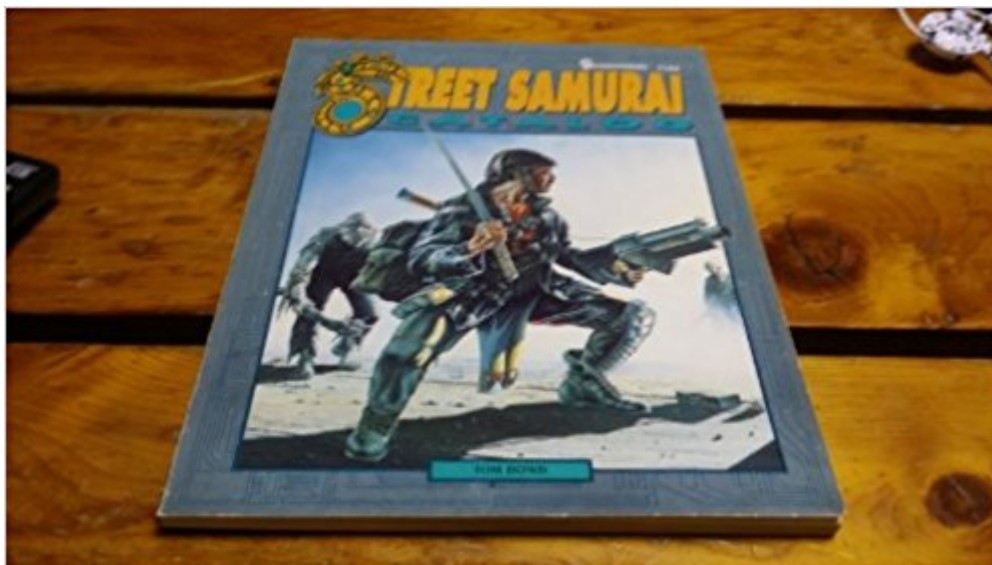


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# Street Samurai Catalog/Shadowrun 7104



## Synopsis

Street Samurai Catalog is a complete guide to weapons, gear, body armor and all the equipment your street samurai or Shadowrun character could want.

## Book Information

Series: Shadowrun

Paperback: 117 pages

Publisher: Fasa; 1 edition (May 1990)

Language: English

ISBN-10: 1555601227

ISBN-13: 978-1555601225

Product Dimensions: 0.5 x 8.5 x 11.2 inches

Shipping Weight: 10.4 ounces

Average Customer Review: 3.7 out of 5 stars 10 customer reviews

Best Sellers Rank: #282,983 in Books (See Top 100 in Books) #9 in [Books > Science Fiction & Fantasy > Gaming > Shadowrun](#) #72719 in [Books > Textbooks](#)

## Customer Reviews

Street Samurai Catalog is a complete guide to weapons, gear, body armor and all the equipment your street samurai or Shadowrun character could want.

minor damage on the spine, other than that the book is perfect... Many thanks... looking for more from this set

Thats about it. Good equipment, cyberware....But if you want other supplements (Seattle Source book or Rigger black book) I would get those first.

Limited water damage, but I figure it's a secondhand book. No complaints about the interior--in fine order all and all.

This book is okay and has some interesting weaponry. I expected more from a Shadowrun book. It is helpful for Shadowrunners playing third edition.

This is a rather old book in regards to Shadowrun. It was one of the first sourcebooks made for the

game back in 1991, and at the time it was a super cool supplement. As a gaming supplement this book has lost some of its edge. Shadowrun rules have changed since the first and second edition of the game. In spite of the stats changing over time this book is still a great one to have around. The level of in-world interaction alone makes it worth it. For me this is the book that got me into Shadowrun in the first place. When I looked through it at a local book store I just had to find out more about the game!

The Street Samurai catalog reads like you just tapped into a secret online catalog showing you all the latest weapons of the year 2051. Once you get past an introduction telling you about how the catalog was "acquired" you get a beautifully presented catalog. Each item has a full page spread with a nice sized graphic of the weapon or item along with an advertising blurb informing you about it. From there you get game stats and even a message board style commentary from somebody else checking out the catalog. This is a great way to present this stuff, as it helps immerse you within the world of Shadowrun while at the same time giving you the specifics you need for gameplay all in one page.

The book covers a whole lot. The first part of the catalog is melee and projectile weapons, and gives you a look into cool hand to hand weapons like the survival knife, shock gloves, laser axe (not what it sounds like, but cool nonetheless) and so on. The next section covers all sorts of firearms starting with a hold out pistol and then going to machine pistols, standard and heavy pistols, sub-machine guns, shotgun and sporting rifle and so on. Then onto a few accessories like weapons sights, protective clothing and other accessories. From there you get two motorcycles to cater to both biker types.

The second section is classified as a classified corporate security catalog. It holds things like assault rifles, sniper rifle, offensive grenades, security armor, machine guns of various sizes and even a battery laden laser gun. Special armor piercing ammunition is in this section as well. This section also holds non-lethal weaponry like tranquilizer and net guns. The last part of this section covers small helicopters built for combat and even a riot control truck.

As those of you who play Shadowrun know street samurai are more than just guys with guns. They are cybernetically enhanced. The third section of this book covers a few really cool cyberware items. They aren't as groundbreaking as what you find in the core rulebook back then, but if you ask me some of this stuff is really good to have handy.

The next section is titled Optional Rules. It starts with an in-world essay on being a successful shadowrunner, and is really a template for how to play a good Shadowrun game as a player. The optional rules in this book involve how to play out damaged cyberware, and how to repair it. There are also rules for custom cyberware, which is essentially better versions of stuff already out there. Then there is the other side of the coin of having custom (and expensive) cyberware: there are rules for cheap cyberware too in case you have runners who want to do some bargain basement shopping (and there are tradeoffs to that).

Finally you get four new archetypes of metahuman street samurai that are laid out just like the archetypes in the core rules. Great fun reading the personalities on these new guys. Last page has stats for every gun and accessory from both this book and the core rulebook all in one reference. There are two versions of the Street Samurai catalog. The first edition is a grey bordered book while the second edition is much darker. There is a difference between the two. The second edition book follows the second edition rules, which essentially remove two items from the original catalog: Firepower Ammo and IPE Grenades. The 2nd edition book just slaps a giant BANNED over the page, so if you ask me the 1st edition book is aesthetically the best. Shadowrun has a long pedigree and has been around since 1989. While there have been many revisions to the rules the source books still have some great fictional value in regards for getting you soaked into the world of Shadowrun. The Street Samurai Catalog is one of the greats, and even if the rules make the book no longer relevant the presentation still make it well worth your time.

A note: If you are playing Third Edition Shadowrun and don't feel like collecting old source material, skip this book completely (it is replaced by a newer sourcebook, as is its companion, Fields of Fire). That said: Unlike some of the later sourcebooks, most things here are actually useful while not being overpowered. In addition, it gives a better range of items to choose from within a class (for example, you're not limited to only 4 light pistols). If you are looking for more toys for your campaign, get this book. If you prefer a better idea of how to play a Street Samurai, don't look here. There's almost nothing on tips or hints in this book. Cybertechnology and Fields of Fire are much more useful for the hows and whys of playing street sams.

This book is written more from advertisers point of view, and seems to be a quite realistic catalog. The quotes are great and I like them, but I wanted more information. It gave general information, but not how everything worked.

Honestly, I'm tired of supporting FASA by buying sourcebooks, but this one has a lot and I do mean A LOT of useful information that you should need for your campaign.

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