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Deadlands Reloaded Player's Guide Explorers Edition (Savage Worlds, S2P10206)



Synopsis

Strap on your six-gun and saddle up, partner. There's Hell to pay and the currency is hot lead! The year is 1879, but the history is not our own. The guns of the Civil War are silent in a tense cease-fire. California is shattered by the Great Quake of , a superfuel called ghost rock revealed in the new channels and cliff faces. Powerful Rail Barons strive to complete a transcontinental railroad, and the Great Rail Wars exact a bloody toll in the Union, the Confederacy, the Sioux Nation, the Mormon state of Deseret, and the Independent Commonwealth of California. 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 Player's Guide is the core rules book for player of Deadlands Reloaded. It includes new rules for shootouts at high noon, new Edges, Hindrances, and powers, and everything thing a cowpoke needs to begin his journey into the Weird West. The Deadlands Reloaded Player's Guide is not a complete game. You'll also need the Savage Worlds core rulebook to play. The gamemaster will also need the Deadlands Reloaded Marshal's Handbook. This is a printed book. Full-color Explorer's Edition-sized book (6.5x9). 144 pages.

Book Information

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Customer Reviews

Savage Worlds is a pretty great system, and they business model Pinnacle uses is even better. For

twenty bucks you get the core rules, and they can be adapted to run pretty much anything. Plus, there's so much user created content out there that if you want to run something, there's rules someone has made for it. What really makes Savage Worlds shine is all the settings for it. Deadlands is one such setting. Magic, technology, weirdness, and cowboys. It's great, really. If you're into Weird West stuff like Jonah Hex, you'll like Deadlands. What I REALLY want to talk about, though, is the Explorer's Edition format. The concept is just wonderful. While I love my huge, hardcover RPG books, the convenience of the Explorer's Edition stuff is wonderful. They're cheap, they're small, and they have everything I need to run the game. I'm actually at the point where I don't want to buy Savage Worlds stuff if it doesn't come in an Explorer's Edition size. It's really just a great model. Anyway, this book is great. Gorgeous full-color, wonderful art, and wisely has just enough information to let the players play what they want, but keep most of the fun, super-natural secret.

Deadlands Reloaded Players Guide makes player character creation a lot easier and indeed a great buy for someone who is just going to go the PC route. It contains all the necessary info to outfit Hucksters, Martial Artists, Harrowed, Blessed, Mad Scientist, and other Arcana Magics. It basically has about oh 50 powers and tells if they are available to a specific background and what way it manifests itself. Some other rules that come along like how hangings, gun duels, and gamblin' are handled. It has more guns and gear listed and recounts almost all the information from the original Reloaded book. Almost all the art is recycled art from original deadlands books and those that aren't would have been better excluded (in my opinion). That being said the price is right \$25 and it is a great tool to have in Deadlands Reloaded, everyone should have it. When another book hits the shelves I would like to see more art and more perspective from the characters in it to flavor out the book. I would also like for them to cover more of the varmints and to touch upon more regions and characters from those regions.

Authors and publishers of RPG sourcebooks, including the excellent line of Savage Worlds setting books, face a difficult problem: whether to print all the stuff you need for a game in one book or whether to split out the player-only and gm-only stuff into different volumes. Until recently Deadlands:Reloaded had a player section and a GM-only section and people had to buy both whether or not they needed it. Now, GMs of Deadlands:Reloaded have the freedom of allowing their players total access to a rulebook without fear that they will stray "accidentally" into the ultra-secret campaign rules, because Dealands:Reloaded has been broken into Player and Marshal guides. The

book contains full color pages printed on semi-gloss paper, all mounted in a stitched/cloth binding between hard covers. Very durable. The material hasn't changed from the older one-book version of the rules, apart from some extra artwork in the new books. The new art causes a slip of about two pages in the index of the original rulebook when trying to find stuff in the new Player Guide - easy to factor in when you know it's there. I bought a copy of the Player's Guide myself even though I already have the older one-volume rulebook. Now I don't have to lend out my GM rulebook during play, and the Player's Handbook is so nice it generates sales for my Local Friendly Game Store when I run Deadlands:Reloaded there. And now people who will only ever play the game and who will never GM it will benefit in being able to obtain a comprehensive game setting manual that doesn't have pages and pages of irrelevant information for about half the cost they would otherwise have to pay (you still need a copy of Savage Worlds:Explorer's Edition to play Deadlands:Reloaded of course). A very good idea, all told.

Great material, but the first dozen or two pages fell out in a chunk after one week of gentle use. Appreciate the idea of the inexpensive, portable Explorer's Edition, but if it means the thing straight up falls apart it loses some of its appeal. Get hardback if you can find it.

First off, I'd like to say that the game itself, aside from a couple minor quibbles, and the interior artwork were excellent. I definitely look forward to trying to run this for my buddies. Unfortunately that'll be difficult as a section of the book fell out on the third day after I received it. The small perfect-bound format is great for fitting on the shelf, but that does me no good if I can't consult the darn thing at the gaming table because it's reduced itself to a pile of unbound pages. The quibbles with the game itself are the lack of documentation of the Guts skill which has been removed from the latest edition of Savage Worlds, but remains an important feature of Deadlands, but the solution is easy enough to reckon out with a quick internet search. My other issue is the use of Texas Hold 'em as a game mechanic when that particular form of poker didn't emerge until the middle of the 20th century, but that, again, is a truly minor issue. In short, great Weird West setting, good rules, fantastic art, falls apart immediately. If I were you, I'd try to rustle up a hardback copy, the old hardback Deadlands Reloaded, or purchase the pdf version.

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