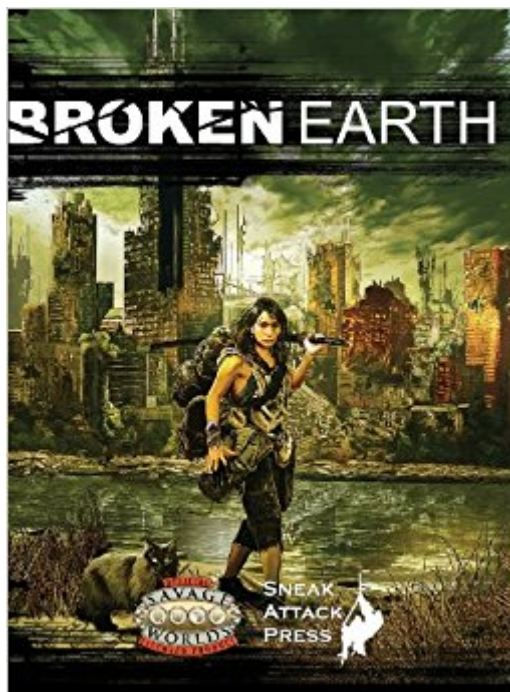


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Broken Earth (Savage Worlds)



Synopsis

Bombs fell. Billions died. Now you must pick up the pieces and rebuild this Broken Earth. Broken Earth is an adventure setting that takes place in a post-apocalyptic version of Earth. It deals with a small fraction of the world, what was once the northern Midwest of the United States, and a tiny bit of southern Central Canada. As an adventure setting, Broken Earth includes many compelling locations and adventures, but also gives the heroes freedom to explore the world. The book gives the GM everything you need to run a prolonged campaign in the Broken Earth setting, including locations, NPCs, plot points, mutant monsters, and a detailed first adventure that brings the party together.

Book Information

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Customer Reviews

The Good - It's a great post-apocalypse setting. There are enough rules and detail to give the world some flavor, but not be burdened down by a slog of new material. The setting itself takes an idea of a world about 20-30 years in the future that suddenly ends due to a cataclysmic nuclear war, and then adds another 80 years of recovery to the current day. So it allows some wiggle room for the fantastic with high-tech gadgets, but at the same time have many backdrop trappings of the world now. There are a lot of tables, NPCs, and information on locales and the various factions within them to give the GM plenty of material to easily run a game. The hardback book is good thick stock with most of the art evocative of the theme. There is an index along with a table of contents which is always a plus. The pages are simple black and white with a comfortable font for reading. The Bad - One big gripe I have are the maps. The hex scale is nice and the labels are clear, however it still requires a legend. I really wish a more general map with named locations

was provided. The book clearly designed to go hand in hand with the SW core rules, yet having some more tables and details on environmental hazards would have been nice. The page stock is a tad thin, and some of the text is rather close to the binding. I wish they were a little more generous with the margin spacing. The Verdict - Broken Earth is very much a niche campaign book. It isn't quite a wild-weird setting that something like Gamma World would cover. It doesn't have room for you to make up tons of bizarre mutants and lots of wild sci-fi tech. It does however provide a little more grounded post-apocalypse world. There is certainly some freedom in the setting to incorporate weird stuff. While the setting has androids, mutants, and psychics, all being a little fantastical, it's still much closer to a world like a Cantic for Leibowitz, Aftermath!, or Twilight 2000. I think the Fallout video game series captures it the best. It's a post-apocalyptic setting that is a little off-kilter from a realistic world like the Road Warrior. There are a couple of things I really like about the book. There are some new rules, edges, hindrances, but not so much so that it becomes an entirely different game. It really embraces the adventure setting philosophy of supplementing the Savage Worlds rule book, not replacing it. The game has a lot of tools to help a GM run the game. There are lots of random encounter charts, random loot, and a ton of typical extras and wildcard NPC personalities. Finally, does Broken Earth provide enough material to easily run a post-apocalypse game? That is a resounding yes. There are enough NPCs, critters, and detailed locations to seed a lot of adventures. Even better is that there are plenty of campaign plot points to tell a grander adventure (with plenty of opportunities to run a smaller game too). This is very much a pick up and play campaign setting and it's all enclosed in a single book. If you wanted to take a stab at running a post-apocalyptic game using Savage Worlds, where players carefully explore dangerous ruins with a pitted, rusty metal spear in one hand and a prized, weathered, laser pistol in the other, this book will fit the bill.

If you play in the Savage World game system, and are looking for a gamma-world meets mad max situation. This is it. You can run a campaign mixed with mutations, or run a straight mad max style post-apocalypse game. I have a gamer group running thru a campaign right now. We have most of the other Savage World source books out from Solomon Kane and up.

Decent post-apocalypse setting with the things you'd expect (mutants, artifacts, ruins, etc...) but the setting info in the book did not grab me. The game is also toned down a notch from more Gonzo type post-apocalyptic games (Gamma World, Darwin's World, Mutant Future). I think many will like

this, some may not.

Just as described in the order

Good deal on this

A couple of questionable setting choices, but overall an excellent savage setting. I'm overflowing with ideas for adventures.

great rpg product recommend

Fantastic book! Any fan of Wasteland or Fallout will enjoy the read. Interesting rules addition of community stats.

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