

SPRING 2013>>



SHADOWRUN CROSSFIRE

For the first salvo of the year, Catalyst will publish **Shadowrun: Crossfire, The Adventure Deckbuilding Game**. Designed by Fire Opal Media, it features the very best designers in card games: Gregory Marques, Mike Elliott, Rob Watkins, Rob Heinsoo, Jay Schneider and James “Jim” Lin.

Shadowrun: Crossfire is a cooperative deck-building card game for two to four players set in the gritty, cyberpunk fantasy world of *Shadowrun*. Play a shadowrunner team and take on tough jobs such as protecting a client who’s marked for death, shooting your way out of downtown when a run goes sour, or facing down a dragon. In each game you’ll improve your deck with a mix of strategies while earning Karma to give your character cyber upgrades, physical augmentations, magical initiations, weapons training and Edge. *Shadowrun: Crossfire* includes an obstacle deck, black market deck, race and role cards, scenario cards, augmentation stickers, and personal missions that test a team’s allegiances.

“We designed *Crossfire* to take deck-building games to a new level by combining RPG elements with cooperative gameplay. The result is a challenging game system that keeps evolving.” – Mike Elliott, *Crossfire* co-designer

THE YEAR OF SHADOWRUN>>

SUMMER 2013>>

SHADOWRUN[®]

FIFTH EDITION

The year will continue with Catalyst's launch of the **Shadowrun, Fifth Edition RPG**. *Shadowrun, Fifth Edition* is the latest version of one of the most popular and successful role-playing settings of all time. Fusing magic with technology in a dystopian near-future setting, *Shadowrun*'s popularity has crossed into video games, fiction, and more, but the living, breathing Sixth World role-playing setting has always been its heart.

Building on the award-winning *Shadowrun, Fourth Edition* rule set, the new edition brings the game forward while preserving the fun that has made it so enduring. Highlights of the new edition include:

- **Grittier & Deadlier:** The down-and-dirty Sixth World setting is a place where shadowrunners need to count their bullets carefully and be cautious about whom they trust. *Fifth Edition* rules reflect that, making players aware of their choices and the price they have to pay to be the best. It also supports deadlier combat, while still making sure the player characters can stay alive long enough to take care of business.
- **Streamlined Matrix:** Matrix rules have been improved and streamlined, bringing them more in line with the rest of the game and making them more intuitive. Running the Matrix has never been easier.
- **Increased Gear Options:** Changes in *Fifth Edition* mean there are more functions for gear, which leads to an increased variety of the toys shadowrunners love!
- **Faster Character Creation and More Player Aids:** New to *Shadowrun* and eager to hit the streets as quickly as possible? *Fifth Edition*'s character creation rules make it faster and easier to create a full-fledged character and dive into the shadows. Additionally, from an expanded gamemaster advice section to pre-generated gear kits, *Shadowrun, Fifth Edition* has tools and resources to help players quickly get into the game and onto the streets.

"All of the changes in *Fifth Edition* were made with the strong traditions of *Shadowrun* in mind, and the key elements of the Sixth World remain—mind-blowing tech, explosive magic, devious Matrix hacking, and of course handfuls of six-sided dice. We wanted to make the best edition of *Shadowrun* ever—and we wanted it to be thoroughly *Shadowrun*, from top to bottom." – Jason Hardy, *Shadowrun* Line Developer



THE YEAR OF SHADOWRUN>>

FALL/WINTER 2013>>

The logo for Shadowrun Sprawl Gangers. At the top is a red dragon head icon. Below it, the word "SHADOWRUN" is in a stylized, metallic, blocky font with a registered trademark symbol. Below that, "SPRAWL GANGERS" is in a larger, more aggressive, metallic font with a splatter effect. The background is dark with some red splatters.

The next release for the year occurs with Catalyst Game Labs' publication of *Shadowrun: Sprawl Gangers*, a tactical miniatures game designed by Ross Watson and Randall N. Bills.

Sprawl Gangers is a competitive, skirmish-level miniatures game for 2 players, with everything needed to game right in the box. Players will take on the task of building gangs (Ancients, Halloweeners, First Nation, and so on) following specific point values of a scenario, and modifying the various miniatures based upon what new resources (weapons/gear/magic/tech) a player gained through previous games. Gangs won't simply fight for the sake of fighting, but will actively building their turfs and resources. Among other things, this will allow for the hiring of the exact right shadowrunner when they need that ace in the hole. All this adds up to the experience of watching your gang grow and expand through exciting play across a swath of games.

Sprawl Gangers will be sculpted and manufactured in conjunction with CoolMiniOrNot, who have run three of the most successful miniatures game Kickstarter projects to date: *Zombicide*, *Relic Knights*, and *Sedition Wars*.

"We could not be more excited to be a part of this new facet of *Shadowrun*. When we initially started talking about the possibility of doing a *Shadowrun* miniatures game with Catalyst, I personally jumped for joy. We have some big fans of *Shadowrun* in the Cool Mini family, so you know *Sprawl Gangers* will be receiving some major blood, sweat, and tears from our staff. Old and new *Shadowrun* fans alike would do well to expect great things from *Sprawl Gangers*."

– Kevin Clark, Director of Research and Development at Cool Mini Or Not



THE YEAR OF SHADOWRUN>>

SPRING 2014>>



SHADOWRUN HOSTILE TAKEOVER

The Year of Shadowrun gets an extension into 2014 as Catalyst will publish *Shadowrun: Hostile Takeover*, a Euro-style board game with a strong, immersive theme running through every aspect.

In *Shadowrun: Hostile Takeover*, players assume the role of megacorporations attempting to assert dominance over the city of Seattle. *Hostile Takeover* is a game of intrigue, shifting alliances, and secretive schemes in the most famous futuristic megaplex of *Shadowrun*'s Sixth World. The most wealthy and influential megacorps of the city contend for dominance of Seattle, and they use shady dealings and reliable assets to wage a war in the shadows for supremacy.

"Games such as *Lords of Waterdeep* have shown you can take elegant Eurogame mechanics and wed them with an immersive world to create a wonderful tabletop experience. *Shadowrun* is a universe that screams for a host of board games to expand player's enjoyment of visiting the Sixth World often. Pairing up award-winning designers with *Shadowrun* is going to be a fantastic combination."

– Randall N. Bills, Catalyst Game Labs Managing Developer



THE YEAR OF SHADOWRUN>>

THE RETURN OF AUTHENTIC COMPUTER GAMES>>

Catalyst Game Labs' is excited that its revival of the *Shadowrun* tabletop games coincides with the return of authentic *Shadowrun* computer games for the first time in over 15 years.



Developed by hit studio Harebrained Schemes for release in Summer 2013, *Shadowrun Returns* is the brainchild of Jordan Weisman, founder of FASA Corporation and the original creator of *Shadowrun*.

Set in 2054 Seattle, *Shadowrun Returns* immerses the player in a noir story of betrayal and revenge with control of

a dynastic megacorp hanging in the balance. The turn-based computer role-playing game is beautifully presented from an isometric point of view that allows players great tactical control of the character they create and the shadowrunners they hire. The game will be published for PC, Mac, iOS tablets, and Android tablets.

Catalyst had the pleasure of fact checking Jordan's story (throwing in an idea or two in the process) and is working with Harebrained Schemes on other opportunities to deepen the *Shadowrun* fan's experience, such as the launch of Shadowrun.com.

"While I could never have anticipated it 24 years ago when I created the *Shadowrun* universe, it is oddly appropriate that The Year of Shadowrun begins on 12/21/2012. It's been almost 20 years since I worked in this world and I am very excited to be immersed in it again, bringing an authentic *Shadowrun* RPG to digital gaming. A key element for us was to make sure that the digital RPG provides the same kind of storytelling opportunities as the tabletop version, and thus we are releasing the game's editor so everyone can create their own stories within the *Shadowrun* universe. I am so grateful to the fans of *Shadowrun* that have kept the game alive for almost a quarter-century and gave Harebrained Schemes this unique opportunity."

- Jordan Weisman, CEO and Creative Director of Harebrained Schemes

THE YEAR OF SHADOWRUN>>

SHADOWRUN — ONLINE —

In development by Cliffhanger Productions, *Shadowrun Online* brings the universe to a full cross-platform MMO experience for iOS, PC, Mac, Linux, and Ouya. Filled with turn-based action and corporate intrigues, players will be caught in a desperate struggle between several rival megacorps in a frantic race for one of the best-kept secrets of the Sixth World. In the end, it will mean the downfall of one of the

megas, and it will be up to the players to decide which one it is.

Shadowrun Online will bring players from all around the world to one big virtual table, allowing them to collectively shape the future of the *Shadowrun* universe and share the excitement. Finally, your *Shadowrun* game will really come to life!

Catalyst is working with Cliffhanger Productions on the Shadowrun Universe Website (www.shadowrun.com) and is coordinating setting and story, so that the game play of the MMO can have a direct impact on the storyline of the RPG.

"Being part of the greatest revival and expansion the world of *Shadowrun* has ever seen is a dream come true. Working with Catalyst allows us to weave both our stories together and now also create *Shadowrun Online* as the first *Shadowrun*, *Fifth Edition*-ready computer game, so players will feel right at home! Being able to enjoy your game with your friends—or even find new people to play with—is the unique opportunity provided by an online game and we are very excited to be able to do just that for *Shadowrun*."

— Jan Wagner, Managing Director of Cliffhanger Productions