

STREET LETHAL

Sample file

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INTRODUCTION

There is no better way to get a shadowrunner to stare at you like you're some sort of alien from a distant planet than to ask them, "Got enough guns?" Sure, they understand the words individually, but once you put the word "enough" in front of guns, all sense disintegrates. It's like saying "square wheels" or "fluffy dragon"—the words just don't go together.

And they're not crazy to think that way. Runners have a lot of different weapons because they get themselves into a lot of different situations, and having the right weapon—or the right tool—can be the difference between success and an abrupt fade to black.

Street Lethal is all about providing more tools for runners. The *Expanded Arsenal* is just what its name says—more weapons and armor for shadowrunners, including the latest offerings from eccentric discount manufacturer Kramer and a resurgent Narcoject. *Military and Future Weapons* takes a look at some of the concepts corps are working on and prototypes they are developing so that runners can anticipate what might be thrown at the future—and, if they're lucky, get their hands on an early prototype to help them cause havoc. With *Opposition Report: CorpSec*, the focus turns to the powerful tool of information,

giving the runners details on corporate security techniques and some of the preferred tactics of the major players. *Unconventional Fighters* looks at some of the other fighting forces runners might encounter on the job, including mercenaries and pirates (this chapter also has life modules and qualities for making characters with a background in these forces). Finally, *Lethal Arts: New Techniques and Options* gives runners expanded rules for group tactics, focusing on mixed-unit tactics.

With the material in this book, runners will be poised to deal with all sorts of problems they'll find themselves in. They might learn how to gain a little extra oomph with a fluid-motion mace, or how to beat a quick retreat with the Hot Drop Rapid Egress Jetpack System. They'll know more about how a corps might defend the particular building they're looking at, and how Mitsuhama's approach might differ from that of, say, Spinrad (hint: one will leave you deader). They'll get important insights into the fighting capabilities of El Cudrilla and who they're working for now, along with insights into the derangements that drive the Flaming Sword. And they might even, ghost help them, learn how to function alongside regular army types.

All this and more is waiting ahead. Dive in, and make sure the streets are mean to everyone but you!

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PROVING GROUNDS

Big labs were bad news. Big labs with a lot of rubber bullets near a wall with a deflection cone built into it were worse. Stuff was tested there, stuff that needed a lot of space. Nice things didn't take a lot of space. Bunnies didn't. Neither did kittens. Explosions, weapons ranges—those were things that needed room.

That was not what Cayman wanted to be in the middle of, but it's where he was. Standing guard while Groovetooth jacked in to a wired host hidden away in the Faraday cage that was buried in the room's walls. X-Prime was standing near her, twirling his Taurus Omni-6 around his finger like he was an Old West gunslinger.

"Ninety-five percent of what you're copying is garbage," X-Prime said. "More than that, probably—ninety-nine, maybe. Memos. Calendar items. Passive-aggressive notes about people stealing other people's lunches. Drek like that. But we'll have copies of all of it."

"You'd rather I search for specific files?" Groovetooth asked.

"Seems like it would be more direct. And faster."

"Only if they didn't encrypt anything. And what sort of fool goes to this effort to secure their data, with this room and this cage, and then leaves it just open for anyone who logs on to read? Besides, if I search, I leave a trail. One

hunter goes into the savannah, you can track where they went, and you have some idea what they were looking for. A thousand hunters go in at once? No one knows what they are looking for. I am stampeding across this device."

"Yeah, that'll throw them off our scent. They'll sit there wondering, 'Did they want information about the next meeting with Doris from HR? Were they looking to see who would be working next Friday night? Or were they trying to dig up the information on top-secret weapons prototypes we have stored on the host?' It'll truly be a mystery. They'll never figure it out."

Malinalli walked around the edge of the room, left arm outstretched so that her fingertips lightly brushed walls and desks. The sleeves of her rose-colored chambray shirt were rolled up, revealing that the serpent tattoo on her left arm was glowing softly. "The emotions here are ... strange."

Cayman seized on that immediately. "How? Stressed? Worried? Anticipating disaster? What?"

"Stress, yes, but there always is." She spoke in an unhurried, soft voice. This was the third run Cayman had done with her, and he had yet to see her flustered. "There is something different, though. Excitement. Something else—I can't ... happiness?" She paused. "I can't be sure. I encounter it so rarely."

