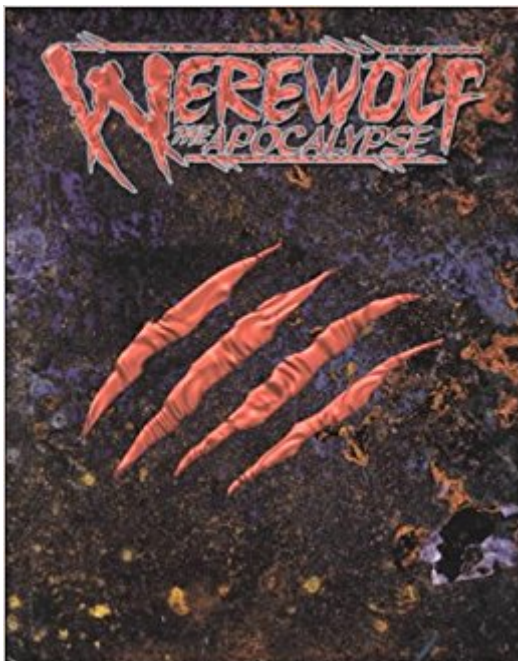


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Werewolf: The Apocalypse



Synopsis

A storytelling game of savage horror...

Book Information

Hardcover: 309 pages

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Customer Reviews

A storytelling game of savage horror...

I really like the revised edition. My only problem is that they don't have the Stargazers listed in the front with the other tribes. Granted, they had left and joined the Beast Court, but they could've still put them in the front of the book with the other tribes.

Came quick and as described

Never much liked W:TA in the first place, but this is a good book for those who do.

A good game system and very fun to play. The layout is not as good as it could be but all the information is there.

This is a very good book for beginners as a GM it explains everything in complete detail. I am really enjoying it

I wanted to start playing an RPG with my friends. I heard Dungeons & Dragons was way too complicated so a friend suggested Werewolf. My friends and I have been playing every Thursday for about a month now and we're having a -blast-. This book really helped us beginners flesh out our first characters, and taught the history of the Garou (what the werewolves call themselves). I'd say my only complaint is that some of the art wasn't all that great, but there is also a lot of good art. So that didn't affect my star rating. I'd suggest getting the Werewolf Player's Guide as well, as it gets into a little more detail than this book. And don't forget to hit the local game shop to get a set of D-10 dice!

I have the three revised Core White-Wolf books. To a new person to the genre this may not mean much but Revised has brought some serious changes to the three games that have come out. Vampire was the first and it was a great improvement to the game. Mage came second, and lost out. There was a lot to be expected from it, but it came short in many ways. Werewolf is middle of the road with most of its changes being cosmetic. The rules have changed to the revised Story Teller system like Vampire and Mage. This doesn't make Werewolves weaker or stronger like what happened in Mage or Vampire. It just makes things easier to do. Since the damage system changed, it also means that many damage stats are reduced. Some new gifts are created, and Rage, the thing that gives Werewolf players a strong advantage, is toned down. Storywise some changes have happened as well. The Stargazers, the most enigmatic tribe, in the Western Concordant have left. It is mysterious why they did, but they claim it is to defend their homelands during the final days. Speaking of Final Days, this setting really drives that point home, every thing does seem hopeless. I really liked that being added to the setting as it gives the setting a much better feel, mainly so people don't act like Environmentalists who can shape change. This game is a very good introduction to the World of Darkness for beginners, that I'd highly recommend.

I agree that this 3rd edition is not a complete redue of the 2nd but it adds desperately needed changes: subtle but important rules changes (esp in the combat section), drastically improved artwork and an update of the situations presented by White Wolf in their ever changing world. Ex: With the destruction of the Sept of the Snow Leopard in Tibet, the Stargazers are pulling their small numbers back to the east to attempt to save their tribe, becoming more a part of the Beast Courts in the east than of the more 'western' tribes. The new rules include those things introduced in the Vampire 3rd like different categories of damage (bashing/lethal/aggravated), fine tuning the combat system (which needed it) and adding/replacing new gifts and fetishes (I haven't gone through the

rituals section to see if they added anything there.)I do not agree that it is a waste of money. If you are new to the game, pick up this 3rd ed. If you have played before, leave the expanded information on cosmology and history to the vast number of supplements that treat those subjects in detail (Rage Across the Heavens, Guardians of the Caerns, Croatan Song, the Mage supplement Spirit Ways, etc). This book improves combat, adds more details and options for pack tactics and totem interaction plus much more. For those of you who don't know much about the Werewolf genre it is the best gaming background I've ever experienced in an RPG; leaving itself open to give something to everyone- bloodthirsty combat, intense emotional turmoil, spiritual beauty, and what it all boils down to- characters who belong to a society whose underlying goal is something good, to defend life, creativity and beauty, even though they are losing the war. Hack n' Slashers (roll-players), Pure Roleplayers and Storytellers of all genres (horror, fantasy, sci-fi, romance, tragedy, and more) can all find something to share in the Werewolf universe.

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