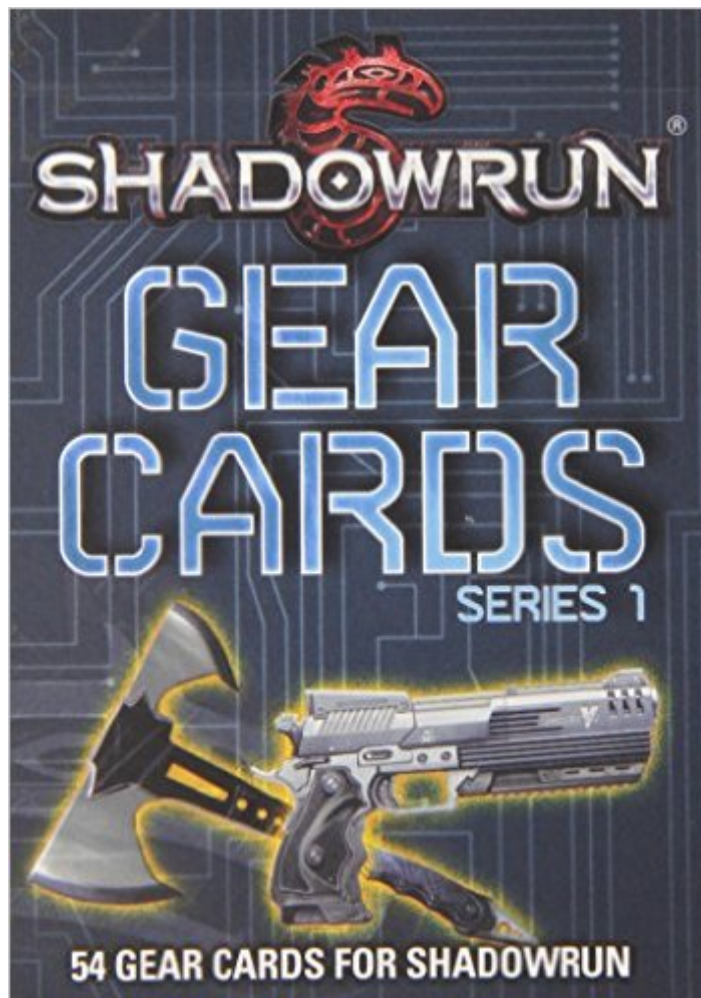


The book was found

Shadowrun Gear Cards 1



Synopsis

If you're a shadowrunner, you know that danger is always waiting around the next corner. You better be ready for it. The right gun, the right vehicle, or the right piece of equipment can be the difference between life and death. So make sure you have what you need and can use it fast. Shadowrun Gear Cards, Series 1 provide quick reference to 54 different pieces of gear, making it easy to use them in a game. Containing game stats and illustrations of guns, vehicles, drones, and more, these cards are a handy reference to keep the game moving and make sure characters have what they need to come out on top. Shadowrun Gear Cards, Series 1 are for use with Shadowrun, Fifth Edition.

Book Information

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Customer Reviews

If you're a shadowrunner, you know that danger is always waiting around the next corner. You better be ready for it. The right gun, the right vehicle, or the right piece of equipment can be the difference between life and death. So make sure you have what you need and can use it fast. Shadowrun Gear Cards, Series 1 provide quick reference to 54 different pieces of gear, making it easy to use them in a game. Containing game stats and illustrations of guns, vehicles, drones, and more, these cards are a handy reference to keep the game moving and make sure characters have what they need to come out on top. Shadowrun Gear Cards, Series 1 are for use with Shadowrun, Fifth Edition.

There are several key problems ... The cards do not account for all your basic gear from the core

book, they just cover a few items of each classification. From there, the cards do not even have all the info about the gear they do provide. I will give you an example: Ingram Smartgun X, the card provides a pic and the basic stats (does NOT include what page it is in the book), you have to pull out the book to discover it has a gas-vent 2, integral sound supressor, and built in Smartgun system (there is a difference between external and internal systems). End result, the cards are a novelty, not useful. I feel they are overpriced for just being a novelty, so there really is no reason to buy these.

Needs more for the price. its nice for a guideline but it really feels random for what items are listed for the accessories. great quick refference guide or you find this as yuo hand players cards face down to repersent loot. lists all the info needed on cards about the said items.

super nice best revised game i ever played

I was having a conversation with a friend; wouldn't it be useful if there were cards with gear stats and images on them? We both agreed that Shadowrun would be the perfect setting for this. Then I discovered these.Shadowrun is a setting/system that where one's choice of sidearm can say a lot about a person; these cards really help with that. Also, it's nice to have an image for what's being pointed at your head :p

these make GM'ing and character creation much easier :)

Nice card

The gear cards are complete garbage. There is no reason to own these as the cards contain exactly the same information that you would directly write on your character sheet in the Weapons sections. What would have made these much better is if the item cards contained all the information found in the items detailed wording/description - example would be any weapon that comes with attachments like folding stocks and laser sights. This information is not on card and easily could have been added.

These cards are a waste of money and time. No info beyond the basic stuff you would have on a character sheet. Nothing on the weapons that tells you if something has a Smartlink or scope, or

laser site. Gear has basic rule sets, but no flavor text and not all the gear and weapons from the core book were used for these cards. At the very least the art is decent for each piece of gear, but that alone does not warrant the price of these cards.

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