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Shadowrun Runners Toolkit Alphaware



Synopsis

Designed to provide adventures, maps and tools to use in conjunction with Shadowrun, Fifth Edition, or to be the perfect stepping-stone between the Shadowrun Beginner Box and the core rulebook, this box can fill a number of roles. Whether you're looking for more tools to help your existing gaming group, or adventures and options to move beyond the Beginner Box, laying the groundwork for your gaming group to move fully onto Shadowrun, Fifth Edition, you'll find this kit invaluable.

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Customer Reviews

Designed to provide adventures, maps and tools to use in conjunction with Shadowrun, Fifth Edition, or to be the perfect stepping-stone between the Shadowrun Beginner Box and the core rulebook, this box can fill a number of roles. Whether you're looking for more tools to help your existing gaming group, or adventures and options to move beyond the Beginner Box, laying the groundwork for your gaming group to move fully onto Shadowrun, Fifth Edition, you'll find this kit invaluable.

This is what the beginner box box should have been. there is a repeat on some of the items in the box(the edge of now book.) if you bought the beginner box. much better how to get started guide inside then the beginner box. has a dossier for their intro charachters (excluding Mrs Myth because her dossier is in the beginner box, but you get a full written charecter sheet for her in this one.) the dossier includes a solo adventure for each person. the gear and spell cards are neat but not enough of the right ones to make them mainstream campain material. the cards in this box are dessigned

differently than the gear deck and spell deck cards so you would have to sleeve them for random draws and hidden loot finds. they also do not list as much info as the regular cards, it excludes the availability of items and weapons. I really like the 12 red dice it comes with. this box should not be more than 35. there is an adventure included in this one as well not tried it out but it is supposed to be a good starter.

This is a great follow up to the Shadowrun Beginner's Box Set. This box assumes you have read/played the BBS, and expands nicely on the material from that box. This set is again, well constructed, and contains beautiful artwork. I didn't notice any of the glaring typos that riddled the main 5e corebook. The set also contains several maps for various locations you will encounter throughout a sprawl, parking lots, gas stations, etc... Also contains spell/gear/weapon cards for quick reference, as well as a dozen 6 sided dice, which in my set were red, idk if that's standard or not.

The cards are good quality, and helps visualize items for new players. Lots of content (missions, and CharGen role ideas). Nice hard box. Good place to start for short missions and work up to Shadowrun Core Rule book.

I found this box set to be a great stepping point before using the full rules from the core book. The soft cover books were nice and even explained the rules better than the core book in parts. The maps are great as reference maps to site characters the layout of a building and are wet erase compatible so that's awesome. The one poster size map of the US is also awesome. The character sheets are allowed erase comparable so marking on them is easy. They are Much higher quality than the sheets in the D&D or Fantasy Flight Star Wars beginner boxes. Also the Adventure book is a series of loosely connected runs so they should be easy to add to an ongoing campaign.

Good for first or second time Runners, thought that it would have more advanced gear and whatnot.

Very disappointing purchase. Frankly I bought it for the maps as I expected something big enough to use on the table (I was thinking poster maps) instead they were letter size. Also the maps all have duplicates so the total number of maps isn't very many original maps. Everything else in it was blah. Very disappointing purchase.

As another user stated, this is a useless product. I bought it since I thought at the time it would come with some nice maps. The "maps" themselves are completely unusable as they are too small and clearly weren't meant to be used for anything other than a reference when making your own maps (if you're looking for maps, just buy a dry-erase marker mat). The spell cards are pointless since it would take only a few seconds to write your spells down on a piece of paper. There's a map of the current state of North America, which is nicely done, but not worth the price, and such maps are easily found on the internet.

I normally do not write product reviews, but I felt I needed to warn my fellow gamer. only buy this product if you can get it at a huge discount. \$60 for this is highway robbery. you get 2 softback, streamlined rulebooks, a softback adventure, then some pre-gen characters and character bios, all printed on cheap paper. the only thing good about this set is that it comes with dice and some equipment cards.I'll admit this is what the "Beginner boxed set" SHOULD have been, but even with that, it should have been \$30 at most.Be very wary of buying this product, especially if you are already an experienced gamer.

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