



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. The system may be a little dated but before there was Savage Worlds, there was Masterbook/Shatterzone/Torg and it ran well.

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By Ron McClung on November 29, 2019

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