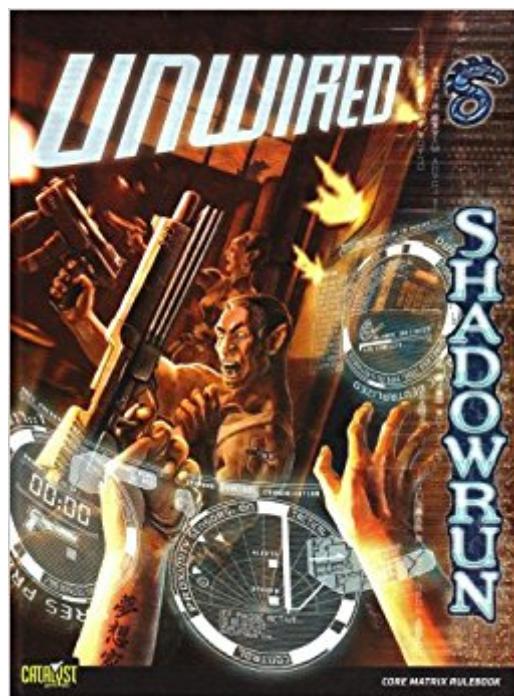


The book was found

Shadowrun Unwired *OP* (Shadowrun (Catalyst Hardcover))



Synopsis

CAT26004 Shadowrun Unwired Role Playing Game RPG by Catalyst Game LabsThe highly-anticipated hardcover core rules expansion focusing on one of the key new elements of the Sixth World setting: Augmented Reality and the Matrix 2.0. Features a deeper look at the introduction and widespread impact of new wireless computer technologies following the Crash 2.0. Expands, explores, and explains the hacking and rigging rules presented in the core rulebook. Introduces a plethora of new options, tricks, and toys for the casual Matrix user, the hardcore hacker, and the versatile security spider. Provides an in-depth look at the new denizens of the digital depths: technomancers, sprites, and a whole new generation of synthetic intelligences.

Book Information

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Customer Reviews

CAT26004 Shadowrun Unwired Role Playing Game RPG by Catalyst Game LabsThe highly-anticipated hardcover core rules expansion focusing on one of the key new elements of the Sixth World setting: Augmented Reality and the Matrix 2.0. Features a deeper look at the introduction and widespread impact of new wireless computer technologies following the Crash 2.0. Expands, explores, and explains the hacking and rigging rules presented in the core rulebook. Introduces a plethora of new options, tricks, and toys for the casual Matrix user, the hardcore hacker, and the versatile security spider. Provides an in-depth look at the new denizens of the digital depths: technomancers, sprites, and a whole new generation of synthetic intelligences.

It's technomancer section is far more complete than the 5th edition version, and it's 40 pages

introduction to the wireless world in shadowrun is a perfect guide for non-matrix users. I recommend this book even if you've already playing 5th edition, still great, still useful.

got this super quick and i love this game it dosent have anything wrong with the condition just awsome

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.

Great addition to my Shadowrun books!

love reading this reading this series!!! have enjoyed all of THE SHADOWRUN BOOKS Will order more thru books, thanks

I love Shadowrun and bought this to help create my technomancer character. It's a gaming book, not much else to say.

really glad they re-printed the book (under the new distributor) but it would have been nice if they editted the errata info into before.

Honestly, I do not know where to begin. This book is overly complex and hard to understand, at least at the beginning. The book takes 2070's wireless technology and incorporates real world networking exploits and hacker trick (like DDOS and bot-nets) and gives them Shadowrun rules. If you are a realist junky this book is for you; if you treat Matrix combat like the movie Matrix, then avoid this book. The book really shines in the Technomancer section. Giving them a work up similar to Shamans, Technomancers gain some real good Echos (their version of Metamagic) and even gain the Technomancer version of spirit guides. All in all Unwired is a clunky book, with more detail than necessary for a hacker, while buffing up Technomancers. If your game has one, or you are playing one, get this book. Otherwise, it is not necessary for you.

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