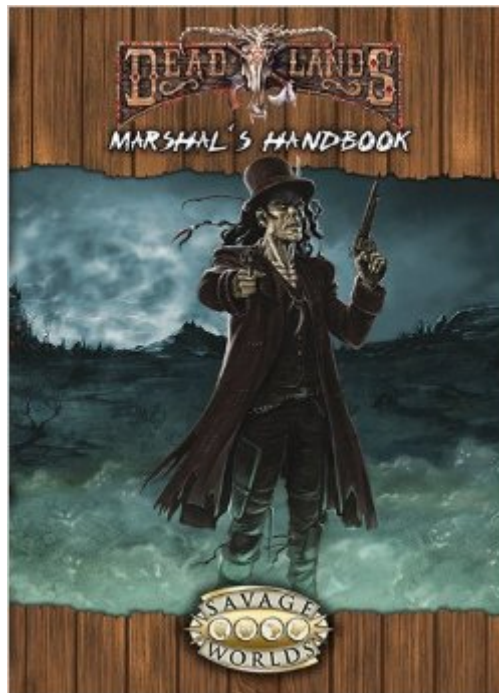


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# Deadlands Reloaded Marshal's Handbook Explorers Edition (Savage Worlds, S2P10207)



## 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. This is a printed book. Full-color Explorer's Edition-sized book (6.5"x9"). 176 pages.

## Book Information

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## Customer Reviews

I'm a big fan of Explorer's Edition format books for the Savage Worlds system. They represent the perfect balance between presentation and portability, and the cost (usually between 10 and 20 dollars) means I can provide one for the players where appropriate and encourage them to buy their own in their own time. This is a reprinting of the hardback Marshal's Guide for Deadlands:Reloaded, itself the result of splitting the old Deadlands:Reloaded rulebook into two pieces, one for players and one for GMs (Marshals in Deadlands vernacular). You'll need a Savage Worlds core rulebook in order to play. The current one is the Savage Worlds Deluxe (S2P10014) hardback, but I'm told an

Explorer's edition of that is in the works which will bring the price down. I won't review the system here as I did so when I reviewed Savage Worlds Explorers Edition (S2P10010). Suffice to say it is a very easy-to-learn system and an enjoyable way to run an action-adventure RPG. Deadlands: Reloaded expands on the core rules and is probably the most involved of the settings that do that, but even so the game is straightforward, mechanically. I reviewed the system when I reviewed the now out of print Deadlands Reloaded (Savage Worlds; S2P10200) rulebook. It hasn't changed substantially.

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