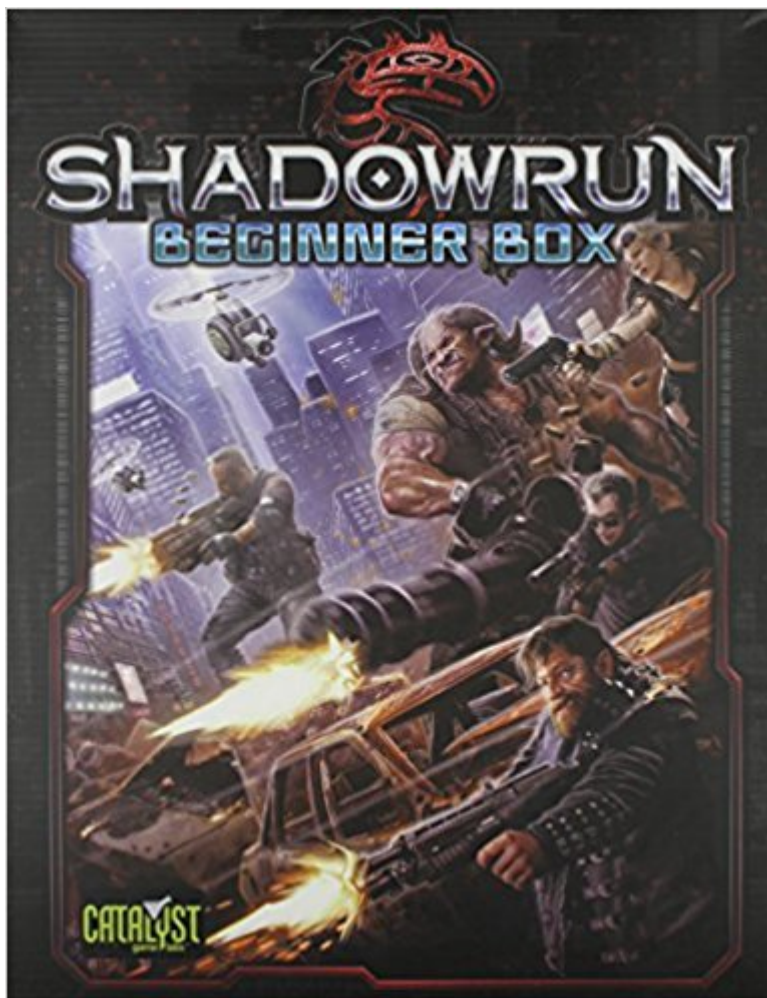


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Shadowrun Beginner Box Set



Synopsis

The Shadowrun Beginner Box is the easiest way to dive into the intrigue, grit and action of one of the most enduring roleplaying settings of all time! Tailored designed for an easy on the credstick entry, the Beginner Box includes the following: A Universe Primer: A 24 page exploration of the Shadowrun world. QuickStart Rules: Fast rules and a quick adventure to whet your appetite for more. A pregenerated booklet: Allows for a gamemaster and one person to run a solo adventure. 4 pregenerated character sheets: Details that'll allow up to four players to play with the help of a gamemaster. Dice: Never forget your handfuls of D6s! Whether you're new to Shadowrun or new to roleplaying, this package will get you into the fun of hacking, shooting, and spellslinging your way to the top

Book Information

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Customer Reviews

The Shadowrun Beginner Box is the easiest way to dive into the intrigue, grit and action of one of the most enduring roleplaying settings of all time! Tailored designed for an easy on the credstick entry, the Beginner Box includes the following: A Universe Primer: A 24 page exploration of the Shadowrun world. QuickStart Rules: Fast rules and a quick adventure to whet your appetite for more. A pregenerated booklet: Allows for a gamemaster and one person to run a solo adventure. 4 pregenerated character sheets: Details that'll allow up to four players to play with the help of a gamemaster. Dice: Never forget your handfuls of D6s! Whether you're new to Shadowrun or new to roleplaying, this package will get you into the fun of hacking, shooting, and spellslinging your way to the top

It's a fair introduction to Shadowrun if you've never played it, but lacks any depth or replayability. It includes one short battle and is designed to get you into the combat rules without having to deal with all the other aspects. Many of the rules are vague or unclear in some circumstances. If you've never played Shadowrun, want to try it, and can get this for cheap, it's probably worth it, just realize you'll never touch the Beginner Box again and will have to buy the official rulebook to continue.

This is a decent starter pack to get into Shadowrun. It is a rather large box for a handful of books and no dice were included with the set even though the contents list dice. I'm new to Shadowrun and tabletop RPGs so I'm not sure how it stands up to other products.

The beginner's box set comes with a set of 12 simple dice, full color and spill resistant pre-made character sheets, a sample book of the first 6 chapters of Fire and Frost, a Quick Start rule set, and a Stuffer Shack version of the Food Fight mission, a solo-mission for the Face, and a world background guide. This comes in a box that is flimsy, which means it won't endure much travel or use. Boxes for these sets should be more like modern tabletop game boxes. The character sheets are great for tables that might encounter spills. The Fire and Frost sample definitely interested me in the novel series. The quick start rule set is good for introducing players to the Shadowrun's basics. The world guide contains mostly the world's introduction in the core book. The mission contained inside is actually a good encounter, and definitely can be done within one session. Overall, for less than 20 bucks you have an introductory set that stands up to other RPGs; although the flimsy box, quick start rules, and world guide are evidence of hasty design and construction. This set should be a bridge between the boardgame world and Pen and Paper, and it falls short - but it doesn't fall as short as the overpriced Alphaware Toolkit. I only recommend this for anyone that is nicely capitalized and has a group to introduce the game to. You may not see more than a few uses out of this product, but it's good if you need fodder for ideas or a sample of materials in the franchise.

For the contents and price this should be 25 dollars at most. As someone who got the core rule book first I found this to be just shy of useless. Especially since some of the same items are in the Shadowrun Runners Toolkit. The blue dice are nice especially if you're O.C.D. and want to roll a lot of dice that is the same color. The solo run for Mrs. Myth is neat. But is not really a spectacular piece.

Really good box but not really useful if you have Alphaware Toolkit

fun

Nice product

Tired of D20? Is your dungeon raiding looking more like a SWAT entrance with Munchkin players? Do you want a background with some real depth instead of another bad FRPG trope? Then crank up the dubstep and dust off that black leather jacket and away we go! I always like to preface my reviews by saying I've played Shadowrun RPG since it's 2nd edition and have faithfully followed it's printings. I am a genuine gamer, have no backing, support, or remuneration for this review. I just love the game! So this is slightly biased, but in a way that will help you make an educated purchase. In a nutshell, Shadowrun is a D6 based RPG set in a modern dystopic future where the world as we know it collides with high fantasy and high technology. Governments have given ground to Corporations who run the facade of daily life, but in between the grey zones, Shadowrunners (the player characters) make things happen. If you're familiar with Cyberpunk fiction, watched some Ghost in the Shell then you'll fit right in. The product splat doesn't quite do it justice, but you'll find glossy double-sided character sheets of classic Shadowrun archetypes (perfect to use dry erase pens with). Introductory novella. Introductory character insert to Ms. Myth. and of course introductory scenarios. Oh yeah, dice...but you've probably seen those before. If you've ever bought the Edge of the Empire intro box or the new D&D intro box, it's pretty much the same idea and serves as a great entry point into the setting and mechanics. Pro's-very slick designs. It can be tough for new role-players to grasp such a mishmash of concepts like Elf Street Shaman or Dwarf Rigger, but the art matches the stats that match the writing-everything you need for a First Run...just add players. This takes you through one of those trial by fires aka Food Fight! and gives a little wiggle room to extend the session past that.-step-by-step instructions. Literally for everything, for the players to the GM. For those things that are very involved and complicated, it eschews it for 1-2 paragraph simplicity for beginners. Ritual spellcasters know what I'm talking about.-curious lead in to Alphaware. I couldn't figure out why they had a detailed booklet on Ms. Myth...until I opened my copy of Alphaware...Con's-Box is flimsy and 50% empty. This is my major gripe, but I like intro sets to be able to be re-packaged for ease of use and I'm not a fan of top-loading boxes, but hey if it keeps the costs down so you can enjoy it, then I'm all for it.-Could've used a map and character counters. I think I would've taken less dice in favor of some cardboard chits with characters' portraits and a single-sided scale map of the Food Fight! Anyone who has GM'ed Edge of the Empire will

know the value of physical representation in an otherwise story driven world. Catalyst if you're reading this, give 'em a downloadable PDF! This box is intended for a beginning group with little to no role-playing experience and certainly without any prior familiarity to the setting. Veterans may want it alone for the quality components or even as an entry way to bring new players into the world as I've dreamed of a method to effectively introduce the players to the mechanics of the game and the setting of the world. The best part I've discovered is that it steps you up gradually from "Beginner Box" to "Shadowrunner's Toolkit: Alphaware" to the Core Rulebook. Great Buy if:-you want a sampler of an RPG system without devoting to the Core book-you want to transition a group into a new campaign setting-thinking about starting but are brand new to the franchise See you on the streets, chummer!

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