

SHADOWRUN[®]

WELCOME TO THE SHADOWS, CHUMMER!

THIS IS WHERE IT ALL STARTS. READ THIS FIRST!

Are you a white knight standing up for injustice or a lone wolf too dangerous for polite company? Perhaps a mercenary just looking to bank a pile o' nuyen or an agent of chaos searching for a match to light? Or maybe, just maybe, you don't know how you'll react until the blood is flowing and the bullets flying?

You hold in your hands the tools to unlock your inner shadowrunner. On the dark, gritty future streets of *Shadowrun*, you'll soon find out what drives you.

Here is a quick guide to what you'll find in this box and some thoughts on what you should do with them:

Get to know the six-sided dice. You're going to be rolling these a lot as you play *Shadowrun*, so introduce yourself. Love 'em. Treat 'em well, and hopefully they'll return the favor.

Check out An Instant Guide to the Sixth World. Detailing the place where man meets magic and machine, this booklet will throw a fast spell of knowledge surrounding *Shadowrun*'s universe on you so that you can confidently dive into the rules and adventure.

Fit with your character like a hand to a grip. There are four character dossiers. The cover of each has a character illustration, information on what the character does well, and some juicy quotes. You can, of course, dive deeper, but those bits should help you align with a character that works for you.

Once you've chosen a character, you'll discover that the rest of the booklet contains the character sheet the player will use in a game, along with background information that includes additional roleplaying tips.

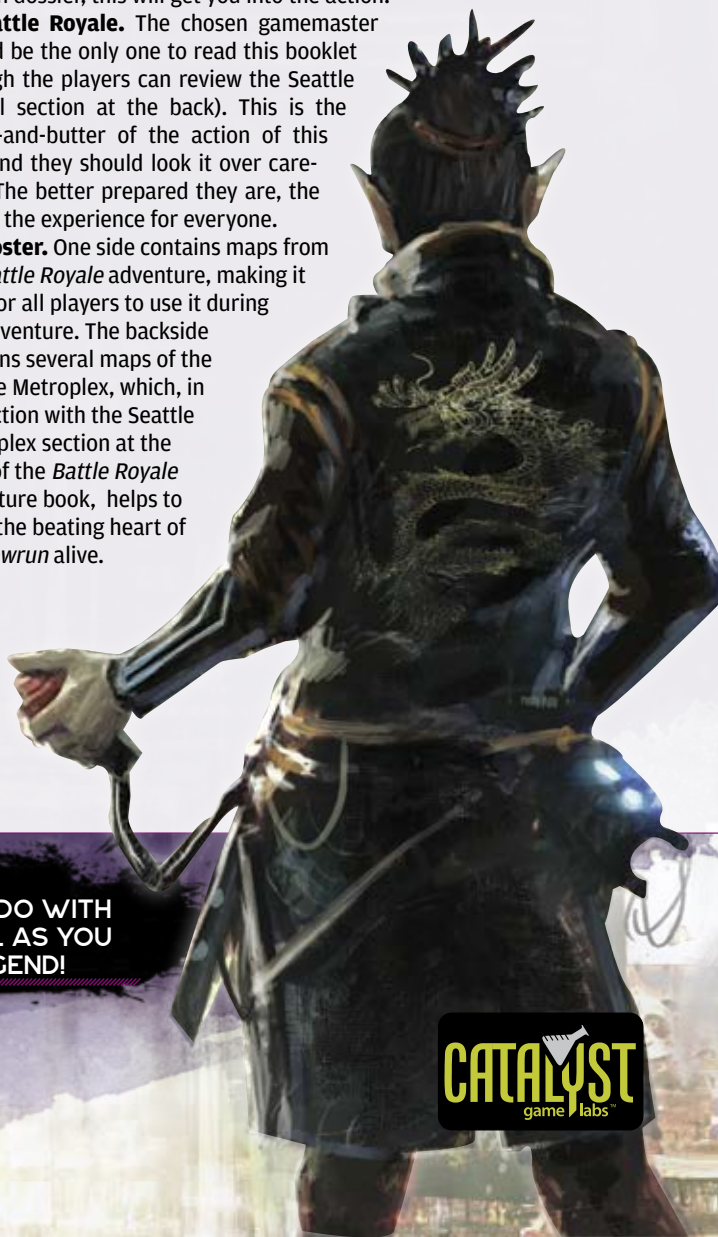
Finally, perhaps the best arrow in the quiver: a sample run in two columns of text. The left is fiction, showing the different points of view of the same run; the other an example, via each character, of how the game mechanics work to bring that action to life at the table. You absolutely can start a game just reviewing the character sheet spread, but these three pages will allow you to excel in the shadows as nothing else.

Grab your cards. There are a variety of cards covering weapons, gear, spells, and more. Each dossier's character sheet includes a list of which cards from the deck are used by which character during a game. These will make taking actions in the game easier, so once you've chosen your character, grab your cards!

Review the Quick-Start Rules. Without a framework, roleplaying is just yelling at the table. While all players can review the quick-start rules if they wish, it's the gamemaster's job to read the rules and explain them to the group. Combined with the sidebars alongside the character sheets in each dossier, this will get you into the action.

Battle Royale. The chosen gamemaster should be the only one to read this booklet (though the players can review the Seattle Sprawl section at the back). This is the bread-and-butter of the action of this box, and they should look it over carefully. The better prepared they are, the better the experience for everyone.

Poster. One side contains maps from the *Battle Royale* adventure, making it easy for all players to use it during the adventure. The backside contains several maps of the Seattle Metroplex, which, in conjunction with the Seattle Metroplex section at the back of the *Battle Royale* adventure book, helps to bring the beating heart of *Shadowrun* alive.



NOW THAT YOU KNOW WHAT'S IN THIS BOX AND WHAT TO DO WITH IT, WHAT ARE YOU WAITING FOR? PREPARE TO RISK IT ALL AS YOU OPEN THE PAGES AND START TO BUILD YOUR OWN LEGEND!

CATALYST
game labs

SHADOWRUN[®]

SIXTH WORLD



COMING SOON!

ONE MORE LAST CHANCE

Celebrate *Shadowrun*'s thirtieth anniversary with a new ruleset, and get ready for changes that will shake the Sixth World!

- The new edition is easier to play and learn than it has ever been, yet it still offers the roleplaying depth that is a key part of the *Shadowrun* experience.
- The rule system is built around gaining advantages and taking risks, building up to spectacular moments that are part of great gaming sessions!
- Faster gameplay and conflict resolution keep the game moving and plunge players ever-deeper into Sixth World intrigue.
- More pre-generated characters plus character creation rules allow you to design and select exactly the character you want to use in the game.

The *Beginner Box* is just the first step into the shadows. The **Sixth World Core Rulebook** opens the toolbox wide to nascent runners, blowing up your table with brilliant action as you risk it all!



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