

CONTENTS

Credits	4	Manipulation Spells	42
Introduction	5	Elemental Manipulations	42
Runners' Gear	7	Telekinetic Manipulations	42
Weapons	7	Transformation Manipulations	43
Hold-Outs	7	Shaped Explosives	45
Light Pistols	8	Shaped Explosives	46
Machine Pistols	9	Detonators	49
Heavy Pistols	10	Better Living (and Dying) Through Chemistry	53
Taser	11	Compounds	53
Submachine Guns	12	Depressants	54
Sport Rifles	13	Designer Drugs	56
Sniper Rifles	14	Hallucinogens	58
Shotguns	15	Narcotics	60
Assault Rifles	16	Stimulants	61
Grenade Launcher	17	Flora	64
Heavy Weapons	18	Awakened Flora And Compounds	67
Melee Weapons	20	Fauna	73
Special Weapons	20	RadTech Catalog	75
Accessories	21	Gear	75
Ammunition & Explosives	23	RadTech Powered "Assault-Courier" Series	76
Armor & Clothing	27	Rules	79
Other Gear	29	SWO Guns	81
Bioware	31	Hold-Outs	81
Cyberware	32	Light Pistol	82
Magical Gear	33	Machine Pistols	82
Vehicles	34	Heavy Pistols	83
Bike	34	Submachine Guns	86
Cars	35	Rifles	88
Helicopter	35	Assault Rifles	88
Vectored-Thrust Aircraft	36	Multi-Weapon	90
Street Grimoire	37	Shotguns	91
Combat Spells	37	Sniper Rifles	93
Detection Spells	38	Heavy Weapons	94
Health Spells	39	Machine Guns	94
Illusion Spells	41	Grenade Launchers	95
Directed Illusions	41	Assault Cannons	96
Indirect Illusions	41	Special Weapons	97
		Munitions	99
		Legal Hassles	101
		Equipment Tables	T1



RUNNING GEAR EPEDITS

ORIGINAL WRITING & DESIGN

Better Living (And Dying) Through Chemistry: Brijesh Gill, Seth Narins and Wordman

Legal Hassles: Gurth

RadTech Catalog: Phil Smith, based on a *Cyberpunk 2020* net.article by Storm Widow

Runners' Gear: Gurth

Street Grimoire: Gurth, Maurice Francke, Brian D. Neumann, FASA's *Shadowrun, First Edition* designers

Shaped Explosives: Gurth

SWO Guns: Dan Black, Marc Coulson, James Davis, Gary Harp, Mark Harp, Phil Hull, Bryon Kerbs, Mike Loseke, Shawn Loseke, Matt McCormick, Adam Menefee, Travis Menefee, John Rust, Jason Schock, and/or Jason Verkuyl

THIRD EDITION UPDATES, plus Additional Writing & Design

Damion Milliken: *Better Living (And Dying) Through Chemistry, Runners' Gear, Shaped Explosives*

Gurth: *Better Living (And Dying) Through Chemistry, Legalities, Runners' Gear, Street Grimoire, SWO Guns*

Phil Smith: *Better Living (And Dying) Through Chemistry, Runners' Gear, Street Grimoire, SWO Guns*

Wavy Davy: *Runners' Gear, SWO Guns*

Head Nitpicker Proof-reader

Damion Milliken

Illustrations

Cover Art & Page Headers: Gurth

Cover Art Model: Davor Corbijn

Runners' Gear: Gurth & Phil Smith

Shaped Explosives: From clipart and various websites, some with alterations by Gurth

SWO Guns: the SWO crew (converted to vector graphics and "colored" in by Gurth)

Legal Hassles: FASA's artists (used without permission)

SPECIAL THANKS

To Mike Loseke and Wordman, for letting us update and include *SWO Guns* and *Better Living (and Dying) Through Chemistry*, respectively.

Individual Greets & Thanks

Gurth: greets to Davor Corbijn, Hilde Hoogland, Vera van Kralingen, Danny Schog, Jeroentje Versteeg, Martijn Weezepoel and everyone in the ISG.

Phil: thanks to The Denizens of ShadowRN; Amy; my

gaming group: Lewis, Bale and Darren; Bachelors Super Noodles; David Fincher, Brad Pitt, Edward Norton and anyone else involved in the creation of *Fight Club*.

CONTACT ADDRESSES & URLS

Damion Milliken: dam01@uow.edu.au

Gurth: gurth@xs4all.nl

Phil Smith: phil_urbanhell@hotmail.com

Plastic Warriors: <http://plastic.dumpshock.com>

Students of War and Oppression: <http://www.swo.com>

Wavy Davy: ctysmd@comp.leeds.ac.uk

RIGHTS

The copyrights to the individual articles making up *Running Gear* belong to those articles' original authors. *Running Gear* itself, as a compilation of those articles, is copyright © 1994-2002 by Gurth.

Shadowrun® is a registered trademark of WizKids LLC. Original *Shadowrun* material is copyright © 1989-2000 by FASA Corporation, and © 2001-2002 by WizKids LLC. All Rights Reserved. Used without permission.

Distribution

Running Gear may be freely copied and distributed in both electronic and hardcopy formats, on the conditions that it remains completely unmodified, and that no profit is made off the distribution. In other words, pass it on exactly as you got it, and don't charge any money for it.

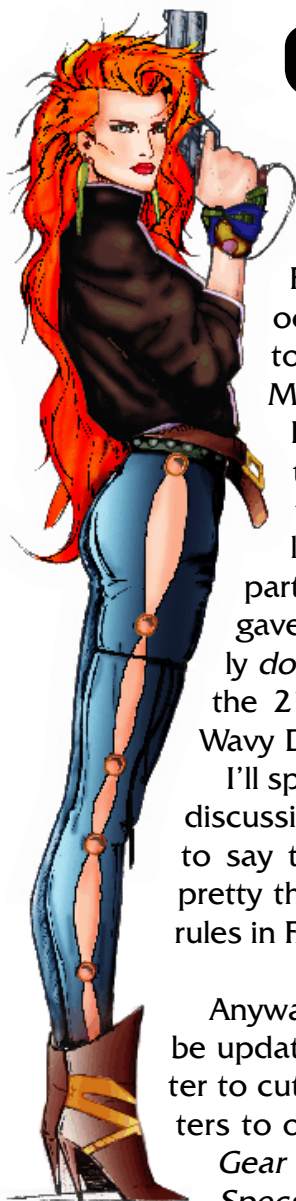
TECHNICAL SPECIFICATIONS

This edition of *Running Gear* was laid out using QuarkXPress 4.1. Graphics work was done mainly with Adobe Photoshop 6.0 for the bitmaps, plus Corel DRAW 8 and Corel OCR-TRACE 8 for the vector graphics, all under Windows. The actual text was updated, assembled and edited using a number of different text editors (emacs, pico, vi, and an unknown one on Phil's color-impaired Macintosh), not under Windows.

Fonts used are FrizQuadrata BT for the main text, AvantGarGottItcTEE for shadow comments, and **ୱିକିଡ଼ିଆ** for the main headers.

Page size is A4, but if you live in North America, just make sure your PDF viewer resizes the document to fit your paper size and all should be well.

introduction



You are looking at a completely revised edition of *Running Gear*, a net.sourcebook I originally put together back in late 1994 from things I'd downloaded from *Shadowrun* FTP sites (this was before the world wide web came to dominate life as we know it) as well as chapters I'd written myself.

Ever since *Shadowrun, Third Edition* was released by FASA Corporation back in August 1998, I had been thinking occasionally about updating all the **Plastic Warriors** books to conform to third edition rules. However, it took until March 2001 for anything to actually happen—at that time, Damion Milliken mentioned on the ShadowRN mailing list that he felt a lot of net.books were in need of revision to third-edition rules, and more or less volunteered to at least help out in a project to do just that. As his post was partly addressed specifically to me (I wonder why...) this gave me the impulse I needed to get off my ass and actually *do* something about those updates I'd been thinking of for the 2½ years before. Two more volunteers, Phil Smith and Wavy Davy, were soon recruited, and we were ready to begin.

I'll spare you the details of the sometimes seemingly endless discussions we had about how to tweak the updates—suffice to say that we went over the existing equipment and spells pretty thoroughly to make sure they conformed to the la(te)st rules in FASA books. Wait, that should be “FanPro books” now...

Anyway, soon after we started looking at what needed to be updated, we came to the conclusion that it would be better to cut some material from various books, or to shift chapters to other books. As a result, this new edition of *Running Gear* combines both the original *Running Gear* and *Tech Specs* into one, but without some of the chapters that were in those books. More specifically, the chapters with

ନୈତ୍ୟସୂଚୀ

Cyberpunk 2020 equipment and cyberware, reverse-engineered spells, rules and character archetypes have been left out. There were several reasons for this choice; some of the material had been so superseded by FASA's more recent books that there was little point in keeping it, or even of trying to update it; another was that sometimes even I didn't understand why I had ever included it in the first place :) Finally, a reason that applies mainly to the *Cyberpunk 2020* gear, is that the material will appear in the updates of another book—the *Chromebook Conversions* will become the *Cyberpunk Conversions*, with all the items converted over from that game collected in one book. Work has recently begun on that as I type this, but I'll warn in advance that you shouldn't expect it any time soon...

It's March 2002, roughly a year after we started, and the new *Running Gear* is finally—almost—done. I hope this update will be as useful (and perhaps as popular) as the original *Running Gear* has proven to be for many *Shadowrun* players and groups. Finally, I'd like to thank everyone who ever mailed me with comments about any of the **Plastic Warriors** books, and of course especially Damion, Phil and Wavy for their time and effort.

Now if only I could think of a cool and catchy thing to say to conclude to this intro...

—Gurth <gurth@xs4all.nl>