

Shadowrun Edge Zone Cubed

A drafting variant of Shadowrun Edge Zone inspired by Magic: the Gathering's Cube rules.

The concept is we'll be building booster packs and drafting the boosters to create an interesting and slightly random play experience. It'll allow for more variety of play and ensure every time you play the game you'll get a different experience.

These rules are written with the idea that you have both the Magic and the Mayhem box sets. If you only have one box set, these rules will still work as a framework to play draft, but more duplicates will need to be added and the game will not be able to support as many players.

Difference from standard play

- Decks are made of 40 cards.
- There is only 1 objective deck
 - Only 3 objective cards per player are placed in the objective deck
 - Objectives are unknown to all players
 - Players will draw from this single objective deck
 - First to 50 rep wins
 - Alternatively: play until out of objectives and whomever has higher rep wins

A Cube

A Cube is a pool of cards that will be used to construct the booster packs, which will be drafted.

Drafting is when a player has a pack of cards. Selects one. And passes the remaining pack to another player. And this continues until all cards have been picked.

Card Pool

A Cube should have

- **10 Runner** cards per player
- **10 Challenge** cards per player
- **8 Special** cards per player
- **3 sets of 4 Gear** cards (total of 12 cards) per player to support the runners
 - Sets are made up of cards with the following Categories
 - Spirits
 - Spells
 - Drones/Vehicles that require Rigging
 - Cyberware
 - Matrix Gear (Programs and Decks)
 - Guns (and ammo)
 - Set aside guns with firearms and gunnery requirements (they may be added to the category set depending on the runners drafted)
 - Everything else that doesn't have a skill requirement

It is possible to play with locations and contact cards, but I feel they are too situational, and in a highly random format such as this, they are a dead draw more often than being useful. So I recommend excluding them from the Cube.

Singleton

Cubes should be made up of singletons as much as possible.

- 2 and 3 players – it's possible to avoid duplicates.
- 4 players – **Challenge** cards, **Special** cards and **Runner** Cards will need a few duplicates to make booster packs.
- 5+ players – May need to play with all cards

Boosters

We'll create 4 boosters packs to draft from. Boosters are made up of card types, rather than being made of all cards from a combination of all random cards in the Cube.

Runner Pack

This booster pack is randomly made up of **Runner** cards.

Recommended **removing Dirk Montgomery** from the Cube. (Unless you wish to add contacts to the Cube).

Shuffle a deck of singleton Runners and deal 10 Runners to each player. (If you have 4+ players, you'll need to add a few duplicates to ensure everyone gets 10 cards) After being dealt, players take a runner from the booster pack and pass the booster to the left.

Challenge Pack

This booster pack is randomly made up of **Challenge** cards.

Shuffle a deck of singleton Challenges and deal 10 Challenges to each player. (If you have 4+ players you'll need to add duplicates to ensure everyone gets 10 cards). After being dealt, players take a card from the booster pack and pass the booster to the right.

Gear Packs

Create Singleton Decks of Category of Gear Cards to draw from.

Set Aside

Set aside these cards to possibly add into the weapon category decks.

Spirits

Spirits that require conjuring 2 should be set aside

- Greater Fire Spirit

- Ally Spirit

Spells

Spells that require Sorcery 2 should be set aside

- Astral Sense

Guns

Guns that require Firearms should be set aside

- Ranger Arms SM-5
- Ingram Immortal
- FN HAR

Guns that require Gunnery should be set aside

- Panther Assault Cannon
- Shiawase Arms Nemesis

Remove

Matrix

Recommend **removing** these cards from the Cube

- Hide
- Armored Skin

They are only useful if Black Hammer is in play, and there is no guarantee Black Hammer will be selected for the Gear pack.

Categories of Gear

Gear cards are divided into these Categories

- Spirits
- Spells
- Riggers Toys (made up of **Drones** and **Vehicles** that require **Piloting/Rigging**)
- Cyberware
- Matrix Gear (made up of **Decks** and **Programs**)
- Guns (made up of **Range Weapons**, **Ammo**, and Gun Accessories [the **Silencer**])
- Miscellaneous (made up of everything else)

If there are Runners from the Runner pack that meet the requirements from the set aside Gear cards; add them to their respective category decks. IE If **Cannonball (the Mercenary)** is in the Runner pack, you can add both Firearms and Gunnery cards into the Guns Category.

Players will pick 3 categories of gear cards. You can pick the same category more than once. Shuffle the deck, and draw 4 cards from the category deck. If a category runs out of cards (like cyberware), add from the Miscellaneous category until you have 4 cards. Players should have a total of 12 Gear cards.

All players put their 12 gear cards together in one big deck. Shuffle this deck and deal 12 cards to each player. This creates the Gear booster packs.

After being dealt, players take a card from the booster pack and pass the booster to the left.

Optional

If you do believe that **Contacts** and **Locations** are worth playing with. You can add them as a category of gear.

Special Pack

This booster pack is randomly made up of **Special** cards.

Set the following cards aside

- *Infected Chrome* (Requires **Chrome**)
- *Bugged Deck* (Requires **Decker**)
- *Walkin' the Fire* (Requires a weapon with **Burst Fire**)
- *Major Drain* (Requires a **Spell**)
- *Blazing Guns* (Requires a **Pistol**)
- *Drive-By* (Requires a **Runner** with **Piloting**)
- *Five-Finger Discount* (Requires a **Runner** with **Street Smarts**)
- *Even Steven* (Requires you to play with **Contacts**, which is encouraged to be not used)

Add back the Special cards to the draw deck if the requirements are met to use them.

Shuffle a deck of singleton Special cards and deal 8 cards to each player. (If you have 4+ players (and possibly 3 players) you'll need to add duplicates to ensure everyone gets 8 cards). After being dealt, players take a card from the booster pack and pass the booster to the right.

Objective Deck

Take the Objectives and shuffle them. Take 3 Objective Cards per player and make an Objective deck. Plays will draw from this single Objective deck.

Alternatively, you can distribute 3 Objective cards to each player, and they have their own Objective decks to work with.

Play

After drafting the booster packs, players simply shuffle their cards to create their draw deck.

From here the game plays like a normal game of Edge Zone, with the possible exception of drawing from the shared Objective Deck.

Win Condition

First to 50 reputation wins.

Alternatively, play until the Objective deck is exhausted and whomever has the most points wins.