

# URBAN BRAWL™

"Two balls, two goals,  
and about three  
thousand rounds  
of armor-piercing  
ammunition!"

Some call it  
the ultimate  
game, the  
supreme test of  
cunning and strength.  
Others find it a barbaric  
blood sport, nothing more  
than barely contained mayhem  
that appeals to the most primitive  
blood lust lurking in the human psyche.  
For the shadowrunner, the world of  
*Urban Brawl* holds a Byzantine maze of  
betrayal, buried secrets, and sudden  
violence. So how about it are you ready  
to rock and roll with the big boys?

*A Killing Glare is a  
Shadowrun adventure,  
compatible with the rules  
contained in the original  
Shadowrun rulebook and  
Shadowrun, Second Edition.*

**FASA**  
CORPORATION

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# A KILLING GLARE

Sample file

FASA CORPORATION

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## A KILLING GLARE

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A KILLING GLARE





# A KILLING GLARE: A Prologue

Bright blue sparks flew from the vid unit as Bubba's ram spell smashed into it. Almost immediately his body convulsed with the burning pain that flared up every time he cast a spell. The pain was the price he paid for invading his body with cyberware. He had started with a small implant, replacing an eye blinded during a bad run. But once he'd begun, he found he couldn't resist the lure of cyber enhancements and improvements.

For most people, the benefits of cyberware far outweighed any inconveniences the so-called bodmods might cause. For a mage, however, invading the body with cyberware inevitably led to firsthand experience with the nasty side of modern-day magic. As Bubba replaced more of his own body with cybergear, he found that casting spells caused him increasing pain. Spellcasting took a lot of juice; it left most mages pretty shagged, and they needed to sleep it off for a few days. But spellcasting left Bubba a lot more than tired. It hosed him up six ways to Sunday, inside and out. Sometimes he wouldn't heal for weeks after a particularly nasty run. On the rarer and rarer occasions when someone actually hired him for a run. That hadn't happened in a long time.

Back in the old days, when Bubba had been in his prime, his sharply honed magical skills had earned him a rep that reached throughout the sprawl. Together with Slider, Rajah, Finder, Top Cat, and Starlight, Bubba had belonged to one of the hottest shadowrunning teams in Seattle. He still remembered their faces, still remembered the glory days.

Those days had ended with the Gentech run.

Aztechnology had hired the team for a routine datasnatch, and they pulled off the run fine. But then Slider, the team decker, got nosed and found out what Aztechnology really wanted from Gentech. After they trashed the data they had stolen, Aztech wanted them bad—so bad they sent Morgan after them. And Morgan had gotten them all. All except Bubba, Top Cat, and Starlight.

Top Cat and Starlight. The turncoats who backstabbed him and left him to die in the sprawl.

As he turned away from the fizzling vid unit, Bubba realized it was still working. The voice of the announcer rang in the air.

*"Next week in Seattle, the North American Urban Brawl Championship pits the second-ranked New York Slashers against the team to beat, the Seattle Screammers! Ever since their newest*

*stars, Punch and Judy, joined the team, the Screammers have rocketed to the top of the league and are ready to play the game of their lives!!! Next week, live from Seattle!!!"*

Punch and Judy. The names made him laugh. Even now they were a team, still together after leaving him to rot in a Seattle gutter. Punch and Judy; what a flip. Their disguise might fool the rest of the world, but not Bubba. No cosmetic surgery could hide them from him: Punch and Judy, aka Top Cat and Starlight, the pair of traitors who'd left him so long ago.

He walked across the room to his sputtering vid unit and picked up the attached vidphone. For once, he was glad one of his spells had failed. After selecting voice-only transmission, he keyed in the number of his old fixer. The voice on the other end of the line had barely said hello before Bubba interrupted. "Haft, this Bubba. I need a number." "Whose number?" the fixer replied. "Keane."

"Are you crazy? They'll get you, you know that. The Azzies don't forget."

Bubba grunted. "Just give me the number and spare me your concerns for my health."

"Your funeral, chummer. The number's 555-4445."

"Thanks." Bubba hung up and keyed in the new number, again using voice-only transmission. A gravelly voice answered.

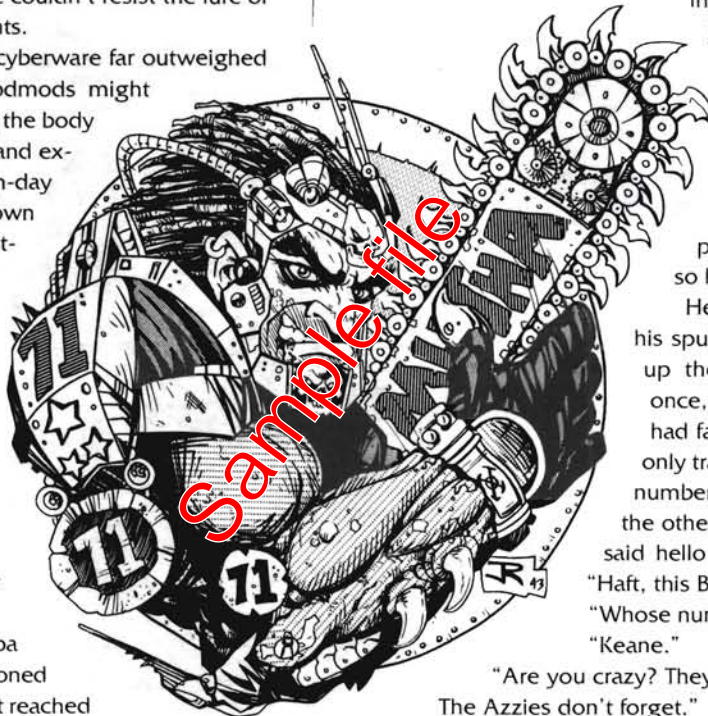
"Yeah."

"Hoi, Keane. It's Bubba. I got a message for your friends over at Aztechnology."

"Don't know what you're talkin' about," Keane growled.

Bubba laughed—a harsh sound, without mirth. "Yeah, sure. Just tell your pals that if they're still interested in Top Cat and Starlight, they should take a look at the Seattle Screammers' star players, Punch and Judy."

As he cut off the transmission, the vid screen came back to life with another ad for the upcoming game. Close-ups of Punch and Judy filled the screen. He shot their images a killing glare, that turned into an almost feral grin. The time had come for payback.







# INTRODUCTION

**A Killing Glare** is a roleplaying adventure set in the world of **Shadowrun**.

The year is 2054. Advances in technology are astonishing, with humans able to blend with computers and travel through the virtual reality known as the Matrix. Even more astonishing is the return of magic. Elves, dwarfs, dragons, orks, and trolls have reassumed their true forms, while megacorporations (rather than superpowers) rule much of the world. Moving through this world like hushed whispers are the shadowrunners. Though no data base contains any record of them, and no one publicly admits their existence, they are a reality in the Sixth World. No one else can perform their secret work.

This adventure takes place in the shadows and back alleys of Seattle's urban sprawl, against the backdrop of the International Urban Brawl sports circuit. The vast sprawl includes the original city of Seattle and the surrounding sixteen hundred square miles on the eastern shore of Puget Sound. Yet even this vast megaplex is but an enclave set amid even larger sovereign states ruled by Native American nations, metahumans, and Awakened beings.

## GAMEMASTER'S NOTES

**A Killing Glare** uses a decision-tree format that allows the players' team to arrive at the same encounter via different routes depending on the choices they make. Once the player characters begin the adventure, they set off a chain of events that continues even after the characters may think the run has ended. The **Plot Synopsis** presents the most likely course of events, though certainly not the only one possible.

To run the adventure, the gamemaster needs a thorough familiarity with the material in this book as well as a working knowledge of the **Shadowrun, Second Edition (SRII)** rules. The contents of **A Killing Glare** are for the gamemaster's eyes only, except for certain items earmarked as **Player Handouts**. **A Killing Glare** is designed for a team of five to six shadowrunners. The team should contain a variety of talent, including at least one magician and a decker. Players may use any of the character types listed in the **Shadowrun** rules or various **Shadowrun** supplements, or they may generate their own characters.

## SHADOWRUN RULES

**A Killing Glare** uses the **Shadowrun, Second Edition (SRII)** rules. Game information, specifically statistics, appear in the **SRII** format. Gamemasters still using the first-edition **Shadowrun** rules will need to convert the non-player characters (NPCs) presented in this book to their first-edition equivalents. The gamemaster must also adjust weapons for different Damage Codes, watch for differences in some spells, and calculate various Dice Pools for use with first-edition rules.

## MAKING SUCCESS TESTS

Throughout the course of **A Killing Glare**, the players will make a number of Success Tests using a skill and a given target number. These Success Tests are indicated by the name of the appropriate skill followed by the target number. For example, a Sorcery (5) Test refers to a Sorcery Success Test against a Target Number of 5.

This adventure often suggests a Success Test to replace or augment specific roleplaying encounters. Gamemasters may ignore these dice rolls if they seem unnecessary, depending on the player characters and the circumstances. These tests, called opposed tests, require the player character involved to test his or her skill against a non-player character using the same or an opposing skill. In an opposed test, two characters use the same skill or an opposing skill against one another, with only one of them able to succeed in the effort. Usually, the character generating the greater number of successes achieves his goal. Opposed tests are indicated by the name of the appropriate skill and the rating of the opponent's skill to be used as a target number. For example, in a Negotiation (Willpower) Test, the initiating character rolls a number of dice equal to his Negotiation Skill against a target number equal to his opponent's Willpower Rating. The opponent makes the same test using a number of dice equal to his Negotiation Skill and a target number equal to the player character's Willpower Rating. The character that generates the most successes wins the opposed test and adjusts the outcome in his or her favor. The difference in successes generated, or the net successes, determines the final result of the action. (For more information on opposed tests, see p. 68, **SRII**.)

## SUCCESS TABLES

At times, the gamemaster will use success tables to determine how much information the players receive from inquiries and investigations. Each success table lists different information obtained for different numbers of die roll successes. Rolling a higher number of successes always reveals the information for the lower numbers of successes as well. For example, a character rolling 3 successes would learn not only the information for 3 successes, but also the information for 1 and 2 successes.

## HOW TO USE THIS BOOK

Aside from the basic **Shadowrun** rules, this book includes all the information needed to run this adventure. The gamemaster may also find **Shadowbeat**, the **Shadowrun** sourcebook that deals with entertainment in 2053, particularly helpful. The urban brawl rules in **A Killing Glare** match the rules given in **Shadowbeat**. A copy of the **Contacts** book included with the **SRII Gamemasters Screen** may also prove useful during the **Legwork** sections of the