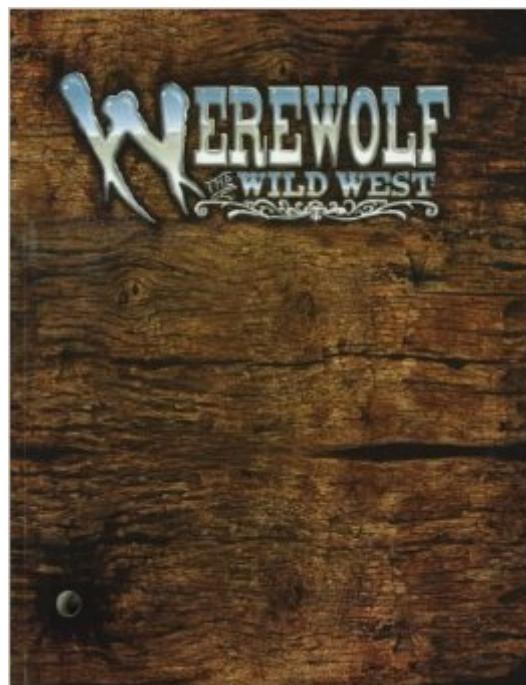


The book was found

*OP Werewolf Wild West (Werewolf: The Apocalypse)



Synopsis

The World of Darkness role playing games take the reader into worlds and realities where magic is not dead and not even the dead are dead. Werewolf: The Wild West takes the player into a very different Wild West than can be imagined by mere humans. '

Book Information

Series: Werewolf: The Apocalypse

Hardcover: 287 pages

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Language: English

ISBN-10: 1565043405

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Product Dimensions: 8.6 x 1.2 x 11.2 inches

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Average Customer Review: 4.1 out of 5 starsÂ See all reviewsÂ (10 customer reviews)

Best Sellers Rank: #1,050,552 in Books (See Top 100 in Books) #27 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf #157 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #13132 inÂ Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

I've heard rumours that White Wolf may be cancelling this game line in the near future. If so, its a damn shame. Werewolf: The Wild West is easily one of the finest gaming systems I've come across, and certainly one of the most original. In the game, you assume the role of one of the Garou, the werewolf defenders of the earth goddess Gaia. The time is the late nineteenth century, and the westward expansion of European "Manifest Destiny" is leading to great disturbance and chaos. An ancient entity, the Storm Eater, has been unleashed upon the spirit world, and its power is leaking into the real world of the west. Thats the barest description of what this game is about. The Garou are a culture more intricate by far than that of the Kindred (vampires). The game is pretty bang-on with historical accuracy, the artwork is superior, and the system is easy and fun to learn. White Wolf emphasizes character and drama over cold game mechanics, and thats what makes this game superior. If you're looking for a game with passion, of a last chance to save the world from Apocalypse, this is the game for you. Its not for the squeamish, though. But if you've got the sand, then strap on your six shooter and saddle up. We got us a world to save.

The civil war draws to a close and the battle continues between the Weaver and the Wyrm. An ideal setting to play Werewolves... all the fun of kicking the crap out of bad-guys while not having to worry about cities full of bystanders. The West lends a more magical feel to the game than Apocalypse had. The lawlessness of the land contributes to a more straightforward kick-in-the-door style, while the lack of real exploration allows for a feeling of "who knows what could be out there?" One of White Wolf's best.

I got this book just for the heck of it, but it turned out to be an amazing WoD addition. It is very in depth, and is a must have for a WW:tA fan!

HAVE NO IDEA WHY PEOPLE BASH THIS ONLINE! A MUST FOR ANY "DARK AGES/WESTERN" SET GAME! Great addition to any world of darkness collection

If you own WWtA STOP. This books is nothing but a rehash with about 20 pages of origional material, a few new gifts and rules for gun duels. Af ar as plot info you may as well look it up on the net. The only reason to buy this book is if you don't have WWtA and never intend to buy and or play it.

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