



Shatterzone is one of my favorite RPG settings. I only recently found out that it was a repository for all rejected material West End submitted to Lucasfilm for Star Wars. I always wondered why they tried to support two Space Opera games. However, this had more of the elements I really liked - darkness, realism, respect for stellar distances, and the size of space in general. It is not all one big happy neighborhood. It's like *Traveller* meets *Aliens*. It takes the realism of space and makes it tangible and heroic at the same time, instead of stoic and dry scientific numbers.

With the Rebirth, I revisited the system again and discovered how unplayable it is, when you play it the right way. But my love for the setting was too strong. Enter Savage Worlds. Here I plan to convert the setting and all that I love about it to Savage Worlds. But I don't want it to be just another sci-fi game in Savage Worlds. I am going to try and capture the setting with some gritter and dark setting rules.





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By Ron McClung on December 18, 2019

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## SavSZ Campaigns

None Yet

## SavSZ One Shots

None Yet

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