

NOTHING IS FREE

Guns and ammo cost nuyen. Mastering martial arts takes time. And learning how to use explosives without blowing yourself up takes patience and a steady hand. These weapons and more are out there, waiting for you. You have the chance to use them to become deadlier, faster, more dangerous than the next guy—and more dangerous than you were yesterday. You'll have to pay the price to get what you want, but this is the Sixth World. Don't you always?

RUN & GUN is the core combat rulebook for *Shadowrun, Fifth Edition*, containing more weapons, more armor, more modifications, and more game options such as martial arts and unit tactics. Explosives, survival gear, specialized techniques—they're all here! Break the book open and prepare to raise your game!

SHADOWRUN
FIFTH EDITION

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SPECIAL DEDICATION

In memory of Steven A. Tinner (GM to the Stars), who certainly would have been able to use the gear and tactics in this book to make life for his players even harder.

RUN & GUN CREDITS

Writing: Raymond Croteau, Jason M. Hardy, John Helfers, Robyn "Rat" King, Adam Large, Scott Schletz, R.J. Thomas, Michael Wich, Thomas Willoughby

Additional Contributions: David Ellenberger, Steven "Bull" Ratkovich

Editing: Kevin Killiany, Phillip A. Lee, Andrea Rebholz

Art Direction: Brent Evans

Cover Art: Victor Manuel Leza Moreno

Cover Layout: Matt Heerdt

Iconography: Nigel Sade

Interior Art: Nate Abell, Marius Andrei, Piotr Arendzikowski, Gordon Bennetto, Echo Chernik, Victor Perez Corbella, Phil Hilliker, David Hovey, Ian King, Ben McSweeney, Victor Manuel Leza Moreno, Mark Poole, Rob Ruffolo, Andreas "AAS" Schroth

Interior Layout: Matt "Wrath" Heerdt

Shadowrun Line Developer: Jason M. Hardy

Playtesting: Dylan Avery, Aaron Brosman, Stephen Brown, Kurt Fryzek, Jeff McLane, William Murray, Anthony Presbitero, John Rogers, Scott Schletz, Charles "Nick" Zaffery

Proofreading: Raymond Croteau, Lars Wagner Hansen, Mason Hart, Adam Large, Scott Schletz, R.J. Thomas

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PMB 202 • 303-91st Ave. NE, E-502
Lake Stevens, WA 98258



Find us online:
info@shadowruntabletop.com
(Shadowrun questions)
<http://www.shadowruntabletop.com>
(Catalyst Shadowrun website)
<http://www.shadowrun.com>
(official Shadowrun Universe website)
<http://www.catalystgamelabs.com>
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