

Where can you sell body parts to voodoo priests? Where do Siberian shapeshifters buy military goods? What weird experiments are going on in corporate aquaspheres? Where do t-bird smugglers hide from the military patrols? Learn the skinny here, chummer.

The Target: Smuggler Havens sourcebook allows you to jump ant into the exciting cities of New Orleans and Vladivostok. It contains a wealth of information on smuggling, including adventure frameworks for new locations, rules for t-bird smuggling and border patrols, free voodoo spirits, and information on awakened Siberia. Target: Smuggler Havens is intended for gamemasters and players of all experience levels. For use with Shadowrun.



SHADOWRUN® is a Registered Trademark of FASA Corporation. TARGET: SMUGGLER HAVENS $^{\rm tot}$ is a Trademark of FASA Corporation. Copyright $^{\odot}$ 1998 FASA Corporation. All Rights Reserved. Printed in the USA.

Sandeille

SMUGGLER SHAWETTS



FASA CORPORATION

TABLE OF CONTENTS

INTRODUCTION	6	Underwater Security	74
NEW ORLEANS: THE BIG EASY	7	Surveillance Systems	74
The City and its People	8	Security Patrols	75
Business—Legit and Otherwise	10	Magical Countermeasures	76
Local Folks	12	The Airlock/Decompression Chamber	77
The Goods (And Not-So-Goods)	15	Internal Security Arrangements	77
Vice Rackets	15	SMUGGLING ON LAND	79
Organlegging	21	Seattle to New Orleans	79
Arms Smuggling	21	The Northern Route	79
Talislegging	22	The Northern Spin-Offs	82
Smoke and Mirrors	24	The Southern Route	84
That Voudoun You Do	24	St. Louis to New Orleans	86
Dwellers in the Shadows	26	Into Aztlan	87
VLADIVOSTOK: THE WILD EAST	30	The Rest of the Routes	88
History	32	GAME INFORMATION	90
Prelude to War	32	Facts at a Glance	92
All Enemies, Foreign and Domestic	34	New Orleans	92
Recent Events	36	Vladivostok	92
Smuggling Routes	37	etting In/Out	92
The Trans-Siberian Railroad	38	New Orleans	92
The Seattle Sea Run	43	Vladivostok	92
Vladivostok Neighborhoods	47	Cost of Living	93
Golden Horn Bay	47	New Orleans	93
Russky Island	4	Vladivostok	93
Popov Island	46	Running in New Orleans	93
North Vladivostok	48	The Opposition	93
Khasan Coast	48	The Environment	93
Law Enforcement	48	Voodoo	94
National Supreme Soviet	48	New Loas	95
UGB	49	Critters	95
MVD	50	Adventure Ideas	96
The Pacific Fleet	51	Running in Vladivostok	97
The Vladivostok Underworld	52	Local Color	97
Vory v Zakone	52	The Siberian Wilderness	98
Seoulpa Rings	52	Siberian Shamanism	99
The Triads	54	New Critters	99
The Yakuza	54	Adventure Ideas	100
OFF THE DEEP END	55	Running an Underwater Adventure	102
The Sea of Japan—Turn of the Tides	56	Ports of Call	102
Corporate Scorecard	56	Situational Briefing	102
Ports of Call	59	Undersea Security	103
The North Atlantic—Arkoblocks and Eco-Wars	61	Adventure Ideas	103
Proteus AG	62	Running Land Smugglers	104
Other Corporations	65	Land versus Sea	104
IFMU	66	The Long Haul	104
High-Seas Eco-War	66	Smuggling to Everyone	106
The Klabauterbund	68	Special Rules for LAVs	106
Other North Sea Pirates	69	Optional Vehicle Rules	107
Ports of Call	70	Running the Border	108
		Adventure Ideas	109



TARGET: SMUGGLER HAVENS

Authors

New Orleans by Steven Kenson Vladivostok and Off the Deep End by Jonathan Szeto Land Routes by Bill Aguiar, Chris Hussey, Linda Naughton and Michael Mulvihill

Product Development

Michael Mulvihill with Robert Boyle

Editing

Robert Boyle Tara Gallagher Sharon Turner Mulvihill Diane Piron-Gelman

Shadowrun Line Developer

Michael Mulvihill

Editorial Staff

Senior Editor
Donna Ippolito
Va)naging Editor
Sharon Turner Mulvihill
Associate Editor
Diane Piron-Gelman
Assistant Editors
Robert Boyle

Tara Gallagher

Production Staff

Art Director
Jim Nelson
Project Coordinator
Fred Hooper
Cover Art
Mark Zug
Cover Design
Fred Hooper
Illustrations
Jason Felix, Fred

Jason Felix, Fred Hooper, Scott James, John Paul Lona, Larry MacDougall, Mark Nelson, Steve Prescott, Shane White

Layout

Fred Hooper

"Hi to our biggest fan, Larry Bomstead!"

SHADOWRUN® is a Registered Trademark of FASA Corporation.

Target: Smuggler Havens™ is a Trademark of FASA Corporation. Copyright © 1998

FASA Corporation. All Rights Reserved.

Printed in the U. S. A.

Published by FASA Corporation •1100 W. Cermak Road • Suite B305 Chicago, IL 60608

FASA Corporation can be reached on America OnLine (E. Mail—FASALou (Earthdawn), FASAInfo (BattleTech, Shadowrun, General Information) or FASA Art (Art Comments)) in the Online Gaming area (Keyword "Gaming"). Via InterNet use <AOL Account Name>@AOL..COM, but please, no list or server subscriptions. Thanks!

Visit FASA on the World Wide Web at http://www.FASA.com

WWLand

"I have taken all knowledge to be my province."—Francis Bacon "Humankind cannot bear very much reality."—T. S. Eliot

A WORD FROM OUR SPONSOR:

It's official—corporations are in season. Get 'em now while the huntin's good! That's right, we spend most of our time running for them. but in a corp war free-for-all, anything goes. For pirates and smugglers especially, this is the ideal time to take advantage of certain targets, as many of them are occupied with more pressing concerns. So all you freelance entrepreneurs out there should take this as a rallying call and kick your hoops into gear, because you don't want to let opportunities like this pass you by.



THE BACK STOCK

The Underworld Source book (Mobs and their jobs)
Target: UCAS (Bost Carbonal)

Rigger 2 (Keep up on the SOTA!)

Cyberpirates (Th shbucklin' smuggler's handbook)

Go to Complete Library Archives



THE DAILY SPECIAL

How to Enjoy Life on the Run!

Smuggling run, that is. Ever wonder where the smugglers scurry to when someoneturns on the lights? Now you can see for yourself. We traded our credsticks, shirts, and SINs to get the intel straight from the source on today's most popular free trader refuges-Vladivostok and New Orleans. We also inquired into prime employment opportunities, so if you're thinking of jammin' a t-bird or doing some high-seas raiding, scan the text on favored land routes and underwater aquaspheres.



COMING SOON!

New Seattle (The new face of the old hometown—in all its gory detail) Magic in the Shadows (The Sixth World undergoes rapid change, and magic is always unpredictable)

The Corporate Download (Corpoinfo, as only Shadowland can provide)

Mags/Vids

Messade Boards

Private Rooms

Misc. odics

Halo

Dacker House