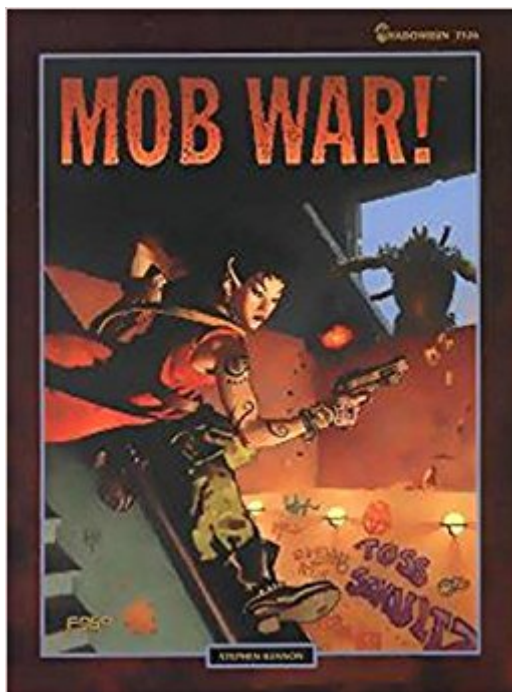


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Mob War! (Shadowrun, FAS7326)



Synopsis

Struggle in the sprawl! Can the death of one man forever change the balance of power in the shadowy underworld of Seattle? Can one man's death spark a blaze of violence guaranteed to burn everyone from the lowliest chip dealers to the CEOs of megacorps? When the dead man is Don James O'Malley, head of the Seattle Mafia, the answer is yes. There's infighting in the "the Family," and even other syndicate is determined to take advantage of the chaos to grab themselves a bigger share of the nuyen. As the Triads battle the Yakuza for control of Seattle's docks, the Mafia defends its upscale gambling dens against Yakuza attacks - and the Seoulpa Rings take over anything that's not nailed down. The Seattle underworld has erupted in violence and no one is safe from the Mob War! Mob War! is a unique Shadowrun adventure set that fleshes out the Mob war raging in Seattle. This book provides all the information gamemasters need to involve their player characters in the conflict on the level that best suits their group and style of play. Mob War! includes 24 adventure frameworks and ideas, plus a host of other adventure hooks that suggest ways to explore the activities of the crime syndicates. Among other options, players characters may" Belong to any one of the syndicates Offer their services as shadowrunners to the highest bidder Serve Lone Star as detectives assigned to solve the mystery of the Don's death Work for a security service hired to contain the violence Mob War! is intended for gamemasters and players of all experience levels. For use with Shadowrun and the Shadowrun Companion. The Underworld Sourcebook is recommended but not required to use this book.

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