

SHADOWRUN

VICE

Setting Sourcebook
ISBN: 978-1-934857-45-8
MSRP: 29.99
Pages: 192 [softcover]
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Release: Available Now

Compatibility: Contains no game mechanics; could be used with any edition of *Shadowrun*. provides background information, game rules, and details needed for players and gamemasters to learn about the crime underworld in Shadowrun and adopt it into their games.

Selling Points:

- Details the major (and some minor) criminal organizations in the Shadowrun setting, along with some of the crucial characters in these organizations as well as the most wanted independent criminals.
- Provides rules to help players join and interact with a wide variety of criminal elements.
- Offers adventure hooks to help gamemasters plan their campaigns.
- Builds on plot information presented in *Ghost Cartels*.
- Updates previous sourcebooks and provides setting information for fans interested in the current state of Shadowrun's Sixth World.

Target Market:

- Current Shadowrun players and gamemasters.
- Shadowrun fans interested in keeping up with the game world's background and developing storyline.
- Any role-playing gamers looking for organized crime information to use in their campaigns.

Up-Sells & Cross-Sells:

- *Ghost Cartels* [CAT26302]



CRIME PAYS

Illegal is a strong word.

It means you're doing something that the government doesn't want you to do. You'd never do anything like that, right? Or would you?

It might be that some laws are ... Misguided.

It's civil disobedience and a moral imperative to oppose those laws.

Gandhi taught us that.

My friends and I—we're here to help you make these difficult moral choices. We'll even provide you with a support network, if someone objects to your strong moral compass. And, hey, if everything works out, maybe all of us might come out ahead. Don't worry! We've got your back.

Vice is a sourcebook for *Shadowrun, Fourth Edition*. It provides a detailed look at all levels of organized crime, from the major transnational syndicates—like the Yakuza, the Triads, and the Mafia—to the smallest street gangs and specialist organizations. History, personality, and membership of these groups are provided along with suggestions on how best to use them as key players in a Shadowrun campaign. The crimes they commit, the metahumans they recruit, the law enforcement they oppose, and the shadowruns they sponsor are all in here. Whether your team of runners works in concert with the criminal underworld or tries to oppose it, *Vice* will offer new insights and options to your campaign.

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