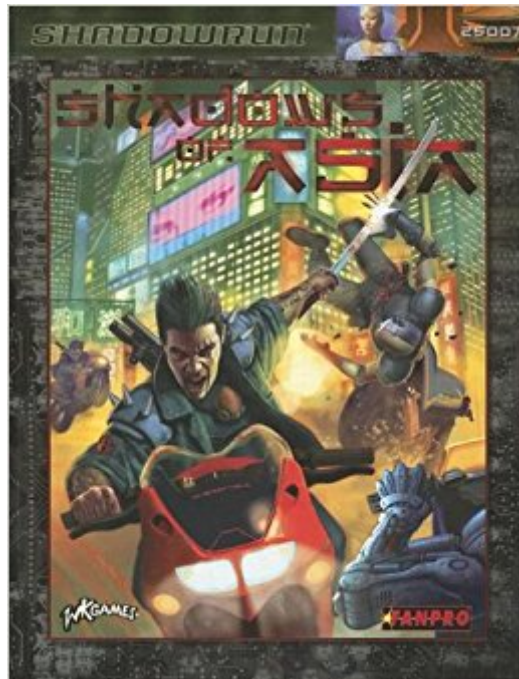




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Shadowrun: Shadows Of Asia (FPR25007) (Shadowrun (Fanpro))



Synopsis

Tradition vs. Progress "Asia. The East. A land of contrasts, from glittering megacorp skyscrapers to humble sacred temples. Japan, Malaysia and Hong Kong set the world's accelerated pace of progress, but next door in Indochina and Indonesia it's still last century. It's a mystery to most, but if you know your drek, you'll find it's a land of opportunity. Anything you want is here. Cred. Gear. Flesh. Hell, I even heard of a guy finding Enlightenment. There's always a price, of course, whether it's selling your soul to the corps of your sister to the slave trade." Shadows of Asia provides information on each country in Asia, from the internal strife of the Middle East to the enlightened new Japan, from the struggle for power in Russia to the war-torn jungles of Indochina. The important underworld figures, corps, crime outfits and political leaders for each nation are described, along with maps and details on the unique outlook of Asian magical traditions. For use with the Shadowrun roleplaying game.

Book Information

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Customer Reviews

Fan Pro did a really nice job with Shadows of Europe, and Asia has worked just as well for me. There is a ton of info on: The nations in the former China, the Indian subcontinent, Japan, the Middle East, Russia, Yakut and SE Asia. There are also much smaller sections on Korea, Mongolia, Oceania, the Transcaucasian Federation and Turkestan. Australia is covered at all, which is very strange. Still, great information and definitely recommend for Shadowrun. It's set in 2064, but still nice to have.

Even though the "Shadows of..." books are now, in the game timeline, five years out of date, they still provide excellent background information for Shadowrunners to use to flesh out their characters. "Shadows of Asia" is a good resource for those 'runners coming from -- you guessed it -- Asia, providing the history of things to come for every major country in the Middle East, India, China, Japan, Russia, and southeast Asia. With so many different countries presented, though, certain sections seemed like they skimmed a bit -- there's very little on some of the smaller nations like Vietnam, whereas the Japan section is huge. China's numerous small nations have individually little information presented for each, but on the whole, the China section is actually longer than it looks. Likewise, the section on the Middle East isn't very long. Russia is presented here and not in "Shadows of Europe," which is something to remember for those who want to run characters from the wrong side of the Iron Curtain. One disappointment of mine was the lack of information on Australia, New Zealand, and the Pacific Rim; no information at all is given about the ANZAC, its surrounding islands, or Hawaii. Overall though, it is worthwhile. It gives players a good idea of the Asian shadows as well as the usual assortment of redrawn maps in case your next run takes you to the PacRim. As usual, there are dozens of little hints and off-hand comments throughout to provide GMs with ideas for plot hooks and shadowruns.

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