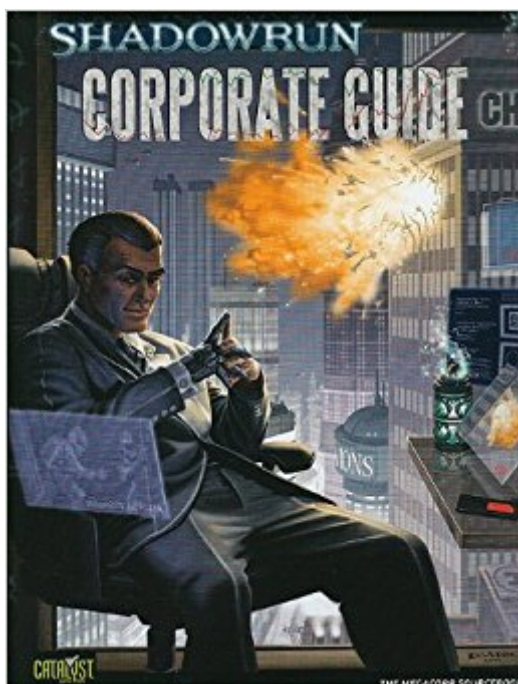


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# Corporate Guide (Shadowrun (Catalyst))



## Synopsis

CAT26221 Corporation Guide - Shadowrun RPG by Catalyst Game Labs There is nothing in the Sixth World more powerful than the megacorporations. Even great dragons scratch and claw to get a piece of the power wielded by the Big Ten. If you are running the shadows, you need to know about the megas, because they deal out the biggest paydays and, if you cross them, the harshest paybacks. Corporate Guide helps runners learn what the ten AAA-rated corporations are up to in 2072 and answers pressing questions such as: How is Aztechnology dealing with ia these days? How is Horizons continuing prominence affecting its laid-back culture? How many times can Richard Villiers have one mega rise up from the ashes of another? Corporate Guide offers details on all of the Big Ten megacorporations and briefings on some of the rising powers of the corp world. It also provides the basics every shadowrunner should know about how corporations work and what life is like for the drones trapped inside them, along with rules for greater interaction of player characters with these monoliths of power. Compatibility: requires Shadowrun, Fourth Edition; provides background information, game rules, and details of the megacorporations that play an important role in the Shadowrun setting, helping players use these monoliths in their games. Provides information and updates on the Big Ten megacorporations of the Shadowrun setting, which are pivotal parts of the game world. Details the ins and outs of megacorporate life for players and gamemasters wishing to add that element to their games. Presents game rules to help players involve themselves with megacorporations in different ways. The omnipresent nature of the megacorporations means that almost any gamemaster can find a plot hook in this book to use in their campaign.

## Book Information

Series: Shadowrun (Catalyst)

Paperback: 232 pages

Publisher: Catalyst Game Labs (June 1, 2010)

Language: English

ISBN-10: 1280224835

ISBN-13: 978-1934857632

ASIN: 1934857637

Product Dimensions: 10.8 x 8.5 x 0.5 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 5.0 out of 5 stars 3 customer reviews

Best Sellers Rank: #2,123,084 in Books (See Top 100 in Books) #98 in Ã Â Books > Science

## Customer Reviews

CAT26221 Corporation Guide - Shadowrun RPG by Catalyst Game Labs There is nothing in the Sixth World more powerful than the megacorporations. Even great dragons scratch and claw to get a piece of the power wielded by the Big Ten. If you are running the shadows, you need to know about the megas, because they deal out the biggest paydays and, if you cross them, the harshest paybacks. Corporate Guide helps runners learn what the ten AAA-rated corporations are up to in 2072 and answers pressing questions such as: How is Aztechnology dealing with ia these days? How is Horizons continuing prominence affecting its laid-back culture? How many times can Richard Villiers have one mega rise up from the ashes of another? Corporate Guide offers details on all of the Big Ten megacorporations and briefings on some of the rising powers of the corp world. It also provides the basics every shadowrunner should know about how corporations work and what life is like for the drones trapped inside them, along with rules for greater interaction of player characters with these monoliths of power. Compatibility: requires Shadowrun, Fourth Edition; provides background information, game rules, and details of the megacorporations that play an important role in the Shadowrun setting, helping players use these monoliths in their games. Provides information and updates on the Big Ten megacorporations of the Shadowrun setting, which are pivotal parts of the game world. Details the ins and outs of megacorporate life for players and gamemasters wishing to add that element to their games. Presents game rules to help players involve themselves with megacorporations in different ways. The omnipresent nature of the megacorporations means that almost any gamemaster can find a plot hook in this book to use in their campaign.

Great sourcebook for 4th ed or 20th anniversary edition. Not the same economic rundown and in-detail review that was the iconic Corporate Shadowfiles from 2nd edition, but it's still a very good sourcebook and makes an excellent reference for GMs and players alike. Highly recommended.

This is one of those campaign guides that is certainly not short of material. Like all the Catalyst Shadowrun books it is FULL of stuff to read and use. A must for your Shadowrun library.

More and more info to make the players head spin. You get your monies worth and good for a collection.

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