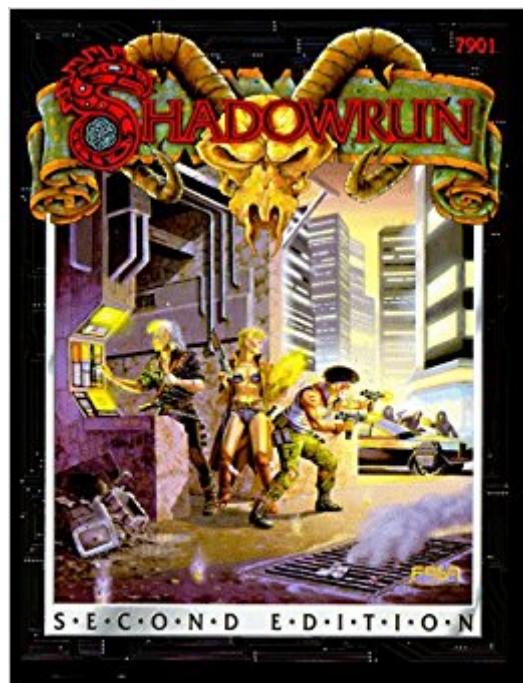


The book was found

Shadowrun (Second Edition)



Synopsis

Magic has returned to the world, and elves, dwarfs, orks, and trolls have assumed their true forms. Creatures of the wild have changed as well, becoming things of myth and legend. And technology has changed people, too. No longer mere flesh, many humans have turned to artificial enhancements called cyberware, and become more than human. Modern man is stronger, smarter, and faster. In the world of 2053, when the megacorporations want something done but don't want to dirty their hands, it's a showdown they need, and you they come to. Shadowrun, Second Edition updates, revises, and expands the popular Shadowrun game system. This new edition is fully compatible with most existing Shadowrun sourcebooks, adventures, and characters.

Book Information

Paperback: 295 pages

Publisher: Fasa; 2nd edition (October 1, 1992)

Language: English

ISBN-10: 1555601804

ISBN-13: 978-1555601805

Product Dimensions: 0.8 x 8.5 x 11.2 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.7 out of 5 stars 15 customer reviews

Best Sellers Rank: #347,877 in Books (See Top 100 in Books) #13 in Books > Science Fiction & Fantasy > Gaming > Shadowrun

Customer Reviews

Magic has returned to the world, and elves, dwarfs, orks, and trolls have assumed their true forms. Creatures of the wild have changed as well, becoming things of myth and legend. And technology has changed people, too. No longer mere flesh, many humans have turned to artificial enhancements called cyberware, and become more than human. Modern man is stronger, smarter, and faster. In the world of 2053, when the megacorporations want something done but don't want to dirty their hands, it's a showdown they need, and you they come to. Shadowrun, Second Edition updates, revises, and expands the popular Shadowrun game system. This new edition is fully compatible with most existing Shadowrun sourcebooks, adventures, and characters.

Love this edition. Awesome price. In great shape.

Love this game, had a copy of this for years. The pages finally fell out. Glad I could grab another copy.

everything i remember from 1992. awesome.

yep real good thanks decent condition postage bit dear but book dirt cheap need 7 more words to say what i already said

The game system is interesting and consistent with the setting. The support by FASA was incredible and the fan-base is part of its charm. Still one of the most interesting RPGs on the market, and 2nd edition smoothed out the flaws in 1st edition without filling it with fluff. Also... "Food Fight"

This book is a great thing. It's got all of the information that you could possibly ever need. It's got magic, matrix, combat, magical combat, matrix combat..... everything. I must admit that sometimes it's a little confusing to read, but it's still really good. Now for those of you that aren't exactly bent on buying this, I wouldn't buy it yet. Wait til third edition comes out. It should have better pictures (unlike the strange eighties punks in the drawings in the book now) and better rules for magic and skills. It's really cool, so if you want to start a SR campaign, or just understand one better, I think that you really need this book. I played the wrong way for about two years, because my friend who owns the book lost about the first half of it, and this helped a lot.

Run in the shadows between Mega-Corporations for pay. Be a mage in an era of computers. Flip your Smart-Link on and target your enemy with your Ingram warrior sub-machine gun. Hear the sound of gun shots as you drive your van packed full of shadowrunners just waiting to take on a corp. Be a rigger and remotely help your team. These are all options in "Shadowrun" the Role Playing Game. Definitely one of the best ways to spend a Saturday night with friends. Run a long campaign, or a three hour session with all your friends. Best of all, enjoy being the game master, the man pulling all the strings for the players

This book is a great way to enjoy some time with your friends. The Shadowrun universe is fun, exciting, climactic, and is full of suspense. This rule book lets you become the man behind the corporation and you and your friends have a great time adventuring. The book is in an easier to understand dialog and explains the rules step by step. This is at the top of my list of Role playing

games, and at the top of my favorite things to do list. I recommend this to anyone who is willing to take the time and read it and learn the rules, and enjoy themselves.

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

Shadowrun Damage Control Boardroom (Shadowrun (Catalyst)) Shadowrun Sacrificial Limb Boardroom 2 (Shadowrun (Catalyst)) Shadowrun Unwired *OP* (Shadowrun (Catalyst Hardcover)) Shadowrun Runners Companion (Shadowrun Core Character Rulebooks) Shadowrun: Shadows of Asia (FPR25007) (Shadowrun (Fanpro)) Shadowrun Attitude (Shadowrun (Catalyst)) Shadowrun Seattle 2072 *OP* (Shadowrun (Catalyst)) Shadowrun Corporate Enclaves (Shadowrun (Catalyst)) Aztlan: A Shadowrun Sourcebook (Shadowrun 7213) Shadowrun Corporate Intrigue (Shadowrun (Catalyst)) Shadowrun Arsenal *OP* (Shadowrun (Catalyst Hardcover)) Shadowrun Street Magic (Shadowrun (Catalyst Hardcover)) Shadowrun Sprawl Site NA (Shadowrun (Catalyst)) Shadowrun Feral Cities *OP* (Shadowrun Core Character Rulebooks) Shadowrun: Crossroads (FAS5742) (Shadowrun (Fanpro)) Shadowrun 2050 (Shadowrun (Catalyst Hardcover)) Shadowrun: Runner Havens (FPR26005) (Shadowrun (Fanpro)) Shadowrun: Spells and Chrome (Shadowrun anthology Book 1) Shadowrun (Second Edition) Shadowrun Fifth Edition

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)