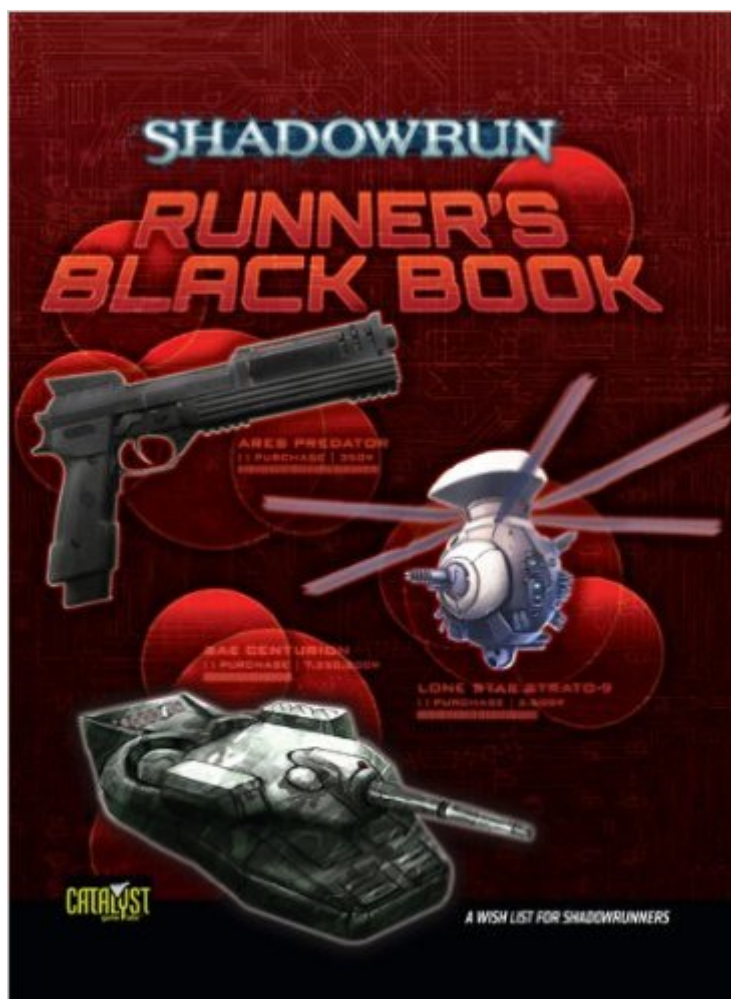


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# Shadowrun Runners Black Book



## Synopsis

Offers new boats, guns, aircraft, drones, and other pieces of equipment to provide more options for all shadowrunners. • Brings several pieces of equipment from previous editions of the game into the current edition, giving players a chance to use equipment they have enjoyed for years. • Presents both game statistics and in-game flavor text for each piece of equipment, helping players understand how to use the equipment and how it fits in to the Sixth World setting. • Provides a large, full-color illustration for each and every piece of equipment, along with labels highlighting some of the more notable features. • Offers new game rules to help gamemasters integrate some of the older equipment into the current edition. • Incorporates new commentary for many items highlighting different aspects of several pieces of equipment and how they are used. PDF-only line of products, including This Old Drone, MilSpecTech, Deadly Waves, Gun Haven, and Unfriendly Skies in their entirety. The book provides a wealth of vehicles, weapons, and drones for Shadowrun players. In addition, new equipment has been added for the print version, and this equipment will not be released in PDF format.

## Book Information

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## Customer Reviews

Picking up this book really reminded me how much I like to read about stuff. New guns. New drones. New vehicles. New planes. Though, new subs and ships did leave me in a meh mood. This combines the PDF releases of Gun Haven, MilSpecTech, This Old Drone, Unfriendly Skies and Deadly Waves. Keep that in mind if you bought any of those. For the discounted price, very much worth it to me to be able to buy the hardcover. Also led me to pick up the 2074 version.

The latest game supplement for Shadowrun, the cyberpunk/fantasy role playing game is actually a hard back compilation of several game supplements previously available only as online PDF's. It is a list of weapons, drones, vehicles and missiles the players may want to use or may have used against them and it is all very nice but just much too expensive for what you get. Harking back to 1989's weapons supplement the "Street Samurai Catalogue" each chapter is set up as the supply catalogue for a different company selling guns or trucks or drones etc. It gives the sales description, game stats and the now familiar `shadow talk." That is comments in the margins like notes on an internet website with `people' commenting on the product. The pictures of the items are very good and it is hard to find fault with any single page- if you allow that some of these things, like an ocean liner or aircraft carrier are going to be out of the price range of any player. The problem is the number of items. A great many of these things had already appeared in earlier versions and could be worked out again. Likewise a great many of the missiles were pretty lock step for gamers to work out using rules in already published supplements. Some of the larger items, the afore mentioned ships as well as things like airliners are not really on the dock for purchases so their inclusion is mystifying. So the actual number of really \*new\* items that are useful was very limited. Add to that the artwork used on the front and end pages were already used in earlier supplements and there is a sense this was done on the cheap. Overall each page is very nice and very well done. There just isn't enough new stuff to justify the high cost of the book, it just isn't worth it. The fact that the cover plate when you open the book was previously used as the cover of the 2nd Ed. Rigger Black Book, pretty roundly recognized as the worse supplement in Shadowrun's 20+ year history should be a warning to someone.

This book is more or less an expansion of more obscure equipment than what is presented in Arsenal. The interior art is very nice and all the pages are full color. It generally has a similar look to the 20th anniversary edition core book. As another reviewer mentioned much of equipment is outside the price range most shadowrunners can afford, but the inclusion of things like cargo submarines or fighter jets in a Shadowrun mission is probably more dependent on the creativity of the game master rather than whether the player characters can buy them personally. There are a number of vintage firearms and vehicles that could add some interesting flavor to a game.

This book contains a bunch of antiquated and virtually useless gear. The only person I can imagine being interested in this would be either an SR collector looking for a "complete collection" or

someone playing a character with an antique weapon collection (or fetish!). Otherwise, don't waste your nuyen!

Who cares if some of the stuff has already seen print, the format has never been better nor has the artwork. All kinds of stuff for runners to play with.....2074 is even better.

While this book is just a compilation of several PDF-only releases, the book is well worth the value if you haven't invested in the PDFs. If you have, there may not be enough "new material" to warrant the cost. Some of the listings are a bit special in nature, and may not apply to all campaigns (sub-orbital flights, large boats, small artillery vehicles, etc.), it's nice to have these materials available if they do come up, and especially if you think they will play a part in your campaign.

Arrived early, and wrapped in plastic. Book was in excellent, new condition. Great addition of gear to accompany the Core Rule book, and my GM is letting us pick gear from it. Would order from them again.

If you GM Shadowrun or play it, you must have this book. No matter how little or how much you pay for it, it is worth it.

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