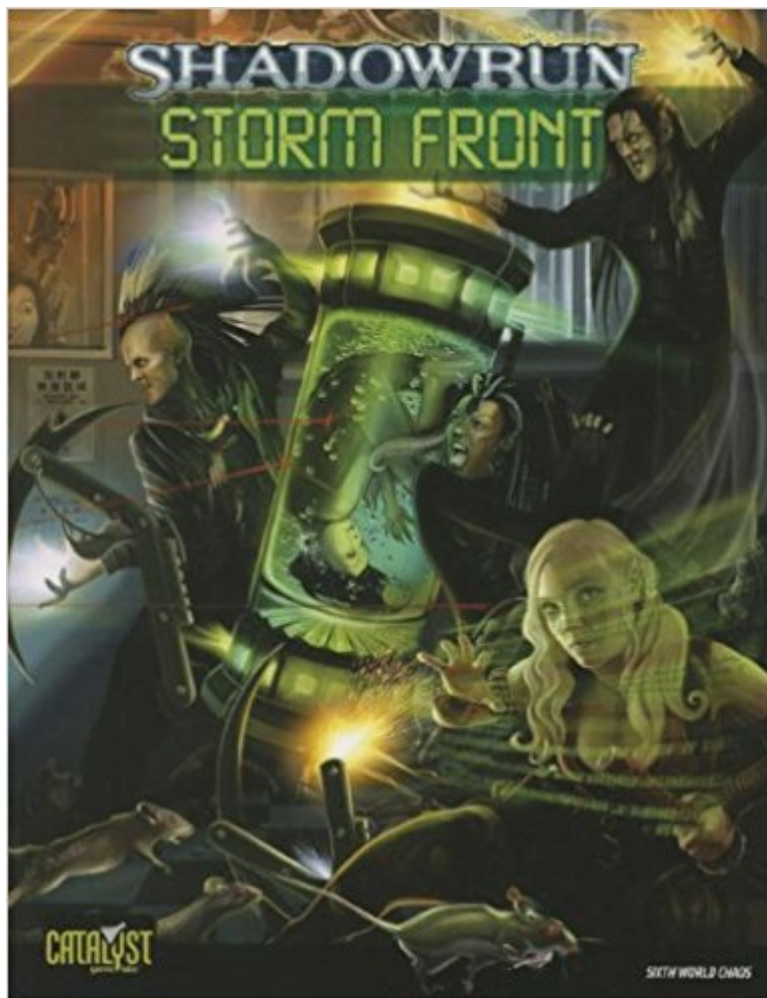


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Shadowrun Storm Front



Synopsis

Aztlan and ia slugging it out. Great dragons turning on each other. Governor Kenneth Brackhaven of Seattle facing pressure unlike any he's ever seen. A powerful dragon and elf on the verge of ravaging Denver. And on top of that, a new plague is spreading through the world, and the denizens of JackPoint aren't immune to its effects. All this tension has been building up, and in Storm Front, it breaks. Storm Front provides background and updates on these and other plotlines changing the shape of the Sixth World.

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Customer Reviews

Aztlan and ia slugging it out. Great dragons turning on each other. Governor Kenneth Brackhaven of Seattle facing pressure unlike any he's ever seen. A powerful dragon and elf on the verge of ravaging Denver. And on top of that, a new plague is spreading through the world, and the denizens of JackPoint aren't immune to its effects. All this tension has been building up, and in Storm Front, it breaks. Storm Front provides background and updates on these and other plotlines changing the shape of the Sixth World.

A super fun read that not only wraps up 4th Edition plots, but launches the major events of 5th.

The coverage of the Dragon Civil War alone earns this 4 stars. Throw in Denver and the Ares plotline and you have a must read SR book.

as is

Great book! While it's packed with tons of Sixth World information for both players and GMs, this book also has a deeper purpose: it serves as a transition between the much-beloved 20th Anniversary Edition rules and the new Fifth Edition rules, at least for the new Matrix rules. I think the 20th Anniversary Edition was the best version of Shadowrun ever, and this is one of the best sourcebooks ever printed for those rules. In fitting Shadowrun fashion, in-game events are used to reveal the hows and whys of the rules changes to the Matrix and decking/hacking. It's unusual to see games even bring up rules changes from edition to edition, but SR has done this before, most clearly with the game's shift to the wireless matrix following Crash 2.0, laid out beautifully in the old sourcebook System Failure. For those familiar with Fourth Edition, the 20th Anniversary Edition (Fourth Edition Turbo, Fourth Edition Plus, Super Fourth Edition, whatever you want to call it), and Fifth Edition, you know there's a HUGE change to how decking/hacking works. This book touches on exactly why those rules changed... and whom you can blame for those changes. In terms of story/game information, this book totally delivers. I've been playing Shadowrun since First Edition, and there have been VERY few sourcebooks with as many huge events detailed in them as this one. The original Tir Tairngire sourcebook laid a lot of stuff out there for us during the SR2 era, as did Corporate Shadowfiles and Threats (and later Threats 2). However, the SR20 staff got serious with things when they put out Street Legends, giving us more in-depth looks at prominent figures than ever before, and I think Storm Front is the pinnacle of the game changes for the 20th Edition era. Other books have gone into more detail for specific plots, people and themes, but this book hits almost everything. The outcome of the Aztlan/ia War, the largest single battle of dragons in the history of the Shadowrun universe, the resurgence of the Japanacops (Mitsuhamas, Renraku, Shiawase are the last ones standing), looming troubles for Ares Macrotechnology, the decline and disappearance of a Shadowrun legend (and I do NOT use that term lightly), hints of the next looming Sixth World crisis, and finally a one-on-one showdown between two of the biggest players in Shadowrun that leaves a major city seriously damaged and drastically changed. Trust me. You want this book. If you play SR4, SR20 or SR5, you NEED this book. It's worth the money.

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