



GHOST CARTELS™

Series / Type : Fourth Edition / Campaign Setting

Compatibility: Requires *Shadowrun, Fourth Edition*.

Selling Points:

- Introduces a new 2071 Sixth World storyline and campaign framework spotlighting the strange new drug called *tempo*.
- Features a new campaign format that combines fiction and story elements with easy-to-use Adventure Frameworks, and numerous useful gamemaster aids (including maps, grunt stats, location and character profiles, and full Casts of Shadows).
- Can be equally used as a source for dozens of one-off adventures or as a single campaign devised to whisk characters from the back alleys of Seattle to the Awakened jungles of Amazonia.
- Designed to exploit **all** the potential of the core settings presented in *Runner Havens* and *Corporate Enclaves* and maximize potential cross-sales with all core rulebooks as well.

Promotion:

- Advertised in *Game Trade Magazine* and *Greater Games Industry Catalog*.

Target Market:

- Current *Shadowrun* Gamemasters.
- *Shadowrun* groups interested in exploring the criminal underworld and take to the streets during the biggest underworld shake up in decades.
- New gamemasters looking for an easy to pick-up campaign that explores the gritty style and violent street-level intrigue showcased in core rulebook.

Up-Sells & Cross-Sells:

- *Corporate Enclaves* [CAT26201]
- *Feral Cities* [CAT26202]

Ghost Cartels

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