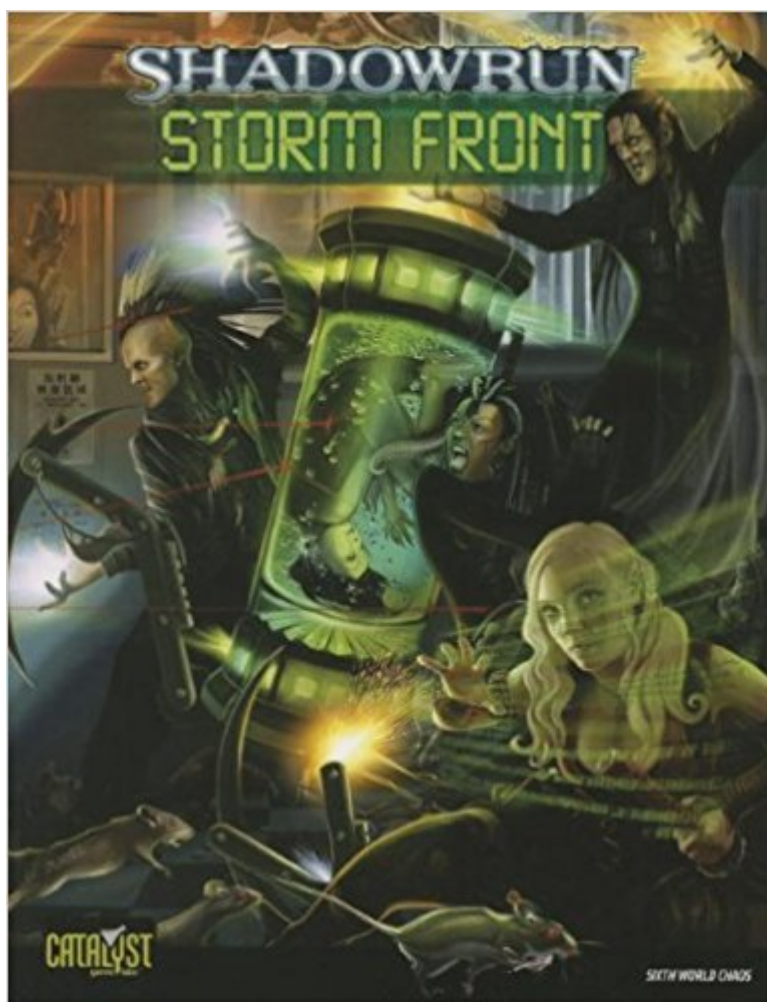


The book was found

# Shadowrun Storm Front



## Synopsis

Aztlan and ia slugging it out. Great dragons turning on each other. Governor Kenneth Brackhaven of Seattle facing pressure unlike any he's ever seen. A powerful dragon and elf on the verge of ravaging Denver. And on top of that, a new plague is spreading through the world, and the denizens of JackPoint aren't immune to its effects. All this tension has been building up, and in Storm Front, it breaks. Storm Front provides background and updates on these and other plotlines changing the shape of the Sixth World.

## Book Information

Paperback

Publisher: Catalyst Game Labs (March 27, 2013)

Language: English

ISBN-10: 1936876507

ISBN-13: 978-1936876501

Product Dimensions: 8.5 x 0.5 x 11 inches

Shipping Weight: 1.1 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (4 customer reviews)

Best Sellers Rank: #1,455,415 in Books (See Top 100 in Books) #62 inÂ Books > Science Fiction & Fantasy > Gaming > Shadowrun #99576 inÂ Books > Teens

## Customer Reviews

Great book! While it's packed with tons of Sixth World information for both players and GMs, this book also has a deeper purpose: it serves as a transition between the much-beloved 20th Anniversary Edition rules and the new Fifth Edition rules, at least for the new Matrix rules. I think the 20th Anniversary Edition was the best version of Shadowrun ever, and this is one of the best sourcebooks ever printed for those rules. In fitting Shadowrun fashion, in-game events are used to reveal the hows and whys of the rules changes to the Matrix and decking/hacking. It's unusual to see games even bring up rules changes from edition to edition, but SR has done this before, most clearly with the game's shift to the wireless matrix following Crash 2.0, laid out beautifully in the old sourcebook System Failure. For those familiar with Fourth Edition, the 20th Anniversary Edition (Fourth Edition Turbo, Fourth Edition Plus, Super Fourth Edition, whatever you want to call it), and Fifth Edition, you know there's a HUGE change to how decking/hacking works. This book touches on exactly why those rules changed... and whom you can blame for those changes. In terms of story/game information, this book totally delivers. I've been playing Shadowrun since First Edition,

and there have been VERY few sourcebooks with as many huge events detailed in them as this one. The original Tir Tairngire sourcebook laid a lot of stuff out there for us during the SR2 era, as did Corporate Shadowfiles and Threats (and later Threats 2). However, the SR20 staff got serious with things when they put out Street Legends, giving us more in-depth looks at prominent figures than ever before, and I think Storm Front is the pinnacle of the game changes for the 20th Edition era.

[Download to continue reading...](#)

Shadowrun Storm Front Shadowrun Unwired (Shadowrun (Catalyst Hardcover)) Shadowrun: Wake of the Comet (FPR10654) (Shadowrun (Fanpro)) Shadowrun Attitude (Shadowrun (Catalyst)) Shadowrun 2050 (Shadowrun (Catalyst Hardcover)) Shadowrun Feral Cities (Shadowrun Core Character Rulebooks) Shadowrun: Shadows of Asia (FPR25007) (Shadowrun (Fanpro)) Shadowrun Dawn of Artifacts Midnight 2 (Shadowrun (Catalyst)) Panzergrenadiers to the Front!: The Combat History of Panzergrenadier Division 'Brandenburg' on the Eastern Front 1944-45 Front Range Descents: Spring and Summer Skiing and Snowboarding In Colorado's Front Range Storm Front (Twilight Of The Gods Book 1) Prepper's Storm Shelter: Build Your Own Safe Place That will Stand up a Storm: (Survival Guide, Prepper's Guide) (How to Survive Series) Knight Storm (Celtic Storm Series Book 1) Shadowrun 4th Edition Shadowrun 20th Anniversary Edition Shadowrun: Run and Gun Shadowrun, Fourth Edition Shadowrun 3rd Edition RPG Shadowrun Gear Cards 1 Shadowrun Spell Cards Vol 1

[Dmca](#)