

THE STORY SO FAR



There's an evil moving through the land, a curse.

Communities large and small alike are being destroyed. Towns are being torn apart, people are being killed, and worse.

The few people who have managed to escape its clutches are seen as mad and crazed. The stories they tell too disturbed to be true, the visions of which they speak too hideous to be believed. Others of saner mind have visited the remains of towns which have been overcome and return to tell of ghost towns. The buildings destroyed and derelict, each facade carrying the scars of decades of neglect. Towns which had recently been alive and vibrant are now as dead as the people who used to live there. Few of those residents are to be found, those that are, are ripped and torn beyond recognition, the remains the bones and playthings of the scavengers of the land. Wolves, cougars and other creatures now prowl the streets that they would once have feared to tread.

The stories as to the cause of this curse are as varied as the people who tell them. The destruction comes at the hand of God, cleansing the land of sinners and unbelievers. Some talk of the Indians, the dark native magic being used to bring down vengeance on the people and their towns. Others talk of a great dust storm stripping the towns of the people and leaving only the shattered remains of a life gone by.

The last story is only whispered, muttered, the story itself is mixed and confused, people fear that to give it a voice will be to bring the evil to them: they speak of The Baron.

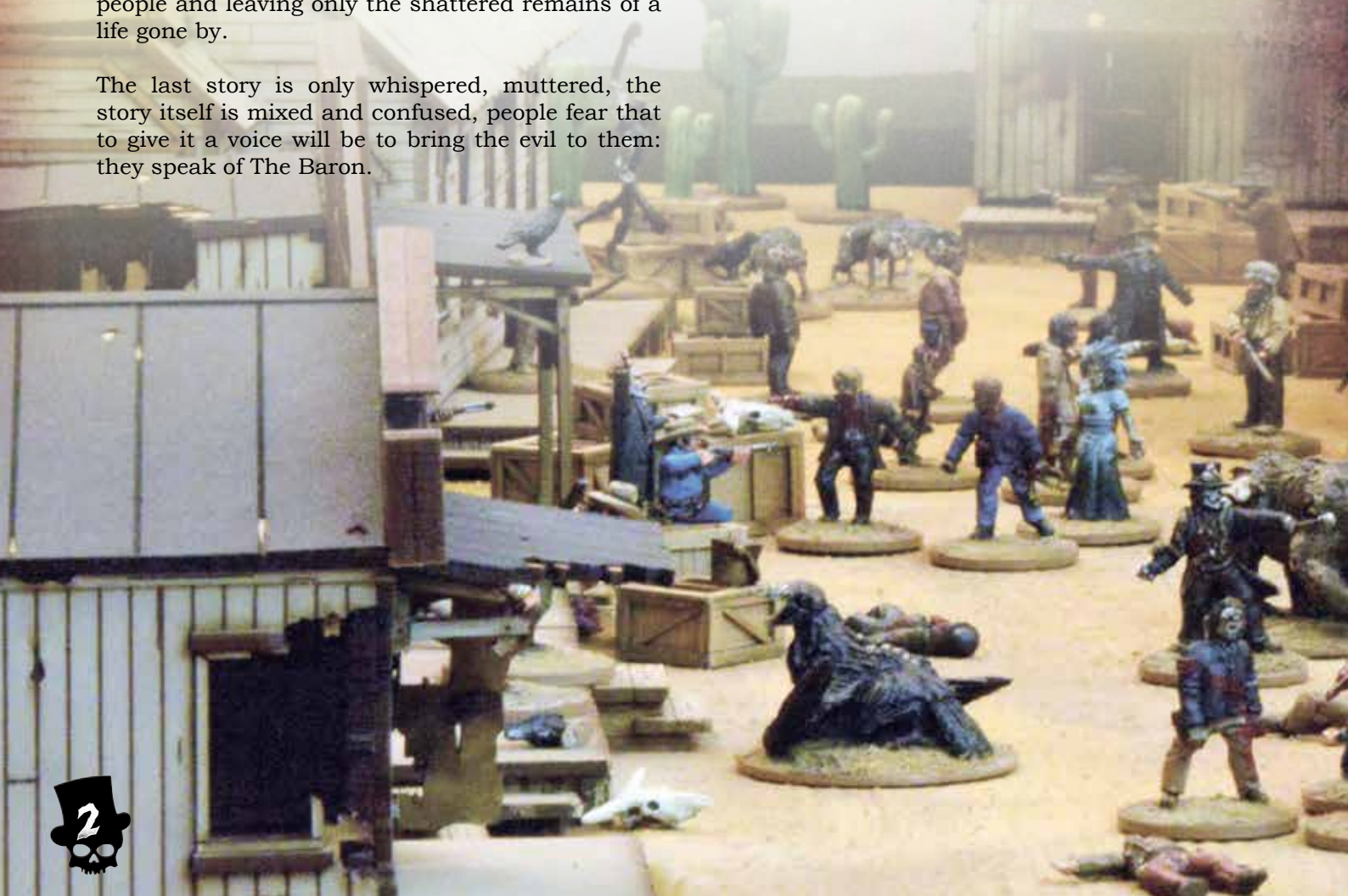
The Curse has finally come to Dead Man's Hand.

Get together anybody you can, time to put petty rivalries aside and stand together against an enemy who shows no mercy, who will take it all and leave you with nothing, not even your soul.

The Curse of Dead Man's Hand and its contents can be used in several ways. The gangs contained within can be added to the normal roster of gangs in the usual way to play games of DMH. Each gang comes with all the information that you need to use it in a standard Legend of Dead Man's Hand campaign. The Baron's gang has to be used in a slightly different way as he is not interested in the petty rivalries of men, he is only interested in one thing, the destruction of mankind and the swelling of his host.

The other option that the book contains is a two player narrative campaign between the Baron and whichever gang feels that it is brave enough to try to stop him. The campaign follows a storyline with the combatants trying to wrest control of DMH from the other. Each game leads to another and the result of each game has consequences and directs future game play.

One thing is for sure, now that the Curse has arrived nothing will ever be the same again.



THE MALEVOLENT SEVEN

The Malevolent Seven are the Baron's worst nightmare. They are hunting the Baron, attempting to take him back to Hell and free their souls. They basically work as a normal gang does, although they look a lot scarier.

THE LIVING AND THE UNDEAD

When facing up against the Baron and his host a number of the generic DMH cards are less effective. When playing the Baron the opposing player replaces the following standard cards (2,3,8 & 9) with these specialist Cursed fighting cards.

2 Brave – Play as soon as one of your gang is required to take a Nerve Test. The test is passed automatically.

3 Stuck – Play at any time. Nominate a single Cursed. This Cursed has become caught on something and cannot move this turn

8 Death Fighter – Play when one of you gang enters HtH with any member of the Undead. They don't have to take a Nerve Test and get +2 HtH.

9 Holy Bullets – Play before resolving a single model's shoot actions for a turn. Any shots are taken at +2.

TARGET PRIORITY

Enemy players must ALWAYS shoot at the closest target, they CANNOT take a nerve test to shoot at any other target. The Undead are scary and not the norm, they have to be put down.

UNGODLY CREATURES

As well as the two new gangs which feature Ungodly characters there is also a section of Ungodly Creatures. These are independent creatures drawn by the Baron to DMH. These can be used in the game in one of three ways.

A. As part of the Baron's gang - Ungodly Creatures can be recruited to the Baron's gang in individual one off games in the same way as any other member of the Baron's gang. They cost 3 Rep each and the number of models which are recruited is covered in the relevant section.

B. As a part of a scene - In the narrative campaign on page 22 of this book there are a number of linked scenes. These feature specific cast members including many Ungodly Creatures. Each scene will inform the player which creature is required and how many are needed.

C. As random creatures in DMH games - Now that the Curse has arrived at DMH things are never going to be the same again. In any two player game of DMH either or both players may introduce a single Ungodly Creature type. Simple pick the creature that you want and add the "Ungodly Creature card" to your deck at the beginning of the game. When the card is revealed, either as an Initiative card or as a card in the player's hand, then the creature enters the game. Some creatures have specific rules for where they enter the game, such as a specific location, this will be covered in the creatures rules. The player that revealed the Ungodly Creature card immediately replaces the card with the next card from their deck, this player has "brought" the creature to the fight.

The Ungodly Creature or Creatures are now in play. Some, such as the Corpse Carrion, have special rules which govern how they work within a game. Others will be down to the controlling player to choose how they work. On the turn after they arrive on the table both players draw a card. The highest card remains with the Creature and that player will control it for the remainder of the turn, the creature will activate on the card as normal. In the case of a draw the person who "brought" the creature to the fight gets the control.



THE WITCH

The Witch is dealt her own Initiative card and activates as normal. Once per turn the Witch can perform one of the following "Special" actions. These are declared in the same way as normal actions.

LIGHTNING BOLT

The Witch can make a single shooting attack as normal.

SCREAM

She nominates a target within LOS, they must immediately take a nerve test at -2. If they pass then all is fine. If they fail and they have already activated they get an Under Fire marker. If they haven't activated yet they burn their turn and duck back away from the Witch, they must attempt to get out of LOS of the Witch.

Weapon	Max Shots	Range			Notes
		Point Blank	Close	Long	
Lightning Bolt	1	0-10	11-30	31+	+3 at Point Blank "Special Arc"; +1 at Close Range

Special Arc – If she shoots and hits a target at point blank range, and it kills that target, the lightning may arc to another target within 10cm of the first. Nominate a target within 10cm of the first and roll to hit, -1 for second shot as normal. This keeps going if she keeps killing people. Each target after the first has to be within 10cm of the previous.

THE CURSED

Activation: The Cursed are not dealt an Initiative card, they activate last as if they have been dealt a Joker card.

Actions: They can only take two actions per turn.

Hard to Kill: At the end of every turn remove one Under Fire marker from any Cursed model that has any.

Mob: more than one Cursed can enter HtH with a single opponent, each additional Cursed receives +1 to their HtH value. Only as many Cursed as can fit in base to base combat with an enemy model can "Mob".

Brain Dead: the Cursed must always attack the closest enemy model unless they cannot be reached (if they're on a roof). They can walk up steps and crash through windows, etc. They cannot climb onto roofs, etc.



CREEPING DEATH

THE CAST

Both sides are equally matched; we recommend 15 Reputation per side. The Baron leads his host and must be accompanied by the Juggernaut, he must also bring at least two Cursed.

THE STORY SO FAR

The Baron's grip on Dead Man's Hand is tightening. His evil is moving through town infesting the buildings he comes into contact with.

THE SET

Set up the gaming area as a street scene in any agreeable manner. There should be a main street and at least one side street.

DIRECTIONS

The good guys are placed first, in open ground within 30cm of the centre of the town.

The Barons Host are then placed within 10cm of any table edge the Baron chooses.

ACTION!

Each side uses a full deck of 23 cards. Shuffle your cards, cut the deck and deal out your hand.

Both sides get three cards.

To infest a building, the Baron must end the turn in the building. At the beginning of the following turn the building is infested and the Baron can move on. If the Baron is killed in a building then that building is NOT infested.

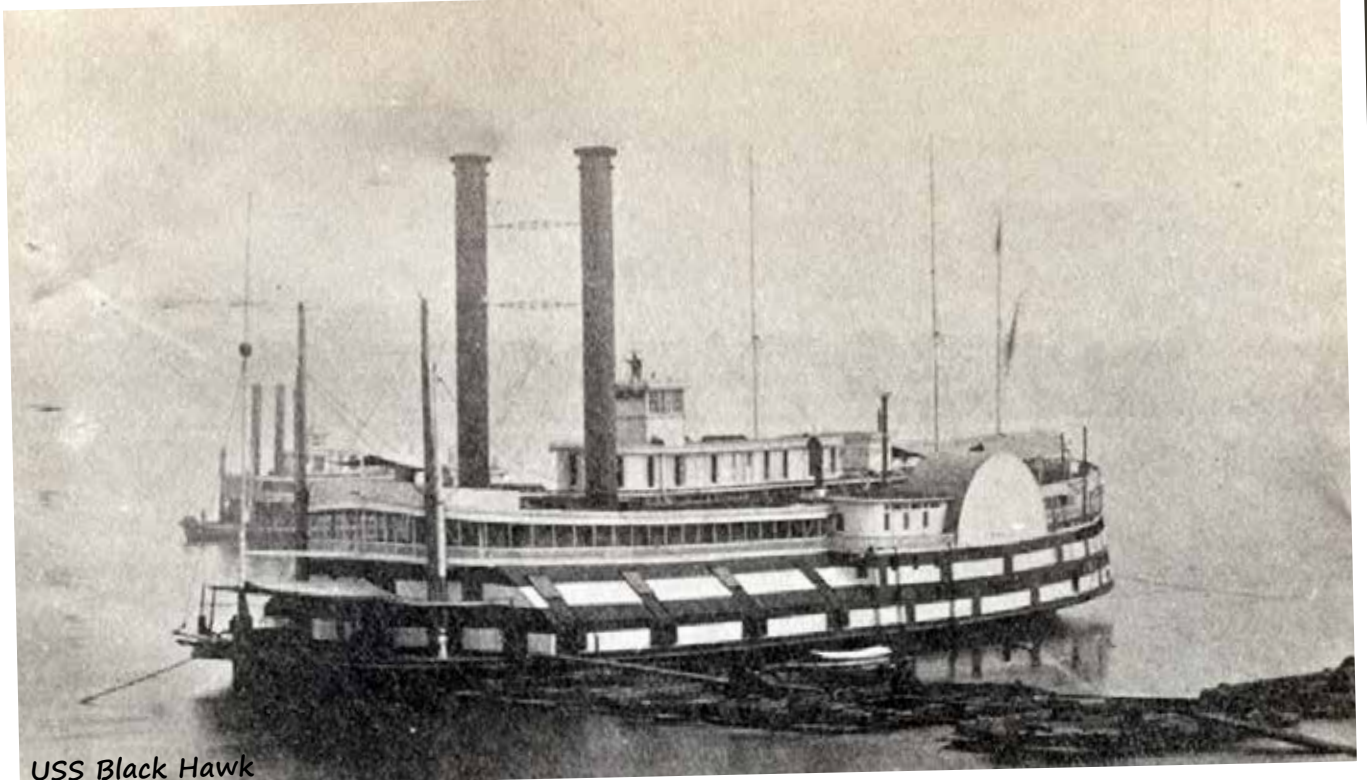
THE END

The scene ends when any one of three things happen:

- 1/ All the Good Guys are out of action.
- 2/ The Baron infests five buildings.
- 3/ The Baron is out of action.

Result 1 or 2 means a win for the Bad Guys, anything else (including result 3) means a win for the Good Guys.





USS Black Hawk

Notes from DMH, October 6th -

On 22 April 1865, as the Civil War was nearing its end, the USS Black Hawk reportedly accidentally burned and sank on the Mississippi near Cairo, Illinois

An eyewitness report from Seaman Thomas E. Avery was dismissed as the ramblings of a drunkard. The ship was moored with a skeleton crew when it was cut adrift and suffered its demise. Avery claimed that the crew was beguiled by a gentleman and his companions, a "tinman" and "witch", who turned the crew into raving beasts that "ate their fellows". He said that he and a few others fought as well they could but that all they could do was set a fire in the engine room and abandon ship and swim for shore. Avery was the sole survivor. On the morning of the disaster, a photograph was claimed to have been taken of the Black Hawk with a mysterious figure of a man stood atop it.

It appears that this may have been one of the first accounts of the Baron....



THE

CURSE

A dark, gothic illustration of a man in a suit. He has a skull for a face and is wearing a top hat decorated with several small skulls. He is holding a knife in his right hand. The background is a textured, brownish-gold wall.

**OF
DEAD
MAN'S HAND**