

// INTRODUCTION //

So, you've screwed up. In Saeder-Krupp land no less, and you've allowed the warning to get out.

Getting out of the complex at this point is not an option, and you resign yourself to try to delay whatever SK has to throw at you, while the decker gets a nearby vehicle close to the office. You've heard stories about what happens to runners that screw up this bad, and Herr Schmidt has told you to not even contact him again if they call elite security on you.

You wonder if this is all just fearmongering and hearsay, until you distinctly hear sets of footsteps walking up the plasteel staircase just outside the office. The decker sends you a message from the other room. 4 smartlinks are heading up the stairs. The connection is cut shortly after, and her commlink doesn't seem to be answering calls.

Radio silence, you presume.

For a few moments you deliberate and have a strange sense of wonderment at what they could possibly be sending. While still fresh with optimism, the silence sullies your mood. You had planned this for months, you knew the layout of the SOX facility for weeks, bribed half the security, shot the other half dead.. Who the fuck squeaked?

Your strong, reliable cyberarm grapples the nearby fridge and smashes it onto the floor, creating a suitable barricade for whatever bulldrek they try to throw at you. For the first time in the job, you feel like you genuinely don't know what's next. It's a strange feeling for a professional of your caliber, and it brings you back to your young days of running in Hannover.

You think back, and count. Four smartlinks. Unlucky fucking number. You're five in the room, and Klette is in the next office hacking and sending a truck over. You've got this, you just have to keep them off the door for a few more minutes.

Your companions look back at you, looking for the optimism they lack in your eyes. The mage specifically looks scared drekless in the corner. He hasn't even tried to set up any cover, or look back at you. It's like he's seeing something you're not, completely paralyzed with fear. For a moment, your eyes twitch.

You haven't felt anything magical in nature, definitely nothing that feels like astral projection.

Deeper down, beneath your smile, you try your best to ignore the truth. Your entire life has been lapsing in and out of your head for the past minute, your hands flickering in the terror that your curiosity from seconds ago has evolved into.

You haven't been thinking of your team's safety. Some of these people you've ran with for years, but right now, you only feel a primal fight-or-flight response that implores you to save your own life. You try to gulp down to try to reestablish some sort of control onto your body but it feels like there's nothing left to gulp.

Your attempt is interrupted by a small yet piercing shockwave, reverberating through your entire trunk, your firearm, and the fridge you've put on the floor. Less than a fraction of a second later, a distant gunshot, and the whizzing of a bullet heading your direction. You hold your Alpha towards the door, ready for the breach, but your fear gets the best of you, and you instinctively turn your head to where the gunshot came from.

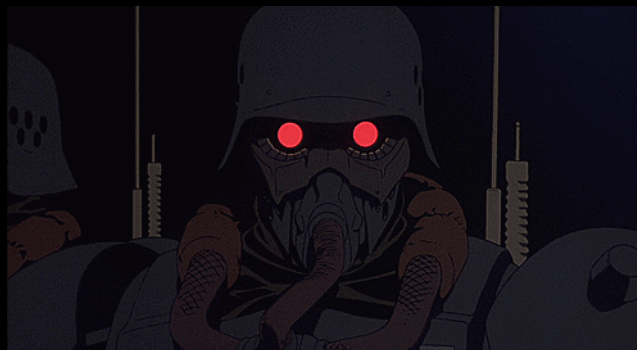
You look back to the mage, and still in the terrified, almost fetal position he was previously alive in, you see his head, now unnaturally jerked forwards, and a gaping, burnt hole through the back of his skull. Behind him, the strong, industrial plascrete has a hole violently cracked in. It doesn't look like a gunshot, it looks like somebody just hit him with a sledgehammer and happened to smash the wall behind with him. Did he know it was coming? You expected something like fucking MET, but this is too strong even for corporate security.

As you stare onto the mage's lifeless body, you feel your very will to live seep out of your mind.

Your head flicks instinctively back into position. You catch a maelstrom of cracked concrete and broken glass onto your cheek and temple. It's going down. You're already chambered in.

They storm the room before you can even react, kicking through windows, shotgunning through state of the art security doors, filling the room with the smell of pyrite and gunpowder, kicking up enough dust and sparks to make them look like dragons in a dustbowl. Engulfed in the controlled chaos and surrounded by thermographic faces under suits of armor, you conclude your last thought:

You should have asked for more pay, chummer.





Saeder-Krupp Special Security Group - Dragons

"The Dragons as a whole is one of the most potent Special Operations groups in the world today. We have members of all types of Special Operations personnel in the world. Whether from the Americas, Europe, or a Third or Fourth World country. Combined with the latest in technology, we have the most highly equipped, trained, Special Operations force in the world, able to strike anywhere, anytime, with whatever level of force necessary to accomplish our objectives."

-Hans Ultenner, VP, Section ONE

Ever since the appearance of Ryumyo on December 24, 2011, dragons have re-emerged to take their place as the most powerful living creatures on Earth. Their presence commands respect and awe to those who are in their presence, especially those Great Dragons such as Dunkelzahn, Ryumyo, Hestaby, Rhonabwy, and Lofwyr. Lofwyr is undoubtedly the most powerful of those dragons. As the President, CEO, and Chairman of the largest of the ultra-powerful megacorporations; Saeder-Krupp, and sits the Council of Princes in Tir Tairngire, he commands a large influence around the entire world, and to every living thing.

Lofwyr has been characterized as planning for every contingency, and when it comes to security of the corporate interests and assets, Saeder-Krupp security is one of the most formidable. Lofwyr realized that when special security measures or situations arise, that there needs to be a group solely dedicated to those goals. To that end, he personally created the Special Security Group- "Dragons".

Mission Statement

According to the one-page mission statement sent out to the heads of all the Saeder-Krupp offices, The mission statement of the Special Security Group is: To protect those assets of Saeder-Krupp which require an increase in standard protection and to serve as a high-threat response and preemptive security team. They are required to serve as high-threat security and protection of critical assets, both personnel and projects. They also serve as a high-threat, quick response group in situations where standard security must deal with unconventional situations, such as hostage situations, terrorist attacks, and attacks on high-level security risks and threats to critical assets. They also serve as pre-emptive strike teams against any possible threats where there is a risk or collateral damage to Saeder-Krupp assets or image.

What a Dragon Is Good At (The Minimum Read)



To apply to join the Special Security Group, a person must fall under these guidelines:

- *The applicant must be a member of Saeder-Krupp security.*
- *They must have two years of experience in security, but preferably have four or more years experience.*
- *They must not have any reprimands, bad letters of fitness or conduct, or have been convicted of a felony by any entity; corporate, federal, local, etc.*

If the applicant has not violated any of those rules, then they may request to apply for SSG by asking their superior to schedule an appointment with a recruiter. After filling out the necessary paperwork and making sure they are serious about applying for the "Dragons", the applicant signs the form, and makes their presence at the next class official. If they violate this and aren't present at the first class, they must state their reason for not being present. If the reason is frivolous or doesn't hold up, the recruit may face serious reprimand. If they change their mind, they have until the day before class starts to make this known to their recruiter.

It is to be outlined that the Special Security Group is entirely composed of volunteer employees. The circulating rumors of the SSG kidnapping experienced shadowrunners, brainwashing them and implanting killswitches is only that: a rumor.

During training, they must face constant physical and mental tests. They have to get up at 4 AM and work for ten hours doing physical tests, spending six hours in between the two four-hour periods learning observation, survival, and tactical skills. As the program goes on, the tests get harder, and there are more of them. The students must learn to adapt to the increasing amount of pressure and workload on them. As the students go on, they must also undergo psychological testing, and must also face new tests, such as irregular wake-up times, and training periods, as well as going through an entire week with only four intermittent hours of sleep combined with studying, physical exercising and training, psychological tests, and equivalency test in combat and survival training. By the end of the twelve-weeks, the group has weeded out anywhere from 40 to 95% of the incoming class. If at any time a student gives up and quits or fails, they are sent out of the class, and placed back in their original group. If they are injured, they may be "recycled" into another class once they are recovered. However, even after the graduates pass the

Dragon school, they have still not begun to become members of the Special Security Group. To further test the graduates, the 4-man teams of students must pass and survive a survival test where they are dumped into the middle of the Black Forest and survive on their own while evading any Saeder-Krupp security forces sent to track and find them. However, that is not all. They then have to operate in an urban crisis situation, taking tactical command and then evaluating and carrying out a plan to resolve the conflict. Then, after passing these tests, can a person be considered a probationary Dragon.

After they pass all those tests, then they are assigned a probationary position in a group in Section FOUR, where they are supervised by their commanding officer. The probationary members get one chance to stay in the group for the eight-week period. If they fail to perform a task, and then fail in a recycling, they are kicked out of the group and sent back to their pre-application group. A new member then takes their place. If a member is able to go through the probationary period, then then become a full-fledged member of the Special Security Group- "Dragons". At their graduation, they get various awards for their achievements during their application and probationary periods.

Your character is a trained probationary member of the SSG in Sektion-4. The overall objective of the campaign is to complete your eight weeks and become a full-fledged member of one of the most elite spec ops groups in the Sixth World— or die trying. A session should be roughly equivalent to two weeks of work, or one in specifically tumultuous weeks.

Your reasons for joining the Group can range from corporate fanaticism, a talent for the trade, or simply the sweet 27.5k weekly nuyen even during your probationary period, easily enough to sustain a Luxury lifestyle or guarantee a very early and cozy retirement.

The Mechanics & Chargen

- 1000 karma buy.
 - Characters can initiate or submerge up to grade 6 during character creation.
 - Max skill rating is 9.
 - Only usable ware ratings are standard, alphaware, betaware and deltaware.
 - Max knowledge skill rating is 9.
 - You are allowed up to 3 martial art styles during character creation, excluding additional techniques from things such as One Trick Pony.
 - A skill of 6 in Unarmed Combat and Firearms group is part of basic training and therefore compulsory.
 - Maximum availability is 16, but availability of products from S-K and its subsidiaries have 3 reduced availability, and a 25% discount. This includes any vehicles, gear, weapons and armor manufactured by Walther, Steyr, Heckler & Koch, Ruhrmetall, BMW AG, Messerschmitt-Kawasaki, Philips, Siemens-Nixdorf and Krupp Manufacturing.
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Houserules

//PEOPLE DIE WHEN THEY ARE KILLED//

You cannot burn EDG to use Not Dead Yet.

You may instead burn EDG to use Smackdown when trying to pass a soak or dodge test that would mean your death.

Reminder that Smackdown only works for feats which are *possible* for the character. It is not



possible for a character almost at overflow with 11 armor and 1 BOD to soak 14P -7AP completely, but it is possible for them to get 12 hits out of 12 dice in the dodge test for such an attack.

//SPIRITS ARE NOT YOUR LAPDOGS//

Not exactly a houserule but a reminder: spirits are not drones; they act with self-preservation. High force spirits *will* attempt to test the leash if they find it reasonable. They have names, aspirations and personalities. Look out for your spirits, or be ready to put them back in line. If you are particularly cruel and uncaring towards them, your reputation will precede you when summoning, for better or for worse. Some spirits will be intimidated by the summoner into immediate submission upon materializing, never daring to test the leash lest they face punishment, while more powerful spirits may use their Edge to try to resist the summoning. Glitching a summoning test may result in a spirit that feels like they might have “unfinished business” with you.

//SERG RULES//

The following 5erg rules apply to this campaign:

- Halved Cyberdeck costs
- Melee is a Complex Action
- Quick Draw can be done with Melee Weapons
- Called Shots are part of the attack and don't take a Free Action
- Taking Cover is a Free Action, or part of your movement
- Called Shot: Vitals always deals P
- Dead Man's Trigger no longer has an associated test
- Attribute Boost now provides a flat stat bonus when activated equal to the power's level and lasts an amount of turns equal to the twice power's level. Drain is now (level) + (turns active / 2, rounded up) but it now affects derived attributes like Initiative and Physical Limit.
- Combat sense now provides +1 on surprise tests for each level past the first. Danger sense deleted.
- Improved Reflexes now costs 1xPower level, but costs an additional .5pp to get level 3 of. In effect, level 3 Improved Reflexes costs the same total pp as before, but lower levels are less of an enormous investment.
- Mystic Adepts resist adept power drain with BOD+WIL
- Damage of all assault cannons increased by 1.
- Cost of all Assault Cannons except the Panther XXL reduced by 50%. Panther XXL and Ruhrmetall SMK 252 cost reduced by 60%.
- Assault Cannons now have a STR requirement of 6, like MMGs.
- STR requirement for MMGs and HMGs reduced to 6 and 8, respectively.
- The Lightning Reflexes positive quality now stacks with other sources of initiative.
- Adept Ways only cost 10 karma at character creation.
- When jumped in and shooting a weapon held in a drone arm, the rigger uses the appropriate weapon skill for the weapon being shot. Gunnery is only applicable when the weapon is mounted.
- The funky gear from Kill Code and Cutting Aces were deleted. You know the ones.

The following 5erg rule has been adapted for play:

- Quickening any buff spell that depends on your hits has its karma cost increased to hits*force. Ex: Increase Reflexes at Force 6 with 4 hits grants +4+2d6 permanent initiative, at the cost of 4*6 (24) karma. You cannot Quickening spells that use reagents or EDG to increase the limit. Keep in mind these can still be counterspelled at no cost by a sufficiently talented mage.

Shadowrunners: Public Enemy Number One



After all the rough training that prepares you for any kind of situation, from chemical attacks, hostage situations, cyberpsychosis incidents and organized heists, you might be thinking “What can they do that I haven’t seen before?”. That’s exactly what the man who previously used the ware you have right now thought. And he was wrong.

Fact of the matter is, runners are unpredictable and volatile. They have overloaded decks, foreign military-grade firearms and ammunition, dangerous magic that can completely ignore thousands of euros worth of body armor, and worst of all, nothing to lose. While you have an entire shift ahead of you after the operation you’re in, this is their do-or-die moment. Stopping and capturing a runner is no sure thing, and Dragons are sent in when the possible profit of capturing and questioning the runner pales in comparison to the material loss caused by them. In summary, you’re there to take them out, and they can tell. They will not give up, they will not negotiate, and most importantly, they will not pass on killing you if given the chance. **It’s you or them.**

Useful Corpsec/German Glossary

- Abflug: get lost.
- Affengeil: adj. See Geil below.
- AG: abbr. "Aktiengesellschaft," meaning stock corporation, and ÖAG, meaning the corp is partly publicly held.
- Alter: n. Literally "old one"; chummer, term, man, and so on, as in "Listen up, alter!" The feminine version is alte (ulte).
- Ami: n. American, or related to Ares (ex. An ami rifle). Often derogatory.
- AWOL: abv. Absent Without Leave, unaccounted for, deserting.
- Bag: v. To kill.
- Basta: n. An expression borrowed from Italian, meaning "The discussion is closed."
- Bölkstoff: n. North German (Hamburg and above) slang for alcoholic beverages, especially beer.
- Bulle: n. pl bullen. Literally, "bull"; a police officer. Most Europeans equate policemen with cattle; for example, the French slang term "vache" means cow.
- Burn: v. To shred or dispose of incriminating evidence.
- Clear: v. adj. To make a room, site or building secure, or describing one as being secure.
- Deer: n. North German term for girl or woman.
- Depp: n. Dumbass.
- Dustoff: v. To check up on medically during combat.
- Ebbi: n. Colloquial term for the European Cashfree Transactor ECT, the equivalent of an American credstick (derived from the German-language abbreviation EBZ)

- Elvis: n. Unidentified corpse. Also sometimes used as “Going Elvis”, going missing in action.
- Geil: adj. Used in connection with a great thing or condition, as in “a geil deck,” it means wiz, heavy, and so on. Used in connection with a person, as in “a geil little chica,” or oneself, as in “I’m geil,” it means sexy or turned on. Sometimes, the variant goil (see below) is used to mean wiz. The word affengeil is a variant for both meanings.
- Feigling: n. Coward, pussy.
- FUBAR: abbr. Fucked Up Beyond All Recognition, a ridiculously chaotic situation or major breakdown, also known as foobar, fugazi or furchtbar.
- Gedunk: n. Grub, junk food, also a term for a newbie or greenhorn.
- Heinrich: n. Hostage, sometimes called “Heinrich Situation”
- Junge: n. Literally “boy”; can mean chummer, or serve as a general exclamation of excitement as in ‘Boy, oh boy!’
- Ikea: n. Swede. Sometimes shortened to “Ike”, short for “Ikealik”.
- Kaputt: adj. Broken, fucked up, FUBAR.
- KG: abbr. From "Kommanditgesellschaft," limited partnership.
- Kleiner: n. Literally, “little one.” A condescending form of address. The feminine form is kleine.
- Klick: n. Kilometer, a long distance.
- Kowalski: n. Dwarf. Derogative.
- KP: abv. Kein Plan. No plan/no idea.
- Kumpel: n. Buddy; also slang for a miner, especially a coal miner. Used mostly in the Ruhr area.
- Herr Schmidt: n. Equivalent to Mr. Johnson, literally translated “Mr. Smith”.
- Mann: n. Man.
- Merde: n. A French expression, meaning “shit.” This word is one of the few French expressions still used in German slang.
- Naki: n. Member of the extreme right-wing terrorist group Nationale Aktion (National Action).
- Nee: n. Low German “no”; used throughout northern and western Germany.
- Netz: n. The Matrix.
- OHG: abbr. From “Offene Handelsgesellschaft,” general partnership.
- POM Dependent: adj. In Decker slang, phase-of-moon dependent means lunatic, crazy or inconsistent.
- Sam: n. Short for Samuel, team member, SSG operative.
- Shosan: n. Japanese. Result. This term has recently become popular among German riggers.
- Pusher: n. Medic, often used to describe DocWagon effectives.
- Rearpig: n. A cozy corporate position, away from danger.
- Theodor: n. Hostile, bad guy, suspect.
- Waggis: n. French. Derogative.

Extra Fluff

Magic



Like standard Saeder-Krupp military and security forces, magic is an integral role within the SSG. Magical training is required for mundane and magical soldiers. Training for mundane soldiers entails the soldier understanding basic concepts of magic, and how to employ it in a combined arms situation, plus effects of known spells and spirits, and how to combat them. Also the training includes paranormal animals, which is also taught to the mages. However, this animal training is not a standard curriculum for Dragon personnel, it is a voluntary program that requires the trainee to work with the standard military.

For adepts, both physical and magical, training is also different, designed to maximize the somewhat limited abilities of their magical ability. However, they go through the standard magical familiarization to expand their abilities. Initiation is also commonplace, with varying grades among the ranks of the magically active SSG personnel. Other training involves "Red Flag " exercises, with simulated combat with "enemy" magical and physical forcers is regularly held, to hone skills and provide extra training for units and to also encourage flexibility.

While this does not allow for all groups within the world, it does give the individual soldier (mundane or active) more knowledge in using magic, as well as learning from others experiences. A magical order, the Orden des Drachen (Order of the Dragon) was created to provide a "pool" for magical operations.

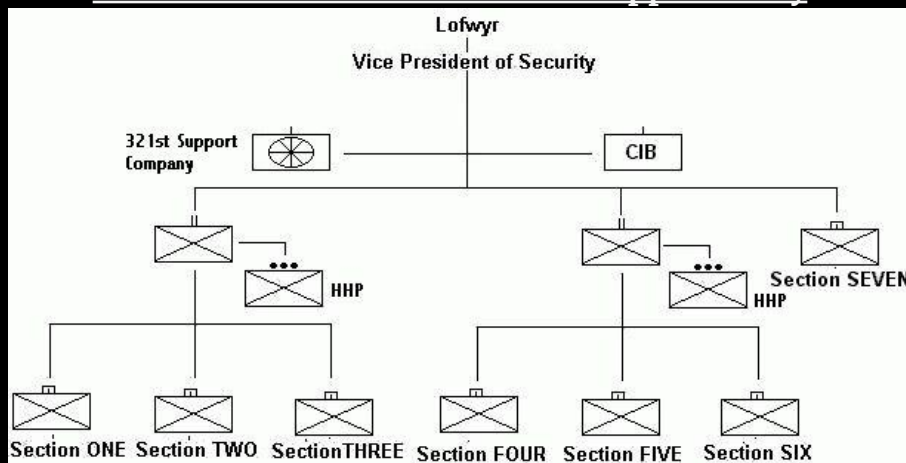
Other training includes forensics, tactics for a tactical or hostage situation, or new spells or ideas. Since Saeder-Krupp is providing the resources and it's reputation, magic is taken seriously within the magically active within the SSG. This does not mean that the magicians are the high and mighty of the SSG, they are not, they are treated just as equally, to provide the various teams with people they can trust, no matter if the person is a mage or not, or any other reason. The highest grade initiate is the head of the order, and is also the main magical commander for magical operations. Currently, the highest ranking Initiate is so far a VP for Section THREE (it makes no difference on who is the current Section magical commander, it's based on skill, not Section affiliation). Also, magical items such as spell locks are common, as well as anchored spells on vehicles, or other items that require magical protection. This has made the SSG one of the premier groups that uses magic heavily, with Aztlan coming first with its magical traditions. And blood magic is not a practice carried by SSG mages. If anyone is considering becoming part of the SSG and practices blood magic, they tend to attract lead from other SSG members.

Organization

The Dragons are set up in seven "Sections", designated "Section ONE", "Section TWO", etc. Each section consists of three platoons. Each platoon has three teams and the Commanding and Executive Officers. The platoons are headed up by a Commanding Officer of Colonel rank. The seven Chiefs who head up the seven Sections then report directly to the head of Saeder-Krupp security. There can be an exception made to the rank of an Executive or Commanding officer of a group if the previous CO or XO has been incapacitated and is unable to perform their duty. The next highest ranking person may be promoted to the rank of XO or CO, but will not advance in rank until they complete the requirements to be promoted to that rank.

The teams in each platoon cross-train with the other teams, and cross-train within their teams in weapons and tactics to make them more effective and flexible. Each team consists of two or three riflemen, and one magician replacing a gunner for every other team, and one gunner, who deals with heavy weapons. In the platoon, the team members train with another team to practice situations where they are unfamiliar with another group, and must learn how to deal with the new situation, because a team will not always be sent as a group, but just one or two members are sent to join with another team or another team's members. Amongst the platoon, members will also cross-train, and might work together on situations, but no Section ever cross-trains with another Section. Also, with the presence of several magically active members, they must also learn to employ combined arms tactics, to use magic and conventional attacks together to achieve a goal. In each Section, the platoons are all equal, and there is no favoritism towards a particular group. However, there is a distinction between Sections.

The rank structure of Saeder-Krupp Security



Central Intelligence

The SSG maintains a small intelligence operation known as the Central Intelligence Branch (CIB). This functions as the central house for intelligence operations that the SSG performs. The main role of the CIB is tactical and strategic in nature. For tactical operations, this is self explanatory, as it provides the necessary intelligence for each of the Sections within the SSG. Sections FIVE to ONE have each 30 officers, while Sections SEVEN and SIX have only 15 personnel. These are called Section Intelligence Groups (SIG). However, there has grown a major distinction that if an officer from Section is referring to another Section's SIG, he or she would say SIG3, or Section Intelligence Group 3. The reason Sections SEVEN and SIX have half the number is that they are mainly training assets for the recruits. The types of missions that the CIB performs mainly concerns information gathering. They perform HUMINT (HUMAN INTelligence), MAGINT (MAGical INTelligence), and MATINT (MATrix INTelligence). Every SIG has a couple deckers to perform the MATINT part. The other officers, along with two magicians (shamanic and hermetic to get the best assessment possible) handle MAGINT and HUMINT. Most of the work performed is simple site assessment, such as a particular security system, or other necessary items. Needless to say, they have redefined the term "in-depth analysis" of a target. Any information that pertains to the target is taken from the main network, is gleaned and used.

Stuff You Get For Free

The following gear is given to you from the personal S-K armories. Friendlies and hostiles are marked through AR, so if you really want to go with some other gear that's fine.

These are granted to you free of charge, but if you lose it, it's probably going to come off your salary. You're still free to add armor and gear mods to any of these.

- A Saeder-Krupp corporate SIN (you must take the SINner (Corporate) quality for no extra karma)
- A military ID, easily verifiable through all of the German states and free cities, along with a few extra jurisdictions like Liechtenstein, Austria, the United Netherlands, the Saar-Lorraine-Luxembourg Special Administrative Zone and Poland. The SSG also has limited jurisdiction in Switzerland, but due to the political situation, it's reserved for lower sections. (you must take the Rank (Military or Law Enforcement) I quality for free, and may take II or III for 20 less karma. Keep in mind this outlines military experience and ability to lead in a situation where a squad leader is not present. Salary and seniorship is decided by Section, not rank.)
- Full Body Armor
 - Full Body Armor: Helmet (if you can't carry a helmet around, be sure to have contacts or goggles with image link on them)
 - Full Body Armor: Chemical Seal
 - Biomonitor
 - Simrig
 - Utility Pouch, along with pouches for 20 shotgun shells, 2 pistol clips, 4 standard hand grenades and either 3 SMG clips or 2 assault rifle clips.
 - Knife Sheath
 - Handcuff Carrier with 2 handcuffsLeaving you with a remaining 9 capacity for whatever you want. Pay for it yourself though.
- Subvocal Microphone

Small Unit Tactics Crash Course



1. **Don't go into combat alone.** Nobody likes to be outnumbered, especially the bad guys. Unless your operatives are extremely competent badasses, they will come in twos and threes. SWAT teams like to have something like, one guy breaks down the door and gets the hell out of the way, while the three guys behind him quickly enter and take up overwatch positions, engaging and neutralizing hostiles as necessary. In two or three man teams, you have all the benefits of combined firepower, multi-directional line-of-sight, and bounding overwatch capability (I'll get to this later), without having to take headcounts to see if anybody is missing. If you can look around and see two other guys, you know you're in the clear.
2. **Communicate.** Don't underestimate the power of the forward observer. The information age has shown us that knowledge is power. Use it. By sending in a drone, the operatives may know the position of any hostiles, hostages, or innocent civvies caught in the fray. By having that sniper-spotter also carry a laser microphone, he can not only spot a target but he can listen to what that target is saying. If the runners are dumb enough to make plans on site, use that against them and have someone waiting for them in ambush. If one operative knows some crucial bit of intelligence, he'll pass it along to his buddies. So assume that if one of them can see you, they all know where you are (roughly at the very least).
3. **Plan ahead.** If a situation has developed, SWAT/Military deckers will have downloaded stuff like building plans, etc. so they may know the most likely places the party may be. They will also know the layout of the building, And may be able to exploit service access, crawl-spaces, maintenance tunnels, etc. They will also know which ways NOT to come in. Stepping down to the "security goon" level, it is entirely possible that the security personnel may have "secret doors" leading between critical areas to speed up deployment and add an element of surprise. It is also possible that these security tunnels may not appear on any building plan the runners will ever get hold of. Talk about goons coming outta the walls...
4. **Do your homework.** Once on site, some hotshot recon weenie will get a picture/voice print/DNA sample of the perpetrator(s) (again, the little drones are wonderful for this). From this, those same SWAT/military deckers may be able to determine the ID of the perp(s). They will use this to the best of their advantage; for example, say the SWAT team finds out that Bad-Ass George, the notorious samurai, has holed up inside a building with his team of runners. Say poor George has a criminal record. Uh, oh. Say this record tells the coppers that ol'Bad-Ass has a cybernetic inhaled filtration system and Wired-3. Wow. So maybe instead of tossing in just those Neurostun canisters, they'll throw in some EMP grenades too, just special for George (BTW, an EMP [E-lectro M-agnetic P-ulse] grenade is a CP 2020 thing, but perfectly plausible in today's day and age, and appropriate for Shadowrun. It's pretty much death to cyberware). And even if that doesn't work perfectly, they know who their primary target is, right? Also keep in mind that the identities may be determined before the cops even arrive (like from the footage of various security cameras, etc.) Forewarned is forearmed. This is not even taking into account the possibility of obtaining a material link (drop of blood, piece of hair or skin), which is a whole different ball of wax.

5. **Cover your ass.** Don't step out into the open, especially when you don't know what's out there. Partial cover, movement modifiers, etc. can all play significant roles. Especially now that the revised rules for cover are out (in Fields of Fire) there is more than just the basic +4 modifier. Optimize your position and maximize your cover.
6. **Cover your buddy's ass.** Suppression fire is your friend. It allows you to keep your opponents' heads down while you do something else. And if the cretin is dumb enough to step out into the line of fire, he gets hit. Many times, it's easier to hit with suppressive fire than it is with regular fire. You generally hit with fewer rounds, however. Makes sense. Also, overwatch is important. Control your field of fire. scan it, and if anything moves, vape it. This works well in Shadowrun because held actions are already written into the rules. Also, use bounding overwatch. This is a combination between principles 1. and 6. Basically, it's this. When you have multiple operatives, one or more take up overwatch while the rest move forward. Once they get forward, they in turn take up overwatch while the ones who were on overwatch before move past the new overwatchers into a position even farther to the front, and the process is repeated. Somewhat slow, but at least you have a better chance of being alive once you get to where you're going. The principles of overwatch and suppressive fire go well together. For example, operative A maintains suppressive fire on a doorway (behind which hides a cretinous shadowrunning slimebag) while operative B gets in position unmolested and takes up overwatch on said doorway. Then operative A drops the suppressive fire and gets into cover (also, op A could fire his weapon empty, so that satisfying "tink" of the empty magazine lulls the runner into complacency). At this point cretinous shadowrunning slimebag thinks to self "Ha! Goon is sans ammo! Now is the time to make my move!" Wrongo, >dead< cretinous shadowrunning slimebag. Keep in mind that since the runner's head was pinned down, he may not have seen op B move up (the ideal situation) and may be taken totally by surprise (ouch, no dodge). You may want to just take the shot and allow the runner to dodge as a surprise test may not go favorably for the goon. It's up to you.
7. **Ambush is a good thing.** Even your typical corp goon with Reaction 4 and Threat Rating 2 rolls 6 dice, target number 2 (as they are lying in wait), for an average of 5 successes. The chromed street monster with wired-3, yielding reaction of, oh, say 12 rolling at T# 4 is only going to get 6 successes on average. So even a wimpy corp goon can give a Sammi a run for his money under the right circumstances. Imagine what a SWAT trooper with Reaction 6 Threat Rating 3 would be like. And even if the Sammi beats some of them, he may not beat them all. Also, the bonuses to Reaction from BattleTac are added to the dice rolled for surprise tests, so this can get ugly when facing well-equipped foes.
8. **Throw in all the other stuff from various sources as well.** In the Lone Star Sourcebook it talks about Astral backup whose sole purpose is to hose enemy mages by forcing them to turn off locks/foci/etc., banishing or controlling their spirits or elementals, and killing their spells before they reach their targets. Fields of Fire has stuff on tactical computers, target designators, etc. that can make any runner's day quite unpleasant.
9. **Concerning cover.** A useful rule for both PC and foe is to allow inadvertent hits through cover. The way I run this is as follows: Say your target number to hit someone with your Ares Predator is a 6 without cover. Say the target is hiding behind partial cover, for a total target number of 10. If the shooter rolls no successes at the high target number, but would have hit without the cover, the shot still hits, but the target has the benefit of the cover as armor from the hit. In some cases (where the barrier rating of the cover is higher than the power level of the shooter's weapon), the shot would be considered a miss. Say in the above example, the target foolishly takes cover behind a bunch of empty 55-gallon barrels (barrier rating of maybe 4). The shooter rolls a 2,2,3,5,8, and 8. None hit the target alone, but the two 8's would hit otherwise. Thus, they actually do hit, but the power level that the target would resist is only a $9 - 4 = 5$ before the target's armor due to his cover. This kind of situation is realistic and makes people think about what they are using for cover. It's especially useful for suppressive fire. You will rapidly see players taking more care in what they hide behind.
10. **Limit your opponents' visibility.** Smoke and flash grenades are wonderful for giving you an extra little edge, especially when trying to move into a better position. Under cover of smoke, operatives may be able to move totally unmolested into positions that offer far better tactical advantages.

11. **Position.** Optimize it, as I said before. When working in conjunction with others, try to get the targets into a cross-fire situation. To clarify, cover is often only uni-directional, meaning that if you were to shoot from the side, say, instead of from the front, the target may have less, or even no cover. And in this situation, with multiple opponents shooting at you with less cover mods, you will eventually run out of combat pool and get hit. Also, cover that actually is omni-directional often limits your abilities to escape. If the shadowrunner decides that his position has become untenable and tries to retreat, he may need to go over or through his omni-directional cover, which will probably be considered difficult ground, thus making it harder to dodge effectively.
12. **Stay out of trouble.** Once the shadowrunners enter someplace where they are likely to meet opposition, that opposition should be smart. Instead of charging in and trying to hose them down, wait, send a few guards around in behind the runners, lure them into areas that you have control over, that limit their escape options. Herd them into natural cross-fire areas. Control them and trap them.
13. **Speaking of traps...** Never underestimate the value of an anti-personnel mine. If the SWAT or security forces know that the party is coming or have the time to deploy them, traps work well, especially when used in psych-ploys (attack the runners, leaving a moderately obvious avenue of escape that is booby-trapped like all get-out). Even in improvised situations, a grenade and a length of wire can be a moderately effective trap, especially when deployed to cover a retreat that may be followed up.
14. **Divide and conquer.** To keep from getting flanked into a crossfire situation, exploit every opportunity to separate the opponents' forces into smaller groups that are more easily dealt with.