

THE BIG TIME

You could dabble in organized crime. You could do some smash-and-grabs. You could find all sorts of ways to pick up a few nuyen here and there. But everyone in the Sixth World knows that if you want to make a play for the big bucks, the real high-level stuff, you've got to get in bed with the corps.

The corps have the money, and they've got all the power that comes with it. If you want to have some of that cash and some of that pull for yourself, you're going to need to stay alert, move quickly, and remember that while corps are willing to pay for things that help them, deep down they really hate sharing what they've got with anyone. Including shadowrunners. Especially shadowrunners.

Corporate Intrigue provides a wealth of plot points and adventure ideas to allow gamemasters to develop corporate-centered campaigns, including plotlines that lead to the discovery of a secret one megacorporation is struggling to contain. Building on information provided in *Corporate Guide*, *Corporate Intrigue* provides the story information, location details, and NPC statistics to make running a corporate-themed campaign as easy, fun, and brutal as you want it to be.

Corporate Intrigue is for use with *Shadowrun*, Twentieth Anniversary Edition.



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CORPORATE INTRIGUE

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... INTRODUCTION ...

The megacorporations have always been the cold, dark heart of the Sixth World. Shadowrunners understand just how dangerous they are, but they also know that they offer opportunities no one else can. They have more money, more power, and more everything than anything or anyone else in the world. Some dragons have attached themselves to megacorporations, because the corps give them a chance to rapidly expand their hoard—or, in some cases, the corporations themselves serve as a dragon's hoard. Simply put, the megas are where the money is, which means that runners can't stay away from them.

Corporate Intrigue is a campaign book that provides everything *Shadowrun* players and gamemasters need to stage adventures involving a variety of megacorporations. In this book, you'll find the following sections:

- **Knives Out**, an in-universe section that provides updates about the ten largest corporations in the Sixth World and their recent activities, especially as they relate to ongoing plotlines in the *Shadowrun* universe. This section provides background to help players become involved in the adventures in this book.
- **A series of chapters that provide short adventure plots**. Each adventure contains in-universe material to set up the adventure to come, individual plot points to guide gamemasters through the adventure, and character and location information used in that chapter. Many of the locations are types that can be used in a wide variety of campaigns, such as megacorporate offices, research facilities, and more.
- **Character Trove**, a collection of NPC stats for characters used in this book, but also usable in multiple other settings and adventures.

This book builds on plotlines contained in books such as *Artifacts Unbound*, *Spy Games*, *War!*, and *Conspiracy Theories*. It also includes plot elements from *Shadowrun Missions*, which is *Shadowrun's* ongoing living campaign. These resources can deepen players' and gamemasters' understanding of the events described in this book, but *Corporate Intrigue* stands on its own—it's all you need to get runners involved in the machinations of the megacorps, and to see if they can make it out alive.

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Connecting JackPoint VPN ...
... Matrix Access ID Spoofed.
... Encryption Keys Generated.
... Connected to Onion Routers.
> Login

> Enter Passcode

... Biometric Scan Confirmed.
Connected to <ERROR: NODE UNKNOWN>
"Society bristles with enigmas which look hard to solve.
It is a perfect maze of intrigue."

JackPoint Stats

91 users currently active
in the network

Latest News

* <121373> We've drawn more attention recently than I'd like. Guard your access, and review my 10 Tips to Avoid Leaving Backdoors Open. —FastJack

Personal Alerts

* You have 2 new private messages.
* You have 5 messages queued for anonymous re-routing.
* You have received 1 new Metalink Friends add request.
* You have 10 new responses to your JackPoint posts.
* PDA: Mr. Johnson scheduled to materialize behind Stuffer Shack at 11 PM.

First Degree

You are hidden from all contacts.

Your Current Rep Score: 62

(82% positive)

Current Time: December 13, 2073,
10:41

PREFERENCES

FEEDS

TASKS

LINKS

HISTORY

Welcome back to JackPoint, omae;
your last connection was severed: 20
hours, 20 minutes, 33 seconds ago.

Today's Heads Up

- * Keep up. No one ever died from being too current [Tag: [State of the Art: 2073](#)]
- * We couldn't get all the good stories into a single posting. [Tag: [Street Legends Supplemental](#)]

Incoming

- * What's the point of hanging around the rich and powerful if you don't get a taste for yourself? [Tag: [Jet Set](#)]
- * Horizon says they're dedicated to doing good, but how far will their dedication take them? [Tag: [The Twilight Horizon](#)]

Top News Items

- * Aztechnology denies any knowledge of allegations that Omega Protocols have been stolen. They also deny knowledge of the existence of Omega Protocols. [Link](#)
- * High Prince Larry Zinkan says requests have been delivered to him regarding Hestaby's status as a Prince, and he has "taken time under advisement." [Link](#)
- * Knight Errant reports that bodies found in Toronto are the work of a copycat, not the work of the actual Mealtime Killer. [Link](#)
- * Corporate Court decides to hear arguments on Lone Star's request to search Aztechnology property for "paraphernalia related to the creation and distribution of tempo." [Link](#)



CHAT

MESSAGES

FILES

POSTS

NEXUS

SEARCH

Active

TomStar
Firewall

Active

Jack-in-the-Box
Antivirus

Active

SpamWitch
Filter

On/Receiving

Commcode

Excellent

Signal

Active

Hidden
Mode

Local
Map

CORPORATE INTRIGUE

Posts/Files tagged with
"Corporate Intrigue"

Knives Out
Nothing Personal
Project Imago
Runaway Train

[More]

CONTINUE

ADVANCED
SEARCH

SAVE



Posted by: Cosmo

- We've covered a lot of chaos in the world in recent postings—war in Bogota, espionage in Denver's government, intrigue and infighting among dragons, and whatever it was that closed the Watergate Rift. With all that's going on in the world, we sometimes make the mistake of overlooking the megacorps, which is a little like getting distracted by all the shining treasure in a hoard and forgetting the very real and somewhat grumpy dragon perched on top of it.

We can never afford to ignore the megas, because they never ignore anything. The only time they're quiet is when they're sitting off to the side, sharpening their knives, and sooner or later those knives are going to come out. I asked Cosmo to compile a quick rundown of some of the recent events in the megas, how it's affecting them, and what that means for us.

- FastJack

There's been a certain sense of bemusement at the tops of the megacorps lately. The world is being shaken by machinations other than their own, and when people point to the big bad bogeymen who are on the verge of destroying all that is good in the world, they're sometimes actually talking about something besides the AAAs.

While their collective pride may be a little stung by the fact that things are happening without them, the megas aren't going to go off into a corner and sulk. They know that chaos brings opportunity, and they're looking to gain footholds in any way they can.

This is not to say that everything within the ranks of the megas has been calm in recent months. The internal politicking that is forever and always part of the AAAs didn't go anywhere, and if anything, the chaos going on in the rest of the world only amplified it. Different factions know that if they respond to the ongoing chaos correctly, they could get the boost in power they need to accomplish whatever they may be after. So they are going about their affairs with a renewed zeal.

The corps are also smart enough to know that the current state of the world gives them the chance to look for new allies. Tough times make people desperate, and desperate people take help wherever they can find it. Take, for example, our old pal Ken Brackhaven.

He's not having the easiest year, what with the orks and trolls of Seattle demanding crazy things like equal status with other city residents and some of his political allies being revealed to be (surprise!) virulent racists. It's possible that, in the light of his current struggles, he might need a little help getting a victory in next year's election. You can be certain that some corps will step forward to offer him their assistance, in forms of direct cash contributions, runs staged against his competitors, or both—and you can be equally certain that if he wins re-election, representatives of those same corporations will be waiting in his office the day after his inauguration, all ready to tell him how he can earn his keep.

- While there may be some exceptions, you can expect the corporations by and large to support Brackhaven. Part of it is predictability; they know what they are going to get with Brackhaven, and they are more or less fine with what he offers. Additionally, they know how his mind works, and they feel they can talk to him on a level that makes sense to them. Getting rid of Brackhaven, then, would require a popular movement strong enough to overcome corporate preference, which is not, of course, very likely.
- Mr. Bonds
- Or you could convince a corporation or two that some other puppet would be even more in their pocket than Brackhaven is. Brackhaven works well with the corporations because he thinks like them, not because he feels he owes them anything. Frankly, some corporations would rather have someone with less independent wealth in that position, because that opens up a whole new arena of controlling them through bribery.
- Sunshine
- You may not get as much bribery with Brackhaven, but he more than makes up for it in blackmail potential.
- Bull

With that background in mind, here are some of things the megas have been up to, and what you might be able to expect from them going forward.