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Optional Rules

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SRTCg SOLO PLAY RULES

SOLO PLAY RULES

Written by Chris (aka Ground Zero), Edited and compiled by Lady Jestyr, HTML Edition by Logan Graves

Here are the instructions to the solo game I promised. This is the first time I've written instructions to a card game, so please bear with me and I will try to muddle through this without too much confusion.

Deck Construction

First Deck: Objectives

The first thing you want to do is make three decks. The first one consists of only Objectives. I use 20 different Objectives and for every 10 Objective cards I put in one Sucker Run card. I'm not very picky about which Objective cards I use, I just want a good variety.

Second Deck: Challenges, Stingers, & Contacts

The second deck consists of Challenges, Stingers like, Green Apple Quicksteps and Bad Lunch, and Contacts like, Bounty Hunter. If you are going to play a lot of solo games, you might want to use a variety of Challenges, so the games won't get stale. If you want to make the game very Challenging, use a combination of Challenges and Objectives that work well together to create a very demanding run. The number of Challenges in this deck is not important. I use about 30 different Challenge cards. This deck may be in a random or preset order (your choice).

Third Deck: Runners, Gear, & Locations

The third deck consists of Runners and Gear. Now we have to put more thought into this deck. It is important to keep track of the amount and type of cards used. The deck I'm using for testing consists of 20 Runners (all different), and 30 Gear cards (specifically: 2 magic/spirit, 4 magic/spell, 2 drones, 3 cyberware, 3 Gear accessory, 2 armor, 1 miscellaneous/Stim Patch, and 10 weapons of various types). I also put in two Location cards: Iron Lung and Club Vortex. I found most Location cards and Contact cards to be very difficult, if not impossible, to use in this type of solo game. You can also build a deck around certain types of Runners and/or Gear, but the count should stay around 20 Runners and 30 Gear cards. If you increase one you should increase the other. You will see why when we talk about building the Runner team.

The Set Up

After you have completed the three decks, shuffle and place the Objectives face down in a stack to your upper left-hand corner and the Challenge stack face down just above the Objectives. The placement of these two stacks is not important, as long as you know which one is which.

Now for the Runners. After shuffling the third deck, count off 20 cards from the top, face down. This is your hand. Place the remaining cards face down in a stack to your upper right-hand corner. This will be your draw pile--IF you have a card that allows you to draw in play. If not, you will not need any more cards from this deck.

Now the fun begins. Take your hand of 20 cards and spread it out in front of you, separating the Runners from the other cards. You should have anywhere from 7 to 9 Runners. You might have more or less, but on the average you will have 7 to 9. It is important to have 20 Runners and 30 Gear cards in your deck for this reason. If you change the percentage you will change the number of Runners per draw. This is not a bad thing, if that is what you want. For play testing I tried to keep the percentages consistent.

Create Your Team

Ok, at this point you will build a team of Runners and outfit them with Gear, using only the 20 cards in your hand and no more than 40 nuyen points. Standard game rules apply (i.e. Runners can only hold Gear that they're legally able to use, etc.). You may have more than 6 Runners on your team, but no more than 6 of them may 'go' on a shadowrun at a time.

For example

Say you draw 8 runners -- Reaper 8¥, Cannonball 6¥, Macabre 5¥, Shade 4¥, Red Widow 6¥, Stomper 7¥, Sam the Sleuth 5¥, Razorback 8¥. I will usually spend up to, but no more than 30¥ on Runners, depending on the types of Runners drawn and the type of Gear left available with the other non-Runner (Gear, location) cards. If you use Reaper, Cannonball, Razorback, Red Widow, Stomper and Shade you have spent 39¥ points and nothing for Gear. So you will have to find a balance between Runners and what Gear you would like to use (i.e. more Gear, fewer Runners; stronger Runners, less Gear). If you have drawn a Location card and want to put it into play, you have to pay the nuyen cost (assuming the Location has one) out of the 40¥.

Naturally you can increase the amount of starting nuyen points. Just be careful not to make your team so strong that you stomp all the Challenges -- no fun there. Remember you are playing against a deck of Challenges that are in random order (or are in a preset order); you do not have a live player to block, hinder or impede your run with a combination of cards and good timing. It is very easy to build a team of Runners that can stomp any Challenge by itself.

Once you've decided which cards to use in your team, gather up the rest of your hand and set it off to your right, near your draw pile. It doesn't matter where, as long as you remember which stack is which. You'll use these cards in-between runs to re-outfit your team.

Credstick

After you have "purchased" your team and outfitted them with Gear, take 6 nuyen and set it aside. This is your credstick balance. You can use these nuyen to pay for the cost of pumping Runners, visiting Locations (if any), burst fire, Piloting, upkeep (helps keep Unique Runners under control), and so on.

For example:

Cards like Stim Patch are purchased with your starting Gear (you don't need to pay for it twice to use it), but cards like "Crawler" Patrol Drone (which cost 2¥ to deploy the card and 2¥ for 'Recon until end of turn') are paid for two ways. You would pay the first 2¥ to deploy this card, from your starting 40 nuyen, and pay the additional 2¥ for a Recon, out of your credstick's 6 nuyen.

Fame, Moonlighting, etc.

I personally don't use cards that make nuyen. If you feel it is necessary to have more nuyen, increase the amount to 8 or 10. Don't use cards to increase your credstick account; since you don't have an actual Credstick Phase, these cards will not help.

Three Basic Rules

Before you are ready to make your first run, there are three basic rules:

Rule Number One

Every turn you must make a shadowrun. If you can't run you have lost the game -- reshuffle and start over.

Rule Number Two

If you can't achieve your Objective because of a Challenge you have lost the game - reshuffle.

For example: Maglocks

Use a D6 and cup it with your hand, don't look at it until after you have guessed X+1 times (for each Technical in your team). If you can't guess the right number in your allotted guesses, the game is over.

Rule Number Three

The object of the game is to achieve 75 to 100 Reputation Points (more or less, that's up to you). If you can't achieve this for any reason (i.e. all runners are trashed, a barrier blocks your way, you can't meet the Objective's Requirements, etc.), the game is over - reshuffle.

Do the best you can with what you have. This is solitaire, you are playing against the odds. If you beat the odds, the game is fun. If you cheat the odds...

The Shadowrun

To make a run, simply turn over the first card on the Objective pile and read its text. Then choose up to 6 Runners from your team (if you have that many) to participate. As in the multiplayer game, deckers may remain behind to overwatch the team from the matrix (but they still count against the 6 Runner max). Runners who visited Locations or who are healing (using the second method, below), should also remain behind.

Challenges

Next, take three cards off the top of the Challenge pile and place them in front of the Objective pile face down. Now turn over the first Challenge card and resolve it (i.e. sleaze, die roll, combat). All standard game rules apply. If you beat that Challenge go on to the next Challenge.

1. If the Challenge can be pumped roll a D6 and consult the following table:

Die	Pump
1-2	Twice
3-4	Once
5-6	None

2. If the Challenge card turns out to be a Stinger or a Contact, resolve the encounter and then draw an additional Challenge. You must face three Challenge cards per shadowrun.
3. If the Objective card says no outdoor Challenges and the Challenge says outdoors (or vice versa), discard the Challenge and draw a new card from the Challenge pile.

Damage

I think damage is the hardest part of solo play. To be fair and impartial, I distribute the damage amongst the Runners, drones and sprits as evenly as possible. You may use this method, or you may choose to distribute damage manually, as in multiplay.

For example

Say I have 4 Runners and 1 drone, none of which are armored, and my team takes 13 damage. I give one point of damage to each Runner and drone, equally, until damage remaining won't divide evenly (or they all die...). In other words, each Runner & the drone, above, will receive two damage apiece (had any of them been armored, they'd have fewer damage counters on them now). The leftover 3 points are then distributed by a D6 (or use any other means of random type system). Since there are 5 "targets," I number them '1 to 5' and roll a D6 (ignoring 6's), until one of their numbers comes up. After assigning a point of damage to that unlucky target, I remove him from the line-up, giving out new numbers to the remaining 4, and I roll again (this time, ignoring 5's & 6's). This process is then continued until all of the remaining points are allotted (or I run out of Runners -- remember a Runner's Body score can't drop below 0).

IMO, it is too easy to play with the numbers. Let random rolls decide the fate of the team, the game is more interesting that way.

Healing

Other than using a Biotech, magic, or Stim Patch between Challenges, there are two ways you can heal your Runners in solo play:

The first way is used if you distribute the damage amongst the Runners randomly (i.e. evenly). With this method, all Runners and Gear cards will be healed at the end of each run (before the start of your next run).

The second way is used if you distribute the damage manually (i.e. selecting *which* Runner(s) will take *how* much damage). In this scenario, you must use a turn to heal the damaged Runners, just like in multiplayer. The difference being, in multiplayer games, time is very important because your opponent is trying to achieve Objectives before you. In solo play you have all the time in the world, except for one solo play rule: *You must make a run every turn!*

For example

You have six Runners and you give the damage to the strongest Runners. Before your next run you turn the damaged Runners (to heal) and start your next run with your remaining Runners. If you have three Runners turned to heal and send your other three runners on a run, the chances of survival are very low. (I recommend the first scenario.)

Re-Equip Your Team

After you've taken an Objective, it's time to re-equip your team, using only the cards left in your hand. Feel free to trade any (non-cyberware) Gear cards amongst your Runners. You may place any cards *from* your hand *into* play (NOT the other way around), but remember, all Runners, Gear, and Locations in play may total no more than 40¥. You may trash any cards in play, to achieve this amount.

Next, refresh your credstick back to its 6 nuyen, total. This allows you to perform Recons, visit Locations, etc. If you are playing with a card, like the Iron Lung, that allows you to draw a card from your draw pile, you can use it now. If you receive a new card, add it to your hand. You may leave it there for later, if you like, or put it into play immediately, so long as you don't go over the 40¥ total.

For example:

If your Runner team costs 39¥, between Runners, Gear, and an Iron Lung. Between runs, you use that Location to draw one card: Invisibility (3¥). To put that card into play, you must either discard 2¥ worth of cards -OR- wait until a card is trashed from play by a Challenge or an Objective, and put it into play between runs. (If you were to use your credstick to pay for extra cards, your team would become too strong.)

When you're all through re-outfitting everybody, gather up the remainder of your hand (if any) and set it off to the side, again. Then turn over the top card on the Objective pile and begin the next shadowrun.

Well that's all I've been able to come up with, I know it's not the same as real play, but without the benefit of interactive play, it's hard to judge. I know that you will come up with hundreds of situation that I did not cover. All I can say is, use your best judgment and try to stay in the spirit of the game. Do your best with what you have and let the game take you where it wants you to go.

If you are having trouble understanding these instructions, please feel free to drop me a line and I will try to help.

Chris (aka Ground Zero)

SRTCG TOURNAMENT RULES

"Brawl in the Sprawl"

Type: Multi-player, Multi-round, scored play, timed
Number of players: Any, Minimum of eight.

Description:

The keystone for the first of these SRTCG tournaments is organizing players into tables of two to four players instead of relying on individual competition. This concept allows a greater range of events to effect the outcome of the game and will allow the contest to be won by superior game play and not by who has enough power to bulldoze their way through a game.

This will also allow for odd numbers of players and increased speed in game play, being that elimination can be achieved by table or by player (the winner of the table proceeds to the next round, eliminating up to three players per round) as needed.

Breakdown:

1st Round: "The Blow-out"

The players are paired off with the odd man set to make a threesome (only one player will proceed from the threesome-"Life's tough!"). This round has a one hour time limit. The first player to make 50 rep points or who has the highest rep point total at the end of the time limit (providing that no player has reached 50 points before then), proceeds to next round. Losers are eliminated.

2nd Round: "The Run"

Winners from previous round are set into tables (see above) of three or four. This round has an hour-and-one-half time limit. The players play up to the time limit. The basis for victory is the highest reputation point total at each table. This is determined by taking the reputation points gained in the present round and adding them to the

rep points from the previous rounds. The top number of players, who proceed to the next round is based on a factor of four.

These first two rounds can be alternated or repeated as needed. This can add a level of variety to the tournament.

Final Round: "The Showdown"

Placement in the final four is based on Reputation point totals throughout the entire tournament. But you must make it to the next to last round for it to count. The points each player gets through each round are to be recorded. Also, total acquired nuyen can be added in (see resolving ties, below). First seat gets a bonus of +12¥ to start, second seat get a bonus of +8¥ and third seat gets an extra +4¥. The last seat gets only the normal starting 4¥, but gets to go first. To win, everything counts...rep, nuyen, everything.

Special Situations:

Ties:

Nuyen Counting: This procedure is used in breaking ties for this type of tournament. In case of a tie, the tied players count nuyen remaining at the end of the round. Surviving runners are counted as assets and their nuyen cost is counted into the total, with special traits (except for 'Unique'), adding +1 per trait (Fame 2 = 2 Nuyen; Stamina & Anti-Social = 2 Nuyen). The only other place that this is used is in determining the winners in the final round.

Card Restrictions:

"Sader-Krupp" - The card's ability to win the game is suspended in tournament play. Saeder-Krupp can take objectives as normal BUT may not take an objective if it would mean that it would win the game. Objectives taken by Sader-Krupp cannot be counted toward the game total and are considered lost. This allows the Sader-Krupp card to be used but doesn't allow it to be abused in tourney events. =)

Grouping Example:

This tournament starts with 105 entrants. The first round-"The Blowout" will have 51 pairs and one threesome. At the end of one hour, 26 players will proceed to the following round-"The Run." The breakdown for round would be six tables of three and two tables of four, for a total of eight tables. The winners from each table (eight players) proceed to the next round which is another "Blow-out." This leaves four players for the final. Another way to do this would be to, take the 26 players and have the top 16 proceed to the next round, play another "Run" round then have the remaining four proceed to the final.

"The Duel"

Type: One-on-One, scored play, timed, Three rounds

Number of Players: Any, Even Numbered

Description:

The tournament is a multi-round, round-robin (you play a different person each round) event. Each round has a hour and-a-half time limit and is scored. There is no winner or loser until the last round. The winner is determined by the total score at the end all three rounds. Scoring is by, Reputation Point total. Surviving runners are added in based on their nuyen cost at a rate of *5 nuyen to 1 Reputation Point*. Actual nuyen left at the end of each round is totaled in at a rate of *10 nuyen to 1 Reputation Point*. The highest score at the end is the winner.

Special Situations:

See Card Restrictions and Ties above.

"Showdown"

(from the format used at the Origins Con)

Type: One-on-One, Multi-round, scored play, timed

Number of Players: Any, Even Numbered, Minimum of eight

Description:

This is a simple head to head tournament. This works with an even number of players and is designed to challenge the players knowledge and skill in the game. The tournament is organized Swiss-style (players compete with other players in their skill range) and guarantees that participants will be able to play for this entire tournament.

Times and number of rounds played are left up to the judges and should be announced before play begins (and before sign-up, if possible). Times between an hour & an hour-and-a-half will produce reasonable scores. And at least three rounds are recommended--more should be added as the number of players increases.

Setup:

Players, after signing up and registering with the judges, will be paired with their first opponents by whatever random mechanic deemed by the judges. Then each player will be issued a scoring sheet, one starter box, two packs of boosters, and a label (or post-it paper). Then the players will have 30 Minutes to construct a 70 card deck using ONLY the cards they were given. At the end of the period, they will then take the remaining cards and place them in the card box. Next they will put their name on the label (or post-it) and then attach it to the box. The judges will then take up the boxes and hold them until the end of each round. Before each following round, players will be allowed 15 minutes to get their boxes and re-sort their decks.

After the first round, the individual score sheets of the players will be sorted from highest to lowest. Next, the pairing for each subsequent round will be set up as follows: the two highest scores will be paired together, then the two lowest scores will be placed together, and this pattern will continue until all players are paired. This will be repeated for the final round. This way, the competition level will be kept high for each player and everyone gets a chance to win.

Counting Nuyen:

'In the case of a tie,' the tied players count their nuyen remaining at the end of the round. Surviving runners (in play at the end of the round's end, only) count as assets; add their nuyen cost to the total, plus +1 nuyen per special abilities (for example, Fame 2 = 2 Nuyen; Stamina & Anti-Social = 2 Nuyen).

If players are STILL tied after adding nuyen, the tied players each roll a six-sided die. The high roll wins the tie.

This system is also used to determine the winner of the final round.

Card Restrictions:

"Sader-Krupp" - Objectives taken by the Saeder-Krupp Location do not count toward the game total and are considered lost. This card cannot win the game in tournament play.

Deck Construction:

[Standard Deck Construction Rules](#) as detailed in the SRTCG rulebook apply. All judges' decisions are final.

DOWNTOWN MILITARIZED ZONE RULES

THE DOWNTOWN MILITARIZED ZONE

In the shadows of the city, Runners move quickly, darting to accomplish their deeds - generally, the dirty work of megacorporations. Though they are well-armed and armored, there are places even these Runners fear to go....

The Downtown Militarized Zone is an 'alternate rules set' for Shadowrun: the Trading Card Game. It uses the same cards, but in different fashions; provides for different strategies in using the cards; and invokes a more miniatures/table-top wargames feel, rather than a collectible card game. The DMZ can be played with two to four players (or more!) and should take no longer than a normal SRTCG game.

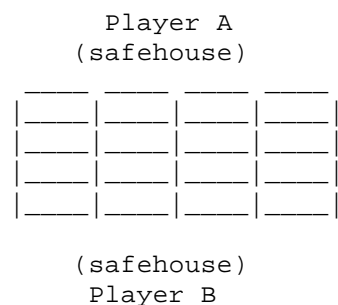
Setting Up the Game

Before the game begins, decide on the number of players participating, construct the Events and Zone decks and select Runners as follows: Construct Events Deck The Events deck is made up of Specials, Gear, and Challenges. Both players draw from the same Events Deck during the game. I suggest making it large, eighty cards or so, because the cards are also laid out automatically (see Safety Phase, below). The deck must follow the Four/One rule of SRTCG -- no more than four of any card, or one of any Unique card.

Construct Zone Deck and DMZ

The Zone Deck should have at least sixty Locations, Contacts, and Objectives in it. It'll take some exploration to find the right mix of cards; I generally go a little heavy on the Locations and Objectives. Some cards won't make much sense to use, like the Ork and Troll Locations.

Lay out the top sixteen cards face-down in a four-by-four pattern, as follows:



Each section or square is called a 'Block' regardless of what type of card is played on it. The four cards nearest a player are called "Player A's edge" and "Player B's edge", for obvious reasons. The entire region is called the Downtown Militarized Zone, or DMZ, or Zone.

Select Runners

Each player selects a team of eight Runners of their choice. These Runners begin the game face-down in each player's safehouse (off the edge of the Zone). These can be any Runners the player wants, but follow the Four/One rule, above.

And that's it -- you're rready to rrrumble!

Playing the Game

The game has three distinct phases in each turn -- the Safety Phase, the Action Phase, and the Exploration Phase.

Safety Phase

During the safety phase, the players build up their resources of cards and nuyen. It's called the safety phase 'cuz it's the only time your Runners aren't in danger.

The safety phase follows a determined order; you may not skip any of these events.

1. Draw Cards

Each player draws up to four cards from the Events Deck. A player can choose not to draw from the Events Deck, and instead draw one (just one!) card from the Zone Deck. These cards are used during the Action Phase or Exploration Phase, detailed below. No matter what the case, a player may not have more than seven cards in his hand at any time.

2. Earn Nuyen

A player also earns four Nuyen per turn. (Fame kicks in and Upkeep must be paid as normal). A player may also trash a card from his hand to add one Nuyen to his Credstick at this time.

3. Refresh the Zone

Any empty Blocks -- where Objectives have been scored, or Locations and Contacts trashed -- are filled with new Zone cards. If you are playing with the Incredible Growing DMZ rule, new rows and columns are added to the Zone now. New Zone cards go into play face-down.

4. Add Events

Players may choose to add Events as they please, on any unoccupied Block in the Zone. (An unoccupied Block is one with no Runners on it). This option alternates between players -- Jim plays an Event, Mike plays an Event, Jim plays another Event -- until all players are done. After players are done adding Events, one card is added from the Events deck to each unoccupied Block. A Block may never have more than six Events on it.

5. Heal Runners

Any Runners in the safehouse automatically heal two points of damage. Runners may be healed further during the Action Phase.

Action Phase

There are any number of actions which may be undertaken during the Action Phase. Each player acts in sequence -- Jim might move a Runner from one Block to the next; Mike might then visit a Location he controls; and then it would be Jim's turn again. Players should alternate who gets to go first on a turn. The Action Phase ends when both players agree to pass.

Play a Card

A player may deploy a card during his action. Cards fall into several categories:

Special and Stingers

Players may play Specials and Stingers during their action. Since there are no separate turns, the difference between the two is decreased. Stingers, however, do not use up a player's action; the player may go on to play another card or perform another action. Stingers may also be used during another player's action.

Runner's abilities no longer count as Stingers -- their use is described in their own section (see below).

Locations, Contacts, and Objectives

Players who chose to draw cards from the Zone deck may put those cards into play on their action. The nuyen cost of the Contact or Location must be met; in the case of an Objective, players are required to spend an amount of nuyen of their choosing (minimum one). This amount may be used to effectively conceal the Objective by pretending its a Location or Contact.

Zone cards must be placed in empty Blocks. If there are no empty Blocks, a player may start a new row or column along his edge, effectively increasing the DMZ's size. This row or column must be completed before a new row or column is created.

Gear

Gear may only be deployed on Runners in the safehouse, and only on a Runner who meets the requirements of that Gear. All nuyen costs must be met, and the Runner receiving Gear is turned as a result. (Any amount of Gear may be played on one Runner in the same action, however.)

You may trade Gear between Runners if they are present in the same Block or both are in the safehouse. Turn both Runners; any amount of Gear may be traded back and forth so long as the recipient is able to use the Gear.

Move Runners

You may turn Runners to move them from the safehouse to the DMZ, or from Block to Block.

Runners moving from the safehouse to the DMZ enter the Zone along any Block on a player's edge. A Runner may also exit the Zone from any edge Block. A Runner cannot enter an opposing player's safehouse.

Runners also turn to move from Block to Block. They may move horizontally or vertically, but not diagonally. A Runner who is moving may be attacked on either Block she is moving to or moving from; because she is in motion, there is a -1 modifier on the "to hit roll (see below).

No more than six Runners may be present on the same Block.

Attack Other Runners

Runners may attack other Runners present in the same block that they are in. Attacking falls into two categories:

Ranged Attacks

Any Runner using a Ranged Weapon may attack a Runner in the same Block without fear of retaliation. Turn the attacking Runner and roll D6: On a 4+, the attack succeeds! The Runner inflicts damage equal to the Attack Bonus of the weapon *only* -- his own Attack Rating does not factor in.

Indirect Fire Weapons may be used to attack a Runner in any adjacent block, but require a roll of 6+.

Melee Attacks

A Runner may attack any Runner in the same Block in hand-to-hand combat. Turn the attacking Runner and roll D6. On a 3+, he hits! The Runner inflicts damage equal to his own Attack Rating, plus any Hand-to-Hand Weapon of his choice. If the Runner is attacking an unturned Runner, however, the defending Runner may counterattack without turning. This counter-attack succeeds on a D6 roll of 6+.

In either Melee or Ranged attacks, a natural roll of 1 always misses and a natural roll of 6 always hits.

Use Special Abilities

Special Abilities come from three sources -- Gear, Locations or Contacts, and Runners.

Gear

Runners may use Gear as described on the particular card during their player's action.

Locations and Contacts

If a player has Runners on a revealed Contact or Location, he or she may use its special effect, but only if there are no opponent Runners present. If a Block is in dispute, or has Event cards played on it, no player may use its ability.

Runners

Pay nuyen and turn Runners as indicated on the card to use their special ability. Some Runner's abilities (such as Domino's) are constant and do not need activation.

Special traits

Biotech, Guard, and Recon, for instance -- only affect Runners or Zone cards the Runner is present in. All other special abilities, such as Archie McDeven's ability, only affect the Block the acting player's Runners are in or adjacent blocks. Cherry Bomb, for instance, may only blow up Locations next to her. Tempest, similarly, deals one damage to all Runners in his Block and all Blocks adjacent. (In these cases, 'adjacent' means any Block Runners could normally move to -- horizontally or vertically connected, but not diagonally.)

Heal Runners

A Runner deployed in the Zone may turn to heal damage. A Runner in the safehouse automatically heals two damage during the safety phase, but may also turn to fully heal himself. Runners with Biotech may turn as normal to heal Runners that are present.

Declare Exploration

A player may turn a Runner to declare an exploration. Although the Runner is immediately, turned, the Exploration itself does not begin until the Exploration phase (following). Although Runners may explore in teams, the Runners are turned on separate actions.

Exploration Phase

A Runner, or team of Runners (see Miscellaneous Rules, following) may explore, or turn over, Event cards on a Block they control. The player declares which Runners he is using to explore the block; only unturned Runners can be part of this team. All Runners committed in this fashion are turned as a result. A player may only explore as many cards as he has Runners in the team. The player may choose to stop exploring at any time between Events; once an Event is revealed, it must be resolved.

Challenges are revealed and sleazed in order from top to bottom. Players must encounter all Event cards played on the Block, even their own. Specials and Gear encountered in this way are considered bluffs and immediately trashed. If the exploring player reaches the Zone card and it is an Objective (and the player satisfies the requirements of it), the player scores the Reputation, any Bonus, and removes the Objective and returns the exploring team to his safehouse.

A Location or Contact revealed in this manner stays in play, and may be used by the player during the next action phase.

Additional Rules

Winning Conditions: The game is won when one player reaches a pre-determined Reputation total (I find sixty to be about right.) Additionally, a player wins if he can kill all the opposing Runners.

Wounded Runners: Whenever a Runner in the Zone has his or her Body Rating reduced to zero, he or she is returned to the safehouse to be healed. Each time a Runner is trashed this way, he or she receives one Wound. Roll D6 each time a Runner is wounded; if the result is less than the number of wounds received so far, the Runner is removed from the game.

Trashing Blocks: When a Location or Contact is trashed, Runners present at that Block are 'caught in the blast' as well. Return them to the safehouse; they are not wounded as a result, however.

Runners on Objectives scored by an opposing player are treated in the same manner.

Teams: Runners may form stacks, or teams, that move and act together. Any number, from two to six, Runners can join the same team. Runners on the same side add their Attack Bonuses (or Attack Ratings, in hand to hand combat). Using a team of Runners requires a single action; turn all the Runners involved and resolve the effect as normal. Runners in the same team are always considered present to each other.

Card Wording: The list of errata because of differences between SRTCG and DMZ is incredibly long (and still growing). Several word substitutions will satisfy most of the problems:

Objective: Replace "objective" with "zone card". Recon allows a player to look at the Zone card; Lofwyr's Schemes will replace the zone card with one from the Zone Deck.

Shadowrun: Replace shadowrun with "exploration". All or Nothing, for example, means that an exploring team cannot voluntarily pull out; it must encounter all Events (even if there are more Events than Runners).

Safehouse: Replace "safehouse" with "safehouse OR block". The Bulldog Van increases the Armor Value of all Runners present in the safehouse (if its user is present there) or all Runners in the Block (if the user is present *there*). Similarly, the Time Bomb Challenge can be placed on any Block, or the safehouse, as the owner of the Challenge decides.

Alternate Rules

Supplies

Because of the number of cards being placed on top of each other, players may find it easier to determine the starting Zone and mark on graph paper the outlines of Contacts, Locations, and Objectives - preferably in pencil, as they may be changed through the course of the game. Similarly, Runners may be represented in the Zone by miniatures, and the actual cards kept to the side (with Gear placed on top of the cards, as appropriate).

More Than Two Players

If you have more than two players, you can add rows and columns to create a larger playing area. (I'd suggest an extra row and column for each extra player. With three players, the Zone would be five cards by five; each player would be able to deploy Runners into the center three cards of their edge only.)

You may also want to try experimenting with alternate shapes, such as an "S" shape - with two players starting at the ends of each arm, and the third player in the middle.

Separate Decks

Instead of having both players draw from the same deck, each player constructs his own Events deck. The Four/One limit is still in effect.

The Incredible Growing Zone

After each turn, roll D6. On a 5+, the Downtown Militarized Zone grows either one new column or one new row. (This can be determined by rolling D6 twice: One the first result, a 1-3 adds a new column; a 4-6 adds a new row. The second die indicates which side it will be on.)

The Growing Zone adds a new dimension to tactics, as players can no longer rely on their players remaining close to the safehouse for an easy rescue when they get into danger.

Replacements

Players may opt to choose three extra Runners - the number should be the same for all players - they can bring in as replacements when Runners are wounded and removed from the game. These extra Runners are considered out of game until called upon. A player may decide to remove an unwounded or unkilld Runner, but may not return that Runner to the game later on.

No Cloning Zone

Instead of starting with eight Runners in the safehouse, each player reveals his Runners in groups of three-two-three. If any Runner revealed at the same time duplicates another -- even if it's in the same player's hand -- both Runners are removed from the game. This works great in large groups.

North American Brawl League

Rather than select eight Runners, players may impose a limit on spending. Forty nuyen is great for tough-buff teams, but you may want to start lower. After each game, roll D6 and add that to the starting amount for the next game; the winner of the previous match earns a bonus of four nuyen as well.

Go For The Bench

Normally players may not enter each other's safehouses. This rule allows players to do so -- sending kamikaze waves can be a pretty intimidating tactic. Moving Runners must still turn as normal.

Salvage

When a Runner dies, his or her Gear is immediately trashed. However, you might want to allow the Gear to remain and be salvaged by other Runners. Roll D6 each time a Runner dies; if the amount is greater than the number of wounds on that Runner, then the Gear stays in play on that Block. Any Runner who comes to that Block later may turn to rescue as many Gear cards as he can hold.

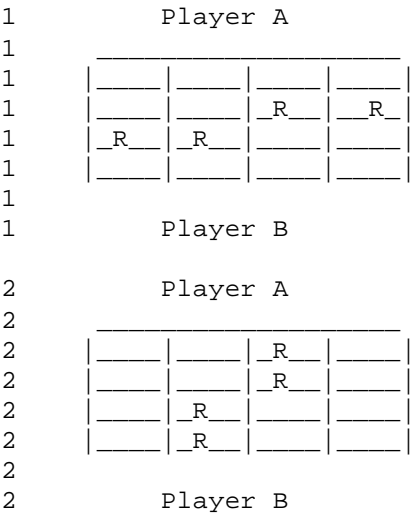
Hidden Caches

Gear and Specials played as Events on a Block are normally trashed when they show up in the course of an exploration. However, the exploring player can pay for the Gear found in this manner and deploy it on any member of the exploring team. If the exploring player passes up on an Objective, his opponents have the option of paying for it and immediately using it.

The River

The River runs through the middle of the DMZ, separating player's halves from each other. The River is one

Block wide, and runs a wavy line, bisecting the Zone either horizontally or vertically. Two suggested layouts follow:

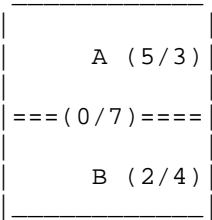


When the DMZ is "built up" by players deploying Contacts or Locations along the edges, the River is continued to the Blocks adjacent to it. Only Runners with Vehicles may cross the River. (Runners may still enter and exit the safehouse from the edges as usual). Events are played on the River as usual (or not, if players decide that way.) As usual, Runners turn and move onto adjacent Blocks.

Barriers

Players may have their Runners construct Barriers to prevent movement from one Block to another. The player must have Runners present on both sides of the Barrier (otherwise they build it wrong and it topples over). The player may turn any number of Runners; the Barrier has a Body Rating equal to the total Attack Value of the turned Runners. The Barrier prevents movement between the two affected Blocks, as well as Indirect Fire and special effects generated by Runners on the opposite side of the Barrier.

In the following depiction, Runners A and B build the barrier between themselves, represented by a double line (===)

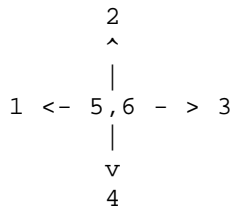


The Barrier comes into play at the end of the Action phase. Runners are vulnerable while constructing the Barrier. The barrier may be torn down by being attacked - treat it just like a Runner, except that attacks against it always succeed and it cannot counterattack. Barriers may be attacked by either combat or hand-to-hand attacks.

Landslides

Sometimes the rubble and debris that makes up the Zone caves in or shifts, moving the Runners to another area. Each turn, randomly determine a Block that is affected by a landslide (this is best done by rolling two dice, one to determine the column and the other the row).

For each Runner in that Block, roll D6 and consult the following chart:



On a 1, 2, 3, or 4, the Runner is moved in the direction indicated. On a 5 or 6, the Runner stays in the same Block, but takes 1 armor-piercing damage.

Landslides do not damage Locations, Contacts, Challenges, or Objectives. Any Barriers erected on the Block are immediately destroyed, however.

Skilled Runners

The skills possessed by Runners may help them out in certain situations. Consult the following chart:

Athletics: Runners with Athletics may move from one Block to another and still act. Their second action -- if any - must be undertaken immediately; a Runner may not move to a Block and then wait for an opponent Runner to turn before attacking, for example.

In addition, a Runner with Athletics may cross The River even if he or she does not have a Vehicle. If the Runner crosses into a River Block, he or she may not undertake a second action as described above (it's a lot of exertion, swimming.)

Demolitions: A Runner with Demolitions may turn to automatically destroy any Barrier.

Firearms/Gunnery: A Runner with Firearms or Gunnery may add one skill to their "to hit" roll. If the Runner is using a weapon that requires a certain skill level, however, their effective level is reduced. (Example: Domino, with Firearms-2, uses a FN HAR, which requires Firearms-1. She can only add +1 to her "to hit" roll.

A "to hit" roll still fails on a natural 1.

Leadership: A player may turn a Runner with Leadership during the safety phase to go first during the action phase. (If a second player turns his own Runner in response, the second player gets to go first -- though the first player may respond by turning another Runner as well.)

Melee: Melee may be used in the same manner as Firearms, above. Firearms/Gunnery only assists in ranged attacks; melee only helps in hand-to-hand combat.

Stealth: Runners with Stealth may not be attacked while moving. In addition, a Runner may turn to "sit quiet" and fade into the background. This Runner may not attack or be attacked, but is still affected by any Events, special abilities, or game effects that target the Block she is on.

Technical: A Runner with Technical automatically doubles his Attack Rating when determining the strength of a Barrier he is helping to construct.