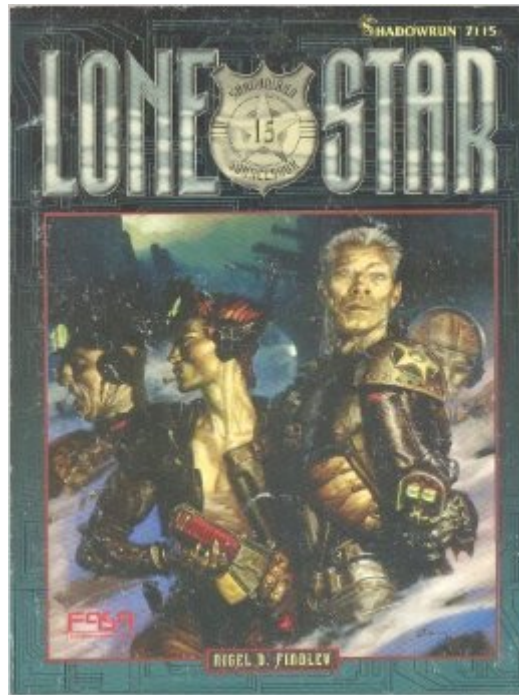


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# Lone Star (A Shadowrun Sourcebook)



## Book Information

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## Customer Reviews

The LS book fully fleshes out the cops, and given the frequency the star is used as opposition for runners, it's pretty surprising it wasn't done sooner. While the LS book is enjoyable, I wish it and the corp sec book would have been combined, since much of the two books material seems to overlap. Whether you are just starting a sr campaign, or you and your jaded players have been going for years, the LS book is worth a look.

I must disagree with the previous reviewer. Lone Star is the one Shadowrun sourcebook that you just can't afford to be without. Written by the legendary Nigel D. Findley, Lone Star fills in the blanks for GM's on Shadowrun's own version of law enforcement. If the Lone Star cops in your campaign are more like the Keystone Cops and your runners are complacent get this book and you'll never look back....but your runners will.

Disinformation is the key here in LONE STAR, another sourcebook set in the universe of the SHADOWRUN role-playing game. Nigel Findley sticks to the formula he established in his previous sourcebooks, combining standard narrative text with annoying "shadow-bytes" from the denizens of the 21st century; Findley leaves it up to the reader to separate the wheat from the chaff. Many sections of the book read word for word out of another of Findley's SHADOWRUN projects, the novel entitled LONE WOLF; in fact, so much of LONE WOLF is quoted in LONE STAR that if you've

already got one of the books, you can safely skip the other. Parts of the sourcebook contain some good ideas for SHADOWRUN adventures, and Findley's writing style makes LONE STAR an entertaining read, so despite coming off as a bit disjointed and superfluous, it should fill the bill for SHADOWRUN fans.

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