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Deadlands Reloaded (Savage Worlds; S2P10200)



Synopsis

Welcome to the *Weird West*! The year is 1879, but the history is not our own. The guns of the Civil War are silent thanks to a tense cease fire between North and South. California is shattered by the Great Quake of '68, a new superfuel called ghost rock is revealed in the flooded channels and buried in the cliff faces that loom above. Powerful Rail Barons strive to be the first to complete a transcontinental railroad, and the Great Rail Wars exact a bloody toll on an American frontier divided between not only the Union and Confederacy, but the Sioux Nation, the Mormon state of Deseret, and the Independent Commonwealth of California. Amid the chaos, fortunes can be made by those bold enough to make their way West. These brave souls have more than plain old human violence to contend with. Something's going on in the West, something downright nasty. Fear stalks the land like a hungry beast, and abominations from man's myths and nightmares haunt the High Plains. Legends tell of ancient and powerful beings that thrive on the fear created by these horrific creatures. All around, the night grows darker and the shadows grow longer as evil twists the land. Arrayed against the forces of darkness are the heroes of the *Weird West*: Grim gunslingers, spell slinging hucksters, brilliant mad scientists, and wizened Indian shamans stake their souls and fortunes on the battle against the evils of the frontier, and often lay down their very lives for the cause of righteousness and light. And sometimes, death is not the end. Back in the Saddle! *Deadlands: The Weird West* returns, with the popular *Savage Worlds* game engine under the hood. Within these pages, you'll find all the rules you need to build a posse of heroes, and all the dirt the Marshal (that's the game master, partner) needs to bury 'em. We've also got a whirlwind tour of the *Weird West*, complete with a whole passel of nasty varmints and critters to vex adventurous souls. If your posse's the ambitious t

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Customer Reviews

Great book, well produced.

It's not a horrible product, but the shift to savage worlds has taken a bit of the life out of it. Instead of the various mystical types having individual powers they are all lumped together with various powers only available to certain mystic types.. The mad scientist rules are sparse, hard to understand, and lead to insanity just from learning a new power. The good news is it still has all the classic flavor of Deadlands. Also the hucksters are now able cast a fair number of spells before they resort to gambling with evil spirits. (In older editions you tended to either not get your spell off or get backlash.) The book brings together a lot of the setting which required 3-4 books in the past. Note that you will need to own a copy the core savage lands rule book. Also note that this is a really good book, but it's just not as good as 1st edition.

Tons of background stuff for people wanting to use it as a sourcebook. Savage system is a bit lacking for this game, however functions decent enough for a light horror game. One of the core rule additions for the system is the use of poker cards to potentially enhance/inhibit magical effects as well as determine initiative for a gunslinger showdown at high noon. Interesting concepts but could be easily translated into say... FATE Core.

I have been playing Deadlands since it first launched and I own, in print, just about every deadlands book to come out. This is re-launch of the game with a new rules set that is slimmer and faster than pervious versions of the game, making it faster and more story intensive than prior versions of the game. To be fair the older version has much more story content than this version of the game, if you need details on a particular part of the country there is piles of details you can use if you just go looking. My point on the story is that with lighter rules the stories you are telling tend to be more intensive and engaging. The older rules system was very complicated to learn, once you learned how to run the game it was much more intuitive but it never quite became invisible. At the time games were experimenting with different types of systems, for example L5R introduced a roll and keep system that was different than anything else around at the time. Deadlands original system had you assigning dice types and then rolling a certain number based on traits or skills (wording in the

first edition was a little confusing) and then keeping the highest. It also used Cards for initiative and chips for damage mitigation as well as experience. Savage Worlds refined the system dropping the extra dice for skills and traits. Before you would roll 3d12 for shooting, now you roll d12 to shoot. Combat resolution was refined by giving players only one card for initiative instead of a dice roll and then multiple cards. Chips were dropped in favor of Bennies that do much of the same thing. With Deadlands the chips are back adding back the poker flavor of the system. Metaphysics also re-introduces the Poker hand for spell resolution, other than that the game is very similar in feel to previous editions while keeping most of the feel of Savage Worlds. In short the game reinvents itself in the realm of Savage Worlds very effectively, old and new players will find much in common with this system. The writing remains effective, easily conveying the feel of the era. A great game all round.

First off you need the basic SAVAGE WORLDS to play this game. The book does a good job of updating the Deadlands franchise keeping some of the original content yet blending it with the Savage Worlds model. By the way, you should like Savage Worlds (which has several similarities to Deadlands like dice exploding, poker initiative, etc) or this game won't fly for you. Think of the Wild West with a twist in History and then toss in steampunk, horror, monsters and all types of Western cliches. I really like the poker method for initiative, the poker chips (which are like the Fate/Action Points in other games), the dueling, and, of course, the world of Deadlands, especially the extended American Civil War as I'm a big time enthusiast. Deadlands purists may not like this as its condensed down into one hardback (the original Deadlands was books upon books). CONCEPT: A minus; MECHANICS: B plus to A minus; PUTTING IT ALL TOGETHER: B to B plus; ARTWORK: B to B plus; THE EXTRA TOUCHES: B to B plus; WHEN READ: November to December 2011; OVERALL GRADE: B plus.

This is simply a notification that this particular version of Deadlands has been split and replaced by the Player's Guide and the Marshall's Guide. I bring it to your attention because I was misled for a moment. After some quick research I discovered this, and I'm saving you the trouble. (your welcome!) At any rate, the game itself is really fun, but I subtracted a star because it is not the most current version of this Savage World. (bad joke, sorry...) Seriously, unless you want a more... original... version of the text, search for the [Deadlands Reloaded Player's Guide \(S2P10204\)](#) and you will be good to go until you need details from the [Deadlands: Marshal's Handbook](#). (note: links are examples, only, and may be obsolete or products replaced by

future versions of the game)Reference:[...]Thanks for your time!

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