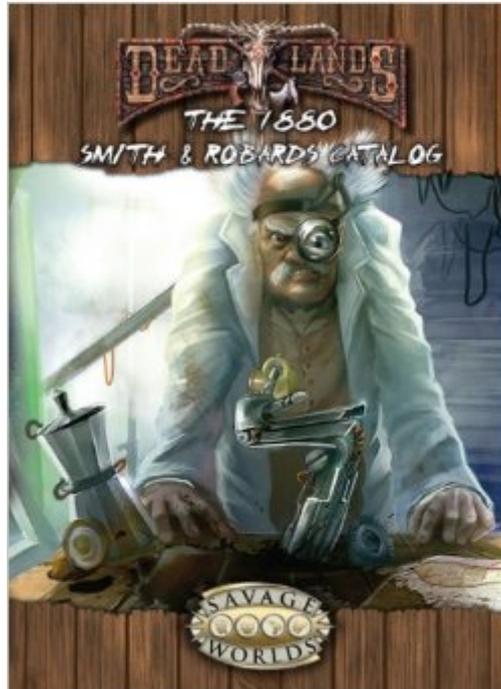


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# The 1880 Smith & Robards Catalog (S2P 10208, Savage Worlds)



## 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

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## Customer Reviews

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 certain 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.

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