalo and all of Erie County, makes up a great deal of the TBSM Corridor. Like the rest of the UCAS, the Greater Buffalo Area is democratic and its citizens vote in the November federal elections. The Mayor, who is elected for a maximum term of four years, along with the co-governing Buffalo Common Council, governs the city itself. The current mayor is Patrick Sullivan who is in the middle of his first term in office.

The city's finances come from a variety of taxes, including transit, business, sales, income, and various luxury taxes. The money gained from taxation pays city employee salaries and various city services.

Climate

While one might assume based on its reputation that Buffalo is blanketed in snow all year round, there are actually four distinct seasons here in the Queen City. Winter is rather harsh in Buffalo, with temperatures reaching well below freezing, and an average annual snowfall of around 115.4" downtown, with lesser amounts to the north and greater amounts to the south. Winters in recent years have been a bit harsher, reinforcing Buffalo's reputation as the Snow Capital of the Northeast. Summers in Buffalo are hot and humid, with temperatures sometimes in excess of 90° Fahrenheit, and a relative humidity approaching 90 percent. The spring and fall months are usually short. Spring usually consists of six to eight weeks of rain and fluctuating temperatures, while fall lasts from late September to late November when lake snow squalls and cloudiness begin.

Getting There

By Plane

Two major airports serve the Buffalo/Niagara area. The Buffalo Niagara International Airport is the largest airport in the area, with six terminals and nine international airlines. It handles international and trans-orbital flights to many NAN nations and the CAS, as well as San Francisco and Los Angeles. In addition, domestic flights arrive and depart regularly. Buffalo Niagara also handles all airfreight to and from the area.

Niagara Falls Airport is owned by Federated-Boeing. NFA largely serves local commuter and national passenger flights. Both airports are connected to the Greater Rochester Airport and the Toronto Island Airport via quarter-hourly helicopter shuttles.

- In addition, the old Clarence Aerodrome on Putnam Road, near Lockport, is still in operation. It's privately owned, not listed on most flight manifests,

and attended 24 hours a day. They only officially house small local traffic there, but if the money's right they'll let you land and store your bird there for a while.

- BuffaloNickel

- Both of the runways are obstructed by trees, so don't plan on landing any plane bigger than a small single engine there.

- FixedWing

By Road

The Greater Buffalo Metropolitan area lies directly along Interstate-90, which runs from Chicago to New York City. The I-90 was formerly the New York State Thruway, before the state transportation department contract was purchased by Shiiawase-Metro. The city is also accessible from the North by the QEW expressway.

By Sea

Water travel to and from the Buffalo area was a huge part of the original city back in the 1800's, but when cheaper, faster methods of travel such as the railroad evolved, water travel fell to the wayside. However, in the past 30 years water travel has again become popular. Many companies ship freight between Toronto, Buffalo, Detroit, and Chicago. Passenger travel has also been revived. Many casinos in the area promote 'urban cruises' between these cities as well.

- A crafty rigger with a lot of fuel can make it to Buffalo by water from almost anywhere on the eastern seaboard.

- Riggerboy

By Rail

Buffalo and Niagara Falls both have stops for Amtrak's traditional rail service, and an extension of the BAMAXpress (Boston-Atlanta Metropolitan Axis eXpress) maglev train service runs through from Toronto to New York City, and makes a stop at terminal four of the Buffalo-Niagara International Airport.

Laws & Law Enforcement

Weapons

Firearm laws are strictly enforced throughout the Greater Buffalo area. Law expressly prohibits automatic weapons and large caliber handguns, and all hunting rifles must be registered with the city. Small-bore pistols are legal to own without a registration, but they are illegal to carry concealed.

- I wouldn't recommend carrying one in the open outside of South Buffalo or the West Side, unless you want the Star to hassle you.
- NeonSammy

• Yeah, and this thing is wrong about the 'large caliber handgun' bit. Any handgun can be carried concealed, or open if you got a permit for it with the state. Heck, even if you don't the ticket is only a small fine that can be paid for by mail. They don't even confiscate the weapon unless it's on the prohibited list.

- LawMan

Stun weapons of all types are legal and do not need to be displayed openly. Bladed weapons, clubs, and other 'martial arts weaponry' are legal, but may not be carried openly or concealed.

Cyberware & Other Implants

Class 'A' cyberware is legal throughout the area, and may be purchased and implanted by any licensed vendor. All implants, whether cybernetic or biological, must be on file with a licensed medical practitioner. Law expressly prohibits all cybernetic weaponry, or 'aggressive' implants.

Cyberdecks

Buffalo's grid activity is monitored by the UCAS Grid Overwatch Division (GOD), and is subject to all national Matrix Laws. All Grid activity must originate with a registered cyberterminal. All grid access terminals and cyberdecks must be registered. Operators discovered to be violating any national Matrix Law, accessing the grid unlawfully, or possessing an illegally modified terminal will be prosecuted to the full extent of the law.

• They got so many snoops running experimental 'test' programs up in the UCAS U. at Buffalo, even GOD has a hard time trackin' a fraggin' packet. As long as you keep your profile low and rub the right bellies, there's always some Joe College with a new deck willing to get you the goods on anything.

- Skatanic_23

Illegal and Addictive Substances

All alcohol, tobacco, and approved non-narcotics are permitted in Buffalo, as long as they are purchased from a licensed vendor and consumed either on the premises or in the privacy of your own home. Law strictly prohibits the possession, distribution, and usage of "hard" drugs (BTLs, 2XS, and other simsense).

- Yeah, right. What they mean is, if you ain't buying your "hard" goods outside the Aud from some dirty Star, you'll get arrested.
- SoulFrog

Emergency Numbers

Emergency Medical Service:	911
Police Emergency:	911
Fire Emergency:	911
Smog/Allergy Warnings:	211
Telecom Information:	411

Medical Assistance

The Greater Buffalo Area has a limited amount of public medical institutions for its size, and most citizens purchase their health care through either Doc Wagon or Crash Cart, both of which service the entire metropolitan area. Fifteen major hospitals and over a hundred clinics of various sizes and specialties service Buffalo's day-to-day medical needs. Additionally, both the UCAS University at Buffalo and Buffalo State College have student-run clinics and teaching hospitals for those in dire need of affordable health care.

Legal Assistance

If you've been arrested for a minor charge in the Buffalo area, it's not uncommon for the local courts to simply reduce it to a fine with no trial at all. If you are arrested on a more serious charge, there are several options available to you.

If you've got the money, Celino, Barnes, and Cochran Co. are the best lawyers that money can buy in the city. They have a good relationship with the powers-that-be in town. If you are short on funds, or lacking a SIN, the NACLU (North American Civil Liberties Union) has several representatives in town as well.

Getting Around

Bus

Bussing is provided by a subsidiary of Shiawase-Metro. Basically, outside of South Buffalo, the buses are a clean, cheap way to travel (if a bit slower than by rail). If you're in South Buffalo, the buses and service are unreliable. Buses downtown are driven remotely via GridLink(tm), so if the grid's down in an area, don't expect to see a bus.

Bus fare throughout the region is standard at 1\$. The security rating depends on the neighborhood the bus is traveling in.

Buffalo Based Corporations

<BLOCK DELETE: 2.2 Mp>

- ◆ What the hell?
- ◆ UCASGothic
- ◆ Sorry, guys. Much of this part of the file was corrupted during the migration to the new host last week. I'll do the best that I can to dig it up and re-post.
- ◆ BuffaloNickel

Neighborhoods

Downtown

Downtown Buffalo is the well-maintained financial heartland of the region. In the late 20th century, downtown Buffalo was mostly offices and corporate buildings, but the downtown Buffalo of 2057 is full of not only corporate towers. The majority of the population of the city lives in apartment skyscrapers and corporate arcologies nestled on the south shore of Lake Erie. While downtown was once limited to a relatively small area of a few dozen square miles, now huge skyscrapers tower over miles of the waterfront. Most low and mid-level corporate employees live well inland, away from the constant hustle of downtown life. Wealthier families can afford to live right on the waterfront itself, in one of the many glistening glass-walled apartment skyscrapers overlooking the lake.

Fort Erie

Fort Erie succumbed to the same fate that many urban centers of the 20th century have; it has nearly become a DMZ, and is policed only by the corporate security forces that protect their many hotels, casinos, and other holdings. Fort Erie is Buffalo's red-light district. It is a bit run down, and many of the clubs have a dangerous clientele. This seedy area makes most of its income off of cheap liquor, and has a long history of gambling, boozing, and 'alternative entertainment'. It's often said that if you can't find it in Fort Erie, then your vice isn't strange enough.

Fort Erie is all about entertainment. If you're not there to work in the service industry, you're there to enjoy the fruits of its labors. Five large casinos, including the Trump/Disney Enchantment Castle Casino and the Aztec Tenoctotlan Pyramid Entertainment Complex also serve the area.

Metrorail

The Shiawase MetroRail Subway connects the downtown and all the major suburbs, while elevated lines reach destinations as far as Niagara Falls and Rochester. Trains on both lines run 24 hours a day, each handling the majority of commuter traffic in the area.

- ◆ Having the lines delayed for so long was a blessing in disguise. There's no way that a 75-year-old subway system could handle the amount of use this thing gets today.
- ◆ UCASGothic

The security rating on the MetroRail is B throughout the downtown and surrounding areas, lowering to C in South Buffalo, the West Side, and Fort Erie's red light district. Each train is run entirely via autopilot, and carries two armed guards equipped with PanicButton(tm) transmitters.

A single trip on the MetroRail is 1.75¥, and a monthly pass is 50¥.

Air

Federated-Boeing runs local air service to and from any destination in the Metropolitan area for 50¥ plus 25¥ per quarter hour. They will only land at certain pre-approved locations throughout the area, but this includes most major government, corporate, shopping, and hotel buildings.

Basic Buffalo Economics

Prices are actually about the national average in Buffalo if you are buying goods manufactured in or near the UCAS. Surprisingly, the collapse of the local economy was stabilized by the influx of international business to create a somewhat stable local price base. The service industry, however, is the life's blood of downtown and Fort Erie. Prices for hotels, meals, and entertainment can cost double or triple what you'd find in most other UCAS cities.

Services

Law Enforcement:	Lone Star
Power:	Shiawase Corporation
Matrix Public Access:	Ares Macrotechnology
Corporate Matrix Access:	Ares Macrotechnology
Subway:	Shiawase Corporation
Buses:	MetroRail (Shiawase)
Train:	Amtrak

North Buffalo

The neighborhood known as North Buffalo lies a few miles northeast of downtown. The area is a stable residential community supported by a healthy commercial district. Known for its many antique shops and a diverse selection of ethnic restaurants, North Buffalo is also home to the city's oldest remaining 2-D theater, the Historical North Park, which shows classic movies as well as recent, independent and foreign films.

South Buffalo

This area is primarily the remains of Buffalo's glory days. Abandoned warehouses, condemned steel mills and broken down factories dot the landscape. The haze of pollution covering the area often calls for those living in the area to wear filter masks. Parts of the northern section close to the canal are nearly wastelands. Gangs, ghouls and other predators fight over the still-standing structures there.

- ◆ Now I wouldn't say it's as bleak as all that. I mean, yeah, a good portion is without power or telecom hookups, but if you're looking for a place to disappear to for a while then South Buffalo's it. Last I heard, Lone Star won't leave any of the main drags of the area.
- ◆ BuffaloNickel
- ◆ They don't dare come off the main streets. We plug Lone Star on sight out here.
- ◆ SouthTrog

Southtowns

The areas of Orchard Park, Boston, Colden, and Springville are usually referred to collectively as the Southtowns. This area is further south than South Buffalo, and is known mostly for its quaint 'small town' atmosphere and the large amounts of lake-effect snow that it gets. The South Towns are peppered with ski resorts and snowmobile trails. If you're planning on visiting the area, there are dozens of bed and breakfasts nearby to cater to your needs.

Lockport

Lockport lies about 25 miles north of downtown Buffalo, and 15 miles east of Niagara Falls. Greater Buffalo annexed the city in 2035 when it was struggling to support itself. Lockport was at one time the home of several manufacturing operations, but with the influx of high-tech industry into the area, smaller companies were forced out. Lockport is now the home of the Ares Macrotechnology manufacturing plant, which employs a full 70 percent of the township's residents.

Amherst

Amherst is only a short drive away from downtown Buffalo, but it might as well be around the world for all the differences between the two. Where downtown is full of skyscrapers and towering structures, Amherst is known for its walled enclaves and sprawling suburban lifestyle. Several corporations also have holdings in the suburb, but they're smaller facilities, mostly specializing in high tech design and support. Manufacturing usually takes place elsewhere, such as the Falls, Rochester, or Lockport.

Amherst's security is under contract to the privately owned Amherst Metropolitan Police Department (AMPD). The Amherst Police privatized in 2017, and has enforced the law there ever since. They are armed with the latest in gear straight from the Ares Lockport manufacturing plant, and will go out of their way to deter any 'undesirables' from polluting their pristine neighborhoods. Amherst has been named one of the top 20 safest cities in the country 16 times in the past three decades.

- ◆ Read 'undesirable' as ork, troll, or anyone who looks a bit different from the cops' idea of normal citizen.
- ◆ JohnQPublic
- ◆ Maybe some of us don't like your kind in our little town, trog.
- ◆ APD

Niagara Falls

The city of Niagara Falls is centered on the Niagara River and the falls themselves. To this day it is still a major tourist attraction, despite the undesirable nature of the city surrounding it. On the south side of the falls, the city is mostly residential with a minor corporate presence. The area is primarily parks and restaurants broken up by plenty of shopping facilities and the Niagara Convention Center. On the north side of the river, the city is primarily built for tourism but the Megacorps have made their presence felt there as well. To the west, the city extends to the boundary of Fort Erie and all of the associated entertainment.

- ◆ Can anyone explain to me why the falls themselves are covered with so much background mana distortion?
- ◆ RunningMage

Entertainment

Buffalo Bills football games are held only a short drive away in Orchard Park at Shiwase/Wilson Stadium. If going to a game, plan on heading out early, as Buffalo Fans are known for their rowdy tailgating.

First and foremost, however, is hockey. The Sabres play at Verizon Arena downtown. Downtown also holds Buffalo Stampede combat biking and Bandits Lacrosse at the Maciello Memorial Auditorium in Fort Erie.

An hour's drive away is the Six Flags Darien amusement park, featuring 10 rollercoasters and the latest in simsense entertainment. Also within easy driving distance are several skiing resorts, many historical sites and Niagara Falls itself.

Places of Interest

Hotels

Buffalo Hilton

One of the oldest luxury hotels left in Greater Buffalo, the Buffalo Hilton sits only a few blocks away from the waterfront deep in the heart of downtown. With its upscale service and attention to detail, it is a favorite among visiting corporate representatives and wealthy private citizens alike.

Hotel Lafayette

The original Hotel Lafayette was demolished during the massive expansion of the 2010s, but the history lives on in Fort Erie in the form of the new Hotel Lafayette. The retro look and feel of the building dates back all the way to the 1950s. Rooms are for rent by the week or month.

Sheraton Fallsview Hotel

The Sheraton Fallsview Hotel offers 61 stories of luxury, including 600 guestrooms and 202 suites. The adjoining conference center is equipped with 25 meeting rooms and ballrooms. This four-star hotel is located on the famous Fallsview Boulevard, directly overlooking the falls—the highest hotel to do so. The Sheraton also features the Fallsview Dining Room, Lounge, and free on-site parking.

Blue Dolphin

The Blue Dolphin is located just outside of North Buffalo and is a short drive from downtown, Fort Erie, the Niagara Falls, or whatever your destination may be. All 50 rooms features a king-sized bed, heart-shaped tub and PPV trid. Rooms start at 50¥ a night.

Buffalo Cubed

Billed as “Fort Erie’s oldest and most reputable economy motel,” Buffalo Cubed is a fairly typical coffin motel, featuring phone service with voice mail, a trideo unit and video gambling.

Restaurants and Bars

Anchor Bar

The Anchor Bar is the birthplace of Buffalo wings, and therefore by definition everyone else is just imitating. The place can get expensive, but the wings are excellent.

The Pearl

The Pearl boasts three floors of bars, each with a separate theme: from the candlelit dance floors on the first floor, to the industrial design and the cigar bar on the second floor. The top floor houses a rave dance club that has a separate entrance in the back.

The Rendezvous

The Rendezvous has the longest history of any bar in or around the city. In the 1920's it was a speakeasy; in the 1940's and 50's, it was the place to be if you were 'anybody'. A kitchen fire in the fall of 2002 slowed the liquor down for a short time, but nothing could keep the bar with the oldest standing liquor license in the state down too long. Booths and tables are scarred from over a hundred years of defacement. The atmosphere is dark and loud inside, and quiet and intimate on the outside rooftop patio. Aside from slinging beer from the taps, the Rendezvous is also known for its kitchen, which prepares authentic southern dishes like fried oysters, jambalaya, po' boys and gumbo.

- ◆ I don't know what it is about the place, but more deals are struck in the shadowy booths here than in any other place in the city, if you know what I mean.
- ◆ BuffaloNickel

Osaki

Featuring an inventive take on Chinese, Vietnamese and Thai cuisine. Osaki includes the area's top sushi bar, and the northeast's largest selection of sake and plum wine.

Mighty Fong

Want Chinese-Mexican food fast? Have a hankering for a roast pork burrito? What about refried lo-mien? Stop at a Mighty Fong near you. We have 32 locations in the Greater Buffalo area alone!

Mulligan's

Known to locals as "the Li'l Tir", Mulligan's bar in the Allentown area caters specifically to elves. Opened a few years ago by a group of transplants from Tir na nOg, the place has a particularly Irish flair. Both Guinness and Harp are on tap, but be careful, they're served at room temperature.

Night Clubs

The Cube

The Cube is the Underground gothic club in the city. Everything from techno to disco can be heard in its unhallowed halls. Nestled tightly underneath the Buffalo Cubed coffin hotel, the Cube attracts dark souls from all types of subcultures.

- Weird place. Cube brings in everyone from posers and S&M freaks, to burned out Shadowrunners and creepy, but effective, deckers from the University.
- BuffaloNickel
- Rumor has it an actual vampire owns the place.
- Skatanic_23

Other Places of Interest

Pepsi Center

"Elite sports training for the 21st century". The Pepsi center in Amherst boasts three regulation hockey rinks, an indoor football/soccer field, an Olympic-sized pool and two full basketball courts. The Pepsi Center also holds the region's only training facility for combat biking and Urban Brawl. Combine these with the largest, most advanced gym in the area, a full sports rehabilitation clinic and a full staff of trained doctors, therapists and coaches, and you have a sports facility that anyone would envy. And envy they do. During the off-season, the center is often rented out for weeks at a time by sports teams from outside the region so that they can hone their skills.

- The center's also rented out as a corporate training ground for security and black ops teams. The urban brawl and combat biking facilities have a great firing range and excellent simulators.
- RunningMage
- Not to mention that the place has the best underground emergency hospital. The doctors there ask no questions, just make sure you have the nuyen. And, most of the staff is used to dealing with cybered and Awakened patients.
- TicoTaco

The Old Line

The old subway line that ran from The HSBC Arena to UCAS U.'s Main Street campus was incompatible with the new system, so they dug the new line beneath it. Now, it's not only a safe-haven for orks and trolls, but it has been known to be, if you know where to look, an escape route when the heat is on.

- Welcome to Buffalo. Our Ork Underground is noisier than Seattle's.
- Bongo

Soy Processing Units

Adam Large [a^large@delimex.com]

By Little D, of Little D's Gourmet Store

Almost everyone owns a soy processing unit. Most are low-end, mass-produced machines resembling old frozen yogurt dispensers with flavoring packets. Now some people can live with sucking on Go-GoGurt flavored like chicken, but I can't, I need more to gnaw on. I don't want to go to a fast food joint for a mass-produced-under-the-heat-lamp-too-much-yen-soy-burger; I want to cook at home. Here at my gourmet store, I try to spice up people's one-meal lives by selling some of the better-made home soy models. These models put structure back into your soy meals with a peptide polymer lattice. Now your soy burger not only has the taste and color, but your tongue will remember (if you've had real cow) the texture and consistency of a real burger. For those wanting to upgrade their own soy unit, or don't even know what they are missing, here from low to high are some of the models.

SuunBeam

With the merger of the two 'Sun' companies, high tech entered the food business. Software and hardware was created to replicate organic structures with peptide polymers, similar to the 3-d fax machine. Cooking moved back from just being poured and mixed to architecturally built from the ground up. Molecule by molecule, flavor, color and soy are placed on the peptide frame, recreating culinary delights.

700 Model

This model looks and acts just like the rest of the soy machines, but with one added feature: a 'toughness' setting. The operator can adjust the amount of polymers that are created, giving a chewy effect to their food. Polymer creation is chaotic in form, but it is a novelty to the soft soy goods.

Models 800 and 900

The next models are a little larger. They include hardware to build two basic shapes (round and square) and seven pre-programmed textures (hamburger, steak, chicken, fish, pork, pasta, and potato.) These models are a hit in the middle class lifestyle. Add a little ketchup, mustard, and/or mayo-flavored soy, and you're on your way to making those expensive hamburgers at a fraction of the price. Grilling homemade soy steaks before the big game is possible (even though they are square.)

The Model 800 has some issues with the optic reader. Colors occasionally shift more to the green, giving them the nickname SIA Machine, or 'Sam-I-Am's Machine.'

1000 Models and Above

The next grade models are sleeker with optional modular components from the main processor. They also come with a matrix port and vid-screen, so customers can download or trade their favorite recipes. Two of the most common modules bought are grease/gravy and soup modules. The Grease and Gravy Module adds delicious tri-glyceride drippings to your hamburger or other meals (hickory smoke flavoring available.) The Soup Module can manufacture smaller shapes for soups and stews, including thin forms with onion, celery, carrot, bacon, and clam flavors (each flavor packet sold separately.)

Mr. and Mrs. Soy

In keeping up with the Joneses, Mr. & Mrs. Soy have also released specialized soy processors.

The Soy Egg

Scrambled, poached, or fried, Mr. Soy Egg Maker can process your soy into all your favorite egg dishes. The unique design actually makes soy yolk, then 'cooks' it any way you program it.

The Soy Fried Rice

This is something that the Suun Company overlooked, and lost out in the Asian market: a soy processing unit that makes small rice shaped forms with several flavors, which combine into a fried rice dish. Mr. Soy can't keep this machine in stock. The company quickly made a module that adds disaccharides with a glycosidic linkage to the soy rice, to form sticky steamed rice.

Mrs. Soy Hot Chocolate Maker

A hot chocolate maker is nothing new, but one that can make marshmallows is. Two percent phenylalanine marshmallows are produced for that warm, happy feeling.

Mrs. Soy Condiment Maker

For those who want to be in control of their condiments, Mrs. Soy created a plastic bottle/side dish filler of some of your favorite condiments. Ketchup, mustard, soy sauce, tabasco sauce, wasabi and more can now be made with this handy device. For an additional 200 nuyen you can get a module for salsa, bean, guacamole and other dips for chips.

Mrs. Juice

For those of you who like pulp in your fruit or vegetable drink, Mrs. Juice has the answer. This one-gallon pitcher unit uses very little soy to imitate cellulose structures of oranges, carrots, celery, or tomato. It has its own acoustic cooling unit for energy efficiency and is insulated to allow taking it on trips. Vitamins and purification tablets can be inserted on the side to be mixed for added nutritional value.

Mr. Chips

This hearty designer can make all kinds of chips (barbecue, nacho cheese, sour cream, salt & vinegar), and for your cheesy-pooof needs one can buy an additional Air Module.

Mr. Chips is the first of the Mr. & Mrs. Soy line to be designed with a multi-processor container, for those who don't use soy or can afford processed kelp. This container can use soy, macro-protein, or processed kelp in the making of chips.

The VilliersWare Company

For the higher class of citizens, these units can easily mimic the real deal with autobot software. The VilliersWare Company consistently meets the needs of their clients. Their two top sellers are Deep Blue and Obsidian. Both of these units go well beyond one-dish meals. They can be queued up for multiple dishes (steak and potatoes, or eggs and hash browns, for example) and can be set to make meals for more than one person. The best thing about the VilliersWare collection is they can simultaneously 'cook' up to seven different soy dishes at the same time. The owner's plate is inserted and all the dishes are placed on it, instead of waiting on one process at a time.

Deep Blue Soy Processing Unit

Deep Blue is about the size of a large refrigerator, colored chrome blue. It combines the features offered in the Suun systems as well as the Soy Egg and Soy Fried Rice machines, and then adds a fuzzy logic processor to design irregular shapes (pork chops, steaks) or slight defects so no two burgers are alike. There are multi-feed ports for processing of food starters other than soy (kelp, macro-protein, and krill) and a frozen shake/juice dispenser. Included in the two year warrantly contract is a two kilogram 'food unit of the month' bonus, delivered monthly.

However, if money is no object, the ultimate in Soy Processing is the Obsidian.

Obsidian

This machine cannot just be bought; it has to be installed as it connects to multiple features of the house to provide optimal nutritional value to the owner or occupant. The main unit is a sleek black & silver unit the size of a doublewide refrigerator, and has a trideo built in for a holographic interactive chef. It can store almost 20 kilos of food units in four easy dispensable machines, relieving the need to refill the machine daily. It has all of the options of Deep Blue plus:

- One biomedical bracelet and a gas spectrometer on the toilet to identify deficiencies or medical needs and tailor meals to your personal nutritional needs;
- One weight scale with electric eye for the measurement of the body to determine caloric needs for optimum health;
- A chemical and weight measuring module that attaches to the waste disposal/recycling unit to analyze likes and dislikes, caloric intake for future meal suggestions and proportions;
- A Matrix attachment for updates in software, an interactive recipe trader, and on-line ordering of flavors or food units.

This system can handle up to six people's biometric records and their food needs. If you purchase more memory for the Obsidian, you can also add software that can simulate real cooking of food (uneven cooking, slight burn areas.)

SuunBeam

700 Model	250¥
800 Model	300¥
900 Model	550¥
1000 Model	850¥
Grease & Gravy Module	75¥
Soup Module	50¥

Mr. and Mrs. Soy

The Soy Egg	150¥
The Soy Fried Rice	175¥
Mrs. Soy Hot Chocolate Maker	150¥
Mrs. Soy Condiment Maker	275¥
Extra Dips Module	200¥
Mrs. Juice	150¥
Mr. Chips	300¥
Air Module	50¥

The VilliersWare Company

Deep Blue Soy Processing Unit	5,500¥
2 year Contract	2,500¥
Obsidian	25,000¥
2 year Contract	5,000¥

Runaway Joe

Peter Millholland [elspud@erols.com]

Act I: Things go From Bad ...

What's Up Chummer?

The PCs have a job, and a problem. Early Monday afternoon, their Fixer calls, saying there was a Johnson ready with some work for them. The meet is to be at Cicero's, a known Mafia hangout, for ten o'clock P.M.—sharp. At eight o'clock, the PCs are getting ready for the meet when Joe calls one of the PCs. Joe can be a friend of a friend, contact or an old drinking pal of the PC. Joe is incoherent and distraught, rambling about “she's leaving me.” He hangs up on the PC, and it's time to get to work.

Tell it to Them Straight

It's 10P.M., and it's time for the meet at Cicero's. If the PCs are smart and case the joint before going in, they will notice both Mafia thugs and Yakuza thugs stationed around the block. Oddly enough, they don't look like they are preparing to kill each other.

When the PCs enter the restaurant, read them the following:

Cicero's isn't a bad restaurant, if you like equal parts of Mafia thug with your pasta carbonara. The front door has a sign in the window “Closed for Private Party”—maybe someone told them it was your birthday. Seeing as you have an invite, and no one is stopping you, you walk right in. Inside is a mobster convention of the low-level leg-breaker type. On the left, a contingent of Yakuza, probably all k u n g - f u motherfraggers, warily eye the right, populated by beefy Mafioso. As the door closes behind you, all conversation stops and eyes lock onto your group. One of

the Mafioso breaks away from a knot of thugs and approaches. Scarred face and glinting cybereyes lets you know this is Johnny Valentine, one of the hardcore leg-breakers for the Mafia in this burg.

“What, you were expecting some fraggin' Don to meet you? They ain't got time for you. I ain't got time for you, but I'm makin' it because this is a family affair, ya see? Siddown over there and I'll let you know the score.” Johnny indicates a central table with a whiplash-lean faced Yakuza, Nakamura, seated on the left end.

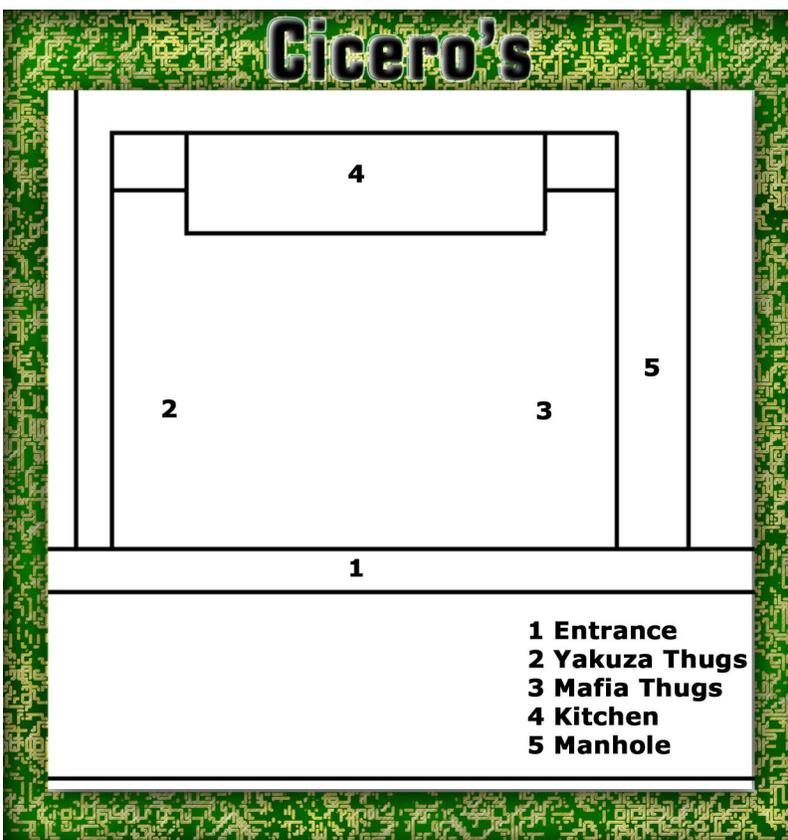
After the group is seated, Nakamura begins. “Johnny and I have a mutual problem. His brother and my sister have been carrying on in a most disrespectful manner to both of our families. Since neither of us can send our own people out to . . . straighten them out? We need outsiders.”

“Now we ain't askin' ya to whack them. Just separate them an' get em to us.”

“Kill my sister, and you will surely have more things to worry about than what color to dye your hair next. *So ka?*”

That's when things go downhill in a bad way.

PCs who are watching the street will notice a man and woman approaching the restaurant, apparently having an argument. On a successful Perception (5) test, the observant will notice the glint of a gun in the man's hand. Multiple successes will let the PC recognize the man as Joe, the caller from earlier, a freelance electronics wiz. Either the PC who makes the observation will say something, or some thug will, but in any case, Johnny Valentine will look outside:



Johnny Valentine looks out the front window, bored for the moment with his Yakuza counterpart's haggling with the PCs. Recognition dawns across his face as he stands up from the table and cries out, "Joey!"

That's when the first gunshot rings out, shattering the front window and sending a Yakuza soldier to the floor in a tangle of arms and legs. Chaos follows, with all the thugs in the room drawing their own guns and opening fire on the opposite side.

At this point, the PCs have to decide what to do. Do they throw in their lot with one or another group, or try to just get out of the restaurant? The front entrance becomes the center of the gunfight, but there is a back entrance out through the kitchen. When the PCs manage to get out to the street, read them the following description:

The Yakuza and Mafia continue to exchange gunfire in the night as you beat a hasty retreat from the meet gone wrong. As you cut through an alleyway, heading back to the main drag, you notice someone dragging a body from the main street into the alley. The harsh glare of a streetlamp soon tells you that that someone is a ghoul, complete with fresh bloodstains around his mouth and a cast-off janitorial uniform with nametag: Bob. An open manhole in the center of the alley is the obvious destination for Bob the Ghoul.

When the runners hit the street again, after their encounter with Bob the Ghoul, they will run into Johnny Valentine again, along with three of his Mafioso buddies. Johnny sports a wound in his leg, but he looks as mean as ever and still wants the runners to find his brother, now more than ever. He fears that the Yaks will blame Joe for the shootout and kill him. He offers the runners five thousand nuyen apiece if they can get Joe back to him. He stresses that time is of the essence, saying that Joe probably has only 48 hours before the Yaks can track him down wherever he's staying. If the runners accept, Valentine will give them a chip with the last known address he had for Joe, over in Everett on King Street. The runners are to find Joe and bring him back to Cicero's, where Valentine will be waiting.

Hooks

First, the PCs have to survive the shootout. While neither the Yakuza nor the Mafia are specifically targeting the runners, they will if they get in the way. This could draw the runners into a nasty gunfight with a lot of people, as well as earn them some serious enemies.

Second, there is Joe. One of the PCs knows him, at least peripherally, and with Johnny Valentine's exclamation before the shooting started, it could be reasonably inferred that his brother is the same Joe that called the runner earlier. What clinches it is when the PCs run into Valentine after the shootout.

Third, even if they don't want to get into bed with the Mob, there is the chance they could find Joe and turn him over to the Yakuza, if that was their pleasure. Doing this will earn the runners an enemy in the form of Johnny Valentine, which might give them some pause.

Assuming they take the job, good runners will try to do a little legwork before riding off to the rescue. Matrix searches will reveal very little on Johnny's brother beyond what is on the chip. His name is Joe Valens, he lives in Everett, and his occupation is listed as "Systems Design Engineer," a fancy way of saying Joey is someone who puts hardware and software together into something that actually works. His apartment is located on King Street, not the best neighborhood in Everett, but far from the worst.

Pushing the Envelope

The PCs aren't in the best position to negotiate anything. With tensions as high as they are between the Yakuza and Mafia, wiser heads will suggest accepting what they are offered by Valentine. Maybe, when their position is more advantageous they can bargain, with either the Mafia or the Yakuza.

Debugging

What if the PCs don't want anything to do with the hunt for Joe? Well, it won't be long before the Mob finds out that Joe called at least one of the runners the night of the shootout. From there, the Mob will apply pressure on the runners to get the job done. And if they refuse to cooperate, the Mafia has plenty of concrete shoes about to take care of troublesome 'runners.

Act II: ...To Worse

What's Up Chummer?

Now the runners have to find where Joe is. Following the information on Joe that Valentine gave them leads the runners to an apartment in Everett on King St. On the third floor of a five-floor walk-up is Joe's place. It's a rat hole in a rest's nest; but then again it is also a dry place to sleep at night, more than a lot of people have.

Tell It to Them Straight

If the runners decide to take a look-see in Joe's apartment, read them the following:

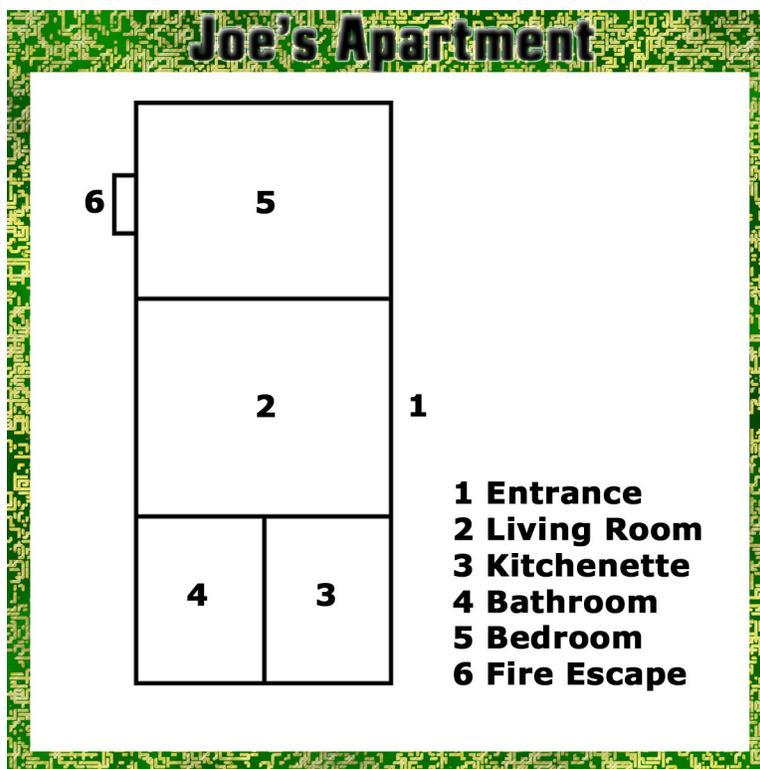
For the brother of a big-time mob enforcer, Joe Valens lived in a drekhole of an apartment. It didn't help that someone tossed the joint pretty good. The synthleather couch was slashed up nice. The trid set smashed to bits, the kitchenette a shambles of strewn food containers and broken appliances. The dingy bathroom is a mess; even the toilet was broken to pieces. No one's home, at least not now, but it doesn't look like Joe left with anything other than the clothes on his back.

If they decide to camp out and see who turns up at the apartment, read them this:

You settle in to watch and wait, hard to do when you have a time limit on the job, but sometimes necessary. But all good things come to those who wait, and this job is no exception. At around two in the morning, the day after the shootout, the first visitor to the King Street building arrives. He's a medium-height human, dressed in a worn sweatshirt and synthetic denim jeans. His face is obscured by the sweatshirt's hood, but the furtive way he looks about tells volumes about who he is and why he's here.

This is Joe, arriving back at his apartment to gather some of his things. He knows that people are looking for him, so he chose to come back when he figured that people would be paying the least amount of attention. He couldn't have been more wrong; both the runners and the Yakuza are watching for him to return to his apartment. The Yakuza have already been there, tearing it apart for clues as to where he was hiding, but found nothing. When the runners finally confront him, he'll be wary at first. But eventually, if they gain his trust, he'll break down and tell his sob story:

"Look, I'm sorry I got you into this, ok? I didn't know who to call. Couldn't call my brother, that'd be nuts. He would just want to put some goons on me and lecture me about family and duty and crap. It's my life, you know? I don't want anything to do with his slotting Mafia. That's why I changed my name, stayed away from the old neighborhoods. When I met her, man, it was like love at first sight. Sure, I knew who she was from her family name. I mean, I ain't in the Mafia, but I'm not a beetlehead, scan? So we met at a local coffee shop, we kept things as low-key as possible. Then our brothers found out. And they started leaning on us both to split up. But we were still together. Then she started talking about how she had to go talk to her brother. Yesterday she said she had made up her mind, she had to do what needed to be done. I begged her not to go. I told her that he'd never let her loose again. But she's a stubborn one; we argued outside of a restaurant. I had brought a gun along, just an old revolver that I kept around because of the neighborhood. I waved it around while we were arguing, but she just wouldn't listen. Then the shooting started and I heard shouting. I hit the ground, I'm no fool. There were ghouls running all over the place, grabbing the wounded and hauling them off to the sewers. It was like some bad B-grade sim. I got the hell outta there, crawled under a car and then ran. I didn't see what happened to her... have you? If you know anything, you gotta tell me!"



After Joe gets done with his story, let the runners begin to try and explain things before hitting them with the Yakuza Thug Squad(tm).

Hooks

The runners have a couple of choices in this scene. They can lie in wait outside the apartment, inside the apartment or in the building. If they choose to wait inside the apartment, modify the second blurb to reflect that. The runners who stay outside will see the people who follow Joe to the apartment, but if everyone is inside, they're in for quite a surprise.

If the runners take too long to follow up on Johnny's chip's info, you can have them find the apartment more of a ruin after a shootout between Joe and the Yaks. A bloodstain by the window will be the only trace of Joe, however, but that will allow the runner to track him, either by magic or by following up quickly with street docs on gunshot wound victims.

After the Yakuza thug squad hits, and presuming everyone is still alive, the runners can use the attack and vague hints about where his girlfriend is to lure him to whichever side they want to turn him over to. Or, the runners can cut Joe loose and let him fend for himself.

Pushing the Envelope

If the runners are having too easy a time finding Joe, or you want to make things more interesting, you can include as many false trails as you think are necessary to make the runners really work at tracking Joe down. You can also increase the number of and/or skills on the Yakuza thug squad for when it is finally time to have a shootout. If they mopped the floor with the Yakuza, you can always have a bunch of Mafia thugs show up with Johnny Valentine and have them "suggest" that the runners hand Joe over. This could make for some interesting role-play as Joe pleads with the runners to not turn him over and the runners argue whether or not they can trust Valentine to keep his word.

Debugging

If the runners kill Joe, or the Yakuza kill Joe, well, what a fine mess this is. If the players kill Joe or allow the Yakuza to kill him, they have earned Johnny Valentine as an enemy. Use your discretion as to what level of an enemy he is. It might be best to start Johnny off as a level 1 enemy, only to increase it later as he gains time to concentrate on hunting down the runners.

If the runners get a hold of Joe, and bring him to the Mob, Valentine will actually pay the runners what he said he would, 5000 per surviving runner. They now have Valentine as a contact, should they wish to work for the Mafia more. He could also be a good contact for acquiring weapons or other illegal gear. Joe might also ask the runners at some future point to help him out, most likely to help him get out from under his brother's thumb. Which could be an interesting dilemma for the runners if the Mafia has employed them on jobs.

If the runners get a hold of Joe, and bring him to the Yakuza. This is just as bad for Joe as if the runners had killed him. Nakamura isn't interested in his story, just revenge. The Yakuza will kill Joe and send parts back to Johnny as a message. This will also earn the runners Johnny Valentine as an enemy, as he will blame them for his brother's death.

If the runners let Joe go off on his own, it's up to the GM whether or not he actually survives on his own. He might not be the same kind of hardcase that his brother is, but he has managed to make it this far on his own. If the runners could use someone that can provide them with electronics help, he can even be used for a contact. Only through exceptional role-playing should he be added as a Level-2 contact or above.



Cast of Shadows

Johnny Valentine

Johnny Valentine is from a family of Mafia leg-breakers. His father broke legs for the Dons, same as his father and so on. Young Johnny ran numbers for the local capo years back, before he started down the same path as his father. Johnny excels at making people understand that their interests coincide with the Don's interests. Over the past couple of years, he's brought in enough "business" that the Don has let him use their cyberware clinic to give him an edge in dealing with troublesome "clients."

Johnny has been getting more involved in the political side of Mafia business as of late. He wants his problems with his brother solved quickly so that there are no problems down the line for his "work" at the polls. If asked, Johnny would complain that people really don't understand how much work it takes to get people to go out and do their civic duty and vote — the way the Dons want them to, of course.

B 6 (7) **Q** 6 **S** 5 **C** 4 **I** 5 **W** 4 **E** 2 **M** - **R** 5 (9)

INIT: 5(9) + 1d6(3d6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 5/4

Race: Human

Active Skills: Car 4, Club 4, Computers 3, Cyberimplant Weaponry 5, Etiquette 3 (Mafia 5, Street 5), Knife 5, Interrogation 4, Intimidation 4, Pistols 6, SMGs 5, Stealth 3

Knowledge Skills: Mafia Turf 5, Italian Food 3, Anatomy 2, Urban Brawl Rules 5, Number-running 3, Sprawl Politics 4, Electioneering 2

Weapons: Ares Predator [HP, SA, 9M, 15(c), smartlinked, rigged for pure-cybernetic control, 5 clips regular ammo],

Range (TN): 0-5 (2), 6-20 (3), 21-40 (4), 41-60 (7)

Knife [5L]

Armor: Secure Jacket [5/3]

Cyberware: Wired Reflexes 2 [w/trigger], Bone Lacing [plastic], Retractable spurs (2), Cybernetic Eyes [Low-light, Thermographic, Flare-comp], Smartlink-1

All cyberware is Alphaware.

Joe Valens

Joe Valens is Johnny Valentine's younger brother. Joe bolted from the Family a couple years back and has been scraping together a living on his own, using his talents as both a decker and electronics specialist to make ends meet. He wants nothing to do with the Mafia, and goes to great lengths to make sure that he's not working for them whenever someone comes to him with a job offer. His troubles increased greatly when he met Nakamura's sister. Always a rebellious child, Nakamura's sister wouldn't stand for Joe's plan to hide away from both the Yakuza and Mafia. She wanted to confront her brother and make them leave the two alone. And that's when all the trouble started.

B 3 **Q** 4 **S** 3 **C** 5 **I** 6 **W** 3 **E** 4.8 **M** - **R** 4

INIT: 4 + 1d6

Dice Pools: Combat 6

Karma Pool/Professional Rating: 3/2

Race: Human

Active Skills: Computer 6, Electronics 5, Negotiation 4, Bike 3, Etiquette (Matrix) 3(5), Pistol 2, Stealth 4, Computer B/R 5, Electronics B/R 4

Knowledge Skills: Computer Design 5, Electronics Background 4, Cyberdeck Construction 4

Weapons: Beretta Model 101T [LP, SA, 6L, 12(c), 2 clips regular ammo]

Range (TN): 0-5 (4), 6-15 (5), 16-30 (6), 31-50 (9)

Armor: Armor Vest w/plates [4/3]

Cyberware:

Datajack

Headware memory (300Mp)

Nakamura

When the Yakuza soldier's sister started dating Johnny Valentine's brother, Nakamura was forced to do something he didn't want to do: talk to his rival, Johnny Valentine. The two set aside their rivalries long enough to agree to a plan to separate their siblings so that business could get back to normal — and they could get back to wiping the floor with each other.

B 5(6) **Q** 6 **S** 6 **C** 3 **I** 4 **W** 4 **E** 1,2 **M** 0 **R** 5(11)

INIT: 5(11) + 1d6(3d6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 5/4

Race: Human

Active Skills: Assault Rifles 5, Car 5, Club 2, Computers 4, Etiquette 3 (Yakuza 5, Street 4), Knife 5, Interrogation 5, Intimidation 4, Pistols 6, SMGs 4, Stealth 4

Knowledge Skills: Biology 3, Dice Games 3, Electioneering 2, Sprawl Politics 4, Sushi Bars 4, Yakuza Turf 6

Weapons: Browning Max-Power [HP, SA, 9M, 10(c), 5 clips regular ammo]

Range (TN): 0-5 (2), 6-20 (3), 21-40 (4), 41-60 (7)

Armor: Secure Jacket [5/3]

Cybernetics: Wired Reflexes (2) w/trigger, Reaction Enhancer (2), Dermal Plating (1), Smartlink-1

All cyberware is Alphaware.

Bob the Ghoul

There isn't much left upstairs in Bob the Ghoul's head. A one-time social worker who contracted the Krieger strain, "Bob" has reverted to a nearly animalistic existence. Haunting the sewers in his cast-off jumpsuit over the one relic of his normal life—the armor vest he was required by regulations to wear when visiting clients—Bob lives a claw to thighbone life. But he is quite the expert in ghoulish cuisine, able to determine if a chunk of flesh is "ripe" enough to eat and where it came from with a sniff from his nose. It's not much, but it's all he has now.

B	Q	S	C	I	W	E	M	R
4	6	3	1	2	2	5	-	4

INIT: 4 + 1d6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 1/1

Race: Ghoul (human)

Active Skills: Stealth 5, Unarmed Combat 5, Knife 3, Club 3

Knowledge Skills: Seattle Sewers 5, Ghoul Cuisine 6, Body snatching 4

Weapons: Knife [3L]

Armor: Armor vest [2/1]

Mafia Thugs (5)

B	Q	S	C	I	W	E	M	R
5	4	4	3	4	3	6	-	4

INIT: 4 + 1d6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 3/3

Race: Human

Active Skills: Car 3, Etiquette 3 (Mob 4, Street 5), Interrogation 3, Intimidation 4, Negotiation 3, Pistols 5, Shotguns 5, Unarmed Combat 3, Knife 3, Club 3

Knowledge Skills: Area Knowledge (local turf), Local Politics 2, Rumor Mill 4, Smuggling Routes 2, Underworld Finance 3, Underworld Politics 3

Weapons: Ares Predator [HP, SA, 9M, 15(c), 2 clips regular ammo]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Defiance T-250 [SH, SA, 10S, 5(m), 15 shells (slug)]

Range (TN): 0-10 (4), 11-20 (5), 21-50 (6), 51-100 (9)

Armor: Lined Coat [4/2]

Yakuza Thugs (5)

B	Q	S	C	I	W	E	M	R
5	4	4	3	4	3	6	-	4

INIT: 4 + 1d6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 3/3

Race: Human

Active Skills: Car 3, Etiquette 3 (Yakuza 4, Street 5), Interrogation 3, Intimidation 4, Negotiation 3, Pistols 5, Submachine Guns 4, Unarmed Combat 3, Knife 3, Club 3

Knowledge Skills: Area Knowledge (local turf), Local Politics 2, Rumor Mill 4, Smuggling Routes 2, Underworld Finance 3, Underworld Politics 3

Weapons: Browning Max-Power [HP, SA, 9M, 10(c), 2 clips regular ammo]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Uzi III [SMG, BF, 6M, 24(c), 3 clips regular ammo, folding stock for 1 point recoil compensation, top-mounted laser sight]

Range (TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8)

Armor: Lined Coat [4/2]

Yakuza Hit squad (3)

A step up from the usual Yakuza thug, this hit squad trio specializes in taking out people for a purpose. They work well together and will try to complete their assignment swiftly and brutally. There is no mercy to be had from these assassins.

B	Q	S	C	I	W	E	M	R
5	5	4	3	4	3	5.5	-	4

INIT: 4 + 1d6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 3/3

Race: Human

Active Skills: Car 3, Etiquette 3 (Yakuza 4, Street 5), Interrogation 3, Intimidation 4, Negotiation 3, Pistols 5, Submachine Guns 5, Unarmed Combat 3, Knife 3, Club 3

Knowledge Skills: Area Knowledge (local turf), Local Politics 2, Rumor Mill 4, Smuggling Routes 2, Underworld Finance 3, Underworld Politics 3

Weapons: Browning Max-Power [HP, SA, 9M, 10(c), smartlinked, 2 clips regular ammo]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Ingram Smartgun [SMG, BF/FA, 7M, 32(c), 5 clips regular ammo, folding stock and gas-vent for 3 points recoil compensation, smartlinked]

Range (TN): 0-10 (4), 11-40 (5), 41-80 (6), 81-150 (9)

Armor: Armor Jacket [5/3]

Cyberware: Smartlink-1

The Corporate Review: Select Aviation

Rick Riessen [chrome@badkarma.org]

• Okay, got myself into a DeeCee business directory and did a little browsing, looking for some fun. Lo and behold, I find myself a winner. Manufacturer of fine personal and corporate jets and VTOLs, Select Aviation has found their way into the circles of many tiers of the government, corporate, and celebrity worlds. Although only an A class corporation, they appear to have ties in many places, both government and corporate. Give this little tidbit a good read and see for yourself.

• Chrome Tiger

++++begin datafile capture

Home Office: Washington DC
President/CEO: Walter Bragham, CEO
Corporate Status: Public Corporation

Manufacturing Facilities:
Richmond, Virginia
Orland Park, Illinois

Major Shareholders:
Walter Bragham (approx. 22 percent)
James Coudall (approx. 6 percent)

Major Interests:
Aviation propulsion
Airframe Design and Manufacture
Aviation control systems
Experimental personal aircraft

Operations:

Fiscal:	7
Intelligence:	6
Management:	4
Reputation:	6
Security:	6
Magic:	5
Matrix:	8
Physical:	6
Military:	3

Primary Business

Select Aviation has provided advanced aviation solutions to personal, government, and corporate clients since shortly after the turn of the century. Their 'flagship' aircraft, the Eaglecrest medium sized commuter jet, was their stepping stone into the market in 2013 and continues to be one of the most wanted planes in the market. Now their production fleet includes 23 models of varying styles and sizes ranging

from personal two-person commuters to large continental cruisers to the new UCAS F-88 tactical patrol fighter. Select has been granted aviation research grants by the UCAS government for the past five years for their continued work in experimental aircraft. Other products from Select include fully automated flight systems, advanced tracking and transponder systems, and aircraft environmental systems.

• With a little digging around, I have found a few tidbits putting Select in line for providing emergency response vehicles for the new orbital research platform being put up by Ares Macrotech. Looks like Select is stepping into position for work in the aerospace industry.

• Chrome Tiger

Corporate Structure

Still a mostly family-run company, Select is a very tight-knit organization. Several executive positions throughout the company are filled with family members who appear to be on good terms with each other and no intra-organizational feuds are evident. Close family backing and large bank accounts have managed to help fend off several hostile takeover attempts, including attempts by Bell and Lockheed.

Each of the remote manufacturing facilities are managed by local offices that maintain organization through channels from headquarters in DC. Present at each remote office are a regional executive officer and support staff to see to the daily operating of the facility independent of headquarters.

• It can't be all sunshine and roses - you know how family run corps are, the kids eventually want to steal the show from the old-timers. With things heating up around the Probe Race, watch out for some family feuds inside Select Aviation.

• The Game

• You know, you're right. Rumors have it that the younger executives and family members are out of place in Bragham's old-school ways and are only following suit so they are either able to keep their office, keep their name in the will, or both. There are even a couple of security vidcaps from a nearby nightclub in DeeCee showing young Jeremy Bragham mingling with some unsightly individuals. Who knows what they were discussing?

• Chrome Tiger

Security

Physical security for the corporate headquarters in DC is contracted to Lone Star and appears to me to be more than adequate. Each of the manufacturing facilities is equipped with a host of armed guards and light duty vehicles and drones. Onsite security personnel at each of the manufacturing facilities are screened and employed through Select's personnel department and trained at the Ares Security training school in Detroit, Michigan, UCAS. Support contracts with Lone Star are in place if additional assistance is necessary.

Magical security and internal astral screening are provided by a handpicked team of mages with a wide variety of talents. Each location has a hardy compliment of mages and watcher spirits regularly patrolling the perimeter, alert for any unauthorized astral activity, and fully capable of dealing with most any situation. Select also keeps a host of various awakened animals on patrol on the grounds of their manufacturing facilities.

Matrix security is in-house as well. James Coudall, an ex-UCAS NSA agent, heads up a team of four street-trained and very apt deckers, providing a tight curtain of security for Select's three access sites. Most of the data and control systems for the corporation appears to be kept in either manual connect systems or tightly controlled with heavily secure access algorithms.

- Lone Star security and backup forces and Ares security training? Oh really? Well, it sure seems they've managed to get themselves in tight with a few higher-ups, so to speak. Throw a couple of complimentary jets at some people and miracles happen.

- Fighting Spirit

- That's nothing... There was a report filed in the Orland Park County Clerk's office of a lawsuit settled out of court between Select and the family of a worker that was apparently mauled by some sort of awakened watchdog that didn't like some trinket the guy was carrying.

- The Game

++++end datafile capture

- Okay, this little family run business may seem like a little bit of fun waiting to happen but remember, they have friends in high places. As for a summary of their matrix security let me tell you this... They appear to have some creative talent in there. I skimmed their nodes to get a peek and I must say, it looks pro. Not for the light-hearted. Oddly, some of the front-end code looked familiar. Kind of like that of the Z-O. Can anyone confirm this and post a note?

- Chrome Tiger

Plot Hooks

1. A member of the DC Mafia family approaches the group with a task that would result in tremendous gratitude from the family. A member of the local corporate community has seen to it to not pay her gambling debts, and when confronted had her bodyguards discreetly eliminate the enforcers, of whom one was the son of the local don. Due to a recent unfortunate media incident, any member of the local family that is caught breaking the law faces exacerbating an already bad situation. Because of this, they have resorted to hiring an outside faction to exact repayment.

This young gambler is none other than Walter Bragham's niece Marissa Corinne who has managed to find her way into a massive gambling habit.

2. The group's fixer calls with a job to do—a DC corporate executive wants to have some information extracted from his employers' computer system. He offers no explanation as to why he needs this information and why he needs somebody else to do it, he just needs it done. The data needs to be physically acquired from the DC facility, as it is kept in an offline storage server, not available to the matrix.

Young Jeremy Bragham has a problem, a sim and drug problem, and he needs the extra cash. If he stages a datasteal and makes it look like it came from the outside, he is in the clear to sell the information to a competitor through the black market without raising suspicion against himself.

CLUTTERED DATASTORE

The Cluttered Datastore is a regular feature containing gear of all types, from weapons to electronics to useless knick-knacks and everything in between. Submissions to The Cluttered Datastore should be made by following the submission guidelines at <http://tss.dumpshock.com/guidelines.html>

This installment of the Cluttered Datastore features submissions from Chris Crocetti, Johannes Mueller-Roemer, Sebastian Wiers [M0ng005e@yahoo.com], and "Backgammon" [MichelGagnon99@hotmail.com].

Weapons

Ares Tommy Gun

- I love how the major firearms companies advertise. "It's a killing machine, it's beautifully made, it looks really pretty, and it's great for everyone in the family!" Feh.
- Scratching Post

<<Begin Ares Winter 2062 Commercial>>

Maybe you hate recoil in an automatic weapon. Or maybe you like good craftsmanship. Or perhaps you like blowing those gangers away in style and prestige. In any case, Ares Arms, winner of the 2060 Bloodthirst Firearms Excellence Award, has just the number for you. Introducing the Ares Tommy Gun (C). This incredible collector's item takes the good looks and style of the old M1 Thompson and adds some new technology to it. Alloy construction, 60-round standard ammo drum, integrated gas vent, padded foregrip, improved fixed stock and Smartlink II make this weapon first in its class. Designed to virtually eliminate recoil. Great as a Christmas gift. Buy yours from Ares Arms today!

Ares Black Knight

- Seen one gun commercial, seen 'em all - damned rednecks. We'll just go with the skinny for the next ones.
- Scratching Post

The Ares Black Knight is one of the heaviest pistols in the world, weighing in at a hefty 5KG. It fires high velocity bullets, has a 3 round burst mode, and an internal Smartlink. The heavy barrel and efficient design give it very low recoil.

SMGs	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal	RC
Ares Tommy Gun	2	60 (d)	BF/FA	7M	5.5	10/2 mo	2900¥	2	4-G	6
Ares Tommy Gun Lite	2	15 (c)	BF/FA	7M	4.6	10/2 mo	2900¥	2	4-G	6
Ares Tommy Gun Heavy	-	160 (d)	BF/FA	7M	6.4	10/2 mo	2900¥	2	4-G	6

All models include Gas Vent III, Foregrip, and Stock. This weapon will allow top-mounted accessories.

Heavy Pistols	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal	RC
Ares Black Knight	4	15(c)	SA/BF	10M	5	7/48 hrs	2500¥	1.5	2P-E	2

LEMP Grenades

LEMP stand for Limited Electro-Magnetic Pulse. These grenades resemble normal grenades, except that there is no aerodynamic model. Most models come with timer, normal, impact and proximity (1 to 3 meters) detonation, and can easily be attached to walls. These grenades emit—like the name suggests—an electro-magnetic pulse that damages computer and electronics. They are limited in some senses because they are not designed to damage cyberware. Thus, their use is mainly reserved for taking out drones or other electronic machinery.

- Take out the coffee machine in any workplace and watch productivity drop and tempers rise...
- CLR

LEMP grenades will do 12M damage to drones and other such objects (including cyberdecks, RC decks, computers, etc) caught in the range, staging up per normal optional grenade rules. Use half the armor rating to reduce damage, as this represents circuitry protection.

Chaff Grenades

These grenades release hundreds of little magnetically charged metal bands into the air on explosion. The resulting effect is that most technological sensors will go haywire and will have difficulty “seeing” anything. The effects will disappear rather rapidly as the magnetism of the metal bands dissipates. If thrown too close to electronics, these grenades can have permanent damaging effects. After explosion, the grenade shell as well as all the little metal bands will remain. The metal bands are hard to detect, but the shell is obvious if not cleaned up.

Chaff Grenades to 6L damage, and add a +6 to any TN based on electronic visibility. Blast radius is -1/2 meters, and the effects last for 10 combat turns.

If using datajack control or manually selecting up to one of 4 pre-determined trigger conditions (“trigger any single remaining rating 6 Stim Patch”), using a Zap Hub is a Simple Action. If using both Datajack control and a pre-determined trigger, it is a Free Action. If neither is true (as when manually selecting a single patch and triggering it), using a Zap Hub requires a Complex Action. Other control devices may even allow the Zap Hub to be triggered with no actions by the user- a common rig is a bio-monitor that triggers a Zap with a Trauma Patch if it is needed.

Gear

Zap Patch

A “Zap Patch” is a small membrane envelope that may contain any standard slap patch (trauma, stim, antidote, or others from Man and Machine, p.116.) One side is microscopically porous, but permeable only when a small electric charge is applied; the other is non-porous and highly DMSO repellent. In combination, this means the Zap Patch can be adhered to the body and wired up to a Zap Hub (using included leads and connections), which can then cause the slap patch’s contents to be released onto the skin.

A standard Zap Hub can be controlled manually, via datajack, or by the programming of another device, allowing various systems to easily trigger the administration of drugs to the user. The Zap Hub and Patches are designed to be “daisy chained” in any order, which greatly simplifies wiring them up across the user’s body and to other devices. The hub does, however, need to be informed of what each patch currently contains; else wise it will only identify the patch by its unique “digital serial number” and last known contents if any. Inserting a Zap Patch into a Zap Hub network is a Complex Action, as is manually informing the Hub of the patch’s contents.

Zap Patches can be “refilled” by replacing the slap patch they contain, but it is recommended that only one kind of slap patch is used with a single Zap Hub, to avoid mixing compounds. They can only contain one slap patch at a time, since stacking patches makes it too difficult to force the outer one’s drugs to the skin. No adhesive can be used on the electro-permeable membrane side of the Zap Patch without ruining the effect, so Zap Patches must generally be taped onto the skin like a small bandage. A popular alternative is to sew (or otherwise mount) Zap Patches and associated wiring on the inside of skintight clothing or fitted armor. Each Zap Patch is about 5cm square, and tape adds another 2.5cm in each direction.

Grenades	Conceal	Damage	Blast	Weight	Avail.	Cost	St. Index	Legality
LEMP	6	12M	-1 / .5 meters	.5	8/20 days	180¥	2	3-J
Chaff	6	Special	Special	.5	4/4 days	30¥	1.5	3-J
Gear	Conceal	Weight	Avail.	Cost	St. Index	Legality		
Zap Patch	12	—	6/4 days	25¥ [empty]	3	Legal		
Zap Hub	9	0.1	6 / 1 week	200¥	2	Legal		

SwiftOne

PEAKS

Brett Sanger

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and Jörg Sander

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In addition to the regular review of **Target: Awakened Lands**, this month we have guest reviewer Jörg Sander taking a look at perhaps the most important Shadowrun book on the other side of the pond—**Deutschland in den Schatten II**, the German only update about Germany in the 2060s.

Target: Awakened Lands is a hodge-podge of material, more so even than the previous Target books (**Smuggler's Havens**, **Matrix**, and **UCAS**). Much of the content is good, the low rating reflects the overall usefulness to the average group.

The book consists of four unequal parts. The first part is 8 pages describing different astral phenomena such as manalines, mana storms, etc. Much of this is old material collected, but there are a few new listings, and the descriptions are in character. The focus here appears to be on conveying the astral as mysterious and unpredictable. This is done well, but this short section is of use only to a GM, or a player seeking atmosphere.

The second section begins "Well boys and girls, ever since the dog sat on the tuckerbox, people have been screaming out for info on running the shadows Down Under." I don't know about the screaming, but I do know that FASA tried to get an Australia book done for years and years. I suppose this makes sense: The Dreaming and the Outback are popular in most modern fantasy settings, although it still confuses me why FASA never tried for a Japanese sourcebook, particularly in the early days when the cyberpunk connections were stronger. Nonetheless, a full half of **Target: Awakened Lands** is devoted to Australia. Not being familiar with Down Under beyond some research into the many (many!) poisonous beasties it features, I cannot speak of the texts accuracy and/or probability, complaints that arose with the **London Sourcebook** of first edition, and (reportedly) with previous attempts at an Australia sourcebook. I can, however, talk about it's general reasonableness, and here I have no complaint. Australia comes across as a land of normal people, with unusual problems that aren't that different from the unusual problems facing most of the Sixth

Target: Awakened Lands



Sourcebook
Rob Boyle, Martin
Gotthard, Eleanor
Holmes, Steve Kenson,
Shane Winzar
Size: 128 pages
Price: \$18 US
ISBN: 3-89064-651-4

Rating: 2 out 5
Pros: Good material to
make magic more
mysterious
Cons: Limited
usefulness due to
scattered content and
focus on Australia

World. A few individual cities are given writeups, and they are portrayed as different enough to be different, but still cities made of the same people. Happily, detail is given on the various running potentials of the different areas, although a GM will have to dig around to determine which of the Big 10 have their fingers in which pies.

Most of the Australia section talks of the Outback, mana storms, and the other details of Australian magic. In character, this portion reflects back to the first section, and consists of basic descriptions mixed with a bunch of "ghost stories" to make everything seem mysterious. It isn't laid too thick, and I suspect a GM will either feel an urge to run in the Outback, or not.

Australian Awakened critters are covered, but not in a terribly satisfactory manner. The first thing anyone is likely to know about Australia is that it is a land of weird critters. Certainly the awakened forms of koalas and kangaroos are offered, but the writeups for many of the creatures are brief (If I wasn't familiar with what a wombat was, the description of a wombrick(!) wouldn't help me at all.) When the Game Information section revisits these critters and gives them stats, it also lists other "standard" critters that can be found. Thus, Australia becomes a big collection of standard critters, with a handful of new ones. Surely the descriptions could have been altered to give some local names and local power variations?

The next 21 pages cover "Awakened Sites". That is, 17 areas around the globe that have some unusual magical activities at them. These range from the the well-known (Chicago) to the previously mentioned (Dunkelzahn's Rift, Crater Lake) to the brand new (Angkor, Mt. Kilimanjaro). Obviously, 17 entries in 21 pages doesn't leave a lot of room for detail. This section is all in character as well, and (surprisingly) consists of the whole of metagame advancement in the book.

This section suffers from the same troubles that **Year of the Comet** did: It is extremely unlikely that your group will encounter even a significant minority of these areas. However, unlike **Year of the Comet**, not much space is wasted on areas you aren't interested in. Personally I would have liked to see this section expanded at the expense of Australia, which should either have it's own book, or be one of three or four detailed locations in a book done in the style of **Target: UCAS**.

The Game Information section fills out the remainder of the book, and revisits the previous sections to provide rules. The rules are adequate, but it is bothersome that they include GM-only information (what is truly happening at the new "Awakened Sites") along with player information (a new spell, a new Adept power, two new Metamagics). This new player information is likely to be popular beyond those interested in Australia, so I hope it reappears in a later work. A few pages are devoted to some adventure hooks, but nothing is provided to let you use most of the non-Australia information in connection with more of it. An index finishes up the book, and with the scattered nature of the book, it is more useful that one might at first suspect.

Target: Awakened Lands wasn't what I expected. Rather than covering three to four places in moderate detail, it covered Australia and then threw out a heavy sprinkling of other sites, but without any substance. As a result, the book is essentially an Australia Sourcebook, but without as much detail. The book was also wounded by being primarily in-character, but with only the Australia section being useful to players. As a result, there is an even smaller pool of people interested in this book for anything beyond Australia. The promise of the first few pages, of trying to keep Shadowrun magic from being dry and statistical, is not followed by enough content to justify its purchase unless one wants Australia. Nothing is wrong with Australia, but this was billed as **Target: Awakened Lands**, and it doesn't live up to that billing enough to justify a better rating.

Deutschland in den Schatten II



Sourcebook
Frank Werschke
Size: 344 pages
Price: DM 69,95 (~\$32)
ISBN: 3-89064-753-7

Rating: 4 out 5
Pros: Solid description of every single region of German.
Cons: Only interesting if you can read German and plan on running in Germany

"When we put it all together we were surprised how big it turned out." That's the first comment I heard about FanPro's new **Deutschland in den Schatten II** (DidS2, or in English, "Germany in the Shadows II") sourcebook from one of the creators. The size is indeed the first thing that stands out - at 344 pages, DidS2 is nearly as big as Shadowrun's core rulebook. And that makes it without a doubt the biggest collection of background information ever produced for Shadowrun.

The second thing you'll probably realize is that it's written in German. Certainly that means that quite a lot of people will be unable to get to the information presented in this book. But with FanPro becoming the driving force behind Shadowrun, everything in DidS2 will be considered canon.

So, what's it all about? Well, Germany, all of it in 2062 and in depth. The authors of this book had two basic concepts in mind. First of all, previous publications never were able to treat every region of the German Allied States equally. While several got lots of developments in FanPro's various German language publications and magazine articles, some areas got hardly a mention. In addition, most of the available information was well out of date following **Dunkelzahn's Will**, the corporate war and the **Year of the Comet**.

DidS2 does a lot of work in this direction. Following a brief introduction about Germany's general history in the 21st century, three quarters of the book are an in-depth look at all the states in the alliance as well as every major metroplex. The only area which gets short mention is the elven duchy of Pomorya, which has already been dealt with in Fan Pro's **Länder der Verheißung**. There are still differences in size between the various chapters, but DidS2 indeed gives a pretty good overview of all of Germany.

The second major concern was the number of inconsistencies between FanPro's German work and some of FASA's original publications, sourcebooks and the novels, and between the ideas of the previous and current authors. DidS2 set out to bring Germany back into line with the English language publications and to remove some of the problems that made certain aspects of the setting rather unplayable. The corp war presented the perfect backdrop to let some smaller corporations change hands, and let Richard Villiers outmaneuver nearly every Japanacorp to gain a presence on German soil. Various developments happen in the big sprawls, some already hinted at previously. Some of the more extreme states in the alliance like Westphalen and the Troll Kingdom of the Black Forest, where the king mysteriously vanishes but his government and closest advisors seem to be too well prepared for it all, get major updates as well. And apart from that, ever dragon in Germany gets something to do or at least a rumor surrounding him.

Having a new SysOp tell you that Shadowland Germany had been undermined in recent years with a fair deal of misinformation at first looks like a convenient way to tell readers to just forget what had come before, but used sparingly it does work. Nothing is totally contradicted, but most material is cleansed of its main problems (not without missing some and presenting the odd new inconsistency).

Starting on page 282 there are a number of short descriptions (the shortest is just a single page) about many aspects of life in the Allied German States. These topics range from organized crime and secret societies to traffic and even fashion. The masterpiece, however, might well be the final chapter which describes a very recent event in German history that will not remain without consequences. The title has been cause for some speculation around the net already: "Lofwy: 1 - Nachtmeister: 0". (If you have to ask, just take a look at the cover. You'll get the picture.)

So, how is it all presented? DidS2 doesn't have any rules or game stats, just descriptions and comments along with quite a lot of shadowtalk. The quality of the material is all of a fairly high standard, although there are variations in style that simply cannot be avoided with the number of authors. Nearly everything, however, seems well researched. There are still a couple of problems, though; for example, some corporations' histories don't seem to completely match up.

The shadowtalk from time to time presents an additional problem for me. Shadowtalk, in my opinion, has to have a function and convey some information. While there are undoubtedly interesting pieces of shadowtalk in DidS2, some even spanning multiple chapters, there is still a fair number of instances where it follows the template "I hate all metas," "Die, scumbag!" which only fills space with comments that aren't useful.

That leaves us with the final question: Is **Deutschland in den Schatten 2** worth reading? Generally speaking, if you plan on running an extended campaign inside the German Allied States, DidS2 is the ultimate reference work. If, on the other hand, you and your group never plan on going to Germany, there might not be a lot for you here. But then again, the same could be said for basically every regional sourcebook ever published.

And what about those people who don't speak German and are still interested in Germany in the Sixth World? Unfortunately the situation doesn't look very good in this regard. FanPro LLC is all but certain not to produce an English translation of DidS2 with its predecessor selling rather badly. And if you consider the fact that even reducing the size of DidS2 to just a third would still leave you with a standard shadowrun sourcebook, even what might appear in future compilations will be a very shortened version. Thus the German edition seems to be the only alternative as long as FanPro cannot be persuaded to produce a translation, perhaps using the new webpage.

*(From the Editor: FanPro LLC plans to produce a book called **Shadows of Europe** for release in 2003, which will likely contain some material derived from *Deutschland in den Schatten II*.)*