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*OP World Of Rage (Werewolf: The Apocalypse)



Synopsis

The world is burning. The dragons stir beneath Russia's soil. Africa is ablaze. Asia is split by the Shadow War. The Garou's European homeland is under siege. There's nowhere to run. The whole world is a battlefield. But wherever the Wyrms stir, the Garou are there. No matter the city, country or continent, they rage against their foe. *A World of Rage* takes *Werewolf* to a global scale, examining how the War of Apocalypse wages around the world in the Year of Revelations. Each continent is explored in terms of human culture, native shapechangers and the latest developments in the local battle against the Wyrms. From the Shadow War to the struggles of the hengeyokai, it's all here. An entire world awaits.

Book Information

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Customer Reviews

Okay, well don't get me wrong. This is a decent book, but my two biggest criticisms are that it's pretty awkward, with parts being better written than others, and also that it is very metaplot heavy. Overall, it does what it sets out to do, covering different parts of the world and how the Garou fight the war here and there. But a lot of the stuff is stuff that you could get by researching that particular country or region, while other stuff is just updates on *Rage* across *X*. The first part covers the Americas, including Canada, the US, Mexico and South America (with an update on the *War*). The tribal dynamics are examined, showing why certain tribes are more populous in certain regions, as well as the concerns of the Garou (and to a lesser degree other *Fera*) in the region and even

interesting cultural tidbits (like a note on the Metis and Inuit Nations of Canada, or the U'wa and their struggle with Occidental petroleum in Colombia; frighteningly enough that's from the real world and NOT the WoD). Nothing that you couldn't assume or do yourself with your own research but still interesting. I also found the conflicts between the Wyrncomer European tribes (the Fianna, Get and Silver Fangs mainly) and the Pure Ones (the Wendigo in Canada and the northern US, the Croatan on the eastern coast, and the Uktena in the southern US, Mexico and South America) to be interesting. But then the Uktena and Wendigo are really fun tribes. The next section covers Europe and its current problems. Tribal structure is much more regional in this case (eastern Europe is Shadow Lord territory, Germany and Scandinavia is mainly Get, the British Isles, Spain and France is mainly Fianna, etc) and each Tribe's write up includes regional concerns and issues.

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