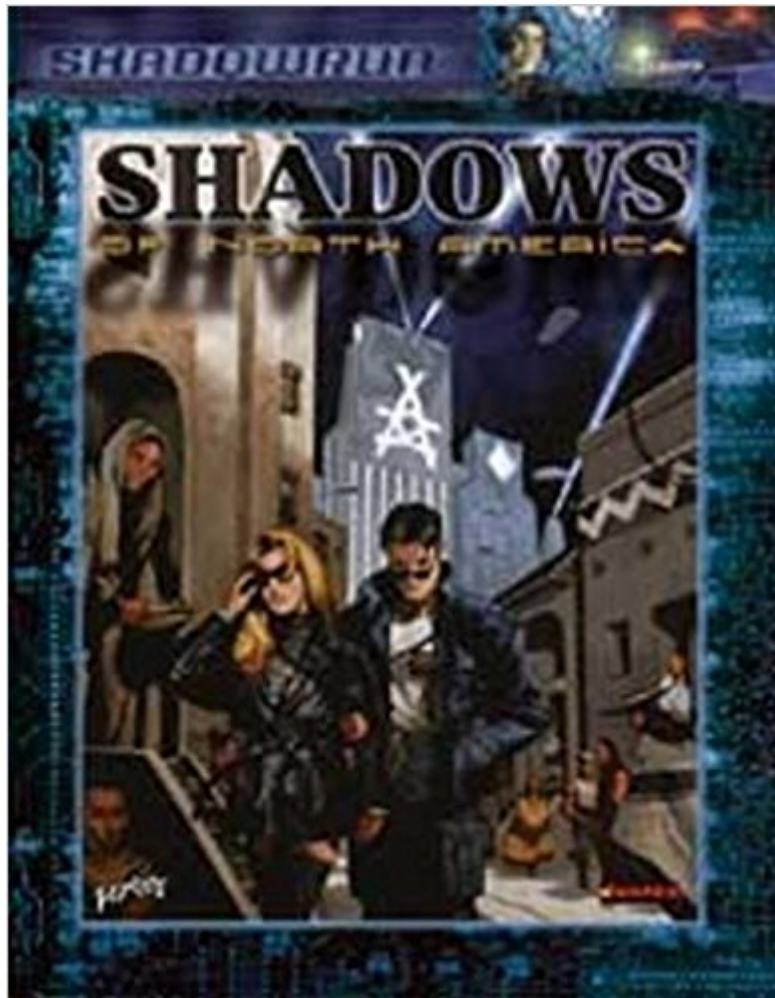




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Shadowrun: Shadows Of North America (FPR25015)



Synopsis

The Map Is Not The Territory There's nothing worse than dropping into some backwater sprawl in the country next door to quietly take care of some job, then realizing too late that your sprawl studs and street lingo stick out like a troll's thumb. North America ain't what it used to be, chummer-every time you cross a border, you enter a different world. Ask an anglophone in Quebec, an ork in San Fran, or a mage in the NAN. The rules are different, both in the shadows and in the sunlight. If you don't keep up with the local game, you're gonna lose. Shadows of North America tells shadowrunners what they need to know about the 13 countries and city-states of North America, including the Native American Nations and the dragon-ruled city of Denver. Each state is covered in detail, from hot spots to power players, all from a shadowrunner's point of view. For use with Shadowrun, Third Edition.

Book Information

Series: Shadowrun

Paperback: 208 pages

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Average Customer Review: 5.0 out of 5 stars 1 customer review

Best Sellers Rank: #1,841,725 in Books (See Top 100 in Books) #87 in Books > Science Fiction & Fantasy > Gaming > Shadowrun

Customer Reviews

While set in 2064, I continue to think that the Shadows series is a must get for a SR fan. It has nice summaries of the North American nations, and is very useful for background information. I continue to be horrified by the condition of Tsimshian. One of the things I really appreciate, when compared to the two NAN volumes, is the focus on nation information. The Shadows books aren't complicated by including full adventures. If I want an adventure, there are nice Missions out there to get. Fan Pro did a nice job with the Background works, while Catalyst does a good job with the Missions line. Look for a PDF copy of the never released Shadows of Latin America. Another great read.

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