

Who's Got Your Back?

Corps don't give a drek about the runners they hire—that's why they call us expendable assets. Forget working for the Mob or the Yakuza, too—once you're in, you're part of their family for the rest of your life. Lucky for us, there are swarms of other groups looking to claim their piece of sprawl—and who are willing to bypass the law to do it. Policlubs, magical orders, religious factions, black marketers—these are just a few of the species struggling for survival in the shadow ecology. Hooking up with such an organization has its advantages—resources, steady employment, backup—but pick the wrong outfit to run with and you'll regret it when they kick you to curb. So what's it going to be, chummer? You can't roll solo forever."

Loose Alliances is a sourcebook for organizations that operate by their own set of rules in the Shadowrun world. From political factions and religious movements to treasure hunters and organleggers, it provides a wealth of information on the more obscure entities in the shadows and the benefits and

drawbacks that come with them. Loose Alliances broadens the world of Shadowrun for player and gamemaster alike. For use with Shadowrun.



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Loose Alliances

Sample file

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LOOSE ALLIANCES

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INTRODUCTION

Shadowrun has often focused on the major power players in the shadows—the megacorps, organized crime, dragons, and so on. But there are many smaller organizations in the world of *Shadowrun* that also play a role—and even more importantly, are more likely to appeal to characters as groups they might want to affiliate with.

Loose Alliances explores these second-tier players—organizations that are more likely to have a smaller, localized effect than impacting on a global scale. These groups are perfect for using in street-level and alternate campaigns, whether they are used as antagonists, allies, or even as the uniting force that brings the player characters together.

Loose Alliances is presented as a series of electronic documents posted by Captain Chaos, sysop of the vast Shadowland archive and data haven—the number one source for shadowrunners on what's going on in the world of *Shadowrun*. The documents come from a variety of sources, underground and mainstream, but are directed towards an audience of shadowrunners. These sources are each unique in outlook and perspective, influenced by their own particular prejudices and interests. Each article is marked up with a running commentary by shadow denizens who add to, revise and contradict the original post. These inserted comments add innuendo, allegations, opinions, rumors, misconceptions, misinformation, lies and sometimes even the truth to the information presented. It is left up to the gamemaster to decide what information is correct and which is just filling, as appropriate to his or her game.

The first section, *Political Agitators*, introduces a wide spectrum of policlubs, activist fronts and armed resistance

groups, from eco-groups to anarchists to fascists. It discusses their politics and goals and describes several types of groups in each category, as well as their allies and enemies.

The second chapter, *Hands of the Elite*, details three organizations that are puppets/servants (depending on who you ask) to the rich and powerful: the United Nations, the Aristo Cabal and Aegis Cognito.

Mystic Secrets first describes treasure-hunting arcano-archaeological groups such as the Atlantean Foundation and its competitors. It then moves on to cover magical groups in general, with several specific orders discussed in more detail, from the Illuminates of the New Dawn to the Voice of Ogoun to the Seers' Guild.

The next chapter, *Keepers of the Faith*, introduces several religious groups, starting with the Vigilia Evangelica, the Vatican's secret libraries and mystic defenders. A triad of Islamic groups competing for power in the Middle East are then featured: the Islamic Unity Movement, the New Islamic Jihad and the Islamic Renaissance Movement.

Finally, the *DIY Crime* section covers several criminal groups that fall outside the range of standard syndicates and gangs. In addition to Tamanous organleggers and Brokerage X black traders, it features several shadowrunner groups, including Assets, Inc. and the Smokers' Club.

A *Game Information* chapter at the end provides advice for using these groups in campaigns, whether as employers, allies or enemies. Several adventure hooks are given for each faction as well, suggesting ways in which the gamemaster can introduce these groups into game play. Suggestions on combing some of these groups into "unholy alliances" are also included, to throw the players off-guard.



WATCH OUT FOR THE LITTLE GUYS

OK, terms. I'm aware that our file exposes here on Shadowland tend to focus on major events and key world players. Lately, however, more and more of you have been clamoring for a download that dives behind the scenes on the smaller-scale, more localized contenders—the ones we're all more likely to face off with on the street. There are a lot of factions out there trying to carve out their own niche in the world, from political extremists to religious dogma-dealers to good ol'-fashioned do-it-yourself crime outfits. Some of you have worked for or against them. Some of you are them.

Cynics will say that these movements and factions aren't likely to change the world—at least, not unless some major crisis comes along they can take advantage of. And groups that operate on this scale certainly don't have the resources to face off with the megacorps, the influence to stand up to the big syndicates or the cunning to outmaneuver a great dragon. But down here, at street level, these outfits wield enough power to make the difference between life or death. And that's where it counts for most of us.

I know that a lot of our regulars here at Shadowland either support or are outright members of some of the organizations we're going to describe here. As always, we welcome your insight into the internal workings, and we ask that you don't take the exposure too personally—everyone gets their equal share of spotlight here on Shadowland, even shadowrunners. Most of all, keep the ideological debates and faction fights to a minimum, please—we're looking to provide some real pay-dirt here that may help some of you survive out there; we're not interested in making this a platform to draw in new recruits or settle old scores.

• Captain Chaos

Transmitted: 19 February 2064 at 16:24:25 (PST)