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Shadowrun Damage Control Boardroom (Shadowrun (Catalyst))



Synopsis

Backroom Backstabs Adventure The Sharks are Circling When the great dragon Hestaby leveled Saeder-Krupp's arcology in Dubai, a lot of people wondered if the success of her act meant that Lofwyr & co. were off their game. And of course, the corps of the Sixth World aren't ones to just sit around and speculate-instead, they act. All of the sudden, corporations of all sizes are on the move, snatching up any Saeder-Krupp clients they can pry away, telling them that S-K can't be trusted in the current turmoil. Saeder-Krupp, though, is not about to let anyone believe they are weak. They're going to show that they should never be trifled with, and that clients would be well served to stay with them-or risk the wrath of Lofwyr. They're bringing runners to Dubai to demonstrate that the largest megacorporation in the world still has strength to spare. Damage Control is the first in the new Boardroom Backstabs series of adventures for Shadowrun. The series explores one of the classic Shadowrun themes-corporate machinations where every handshake is made with crossed fingers, and the hand you can't see is always holding a knife. There's a lot of money to be made on this job, but runners better keep their wits about them if they want to keep all those corporate sharks from feeding on them. Damage Control is for use with Shadowrun, Twentieth Anniversary Edition.

Book Information

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Groovy complete adventure with hooks for expansion, openers and closers, tips and tricks. Beef it up or tone it down to keep your party in the fray, it's all here for you. A lifesaver for any harried DM trying to plunge deep into the dark end of Shadowrun

Take the players out of their comfort zone of the streets and into the middle of corporate warfare. Fun fun fun.

Adventures and more adventures. A great adventure book. A great book full of adventures. The publisher did a great job in this book. recommend

Saeder-Krupp is my favorite corporation, so an adventure where you can work for Lofwyr is right up my alley. SK sends the players off to Dubai to make it clear to the Middle East that SK is not washed up, and it will be proved in blood and fire. A fully detailed adventure, and quite fun. Information on Dubai, if you want to run more there. Hans Brackhaus is detailed in this story. I found Street Legends to be too expensive (though if Catalyst wanted to send me the PDF, I'd be happy to review it—hint, hint. Ahem....) so details on Brackhaus is neat to have here. I didn't realize that there actually was a real Hans Brackhaus. I'm glad my spouse bought this for me. Of course, she loves Lofwyr even more than I do.

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