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No Man's Land: WWI Mythos Action With The Lost Battalion (Call Of Cthulhu Horror Roleplaying, Chaosium# 2385)



Synopsis

No Man's Land includes rules for generating soldier characters in WWI and a guide to a soldier's life in the period, detailing dangers from shell-shock to mustard gas. It is the first of the Cthulhu Master's Tournament books, which are designed to be run as stand-alone or tournament adventures. It originally formed part of the Cthulhu Master's Tournament at GenCon. No Man's Land can also act as the basis of a campaign set in the 1920s.

Book Information

Paperback: 64 pages

Publisher: Chaosium Inc.; First Edition edition (December 1998)

Language: English

ISBN-10: 1568821425

ISBN-13: 978-1568821429

Product Dimensions: 10.9 x 8.4 x 0.2 inches

Shipping Weight: 8.5 ounces

Average Customer Review: 4.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

Best Sellers Rank: #1,834,385 in Books (See Top 100 in Books) #76 inÂ Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #73327 inÂ Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

This book is a refreshing twist on the Cthulhu RPG. The story is a perfect blend of mixing gothic horror with historical fiction. Fans of history will enjoy the backdrop of the infamous "Lost Battalion." The potential to play this scenario as a prequel for older characters shows great appeal, since the scenario takes place in October of 1918. There is even a good section on portraying mood with music, props, and sound effects, something I have been doing for years. There is however, one major disappointment. The artwork is less than satisfactory, and actually detracts from the mood of the writing. Although the cover art is dark and moody, the interior art is unforgivable. I was very dissatisfied to see such historical accuracy in the writing and almost no historical accuracy in the art. It was obvious that the artist did almost no research to World War I uniforms and weaponry. The characters looked more cartoon like than dark and gothic. As I was reading, I literally stopped and began thumbing through a World War I history book I had in order to separate the images portrayed in the writing from the images portrayed in the illustrations. The art and cartography for the maps, murals, and altars were well done. Overall I would recommend this product to Cthulhu goers that have a thirst for history. I was just hoping for interior illustrations more akin to that in "Escape from

Innsmouth."

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