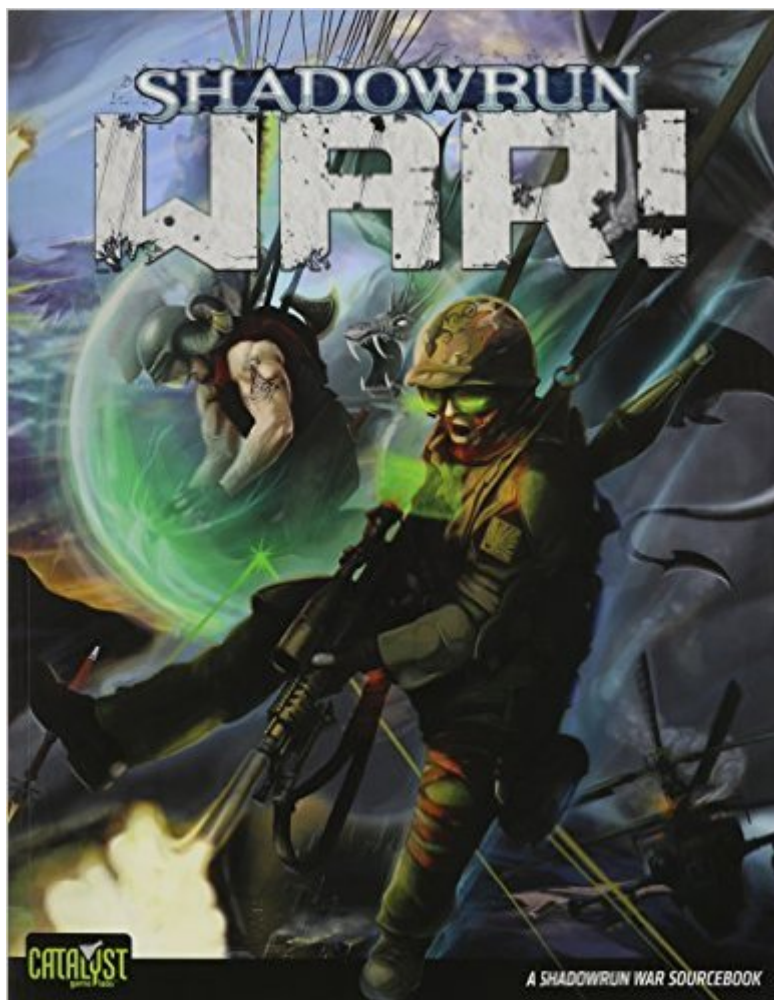


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# War! A Shadowrun Sourcebook



## Synopsis

The diplomats have failed. The tensions have only grown worse. Each side has pushed the other too far, so there's nothing left to do but fight. At the border of Aztlan and Ixia, war has broken out. The streets of Bogotá are being pummeled, mercenaries are being hired and killed in approximately equal numbers, and blood is being spilled in dark rooms to give strength to mages on the battlefield. Most importantly, runners are being hired by the score. War! puts Shadowrun players into the world of open combat. From sabotage missions behind enemy lines to intelligence operations to small-squad mercenary tactics, War! provides the background information, gear, and rules players need to plunge into the chaos of battle.

## Book Information

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Average Customer Review: 3.0 out of 5 stars [See all reviews](#) (7 customer reviews)

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## Customer Reviews

Many words have been written about this book since it was originally available in PDF. I think it's important to make anyone who does not follow the official or fan forums aware of some of the details of this product before they buy. To long time fans of Shadowrun: This is not Fields of Fire! If you're expecting an update of the classic guide to military weapons and tactics you will be disappointed. Roughly 2/3 of the book is basically a location detail for Bogotá, Columbia and information that ties it to a war between Aztlan and Ixia. A war that isn't well detailed. No maps, no troop information, no time line, no indication of the potential outcome. There are 30 pages of gear in the back, but most of that consists of stuff a runner should never have like nukes and orbital weapons. You read that right, orbital weapons now have a stat block with price and availability. To new or casual players of Shadowrun: This is not what Shadowrun is about! I'm not saying that Shadowrun isn't about mercs and guns, because for many people it is. I'm more speaking to a few

sections of the book which are not representative of the long history of Shadowrun. Over all this book is a departure from the structure and style of past works. The quality of writing and editing is much lower than you'll see in other Shadowrun products. Typos grace nearly every page, layout is an eyesore in many places and things seem more shoved together than designed. The art is also for the most part generated in Poser and presented at a resolution that doesn't always do the work justice. Also, a word on content. There is a section that's generated a lot of talk in the forums.

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