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Shadowrun: Run And Gun



Synopsis

SR: Run & Gun 5E

Book Information

Age Range: 8 and up

Hardcover

Publisher: Catalyst Game Labs (July 2, 2014)

Language: English

ISBN-10: 1936876558

ISBN-13: 978-1936876556

Product Dimensions: 8.9 x 0.8 x 11 inches

Shipping Weight: 2.1 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (13 customer reviews)

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Customer Reviews

This is a wonderful, and much needed, appendix to add to your shadowrun 5th edition game. The binding was solid, but the pages have an issue (like the core shadowrun 5th edition book I own) where the top of the page looks like it wasn't cut correctly. So I had to take a razor blade to page to slice it clean, so that it wouldn't tear the page. The pages are glossy; and the greasy chip covered finger prints from your teammates pawing over a new book stand out a lot. Other than the *minor* problems with the printing. The rules included are concise in most places, and expansive to an exhaustive degree in others. The gear section feels skimpy, the rules for team tactics over done (gamemasters beware tricky players pulling team tactics rules out their rectums), the explosives section way over done... I haven't had a chance to read every page yet, but this was proof read better than the core book.

I dropped a star not because of content, but because of failures with quality control on the printers side. Book has several mis cuts on pages, extra folded in page length thats obviously not intended to be there. Chunks of page sliced out (luckily not on anything important but typically on the bottom at a 30degree diagonal middle of the page width towards spine to up about an inch). These are clear manufacturer defects, that were still shipped out. It feels like a bit of a rip off paying full price for something so obviously damaged. As for the content, good selection of gear, both armor and

weaponry. Fighting style additions for those specialties with expanded sections for making them more than just specialties. It feels a little light for the price, but if you ignore the printing errors (see above) it's built like 5e main. Glossy pages, full color, and sturdy paper, just many less pages. I personally think they could have added a section on cyber/bio/nano/gene wear, to really fill it out and make it feel like good value, but they're probably saving all that for 5e's augmentation.

Solid artwork, fantastic list of new gear to add to your sr5 game. Well bound, but I agree that the semi-glossy pages will be a hindrance once your fellow gamers start pawing through it with their doritos fingers. No complaints though.

I like this supplement for the additional gear. The extra combat rules just make a complicated system even more complicated. Pick and choose what you use out of this book.

Loved it. Has a lot of great information.

My son was really happy with the book and especially since it was delivered before it was expected.

great book a must have for shadowrun gm's

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