CORPORATE SHADOWFILES

A SHADOWRUN SOURCEBOOK

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FASA CORPORATION

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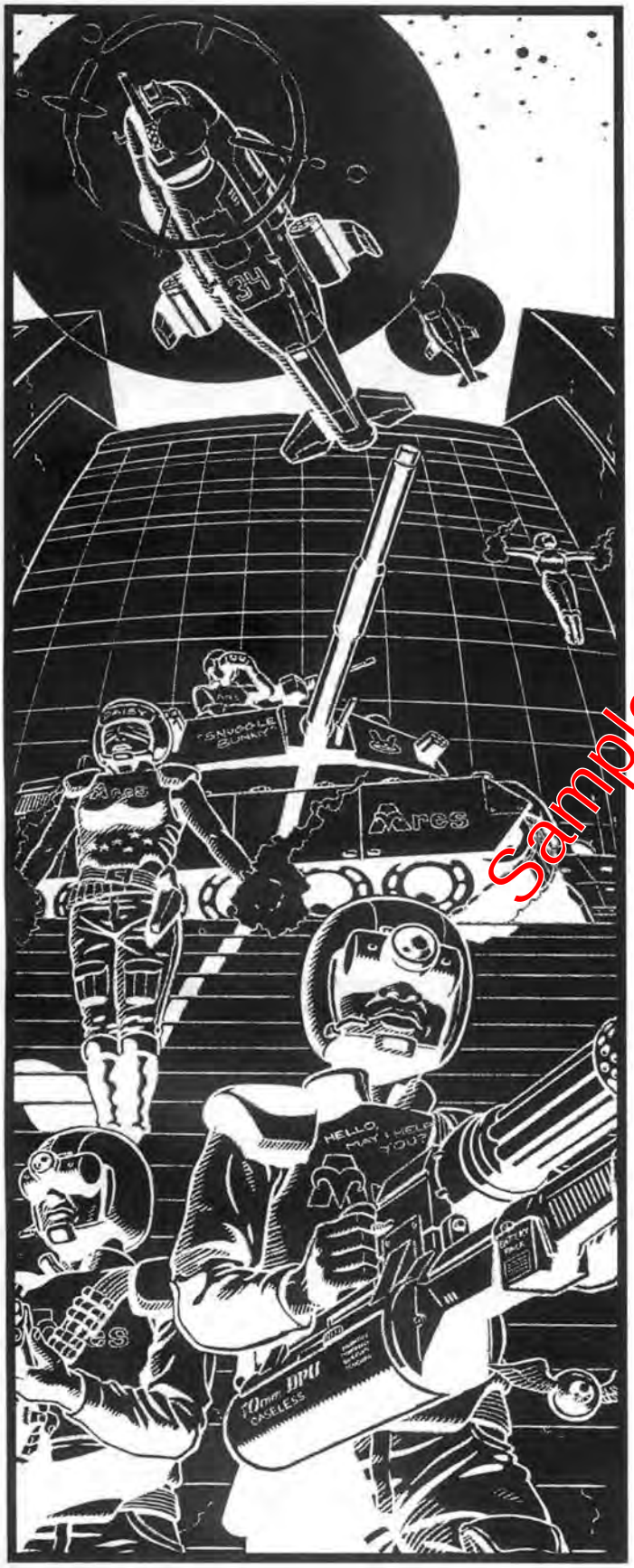

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"I have taken all knowledge to be my province."
— Francis Bacon, 1592

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CORPORATE SHADOWFILES

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INTRODUCTION

Corporate Shadowfiles is a supplement to the **Shadowrun** game system. This sourcebook gives gamemasters and players a working knowledge of how megacorporations function in the **Shadowrun** world. **Corporate Shadowfiles** includes detailed information about the workings of megacorps, extensive profiles of major corporations, and game mechanics for determining how individual shadowruns affect individual corporations.

The first half of **Corporate Shadowfiles** explains how the megacorps of 2054 make money, interact, compete, and influence events in the world of **Shadowrun**. Gamemasters can use this information to design interconnected series of adventures or complete campaigns based on intercorporate maneuvering and competition. Rather than running individual adventures in isolation, the information in this book will help gamemasters to create shadowruns as part of a network of causes and effects. These interconnections add a new level of depth and complexity to the **Shadowrun** game. Throughout the book, various shadowrunners have annotated the files with opinions, anecdotes, and additional information they consider of interest to the reader. The gamemaster must decide whether to treat these opinions and evaluations, inserted by individuals who may hold a biased view, as valid. These opinions and anecdotes also suggest starting points for several complex and sinister adventures.

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The second part of this book provides comprehensive profiles of some of the Sixth World's major corporations. As with most **Shadowrun** source material, the information given may represent nothing more than rumor or semi-educated guesswork by those who compiled the data.

Finally, the book includes a short rules section that quantifies a corporation's assets and activities in game terms. These rules give the gamemaster a tool for ranking the corporations, charting their overall successes and failures, and tracking the effect of any given shadowrun on its megacorporate target.

Much of the material in this book provides bits and pieces of intriguing information on which to base individual adventures or an ongoing campaign. How complex such adventures become, and how much trouble unseen corporate enemies may make for unsuspecting players, is up to the gamemaster.

This book is compatible with both the original **Shadowrun** rule book and **Shadowrun, Second Edition (SRII)**. Page references for both versions are given when applicable.

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