

will withdraw. Examples: bodyguards, mercenaries, combat veterans, experienced cops.

Elite (Professional Ratings 5–6): These are professionals who live for combat. They will fight to the bitter end, or until mission parameters dictate otherwise. Examples: SWAT teams, special forces, fanatics.

Group Edge

Unlike normal characters, grunts don't have individual Edge attributes, but rather share a common pool of Edge. This makes it easier for the gamemaster, who doesn't have to keep track of individual expenditures. The gamemaster spends Edge for any grunt in the group from this Group Edge pool.

Group Edge equals a group's Professional rating. Since grunts are generally only involved in an adventure for a limited period, they have less Edge available to them overall. Gamemasters should take care that grunts only use Edge on actions that are important to their goals. If a group of grunts plays a recurring role, increase their Group Edge accordingly.

Gamemasters can, of course, adjust Group Edge as they see fit, according to the toughness of an encounter. Likewise, the gamemaster determines if and when a Group Edge pool refreshes (though it should not refresh more often than player character Edge).

Lieutenants

Occasionally, a more competent or powerful individual may lead a group of grunts. For example, a war shaman may lead a squad of tribal soldiers. This leader is called the *lieutenant*.

A lieutenant is a semi-grunt, more powerful than the others but still nevertheless a part of the group. A group may only have one lieutenant. Lieutenants do not share the same set of attributes and skills as the other grunts, but rather have their own individual sets. Since they are more powerful and competent than their followers, lieutenants' total (summed) attributes should be higher than the total for the individual grunts by at least 4. Likewise, the sum total of all a lieutenant's Active skill should be higher than the other grunts by at least 4.

Lieutenants draw from a grunt group's collective Edge, but they make their own individual Initiative Tests. If a lieutenant and his group of grunts both have the same Initiative results, the lieutenant always goes first.

Like grunts, lieutenants also possess one Condition Monitor that tracks both Physical and Stun Damage. Lieutenants are generally tougher than grunts, however, in absorbing damage; a lieutenant only dies if the final attack deals Physical damage greater than the lieutenant's Body x 1.5.

SAMPLE GRUNTS

The following sample grunts represent groups that shadowrunners are likely to run into. Each entry includes a brief description of the group and game statistics for each grunt. Descriptions and game statistics are also included for lieutenants, but gamemasters should be aware that they don't have to include a lieutenant with every encounter with the grunt group. Note that lieutenant stats can also be used for an "elite" squad of such grunts.

