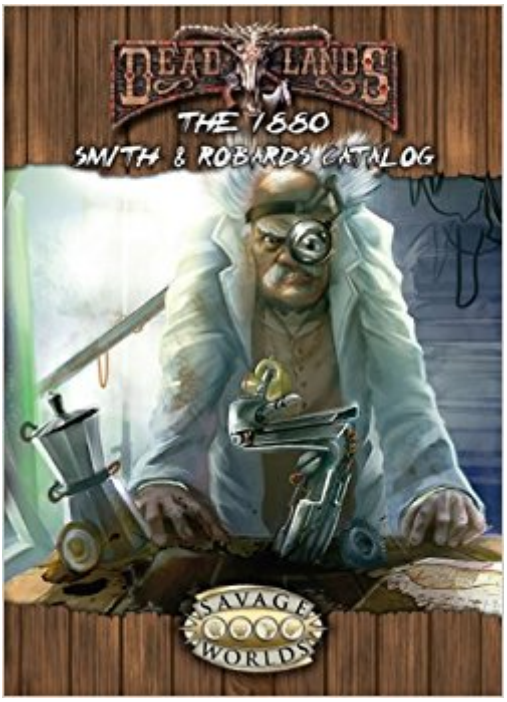
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The 1880 Smith & Robards Catalog (S2P 10208, Savage Worlds)



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Synopsis

Are you sick and tired of needing something they just don t make? Well, they don t, but we do! Inside our 1880 Smith & Robards Catalog, you ll find a variety of wonders brought to you by the most modern scientific, engineering, and manufacturing processes known to man! With one mail-order form, untold marvels can be in the palm of your hand faster than you can recover from a Hellstromme Industries mishap! Flip through our pages of delight and discover conveyances to cross any obstacle, handy elixirs, potent patent tonics, powerful weapons, wondrous clothing, and stalwart armors. Rail cars and accessories, ghost rock and boilers, the odd and miscellaneous nothing is without representation in the incredible 1880 Smith & Robards Catalog. The 1880 Smith & Robards Catalog includes a wide variety of gadgets and supplies for your Deadlands game, as well as the complete Smith & Robards story with all their secrets. With expanded rules for mad science and new rules for steam augmentations, the early cyberware of the Weird West, take your game where it s never been to Science! The 1880 Smith & Robards Catalog is not a complete game. It s a supplement for the Deadlands setting for Savage Worlds. This is a softcover printed book. (Deadlands Supplement, full color, 144 pages)

Book Information

Perfect Paperback: 144 pages
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Customer Reviews

So you sort of need this to run a campaign but I didn’t get through 10 pages before it started falling apart.

This supplement answers a lot of questions that have been floating around. Most commonly it lets the players know much money they need to gather in order to purchase infernal devices. Each

device is described in full and all failure information is also provided. It also gives a good background of the company in case you want to include it as a reference point in your adventures in the Weird West.

The content is great but the binding is terrible.

This is great for campaign ideas. but most of the items in here are WAY OVER POWERED

Love me some magical steampunk cowboys.

The contents of the book are great and add flavor to the setting, however the book itself broke within a minute of my opening, I have attempted to fix this with hot-glue, but once one page is fixed, another falls out. If you have a laser printer, save yourself the cost and print out the pdfs.

If there is one area in which the Savage Worlds framework (used as the basis for many game settings including the Deadlands:Reloaded weird west one) challenges the GM to rise above the material (or to put it another way: "wing it") it is the Weird Science aspect of cetrain settings, notably Deadlands Reloaded and Space 1889:Red Sands.The core rulebook for Savage Worlds suggests that Weird Science is simply the use of devices (usually "steampunk" in flavor) to produce the effects described in the Spell Lists. This is perfectly do-able but the GM who sticks slavishly to this scheme will soon find that the same four classes of device are the only thing Weird Scientist Player Characters build, because the magic system has been pared down to basics and some of the spells that in other system are overpowering have been toned down. A common complaint, for example, is that in Deadlands it isn’t worth trying to build a Weird Science ornithopter using the spell lists as it will fly for about a minute.Smith and Robards is to the world of Deadlands:Reloaded what Sears and Roebuck were to the wild west of more familiar history, and they deal in some quite fantastical Weird Science products that should provide not only a source of weirdness to delight the players (assuming their stuff actually arrives intact) but of inspirational help to GMs who are conferencing with players over the operational parameters of a new in-game Weird Science device that doesn’t "fit" the spell lists.There is plenty of background on Smith and Robards’ set-up and the nitty-gritty of selling a device in Deadwood that is actually going to be made in Salt Lake City and shipped overland. There is even a business opportunity in there that I’ve just appreciated, which a canny player might exploit.There is also a large catalog of items, costs and details of how they work, along

with an atmospheric upgrade to the rules governing catastrophic failure of such devices that builds upon and expands the rules in the Deadlands:Reloaded core rules.As with all such products, individual artifacts will sometimes cause the GM to reach for the metaphorical white-out, but all-in-all, if your players favor the steampunk science aspect of Deadlands:Reloaded you will find this publication to be worth the price.As for the presentation, this is an Explorer's Edition publication, each page being about half the size of those in theÃ Â Deadlands Reloaded Marshal's Handbook Explorers Edition (Savage Worlds, S2P10207)), now also available as an Explorer's Edition (Deadlands Reloaded Marshal's Handbook (Savage Worlds, S2P10205)).The pages are in full color on glossy paper, and as usual with Savage Worlds books, there are many color illustrations throughout. You may have seen some of these before if your collection of Savage Worlds publications is a large as mine is, but that is fine with me since it keeps costs down.The book itself is a perfectly bound paperback, with card covers. I am going, once again, to recommend that this be replaced by a spiral binding for increased facility during play. Tell your office supply store you want them to use one size bigger spiral than they would normally use, and your pages won't get torn out by clods frantically turning pages as they search for clockwork Gatling guns or rocket boots.I'm not saying the binding will fail, I'm saying that if you break the spine to make the book lie flat during play you will wish that you had first fitted a spiral binding. I do this to all my Explorer Edition books and my players are always impressed by the results.Not essential, by any means, but so damned useful and clever in places that it's worth the cover price for the ideas it will spin off even if you never let your players see it.Other Deadlands:Reloaded and Savage Worlds resources you may find useful:The Flood (Deadlands Reloaded, S2P10202)Ã Â - A great (and deadly) plot point campaign set on the West Coast, that gives the players a taste of something a little...different and may just send them scuttling back to the East and the easy life.Deadlands Reloaded Player's Guide (S2P10204)Ã Â Now your players can have a rulebook that answers their needs without the danger they will peek at Things They Were Not Meant To Know.Horror Companion (Savage Worlds, S2P10502)Ã Â - A general purpose guide to upping the gothic horror or adding splatterpunk to your Savage Worlds games.Savage Worlds Deluxe (S2P10014)Ã Â The latest printing of the rules with much new stuff and a rethink on how "Guts checks" can be handled. Worth adding to your Deadlands:Reloaded toolkit.

Fun book, lots of great gizmo's. I love the ads that are placed throughout for the products. I also like the new rules that were added. Sometimes a bit hard to find what you're looking for. The main reason for the 3 stars though is that the binding is coming undone. I haven't overrused the book,

and my players reference it only periodically and yet the pages from the front have come unglued.

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