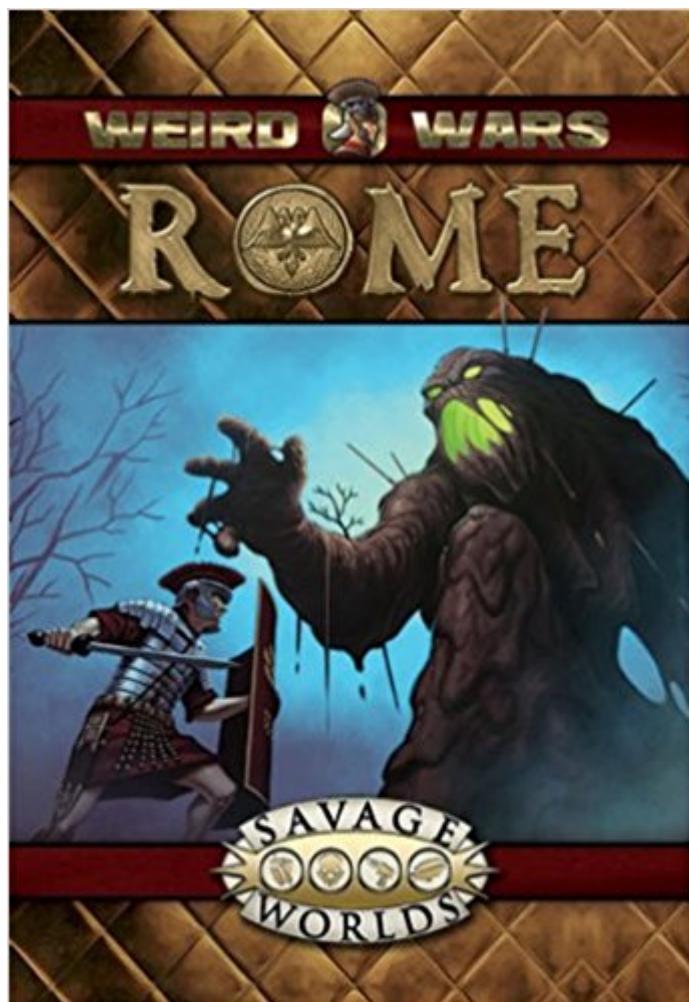


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Weird Wars: Rome (Savage Worlds, S2P10601)



Synopsis

Stride forth with the legions of Rome to the corners of the world-the Celtic wilds, the forests of Germania, the deserts of Aegyptus-and into a history few will ever know. Witness a history of the dark things that rise as blood and war mingle with shadows and fear. Fight the darkness in a war that spans centuries. Fight the darkness to your last breath-and beyond! Fight the darkness for Rome! Players in *Weird Wars Rome* are legionaries battling the enemies of Rome, as well as stranger things they encounter in their bloody travels across the Empire. The book features two Plot Point Campaigns, new rules for creating "Legacies" from era to era, equipment, strange creatures, enemies and allies, expanded rules for naval combat and sieges, the history of *Weird Wars* in the Roman period, a new Arcane Background, and an Adventure Generator for any war the legionaries of Rome find themselves fighting. *Weird Wars Rome* is a setting book for *Savage Worlds*, and requires the *Savage Worlds* core rules to play.

Book Information

Age Range: 8 and up

Perfect Paperback: 96 pages

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Customer Reviews

Good stuff for a great system, but not as good as others in the *Weird Wars* line.

Created in 2013 after a successful kickstarter campaign , *Weird Wars: Rome* is a slender, strangely sized booklet - it sticks out on the shelf - that's short on page count but chock-full of good stuff. The premise is classic: the horrors of war are real and are feeding on violence and misery, so that supernatural creatures and monsters become very real... in ancient Rome. The basic handbook provides all that we expect from a *Savage Worlds* setting - characters, new setting rules, a good,

quick but solid overview of the gaming world. Just add the SW handbook. A number of military campaigns is outlined in the handbook - ready to play.* the Second Punic War* the Third Macedonian War* the Fall of Carthage* the De Bello Gallico* the Invasion of Britain* the Boudicca Rebellion* the Jewish Rebellion* the Germanic Wars Like other titles in the Weird Wars line (such as **Weird War II**), the game is geared towards miniature tactical action. In this sense, we can imagine scenarios in which our Roman Legionaries will first discover and investigate the horror, and then take it on in combat, on the field. Now, I'm not so hot about using miniatures - after all, I've played Savage Worlds in a car, on the road, and in a number of other situations in which there was barely room for the dice - but Weird Wars: Rome is clearly one of the settings that really shines when the miniatures are on the table. Another great feature of Weird Wars: Rome is the *Legatum* mechanics - a simple system that, while deepening the setting and making characters more connected with it, allows the keeper to run a multi-generational campaign, running through the whole of Roman history, from the Republic to the twilight of the Empire. This is a fascinating opportunity, and it is very much in line with the Roman mindset, with the centrality of family and ancestry. With the Legatum, sons may fight the enemies of their fathers. The artwork is very fine, and there's a wealth of extras and accessories out there - handbooks, maps, paper miniatures, the works. All in all, an excellent addition to my collection.

I have to wonder what Mani's threshold for expectations is, with a one-star rating, and a review mainly consisting of "I didn't like it, Weird War II is better". Let's have a look at production values--they are excellent, with beautiful artwork and layout, and the physical book is about the size of a graphic novel, which I sort of like, although I can see why some people wouldn't. I just like the idea of a book that I can carry in a coat pocket or something. How it works in play is another question, and one I can't answer--yet (I have quite a backlog of settings I want to play in). If you own other Savage settings, Weird Wars Rome will be familiar. The character generation rules are about what you would expect, especially if you are familiar with the Weird Wars line. Decide what your character does and that will dictate most things about him. Your equipment is also pretty much predetermined (cutting down on shopping time) as money is replaced by "spoils" (a new system of rewards a little like Bennies, and used alongside them). New Hindrances and Edges are pretty standard stuff, including options for playing an officer or mystical initiate (which is sadly only for Seasoned characters, although this isn't unusual--Weird War II is the same way). The GM is given helpful tips on naval battles and sieges, as well as a primer on Roman history and the regions of the Empire. There is also a random adventure generator, one of my favorite things about Savage

settings. The "Legacy" Plot Point campaign is ... an unusual approach, but strikes me as appropriate considering that the Empire's history spans over a thousand years. And if you don't care for it, a number of other frameworks are detailed as alternatives (including both Punic Wars, Caesar's invasion of Gaul, Boudicca's Rebellion, the Germanic Wars, and others). As usual, there is also a bestiary. In conclusion, the small size of the book means not as much of the work is done for you, but there are an awful lot of supplementary products Pinnacle has put out, and moreover, a GREAT DEAL of information about Rome just floating around on the Internet or in your library. Armed with the Savage Worlds Deluxe Explorer's Edition, *Weird Wars Rome*, a knowledge of where you want to take your game, and a willingness to explore a little, you should be well-equipped to defeat any of the Empire's foes--just like the Legionaries.

Owning all things Savage I am taking the time to give my view of what I consider one of the best setting among many good ones. It is fresh take on historical fantasy and the system of command and squad structure beings interesting role playing opportunities that most open party style games lack. That along with great Radom event and interludes makes for a fun ongoing campaign possibilities. Well laid out, easy to adapt into other uses and good art make it a good value for the money. I have both run an ongoing game and have been playing in a several week long campaign and will say the amount of fun has been one of the best bargains in the gaming industry.

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