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Weird War II (S2P10600, Savage Worlds)



Synopsis

In the horror of war, dark things rise, and World War II is history's greatest conflict. The Japanese stalk the jungles of Southeast Asia. Carriers battle in the South Pacific. Tanks trundle across North Africa. Planes duel over England. The Nazi blitzkrieg conquers most of Europe with a genocidal madman at the controls. Prepare to battle the evil of the Axis powers and the hideous things that rise in their wake. This isn't just war this is **Weird War!** **Weird War II** contains everything you need to run horrific World War II adventures with the Savage Worlds game system: new powers, Edges, Hindrances, weapons, vehicles for all the major powers, an Adventure Generator, dozens of Savage Tales, new monsters, and an operational-scale Plot Point Campaign that ties it all together. **Weird War II** requires the Savage Worlds core rules to play.

Book Information

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Customer Reviews

I am a newcomer to the Savage Worlds. I have been trolling Kickstarters for a while now, and so far I've found quite a few that deserve special attention. What does this have to do with the review? Hold on for a few; I am coming to that. The most impressive Kickstarter, in my own humble opinion, is Achtung! Cthulhu a WWII re-discovery dealing with the Nazis and their 'alliance' with the Mythos. On this kickstarter, they make mention of the Savage Worlds Game **Weird War II**. So naturally, I want to read it. And wow. From the first page you can see the research. You've got ranks, rank and file from squads to companies for all the major players in all the major fronts. You've got Edges and Hindrances specific to WWII. All the weapons, equipment, average gear for an average soldier for any of the main military forces. I could go on for days with the accuracy of the game. The only

mistake they make? They say a standard U.S. Army rucksack takes long to drop than it really does. That's it. Here is why you should get this book - it is the definitive WWII role-playing game for both storytelling and mini tactical combat simulation. By far the coolest part of the book presents enough rules for players who want to play as 'the bad guys'! Forget all the weird that makes this *Weird War 2*. You won't find a better WWII game. But if you want to get weird, the book doesn't disappoint. You've got monsters and ghosts, evil spirits, undead, and everything else you could expect. What makes this section of the WWII book so well done? They researched monsters and spirits that would be found in specific places. Russian spirits, French werewolves, and so on. And they are done in such a matter that you can reference the *Savage Worlds* core rule book and see, step by step, how each was constructed within the plug-n-play rules that are presented within. This is by far the best of the *Savage Worlds* books I have read thus far. I highly recommend it for any WWII tabletop game whether you are new to *Savage Worlds* or not. The only downside is that this game requires the use of the *Savage Worlds* core rule book; these books come in two sizes: a mini-rule book that covers the basics and maintains a very low cover price and the Deluxe edition of the book that is more expensive but covers every game option you may want. Draft a few players and make a squad for your next session. WWII history buffs will love the experience. Average gamers might realize that there is more to WWII than *Call of Duty* or *Medal of Honour* games. How can that be a bad thing....

This book exceeded my expectations. It's a terrific add-on to the SWEX basic rules *Savage Worlds* Deluxe (S2P10014). It has great WW2 content and background info. The layout and imagery in this book are great. I was a little skeptical about the price, but the quality is very high. I'm not really planning to use the horror aspect of this ruleset, and it'll work great that way too. My only negative observation is that it is very light on actual adventures. It has many adventure ideas (many based on historical battles and events), but they are just a 2-3 sentence overview. If you're a GM that's used to writing your own, this provides great context, but it isn't an open-and-play adventure in any sense.

5 Stars Because the Price was good considering the great value of the information and details inside... This is a great book! Also is a *Savage World* version of the old d20 *Weird Wars 2*. That book line used to have lots of books; this one resumes and updates all that d20 information. The art work in the entire book easily set the ambient for the game. The value of the book comes from the information inside and was delivered within 2 days to my address in Puerto Rico.

Just another happy customer. This book was exactly what I wanted: Lots of source material, a lot of great additions to Savage Worlds (edges, hindrances, equipment, rules). There is a great section with a history of major operations in WWII (real) and another 15 pages of adventure seeds for GMs to use, as well as an adventure generator (as is standard with most Savage Worlds Games). The book has lots of seeds and source material for the "weird" history of WWII, as well as for real world campaigns without supernatural stuff. There is also a full adventure included, taking place in Russian. This is pretty much an all encompassing WWII game book, I can't think of anything they left out. Well Done.

I bought this book not so much for the "weird" part, but because of the huge collection of WWII information it contains. It has: Stats for many different types of tanks, ground vehicles, aircraft and naval vessels, broken down by faction. Stats for personal firearms, broken down by faction. Lists of predesigned character templates for all kinds of military occupation specialties. Several premade campaigns, missions and a mission generator for running games on the fly. Rules for managing naval engagements and air engagements. It truly was everything I was hoping for in a WWII supplement.

First off, I love the Savage Worlds rules. And I love WW2 history. So this is a natural for me. I wasn't disappointed. The production values are top-notch and the ideas within are priceless. Best of all, the rules are written for straight WW2 play; the 'weird war' part is basically an expansion onto the base setting. This setting was obviously written by someone with a deep and abiding love for WW2 details: guns, units, vehicles, you name it, all statted out and ready to play. Amazing book, well worth the (admittedly steep) price for any WW2/RPG fan.

If you want a WW2 game this is exactly what you're going to get. This game gives rules for non-magical play, and for supernatural play. It breaks things down into a detail based on service branch, and nationality. I recommend this game highly if you want a military game.

Lots of good information for the Savage Worlds roleplayer for the Weird War Two genre. However there are many errors on historical equipage, and or other items in the book of historical nature, which should have been edited out, or corrected before release. It was worth it with the sale price.

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