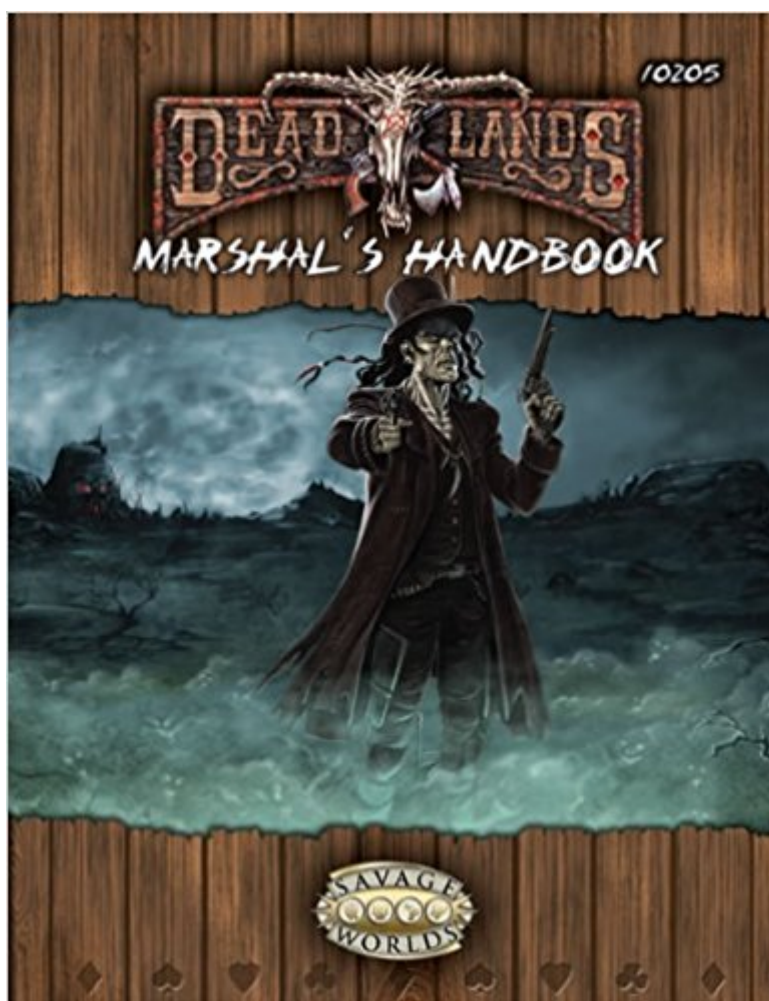




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Deadlands Reloaded Marshal's Handbook (Savage Worlds, S2P10205)



Synopsis

There s Hell on the High Plains, amigo! The Tombstone Epitaph has always been filled with lurid tales of daring desperadoes and deadly drifters, but lately the West s most-read tabloid claims there s something more sinister stalking the frontier s lonely plains: Monsters. Fortunately, where there are monsters, there are heroes. Squint-eyed gunfighters, card-chucking hexslingers, savage braves, and righteous padres have all answered the call. And if they fight hard enough, they might just discover the identity of the mysterious Reckoners some say are behind it all. The Marshal s Handbook is the setting book for Deadlands Reloaded. It includes expanded Setting Rules for the Marshal s eyes only, the lowdown on all the strange locales of the Weird West, more creepy critters than you can throw a tomahawk at, and everything a Marshal needs to keep the Reckoning rolling. The Deadlands Reloaded Marshal s Handbook is not a complete game. You ll also need the Deadlands Reloaded Player s Guide and the Savage Worlds core rulebook to play.

Book Information

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Customer Reviews

I love this game

I got this for my boyfriend for Hanukkah, and for the most part we love it. The rules are interesting and creative, the setting loads of fun, and definitely complex enough to appeal to experienced RP gamers. The only thing I ll say is - read carefully! (We didn t...) This is NOT a complete rules system. This is a setting for the Savage World rules set. You ll have to buy the Savage Worlds rulebook separately. It s not expensive - I think you can get a paperback for about \$10 - but still, this book is completely worthless without it.

At first glance this book would appear to have the same marshal info of the original reloaded book. It contains The background of what is really going on to the Marshal's and how to use fear levels, gives getter levels of depth to inventions, harrowed characters, and turning players into survivors of the Reckoners. But the book is very close to the original Deadlands Marshal's Guide in that it contains about three pages or more worth of info on the cities of the Deadlands

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