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War! A Shadowrun Sourcebook



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Synopsis

The diplomats have failed. The tensions have only grown worse. Each side has pushed the other too far, so there’s nothing left to do but fight. At the border of Aztlan and ia, war has broken out. The streets of BogotÃƒÆ’Ã Â¡ are being pummeled, mercenaries are being hired and killed in approximately equal numbers, and blood is being spilled in dark rooms to give strength to mages on the battlefield. Most importantly, runners are being hired by the score. War! puts Shadowrun players into the world of open combat. From sabotage missions behind enemy lines to intelligence operations to small-squad mercenary tactics, War! provides the background information, gear, and rules players need to plunge into the chaos of battle.

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Customer Reviews

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It doesn’t have a ton of useful addons.If you read over the entire book, it really highlights an entire campaign setting, and illuminates the Shadowrun world.At the end of the book, the Milspec tech,

and Ruthenium polymer gear, was exactly the kind of thing that give my GM that weird facial ticc.

Excellent book. Version is celebrating 20 years of Shadowrun is the best.Very complete book. Highly recommend.This supplement Shadowrun comes complete some small details that are missing in the basic book.The Work of the publisher is impeccable.

Much of the book is devoted to a badly written description of Columba, and a war between a and Azatlan. It’s hard to care about, with few interesting places to set a game.Don’t worry, there is plenty of equipment too. And none of it should ever be allowed in a reasonable game. Orbital kill-sats and nukes are not the worst part, the worst part are the low cost and availability armor, comlinks and drones that make everything in previous books obsolete.There’s also a mind bogglingly badly considered adventure that uses Auschwitz as a dungeon to raid for loot. Normally I’d just suggest that people not buy it, but in this case I’d say this book should never have existed in the first place.

Fighting ghosts of Holocaust victims in Auschwitz for Nazi relics? Check.Gear section that is completely useless or grossly overpowered? Check.Blatant ignorance of the locations depicted? Check.Absolutely no proofreading? Check.No maps? Check.Need I go on? Avoid this like the bubonic plague.

Many words have been written about this book since it was originally available in PDF. I think it’s important to make anyone who does not follow the official or fan forums aware of some of the details of this product before they buy.To long time fans of Shadowrun: This is not Fields of FireIf you’re expecting an update of the classic guide to military weapons and tactics you will be disappointed. Roughly 2/3 of the book is basically a location detail for Bogota Columbia and information that ties it to a war between Aztlan and ia. A war that isn’t well detailed. No maps, no troop information, no time line, no indication of the potential outcome. There are 30 pages of gear in the back, but most of that consists of stuff a runner should never have like nukes and orbital weapons. You read that right, orbital weapons now have a stat block with price and availability.To new or casual players of Shadowrun: This is not what Shadowrun is aboutI’m not saying that Shadowrun isn’t about mercs and guns, because for many people it is. I’m more speaking to a few sections of the book which are not representative of the long history of Shadowrun. Over all this book is a departure from the structure and style of past works. The quality of writing and editing is much lower than you’ll see in other Shadowrun products. Typos grace nearly every page, layout is

an eyesore in many places and things seem more shoved together than designed. The art is also for the most part generated in Poser and presented at a resolution that doesn't always do the work justice.Also, a word on content. There is a section that's generated a lot of talk in the forums. It is called "Work Brings Freedom" and lays out for the GM a possible adventure where the players purchase weapons from an arms merchant so they can enter Auschwitz, attack the malignant spirits there and plunder the site for "necromantic artifacts". There is a lot to object to there, especially when you think about the game mechanics behind it. While a single odious section written by a new writer can never sink an entire book, it comes in the middle of a product that lacks a sense of direction and shows very few signs of care in it's construction or delivery.If you have a chance to check out the PDF of this book prior to purchasing I advise anyone interested to do so. In all my years of playing this game I have yet to find a product that was produced with this level of neglect or caused as much controversy or trouble at the gaming table. The fact that it contains material like "Work Brings Freedom" is a black spot on the legacy of a game that is well loved around the world for it's setting and history.The loss of so many talented and creative people in the wake of the fraud at Catalyst Game Labs is immediately evident in this product.

Sure, there is a lot of stuff in here that could be unbalanced, but that doesn't mean their shouldn't be stats for it. Some stuff is really deadly. Besides, its the GM's job to either make sure you can never afford a nuke or make sure somebody stops you from acquiring one. They can still very well be part of a campaign. There is quite a bit of cool gear in here as well that isn't overpowered, such as a wingsuit (something pretty realistic that exists today), new spells, new adept powers, and other utility gear.

I am not understanding the above review for this product. Of course Shadowrun is not about big scale warfare. Large engagements of people and vehicles cost money, and since the Corps own everything, they have to foot the bill.However, once a GM has sight of the big picture, he can then see where small teams of highly trained and talented individuals can go in and cripple supply lines, weaken fortifications, soften targets before a strike, assassinate enemy leaders, steal supplies and material, etc. And THAT is exactly what Shadowrun is all about.The stats for ridiculously large weapons are overkill, but they had them in Arsenal too. The book details what a Shadowrun game focused on Mercs would be like, and offer tips on running them.This book is a decent enough book, though I wouldn't place it in the "Must Own!" category like Arsenal, Augmentation, 20th Core book, Unwired, Street Magic, Runner's Companion, and the like. But only 1 star? Come on, that's harsh.

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