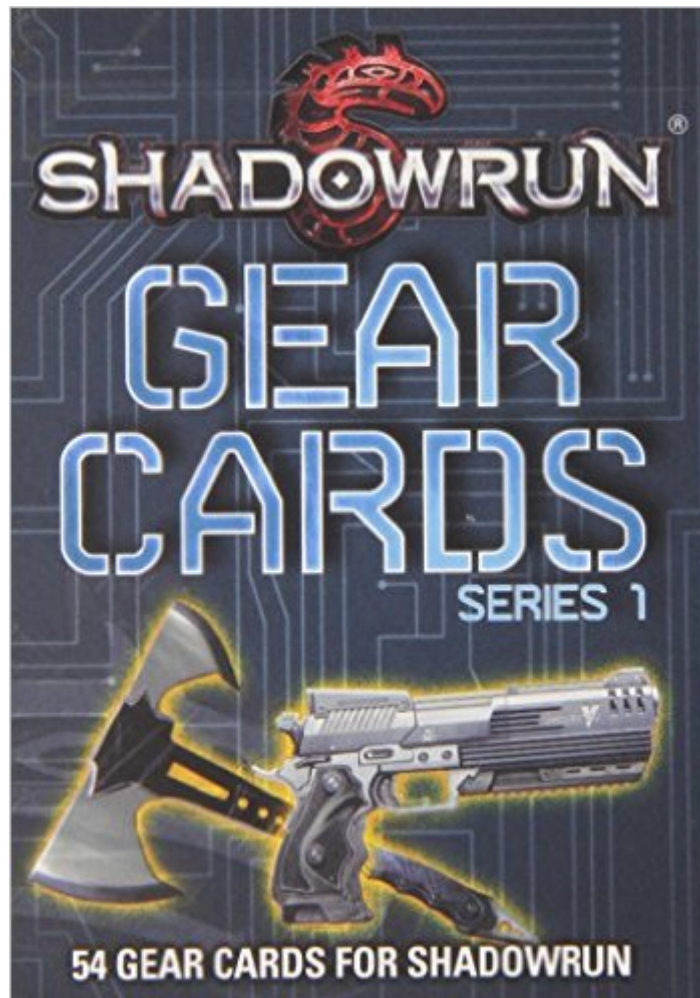


The book was found

# 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

Age Range: 8 and up

Paperback

Publisher: Catalyst Game Labs (February 12, 2014)

Language: English

ISBN-10: 1936876590

ISBN-13: 978-1936876594

Product Dimensions: 2.8 x 0.9 x 3.6 inches

Shipping Weight: 3.2 ounces (View shipping rates and policies)

Average Customer Review: 3.9 out of 5 stars [See all reviews](#) (9 customer reviews)

Best Sellers Rank: #784,667 in Books (See Top 100 in Books) #30 in [Books > Science Fiction & Fantasy > Gaming > Shadowrun](#) #128776 in [Books > Children's Books](#)

## Customer Reviews

**Wiz:** The cards themselves are quality, the artwork shows exactly what the items look like, which has always been a bit sketchy in the past editions. Convenient information for players who have just found/stolen/bought a new item and you don't want to have to look up all the stats. Also useful as a GM to quickly equip some baddies that the players are unexpectedly facing.  
**Drek:** Incomplete details involving whether or not items have smartlinks, laser sights, suppressors, gas vent systems, etc. There is no indications on what it is that the item already has on it and how many customization slots are actually left on it. It is just the in game stats and nothing more. Many items in this come with built in accessories and wireless bonuses, which is a new feature. Those should've also been referenced somewhere on the card.  
**Scan This:** I feel that they could have done more with the cards themselves. There's no reason to have the standard playing card backing on them. It isn't like you're

going to be playing poker with them, they are reference tools. They should have at least put the description of the item on the back or, as mentioned before, accessory slots taken and available. To find this, you're still going to have to look it up in the book, which they could have added the page number that the item in question could be located in SR5e. Which, for a bunch of cards that are supposed to be convenient, seems a bit inconvenient. Are they good? Yes. Will I be buying the other sets? No.

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 reperesent loot. lists all the info needed on cards about the said items.

I cannot wait to play with these things. Yes, on your character sheet you can have the stats. However, these will allow you quick and easy access without having to constantly search for your stats. These cards include medkit, cyberdeck, 2 armor pieces, drones, vehicles (ground craft only), launcher, 2 special guns, cross bow, axe/telescopic staff, 2 sniper rifles, 1 shot gun, assault rifles, SMGs, and TONS of pistols. Down side: I wish they did less pistols and more of the other weapons. Either way, it'll be a easy way for the GM to hand out gear or for players to have easy access to their weapons. I hope more come out.

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 they art is decent for each piece of gear, but that alone does not warrant the price of these cards.

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

[Download to continue reading...](#)

Shadowrun Gear Cards 1 Angry Greeting Cards: Swear Word Adult Greeting Cards You Can Make Yourself (Adult Greeting Cards & Swear Word Greeting Cards Book 1) Survival Gear: Items You

Will Need To Survive ( Survival, Survival Gear, SHTF, Bushcraft, Survivalist, Preppers) One Gear:  
Converting and Maintaining Single Speed and Fixed Gear Bicycles Shadowrun Unwired  
(Shadowrun (Catalyst Hardcover)) Shadowrun: Wake of the Comet (FPR10654) (Shadowrun  
(Fanpro)) Shadowrun Attitude (Shadowrun (Catalyst)) Shadowrun 2050 (Shadowrun (Catalyst  
Hardcover)) Shadowrun Feral Cities (Shadowrun Core Character Rulebooks) Shadowrun: Shadows  
of Asia (FPR25007) (Shadowrun (Fanpro)) Shadowrun Dawn of Artifacts Midnight 2 (Shadowrun  
(Catalyst)) Shadowrun Spell Cards Vol 1 Old-Fashioned Halloween Cards: 24 Cards (Dover  
Postcards) Old-Fashioned All-Occasion Cards: 24 Cards (Dover Postcards) A History of Playing  
Cards and a Bibliography of Cards and Gaming History of Playing Cards and a Bibliography of  
Cards and Gaming How To Buy And Sell Paper Collectables: Baseball Cards, Comics, Cigarette  
Cards and More Cardboard Gems: A Century of Baseball Cards: A Century of Baseball Cards &  
Their Stories, 1869-1969 Baseball Cards of the Sixties: The Complete Topps Cards 1960-1969  
Baseball Cards of the Fifties: The Complete Topps Cards 1950-1959

[Dmca](#)