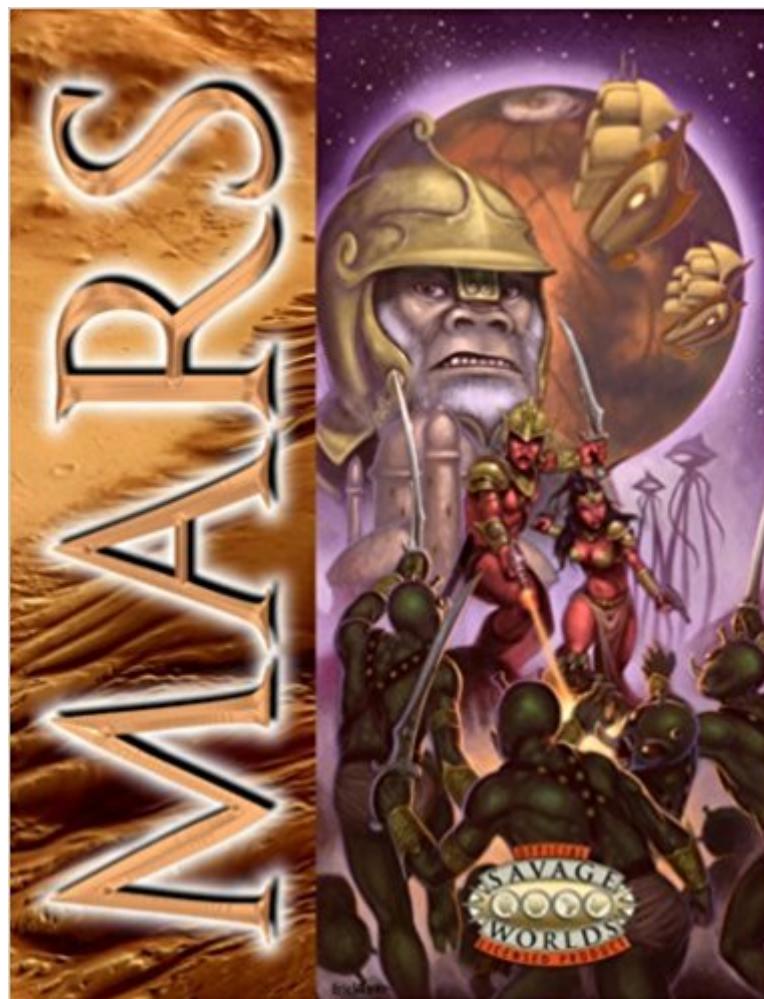


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MARS (Savage Worlds Edition)



Synopsis

Welcome to Mars! Not Mars as it is - airless, most likely lifeless, with only the faintest hints of what might have once been a damp, if not necessarily lush and living, world billions of years in the past. No, this is Mars as it should be and as it was once imagined to be - an ancient, dying, but not yet dead world, a world where a vast canal network reaches from pole to pole, bringing water and life to vast and fantastic cities. A Mars where albino apes run a vast empire in the last surviving jungle, a world where warrior tribes of Green Martians raid the outlying cities of the canal dwellers, a world where, in places dark and quiet and forgotten beneath the surface, ancient and terrible intellects plan dark and dire deeds. It is a Mars of sky-corsairs, of duels with blade and blaster, of vile plots, fantastic inventions, daring rescues, arena battles, and spectacular stunts. It is a Mars where ancient cities can be discovered and their lost treasures plundered, a Mars where a trek across the dry sea bottoms can yield amazing discoveries, where terrible monsters roam the rocky wastes. It is the Mars of pulp fiction and Saturday morning serials. It is now yours. The Sword-and-Planet genre comes to Savage Worlds! Adamant Entertainment's setting of action, intrigue and adventure beneath the Moons of Mars -- previously only available for d20 - is now available in a brand-new edition for Savage Worlds.

Book Information

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Customer Reviews

Aaron Rosenberg has written role-playing games, educational books, magazine articles, short stories and novels for White Wolf and the Star Trek: Starfleet Corps of Engineers series. He also runs his own role-playing game publishing company. Aaron lives and works in New York City.

Great book, well produced.

This is an excellent product in that it captures the feel of the genre well. A compelling world is described with just the right amount of detail and the adventures provided enable your playing group to get right into it fast. The Savage World's rules are also a better fit for this swashbuckling setting than previous D20 versions. The text is double spaced and large fonted but given the genre and the ethos of leaving lots of room for the referee to customize the world a light word count is entirely appropriate. The illustration are also good (though the drawings and text descriptions of the Grey Martians don't quite match) and evoke the setting and the old covers of novels in the genre. So far 4 stars easy but...The Real BIG Problem with this book is the typos, multiple typos on virtually every page ruin what is otherwise a very nice little game supplement. This is a worrying trend in the rpg hobby and this is the worst example I have ever seen. Shame, hang your heads in Shame.

The book has ok art work, but the campaign information was good. However, the game material for players was thin and the gm materials was even thinner

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