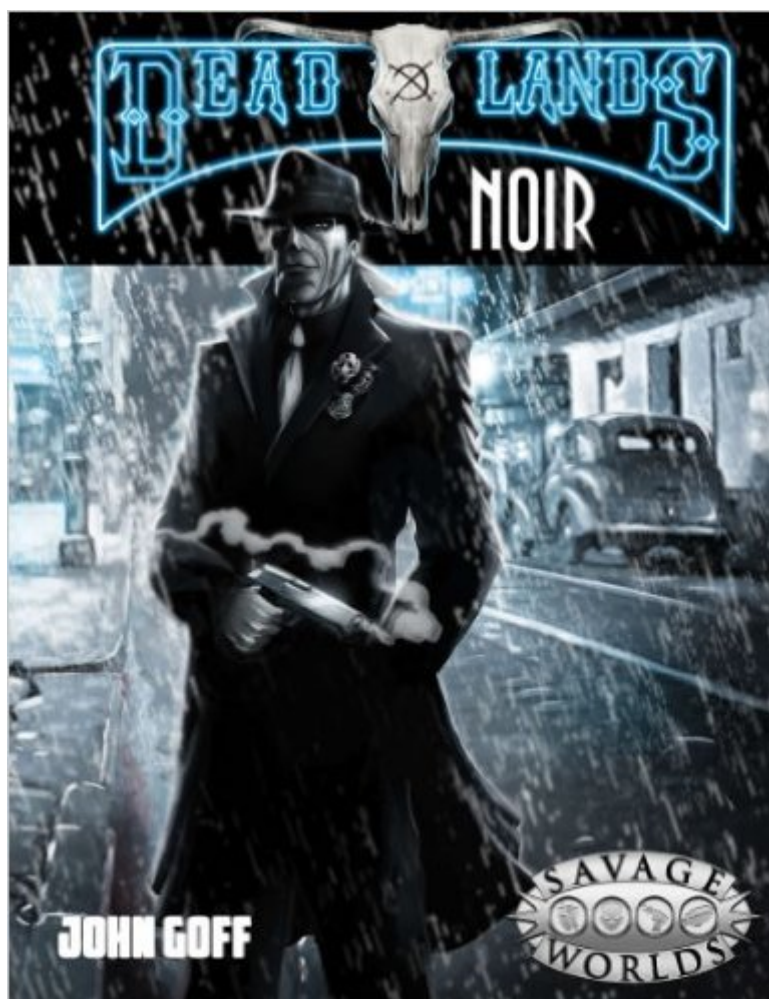


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Deadlands Noir (Savage Worlds)



Synopsis

New Orleans, 1935. Things are tough all over. Honest work is hard to find, and even dishonest jobs are getting scarce. The one thing that's not in short supply is trouble. From shady thugs to crooked cops to Mafia soldiers, there's plenty of characters out there looking to give an honest Joe a hard time. And that's not the worst of it. There are stories going round about things that go bump in the night. Things you wouldn't want to meet in a dark alley on a darker night. And those stories aren't just coming from rummies or saps who read that Epitaph rag. Still, there are a few heroes left in the concrete jungle. Steely-eyed private eyes, fast-talking grifters, wild-eyed inventors, and shadowy hounsans still struggle against the encroaching darkness. With enough moxie and more than a little luck they might just be enough to turn the tide. Deadlands Noir is a pen-and-paper roleplaying game set in the world of Pinnacle Entertainment's award-winning Deadlands universe. It includes new Edges, Hindrances, and powers, as well as new rules for handling detective work, the state of the Union and the CSA in the Depression-era, a complete Plot Point campaign, and of course, more monsters and ghouls than you can shake a smoking .45 automatic at. Deadlands Noir is not a complete game. It requires the Savage Worlds core rules to play.

Book Information

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Customer Reviews

As someone who loves Deadlands Classic so much that he's actually going to great lengths to get everything related to it in print, you could say that I'm a slight fan of the setting that Shane Lacey Hensley created back in 1996. As the huge fan that I am, I honestly love everything Deadlands-related. This is no exception. John Goff also worked on the old Deadlands and

Deadlands Reloaded, so those that see a different name than Hensley and are apprehensive, there's no need to be. Deadlands Noir is truly a campaign setting in top form. The game has changed as much as the world has, although it still keeps that same type of feel that Deadlands is so well-loved for. Hucksters are now Grifters, con men that swindle the manitou out of their powers to use as their own. However, this comes at a price. Mad Scientists have basically unionized and are now Patent Scientists, with the risk of insanity being drastically lowered. Harrowed make a return, and are just as great as before. The setting for this book is 1935 New Orleans, but the Noir Companion has rules and descriptions and set-up for all the other major cities of North America all the way up to the '50s. That being said, this book is fantastic and does a wonderful job of filling you in on the ins and outs of the new world. There's even a large part of the book devoted to familiarizing yourself with the city of New Orleans, as it's the main setting of this book. There are even a few sample adventures, with a campaign-length one as well that does an amazing job of introducing players to the world and the tone. I'm sure this all sounds like hyperbole, but believe me, Deadlands Noir is a masterfully done piece of work, and even if you weren't fond of the Weird West, then you may well like the Weird World the series has built with this and Hell on Earth.

This is a setting done right. Imaginative, dark, pulpy and flavoursome. Even if you're not using the Savage Worlds system, there are plenty ideas within this book that can be mined for any Noir-styled game. Highly recommend it, and I'm hard to please. Goes well with the Noir Companion too.

Great condition. I like the setting. About the only drawback is you need a separate for cities other than New Orleans. Other than that pretty damn good.

A+

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