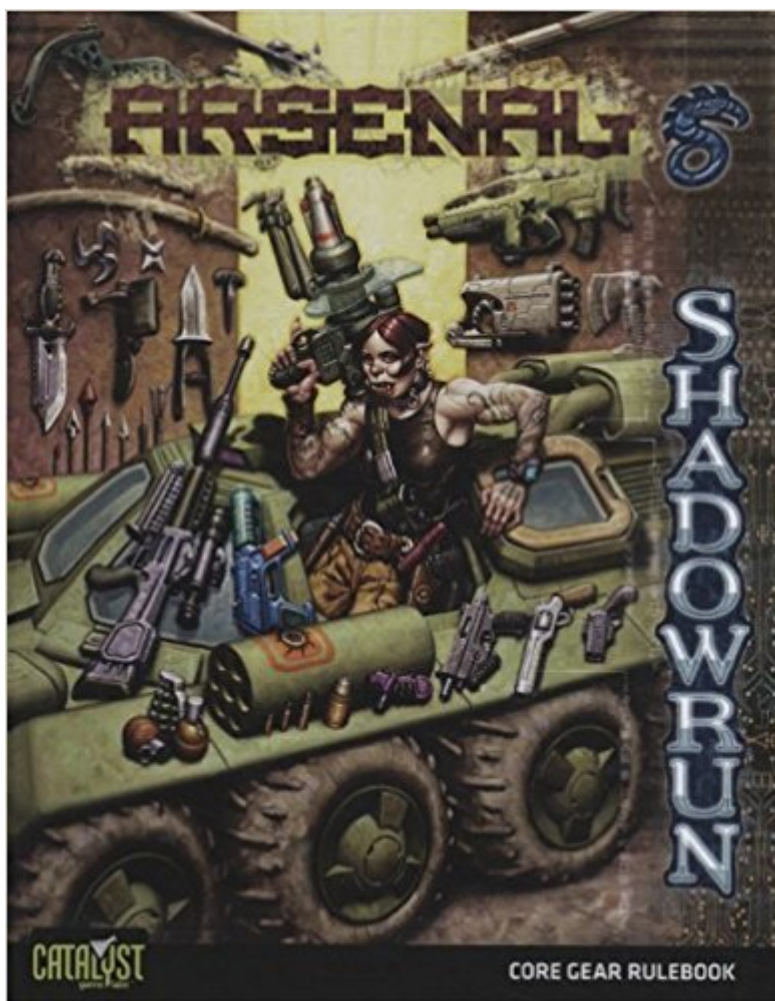


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Shadowrun Arsenal *OP* (Shadowrun (Catalyst Hardcover))



Synopsis

CAT26003 Shadowrun Arsenal Role Playing Game RPG 4th Edition by Catalyst Game Labs
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When corpsec is raining lead down on your head, a wardrobe malfunction will get you dead. To survive against gangs, syndicates, and megacorps, shadowrunners need the best gear they can make, buy, or steal. Arsenal covers everything a runner team needs, from weapons and armor to advanced electronics and spy toys to the latest state-of-the-art drones. It also covers the intricacies of the black market and drug trade and provides advanced rules for combat and martial arts, mixing your own chemicals and explosives, and modifying your weapons and vehicles.

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Customer Reviews

CAT26003 Shadowrun Arsenal Role Playing Game RPG 4th Edition by Catalyst Game Labs
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When corpsec is raining lead down on your head, a wardrobe malfunction will get you dead. To survive against gangs, syndicates, and megacorps, shadowrunners need the best gear they can make, buy, or steal. Arsenal covers everything a runner team needs, from weapons and armor to advanced electronics and spy toys to the latest state-of-the-art drones. It also covers the intricacies of the black market and drug trade and provides advanced rules for combat and martial arts, mixing your own chemicals and explosives, and modifying your weapons and vehicles.

This book fills the spot of the old "Street Samurai Catalog", but does much more than that. It's more than just a catalog of more guns, it's an expansion on the combat rules for Shadowrun, but also adds some gear that felt missing. Too many times at the table our copy of the 20th Anniversary rules referenced this book, so it was time to buy a copy. Even playing a Street Shaman, I found myself referencing this book. Of course, with Shadowrun you need to remember that the complex rules aren't necessarily the strong point, but the setting is one of the best written. I would say this book comes in a close 2nd as my favorite expansion, right after "Attitude".

Aresnal is a great addition to the core rules of SR4. Catalyst has taken the old source material from several source books, thrown it into one book with lots of old favorites and great new items to help build your shadowrunner. What I like most is the examples and rules that clarify in very good detail any questions you may have about items and their use. I believe this to be an essential addition to the core rules adding a tremendous amount of gear and customization to your personal firearms, vehicles, drones, as well as detailing unarmed combat techniques. A definite invaluable addition to the SR4 Universe.

Prior to 5th ed, and I'm still not sure if the new edition is the better of the two, this was a goldmine. Very comprehensive, hardback being a nice change as it'll get a lot of use and must stand up to the rigors of travel, etc. Be sure to check the errata on-line or get the 2nd printing if need be.

got this super quick and i love this game it dosent have anything wrong with the condition just awesome

This is a GREAT book. If your looking for a supplement for your Shadowrun game, this is the book for you chummer. Magic books, Matrix books, mega-corp books...those are fine and well. This book is relevant TO ALL PLAYERS. If you don't get this book, your cheating yourself and your fellow Runners.

I chose my rating for the packaging was excellent and so was the book it arrived on time and I had no problems. I collect roll playing games

this book has more new opitions for blowing away the compation then you can shake a cyber limb at. Sets up rules for martial arts and explosives manufacture too.

the book has a different cover but its the same insides ... again they didn't edit the content with errata but still a awesome book for better game options

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