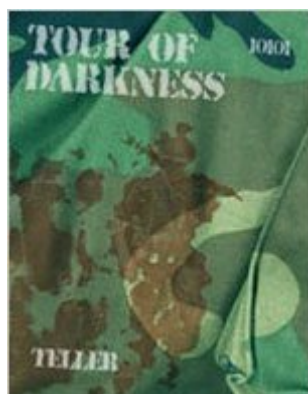


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# Tour Of Darkness (Savage Worlds; GWG10101)



## Synopsis

Our first follow-up to our smash hit *Weird Wars* in the new *Savage Worlds* system takes us to the jungles of Vietnam. Your grunt has 365 days and a wake-up to learn what really lurks in the jungle. Surviving is tough enough, but if your GI is really on the ball, he just might get drafted into the super-secret Phoenix Program and discover far more than he ever wanted about the Plain of Jars and the secret cults of the high mountains. *Tour of Darkness* features new Sanity rules and how to deal with mind-numbing horror, a ton of Edges & Hindrances, new horrors, and an awesome Adventure Generator and Plot Points to tell the most savage of tales! Written by the mysterious Teller!

## Book Information

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## Customer Reviews

This seems the best thing to say to me about this campaign sourcebook for *Savage Worlds*. The guys at Pinnacle's rewrite the history of the "dirty war" in the 144 pages of this manual from the point of view of their acclaimed "*Weird Wars*" line of products. They have finally abandoned the d20 to take things home once again with their latest (and, in my humble opinion, the best) system up to date but maintaining the absolute quality of the original *Weird War II*; you can see the same approach through their historical section (practically a very well done compendium of the south-eastern history, from prehistory to the events of the `Nam war) and the emphasis on the real, historically correct, equipment used by the US Army (and the French before them) and - obviously - the Viet-Cong and NVA. To make the book even more appreciable to wargaming buffs like me, the book includes pretty detailed rules on air strikes, helicopter use and artillery support, all the other rules presented in the *Savage Worlds*' corebook still apply. The appeal this book has is that it

combines two perfectly playable campaigns: one with realistic rules to recreate a military campaign set on Nam and one to use that same setting as a backdrop for a horror/mystery one; last but not least, the book includes a good number of scenarios/adventure ideas to begin playing immediately. After a long series of mediocre products, finally a book worth buying, well done and pretty complete. The price tag is a little steep to say the truth, but there are good chances of finding the book offered at bargain prices so, if you can't find right away, just wait a little and keep looking, I'm sure you'll find easily your copy.

Gift for my 22 year old son, he loves it!

well done

Great setting and clearly written. paper and print seems low quality.

Tour of Darkness, a campaign setting for the Savage Worlds RPG, smoothly blends some hard Vietnam War history and the paranormal into a challenging, fascinating and eerie roleplaying experience. The book captures the feel of the period with photos, simulated coffee-stained and scotch-taped pages and 60's jargon. "Flavor" is what this book is all about. Just enough detail and rules additions are included to allow the Savage Worlds system to flourish in 'the Nam' without bogging down the 'fast, furious and fun' game system. New skills, edges, weapons, vehicles, rules for artillery and air support, military T.O.E for various units and a host of baddies make the GM's job all the easier. The real treat in this book however is the pseudo history of the Vietnam conflict, suitably laced with the supernatural - it puts a whole new twist on a story we thought we already knew. This is a great buy for any military roleplayer and a real gem if they happen to enjoy a bit of creepiness besides.

Tour of Darkness is a Weird Wars RPG for the Viet Nam War. It covers both French and American periods. It can be played both as a horror or a non-horror RPG. You can play regular grunts or special forces. It is fast and deadly. Uses the Savage Worlds System. Very well done.

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