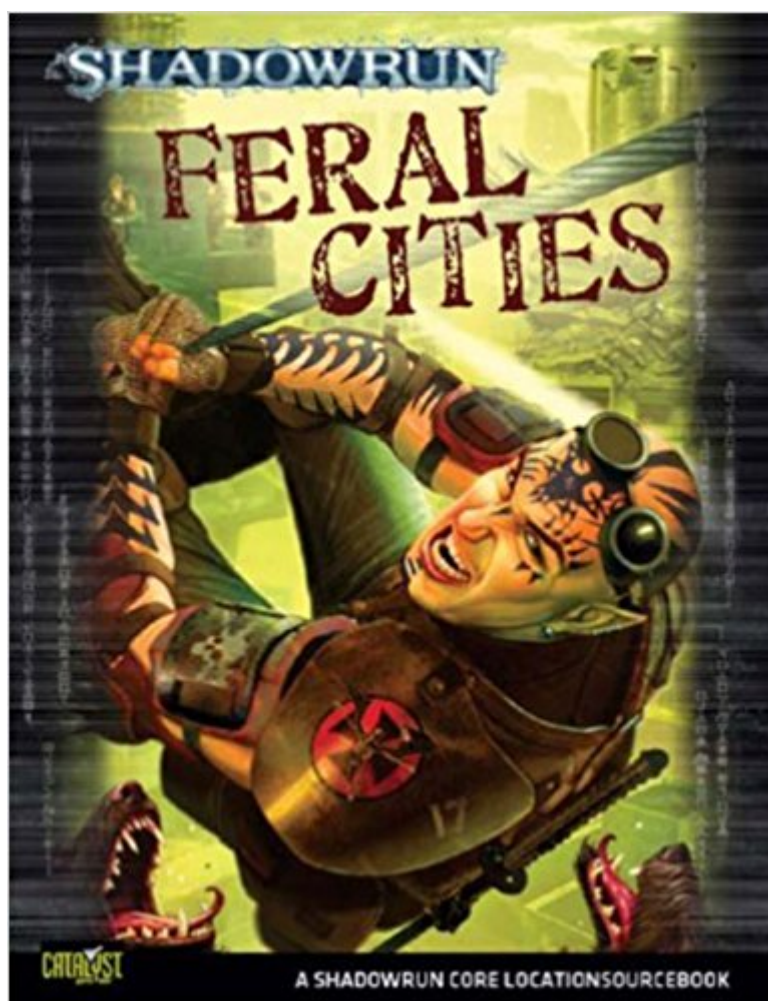


The book was found

Shadowrun Feral Cities *OP* (Shadowrun Core Character Rulebooks)



Synopsis

CAT26202 Shadowrun Feral Cities Role Playing Game RPG by Catalyst Game Labs A setting book focusing on sprawls where central authority has collapsed. Spotlights the urban wilds of the Chicago sprawl, devastated by the events of Bug City and its aftermath, and then abandoned to its fate in the wake of Crash 2.0. Exposes the savage heart of Africa's darkest and most dangerous city, the lawless and feral megasprawl of Lagos, where staying alive is a run in itself. Seven indomitable feral sprawls and urban jungles across four continents open up new and distinctly different environments for adventure and intrigue, rife with unique challenges and hidden menaces.

Book Information

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Paperback: 134 pages

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Average Customer Review: 4.5 out of 5 stars 2 customer reviews

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Customer Reviews

CAT26202 Shadowrun Feral Cities Role Playing Game RPG by Catalyst Game Labs A setting book focusing on sprawls where central authority has collapsed. Spotlights the urban wilds of the Chicago sprawl, devastated by the events of Bug City and its aftermath, and then abandoned to its fate in the wake of Crash 2.0. Exposes the savage heart of Africa's darkest and most dangerous city, the lawless and feral megasprawl of Lagos, where staying alive is a run in itself. Seven indomitable feral sprawls and urban jungles across four continents open up new and distinctly different environments for adventure and intrigue, rife with unique challenges and hidden menaces.

Feral Cities really gives you a nice view on Bug City, what's left of Chicago, and Lagos, one of the scariest cities I've ever read about. This book really can be the core of a couple of campaigns. It also tacks small amounts about Bogota, GeMiTo (I've always wondered what they stood for), Geneva,

Sarajevo and Karavan (which actually is what it sounds like - a nomadic town).Worthwhile picking up.

A+++

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