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Shadowrun Runners Black Book 2074



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Synopsis

Runner’s Black Book 2074 is about options, giving runners more choices of guns, weapons, vehicles, and other gear so they can build a loadout that suits them. Whether they want bleeding-edge gear or classic vehicles that have stood the test of time, Runner’s Black Book 2074 has what they need. Features: Provides a range of new gear, from bleeding-edge weapons and military gear to older vehicles and guns that may appeal to shadowrunners on a budget. Combines four PDF products-Gun Heaven 2, Used Car Lot, Mil Spec Tech 2, and EuroWar Antiques. The original Gun Heaven and Mil Spec Tech were two of the bestselling PDFs in Shadowrun history. Provides details, game statistics, and full-color illustrations for every piece of equipment in the book. Includes updated information and content exclusive to the print edition of these products. Offers plot hooks in the descriptions of the items that can inspire ideas for encounters, adventures, and campaigns. Expands the history of the Sixth World by detailing gear that has been used in past years. Brings favorite pieces of gear from previous editions of Shadowrun into Shadowrun, Twentieth Anniversary Edition.

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Customer Reviews

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This is several PDF’s printed on nice paper and full color pictures. As someone big into looking at gear, this was a good pick up for me.Gun Haven 2 - more weapons. You can’t have too many guns, so some nice adds.Milspectech 2 - more of the heavy gear of now. I’m getting use out of the M-173.Euro War Antiques - military gear may not be as useful in your normal Shadowrun game. Now include the fact that this stuff is old even in a SR 2050 game.Use Car Lot - I’m a fan of cars as well, and it has the rather funny looking, but classic, Ford Americar.There are also a few hardcover exclusives, which is kind of rude to those who bought the PDF’s, but nothing there that’s too interesting. If you bought the PDF’s, you should be able to skip.

4th Edition Shadowrun books are often quite useful to serve as background and extensions to 5th edition content, but this hardcover book is mostly for collectors.It mostly contains gear. Nearly all items in the book have their own page with description, Jackpoint commentary, and pictures. While the art style sometimes leaves you scratching your head, (particularly if you are interested in weapons and firearms), the fact that each item has a picture is quite helpful.Having bought this - I feel personally a bit burnt. The other books in 4th edition’s line (Particularly Corporate guide and some others) actually give me a lot more mileage for the game than a rather short gear book. Again - I’d recommend this for collectors and on discount.

The book is great to give players an idea of all the different weapons and vehicles available all around the world. Even if some of them are quite expensive (like most tanks or planes), players still have the option to steal them and sell on the black market.The book is full color, all weapons and vehicles have images and comments from famous runners, and the necessary rules to use them in the game.The book is split into different catalogues, separated by "war zones" or megacorps, all with a little story behind them.

Awesome. Just awesome. This book has TONS of info on not just vehicles but also on weapons, maintenance rules, obsolete and obsolescent vehicles (yes, the two refer to different things in the rules and are not interchangeable). It also has several little bonuses for those of you who own a copy of the first Rigger's Black Book for 2nd ed, with new illustrations and 4th ed. stats for many of the vehicles from the first RBB!This book is easy to read and a great reference book for any GM or any player interesting not jsut in riggers but in the cars, trucks, tanks, planes, copters and all other vehicles of the Sixth World.

A bit pricey and the Eurowars stuff is only eh,but the rest of the book is killer and the format and art are great.

Fitting in with the other equipment books. One item per page with a nice colored drawing and descriptions. Having visuals are helpful to people. Hardback and good binding will last the abuse I will put it though.

One of the best supplements for the game.

So if you are playing a campaign that goes anywhere near Bogota, Aztlan, the Philippians or Africa this book has a lot of really neat toys. I would up running a one off featuring a tank column for some players. For the average runner stick with Gun Haven 2. The only other reason a player might want this is to go cataalog shopping for when they turn pirate

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