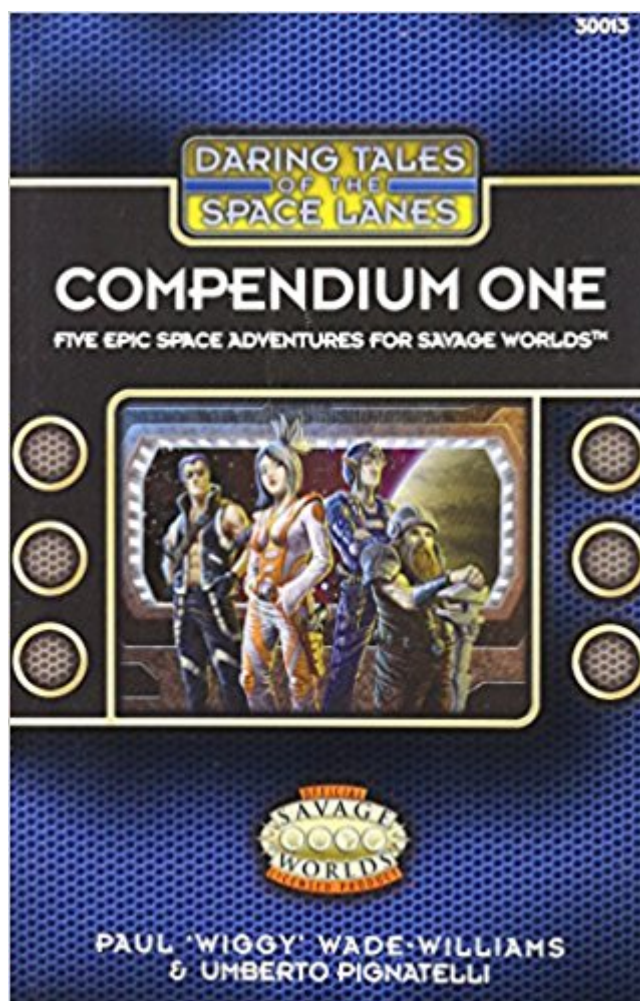


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Daring Tales Space Lanes Compendium One (Savage Worlds, TAG30013)



Synopsis

1) Waylaid on Wayland: When a senior political figure offered the heroes a tidy sum to deliver a small package it seemed like easy money, but that was before people started trying to kill them. What begins as a simple cargo run quickly has the heroes involved in a running battle. Trash incinerators, acid rain, high speed chases through chimney stacks, and a showdown where the scenery is just as dangerous as the opposition await! 2) Gunboat Diplomacy: Sure, helping a guy being blasted at by an armored goon was the right thing to do, but it's embroiled the characters in the start of a potentially nasty situation. When an entire space navy is trying to kill you, you know it's not a good day to take to the stars! 3) Bad Debts: Life in the spacelanes is hard, and spacers have to go where the money is. In this case, that means tracking down the kidnapped daughter of a senior member of the powerful Galactic Trade Assembly. From the explosive energy crystal world of Kerexi IV to the gas processing spacestation known as Dante, the heroes are plagued by vicious bounty hunters led by the ruthless and cunning Pandit Morg, an alien psion armed with a very deadly weapon! 4) Robot Rumble: When your trip to Lux III hits "difficulties" your patron suggests a way you can prepay him and avoid his lawyers. It's a simple enough task all you have to do is infiltrate a criminal gang, discover who their boss is, and put him out of business. But there's a drawback the gang operates in a Tin Town, a robots-only slum. But fear not, for your patron has a solution; you're going to enter Tin Town disguised as robots! 5) The Last Journey of the Exodus: A man condemned to a terrible fate for his crimes possesses a long forgotten secret: to repay the heroes for an act of kindness, he reveals to them the location of the Exodus, one of the legendary "Lost Ships" with which the Human race began the colonization of the universe thousands of years ago. But strange things, a ruthless madman, and a race against time await the heroes within the hull of the ancient ship.

Book Information

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Customer Reviews

Do you like Firefly? Star Wars? Ice Pirates? Daring Tales of the Space Lanes is for you. Most of the book is a series of easy to run, shoot em up type scenarios, with instructions for convention play and pre-generated characters, if you want to use them. Where the book really shines, though, is in its adaptation of the already admirable Savage Worlds ruleset. Instead of larding SW down with a plethora of tables, charts, special rules and other such things that will only get in the way of blasting sinister aliens, DTotSL adds just enough to make things work. For instance; the players are assumed to make their money by trading and ferrying cargo, but there aren't any rules for that, because it's boring. Just assume they have enough pocket money to walk around and get on with the fun. Space ships are assumed to move at the speed of plot, no complicated foolishness about hyperspace or warp drive. They arrive when they are supposed to. Humanoid alien races are handled by grabbing the stats from established fantasy races listed in the base rulebook. Need a blaster? Copy the glock stats and call it a blaster. This may not be for everyone, but I love it. It was just the thing I was looking for to run a fun, beer and pretzels weeknight game. Highly recommended. Be sure to download the free figure flats, character sheets, maps and other goodies here: <http://www.tripleacegames.com/free-downloads/daring-tales-of-the-space-lanes/>

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