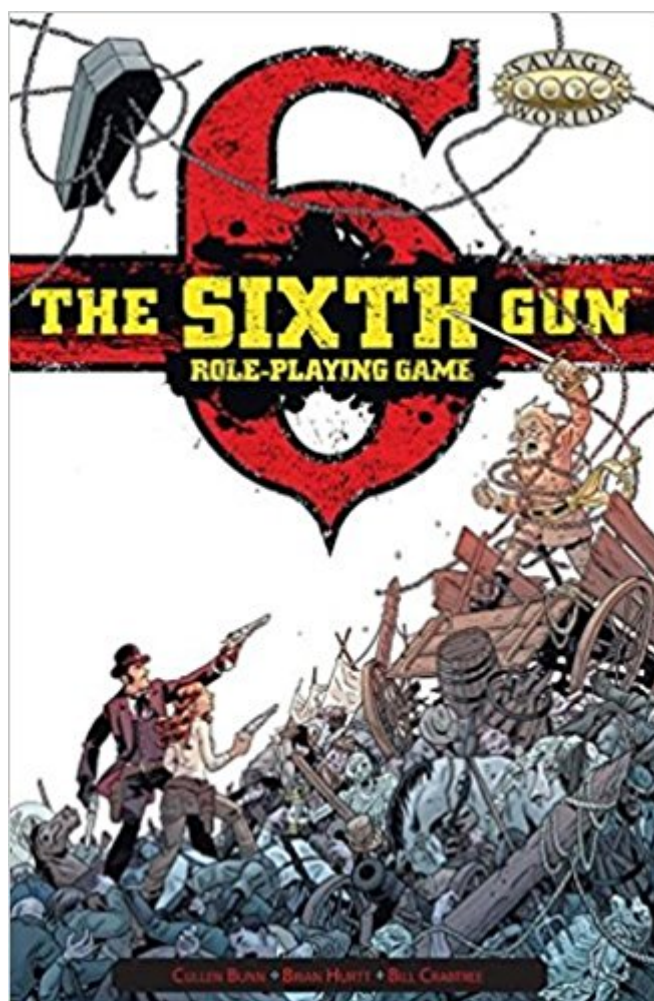


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# The Sixth Gun Role-Playing Game Limited Edition Hardcover (Savage Worlds, S2P11100LE)



## Synopsis

The Sixth Gun comic series a pop interpretation of the supernatural Western by writer Cullen Bunn and artist Brian Hurtt follows the journey of six ancient and mystical weapons with the power to remake all of Creation. Now Pinnacle Entertainment Group, creators of Deadlands, brings the world of The Sixth Gun to your Savage Worlds tabletop roleplaying game!

## Book Information

Hardcover: 96 pages

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Product Dimensions: 9.1 x 6.6 x 1.1 inches

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Average Customer Review: 4.0 out of 5 stars 2 customer reviews

Best Sellers Rank: #2,854,254 in Books (See Top 100 in Books) #88 in [Books > Science Fiction & Fantasy > Gaming > Savage Worlds](#)

## Customer Reviews

There simply isn't enough gaming material here for me to be able to recommend it. There is no plot point campaign and the number of tall tales (5) is ok at best. Pros: + It has high production values, using art from the comic to good effect. + It has rules for each of the guns + An adventure generator + Stats for most of the major villains and creatures Cons - 5 or 6 pages are spent summarizing the 50 or so comics; just read the comic - At less than 100 pages, it doesn't give the GM much to work with - Much of the equipment list is available in the core books - Very very lite on usable content If you want pregenerated materials, you are better off getting Deadlands and investing in a setting that is very well developed. If you do NOT want pregenerated materials and want to stay focused on the Sixth Gun environment, you are better off getting the core Deadlands Reloaded rules and finishing your Sixth Gun comic collection and drawing on inspiration from the comic to help spin your tales.

super great

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