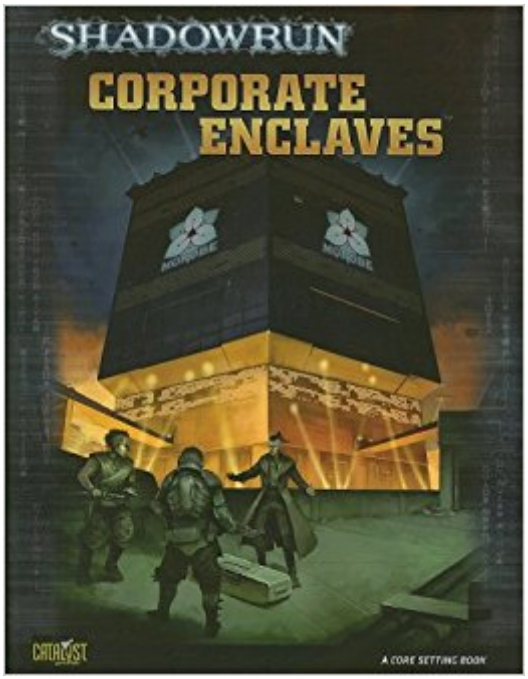
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Shadowrun Corporate Enclaves (Shadowrun (Catalyst))



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Synopsis

Corporate Enclaves shines the spotlight on two very different bastions of corporate power in the Sixth World: Los Angeles and Neo-Tokyo. Controlled and exploited by the iron hand of the megacorps, these sprawls are home to corporate powerhouses, their political minions, powerful crime factions, and plenty of intrigue and opportunities for enterprising and resourceful shadowrunners. The second in an ongoing series of themed setting books for Shadowrun, Fourth Edition, Corporate Enclaves also briefly visits the unique corporate dominions of Dubai, Europort, Manhattan, Nairobi, and TenochtitlÃƒÆ'Ã Â¡n, and provides guidelines for developing your own corp-controlled settings.

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Customer Reviews

Corporate Enclaves shines the spotlight on two very different bastions of corporate power in the Sixth World: Los Angeles and Neo-Tokyo. Controlled and exploited by the iron hand of the megacorps, these sprawls are home to corporate powerhouses, their political minions, powerful crime factions, and plenty of intrigue and opportunities for enterprising and resourceful shadowrunners. The second in an ongoing series of themed setting books for Shadowrun, Fourth Edition, Corporate Enclaves also briefly visits the unique corporate dominions of Dubai, Europort, Manhattan, Nairobi, and TenochtitlÃƒÆ'Ã Â¡n, and provides guidelines for developing your own corp-controlled settings.

the book is very useful background information if you are planning to run scenarios in Southern

California or Neo Tokyo.

This review is half to balance out the other review, and half to try to make a genuine take of this book. Truth be told I haven't finished it yet, but I'd say it was well done. I liked the insight into Neo-Tokyo, capital of the world's newest superpower (aside from the megacorps, of course) and a hotbed of political and corporate intrigue that may even put Denver and Seattle to the test. Compared to the other setting books (Feral Cities, Seattle 2072) I'd say it rates fairly well, though it doesn't beat Seattle 2072. All in all I wish I was less vague and gave a more detailed review, but if you want to set your runs in the famous cities of LA and/or Tokyo (and maybe a bit of Dubai on the side), and perhaps, to an extent, a bit of insight on corporate intrigue get this book!

I'm a longtime Shadowrun fan. I own virtually every book. This is the worst of the lot. I don't need cursing and was SHOCKED by it. Drek,fragging and other classic SR slang was just fine. There were very few comments from traditional runners and the runner commentary was smaller than what I was used to and prefer. I don't like the new type,layout and the art was spotty at best. I would've preferred more attention to the other enclaves and found the 'new' LA less than inspiring. Runners as trid stars?Ugh.

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