

THE MAP IS NOT THE TERRITORY.

There's nothing worse than dropping into some backwater sprawl in the country next door to quietly take care of some job, then realizing too late that your sprawl studs and street lingo stick out like a troll's thumb.

North America ain't what it used to be, chummer—every time you cross a border, you enter a different world. Ask an anglophone in Québec, an ork in San Fran, or a mage in the NAN. The rules are different, both in the shadows and in the sunlight, and if you don't keep up with the local game, you're gonna lose.

Shadows of North America tells shadowrunners what they need to know about the 13 countries and city-states of North America, including the Native American Nations and the dragon-ruled city of Denver. Each state is covered in detail, from hot spots to power players, all from a shadowrunner's point of view. For use with Shadowrun, Third Edition.



Shadowrun® is a Registered Trademark of WizKids Inc.
Shadows of North America™ and WK Games™ are Trademarks of WizKids Inc.
Copyright© 2002-2006 WizKids Inc.
All Rights Reserved.



SHADOWS OF NORTH AMERICA



Sample file

FANPRO

TABLE OF CONTENTS



Sample file

INTRODUCTION	6	THE ATHABASKAN COUNCIL	29
THE CONTINENTAL DIVIDE	7	Life in the Last Frontier	30
Foundation: The Treaty of Denver	8	Cultural Extremes	30
Internal Divisions	13	The Athabaskan Matrix	30
Relocation and Assimilation	14	Council Government	30
Anglo Reservations	15	Law Enforcement	32
The Sovereign Tribal Council	16	Business As Usual	33
The Council Today	16	Athabaskan Oil: Black Gold	34
Summits	17	Shadowplay	35
THE ALGONKIAN-MANITOU COUNCIL	18	Clandestine Trade	35
A Nation Divided	18	Gaia's Commandos	36
The Detonator	20	Places of Interest	37
The Hudson Bay Incident	21	Anchorage	37
The Current Crisis	21	Edmonton	38
Three Chiefs, No Tribe	23	Fairbanks	38
Civil Authority	23	Kodiak Island	38
Military Authority	23	Nome	38
Judicial Authority and Foreign Relations	23	Whisperings by the Fire	39
The People	23	Wildlife	39
The Manitou Council	25	Power Sites	39
Manitou Territory	25	CALIFORNIA FREE STATE	40
The Manitou Inner Council	26	Northern Crescent: Sleeping with the Enemy?	40
Outside the Manitou Lands	26	Redding	42
The Cities	27	Shasta Enclave	43
Border Areas	27	Gypsy Bands	44
Thunder Bay: Thunder and Lightning	27	Corporate Players	45
The Superior Side	27	Waterjacking and Smuggling	45
The Traders	27	Central Valley: Interesting Times	47
Lakehead University	28	Sacramento: Ground Zero	47
		Chico-Oroville: Invasion watch	49
		City by the Bay	50



San Francisco	50	Eastern Pueblo	95
Oakland/Berkeley	51	Phoenix	96
Shakeup in Big Sur	52	California Dreamin'	96
Mojave Desert: Magic Gone Wild	53	Fallen Angels	97
Who's Doing What	54	A Deal You Can't Refuse	98
Major Inhabited Areas	55	Hooray for Hollywood	98
Magical Sites	56	UCLA	99
THE CONFEDERATION OF AMERICAN STATES	57	El Infierno: Hell on Earth	99
History: America South	57	THE REPUBLIC OF QUÉBEC	100
Why the South Seceded Again	58	History	100
True Americans	60	Recent Politics: Changing of the Guard	101
Politics	60	The Factions	102
The True American Coalition	62	Démocrates Mondains	102
True Southerners	63	Parti Québécois	102
Government	64	The Minor Parties	104
The ERLA	65	Cross	104
The DSI	65	The Gendarmerie	107
The DDI	66	Enterprise Zones	107
Confederation Military	67	Québec City Metroplex	108
Whistlin' (Through) Dixie	67	The Sights	108
Atlanta	67	The Deals	108
The Gulf Coast	68	The Power	109
Texas	70	Montréal	109
The UCAS Border	71	Industry	109
DENVER: THE TREATY CITY	72	Crime	109
Under the Dragon's Wing	72	Biker Gangs	110
The Council of Denver	72	The Hellsouls	110
Ghostwalker	74	The Spine Breakers	110
The Administrative Branch	75	The Devil Riders	110
The Zone Defense Force	76	Le Bouclier des Laurentides	111
"Here Be Dragons"	76	Power in the Wild	111
The CAS Sector	78	Bounty Hunting	112
Los Espejos	79	SALISH-SHIDHE COUNCIL	113
The Pueblo Sector	80	Time and Time Again	114
Places of Note	80	Turbulent Beginnings	116
The Sioux Sector	81	Recent Events	116
The Sioux Hub	81	The Tsimshian Border War	116
The UCAS Sector	82	The Build Up	116
Places of Note	82	Clashes and War Crimes	117
The Ute Sector	84	The Situation Now	118
Lakeside Amusement Park	84	The Salish Military	119
THE PUEBLO CORPORATE COUNCIL	85	Corporate Dogpile	119
History of the Digital Oasis	85	Eibisu Biomechanics	119
Power Behind the Throne	88	Gaeatronics	120
Murder in the Cathedral	88	Kyuusei Biomedical	120
The Corporate Council	88	Pacific Cybernetics Incorporated	121
Council Shares	88	Universal Omnitech	121
Taking Care of Business	89	A Smuggler's Guide to the Salish	121
Extraterritoriality	89	Getting In and Out	122
Who's Who in Pueblo	91	Vancouver: Gateway to the Salish	122
Tribal Breakdown	91	The Cascades: Smuggler Stopover	123
Anglos	92	Boise: Gateway to the Tir	123
The Board of Directors	92	THE SIOUX NATION	124
The Kachina Society	93	Inside the Sioux	125
The Koshari	93	The Tribes	125
Places of Interest	93	The Sioux Council	126
Santa Fe	93	UCAS Border Tension	126
Albuquerque	94	A Militarized Society	128

Sample file



The Office of Military Intelligence	129	THE UNITED CANADIAN AND AMERICAN STATES	165
The Sioux Special Forces (Wildcats)	129	State of the Union	165
Matrix Warband	130	Land of the Free, Home of the Brave	168
Places to Go	131	The UCAS Government	168
Cheyenne	131	Law Enforcement	170
Devil's Tower	131	Economy	170
The Black Hills, Yellowstone and Badlands	132	The Federal District of Columbia	170
Ghost Towns	132	The Political Game	171
The Sioux Matrix	133	DeeCee Shadows	172
Business Under the Big Sky	134	Hot Spots	172
Ares	134	The Northeast Corridor	172
DocWagon	134	Boston	172
Gaeatronics	134	New York City	173
High Plains Coding	135	Prince Edward Island	174
Mesametric	135	Great Lakes Region	174
Native American Broadcasting Service	135	Chicago	174
Shiawase	135	Detroit	175
Wind River Corporation	136	Toronto	175
Sioux Shadows	136	The Heartland	176
The Lakota Mafia	136	Minneapolis-St. Paul	176
Gangs	137	St. Louis	177
Henequen	137	THE UTE NATION	178
TIR TAIRNGIRE	138	State of Confusion	178
Economic Lessons	139	Economic Thrashing	178
Squeezing Blood from a Stone	139	United We Stand ...	181
Rebels of the Spire	140	Power Above, Power Below	183
Organization	140	Government Wags	183
Factions	142	Native Worker's Union	183
Activities	144	Corporate and Foreign Interests	184
The Power Elite	144	Saints and Sinners	184
High Prince ("Se'Har Maera")	144	Salt Lake City	185
The Council of Princes ("Ele Arandur")	144	Las Vegas	186
Star Chamber ("Se'Ranshae Elenva")	148	Home on the Range	187
Paladins	149	Grand Canyon	187
The New Economy	150	GAME INFORMATION	188
Telestrian Industries	151	How to Use Shadows of North America	188
New Dawn Corporation	151	Algonkian-Manitou Council	190
Williamette Compustat	151	Getting In/Out	190
Andalusian Light Industries	152	Running in the AMC	190
Tourism, Shadow Style	152	AMC Lawlessness	190
Portland ("Cara'Sir")	152	Athabaskan Council	191
TSIMSHIAN	154	Getting In/Out	191
Doing the Devil's Work	156	Running in Athabaska	191
The Great Chief and Progress Party	156	The Athabaskan Matrix	191
The Opposition Parties	157	The Sea Wolf	191
MCT: Tsimshian	157	Denali and Harding	192
Life in Hell	157	Sage	192
A Nation Divided	157	California Free State	192
Boiling Over	159	Getting In/Out	192
Media Control	160	Running in CalFree	192
Extreme Punishment	160	California Magic	193
War Fever	161	The CAS	193
Poisoning the Land	162	Getting In/Out	193
Shadowy Tsimshian	163	Running in the CAS	194
Organized Crime	163	Denver	195
Running the Shadows	163	Getting In/Out	195
The Quick Shadow Tour	164	Running in Denver	195
		High Altitude	195

Sample file



Pueblo Corporate Council	195
Getting In/Out	195
Running in the PCC	196
Pueblo Grids	196
Magic in the Pueblo	196
Québec	197
Getting In/Out	197
Running in Québec	197
Salish-Shidhe Council	198
Getting In/Out	198
Running in the SSC	198
Sioux	199
Getting In/Out	199
Running in the Sioux	199
Devil's Tower	199
Talislegging	199
Tir Tairngire	199
Getting In/Out	199
Running in the Tir	199
Tir Prejudice	200
Tsimshian	200
Getting In/Out	200
Running in Tsimshian	200
Cultural Bias	201
Toxic Shock	201
The UCAS	201
Getting In/Out	201
Running in the UCAS	201
Magic in the UCAS	202
Ute	202
Getting In/Out	202
Running in Ute	202
Ute Prejudice	203
Ute Magic	203
Border Crossing	204
Passing through a Checkpoint	204
Running the Border	205

<i>Tir Tairngire</i>	Ken Peters
<i>Tsimshian</i>	Andy Frades
<i>The UCAS</i>	Steve Kenson with Aaron John, Robert Kyde, Jennifer Steele
<i>The Ute Nation</i>	Jason Levine and Davidson Cole
Additional Writing	Rob Boyle

PRODUCT DEVELOPMENT

Rob Boyle
Michael Mulvihill

SHADOWRUN LINE DEVELOPER

Rob Boyle

EDITING

Rob Boyle
Davidson Cole
Michelle Lyons

ART

Art Direction
 Rob Boyle

Cover Art
 Chris Moeller

Cover Design
 John Bridegroom

Layout
 Jason Vargas

Illustration
 Joel Biske, Marko Djurdjevic, Chris Martinez, Larry
 McDougal, Jim Nelson, RK Post, Steve Prescott, Marc Sasso,
 Klaus Schwerinski, Shane White

Copyright© 2004 WizKids Inc. All Rights Reserved. Shadows of North America, Shadowrun and WK Games are registered trademarks and/or trademarks of WizKids, Inc. in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

Version 1.0 (January 2006) Based on First Printing with corrections by FanPro LLC, Chicago, Illinois, USA.

Find us online:
info@shadowrunrpg.com
 (Shadowrun questions; please check the website FAQ first!)
<http://www.shadowrunrpg.com>
 (official Shadowrun website)
<http://www.fanprogames.com>
 (FanPro website)
<http://www.wizkidsgames.com>
 (WizKids website)
<http://studio2publishing.com>
 (online FanPro/Shadowrun orders)
<http://del.ico.us/shadowrun>
 (cool links)-

SHADOWS OF NORTH AMERICA CREDITS

WRITING

<i>The Continental Divide</i>	Michelle Lyons
<i>The AMC</i>	John Brudenell and Rob Boyle
<i>The Athabaskan Council</i>	Andy Frades and Davidson Cole
<i>California Free State</i>	Diane Piron-Gelman
<i>The CAS</i>	Jon Szeto
<i>Denver: The Treaty City</i>	Elissa Carey
<i>The Pueblo Corporate Council</i>	Jon Szeto
<i>The Republic of Québec</i>	Alexandre van Chestein
<i>Salish-Shidhe Council</i>	Ken Peters
<i>The Sioux Nation</i>	John Schmidt and Rob Boyle