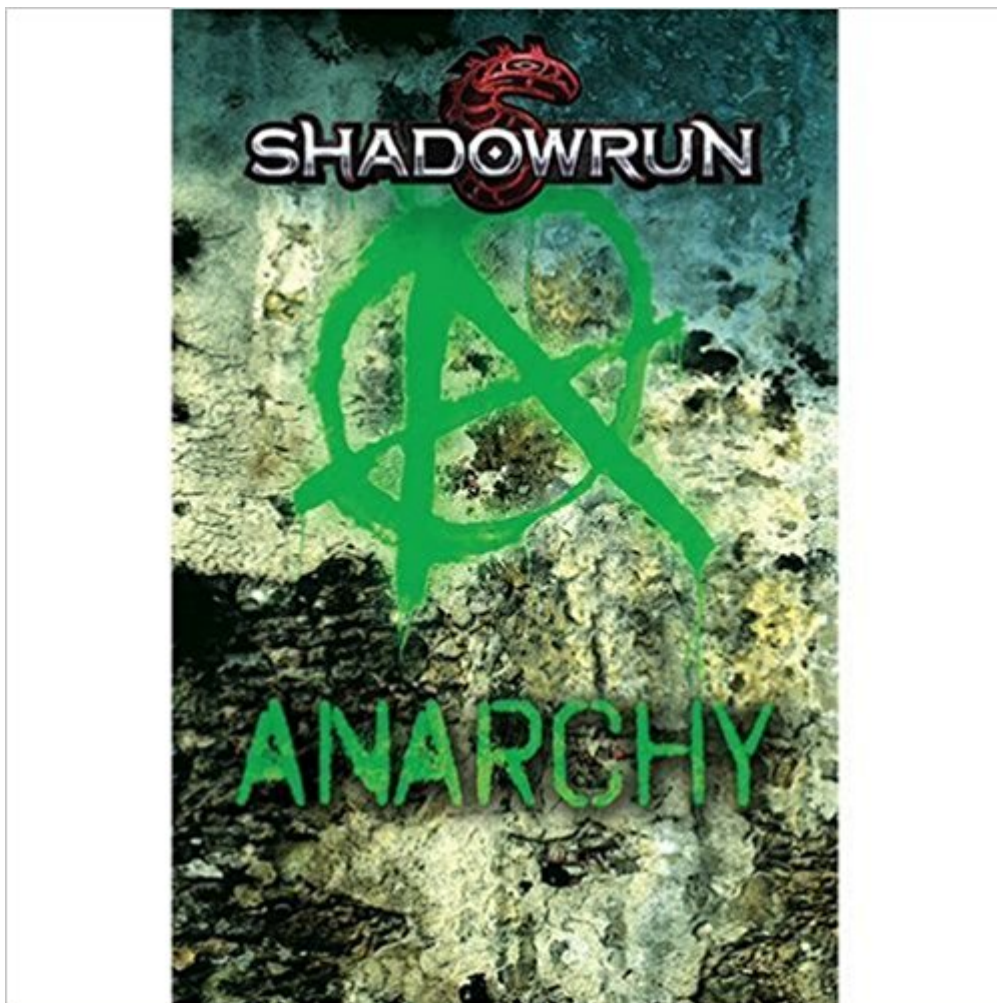


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# Shadowrun Anarchy



## Synopsis

Shadowrun remains one of the most beloved gaming settings of all time. The cyberpunk-crossed-with-fantasy setting has a wide and enduring appeal, and Anarchy provides rules for a new style of play in this great world. Storytelling come to the fore in this book, allowing gamemasters and players to work together to craft a fun, fast-moving gaming experience. Whether you're brand new to tabletop role-playing or a long-time Shadowrun player just looking for a different way to enjoy your favorite setting. Shadowrun: Anarchy offers a fun, fantastic storytelling game.

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## Customer Reviews

Shadowrun remains one of the most beloved gaming settings of all time. The cyberpunk-crossed-with-fantasy setting has a wide and enduring appeal, and Anarchy provides rules for a new style of play in this great world. Storytelling come to the fore in this book, allowing gamemasters and players to work together to craft a fun, fast-moving gaming experience. Whether you're brand new to tabletop role-playing or a long-time Shadowrun player just looking for a different way to enjoy your favorite setting. Shadowrun: Anarchy offers a fun, fantastic storytelling game.

I have been a big fan of Shadowrun since third edition, though I've never really ran any game that went more than two sessions. I've also purchased the fourth and fifth editions of the book, and have a lot of the supplements in between. I have to say that this version might be my favorite, but there are some things to consider:-This book is light on crunch; if you like that (like a lot of my friends do), then it may be a turn off.-This book is poorly organized; it took awhile to figure out where stuff was, but once you did it wasn't hard to get through.-There's not a lot in the book, at least compared to other core editions. That being said, I think it's all you need to run pretty exciting games of

Shadowrun. You won't be bogged down with a 100-page grimoire of spells, or 5.99999999 essence points of cyberware and bioware, but you do get the feel of the game with what's in there, and there's easy enough rules to follow when converting anything that's been left out of the book. As the GM for our group, it was very easy to run the game. I recommend it if you want to run a game of Shadowrun and don't want to put in homework.

Book looks great and it's short, which is a plus considering Shadowrun's history of having separate mechanics for every single skill. Can't wait to read it.

I liked the regular 5th edition better; things were clearer-cut and more accurate.

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