

# Dead Man's Hand Chronicle

## The Gangs

### THE GANGS

There are four specific gangs in the Dead Man's Hand rule book: Lawmen, Outlaws, Cowboys and Desperados.

There is a range of profile classes that make up a gang: Bosses, Gunhands, Dudes and Amateurs (these classes usually have titles appropriate to the gang type). The structure for each gang is similar - each must have a boss, may have one gunhand and must have two dudes - but classes within a given gang may have small, subtle differences to the same class in a different gang.

More overt, though, is the abilities that the presence of the gang's boss in the scenario gives to your gang. These are very different

from gang to gang; they reflect the characteristics of your group of models gunfighters.

The Desperado gang rules, for example, portray them as a little bit lacking in the self-preservation department in order to gun down anyone in their way!

Way back in issue 2 of DMH Chronicle we discussed the cards that you hold in your "hand". The common number cards are the same for each gang, but each of the gangs has unique face and ace cards, again reflecting the nature of each of the gangs. The Cowboy cards, for example, reflect the resourcefulness and toughness of these hardy folk.



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## Scenes

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### SCENES

There are 12 scenes in the DMH rule book, plus plans to publish more in a future book and on the Great Escape Games website. The scenes are grouped into storylines - 3 scenes to each - but can also be played independently. The 3 scenes of a storyline have the same terrain set-up so there's no need to completely redo scenery between scenes.

The best way to play is using one of the storylines. The opening scene in each storyline is a mini-game, an ice breaker if you like, that sets up the narrative for the evening's gaming. Opening scenes usually involve very few figures and are over with very quickly (literally, no longer than 10 minutes). The winning side gains an advantage for the following scene.

The second scene uses more figures and takes longer to play than an opening scene, but the "victory conditions" are limited enough to ensure that the game rarely takes longer than 30 minutes to play. As with the opening scene, the winner takes an advantage into the final scene.

The last scene in a storyline is the climactic finale. Both sides muster all their allies and fight it out to the death. Unlike the first scenes, the bosses are present in the final game, bringing all of the extra gang rules into play. These final fights are bloody and the advantage swings from one side to the other like a five dollar whore in a bar full of gambling men.

### EXTRA STORYLINES & SCENES

There is plenty of scope for the creation of storylines and scenes and we can't wait to see new ones pop up on the web; we surely will pick some up for publication on our website. We'll also be posting some of our own and to start with we have a section of the website for new scenes and storylines. This page is not yet linked from our website, but you can reach it with this link:

#### [Online scenes](#)

On this page you'll find the opening scene of "Tell your God to Ready for Blood", entitled "Judge Barker Must Die!" The two further scenes will appear over the next two weeks.



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## Ambush!

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### **A FISTFUL OF MODELS**

One of the storylines in the book opens with the Ambush scene. A menacing and bloodthirsty gang of Desperados is plotting, but a dangerous lookin' posse of Cowboys is hanging around and getting in the way. Putting a couple of them in the ground will test the mettle of these strangers...

The opening scene of our evening's Dead Man's Hand gaming is a tough one for Stu's Desperados as they must dispose of two meddlesome members of Mark's Cowboys. Jackson McCabe and Antonino Ruiz plan to gun down one man quickly and then get the jump of any of his pals.

### **AMBUSH**

Set up to gun down Mark's guy, the over confident, would be murderers are spotted by two more of Mark's dudes in a building at the other end of town. The first initiative cards were King and Jack for Mark's two onlookers (the Cowboy in the street is surprised and acts last in the turn) and a 9 and 2 for Ruiz and McCabe.

So Mark's boys open a window and his rifleman climbs out onto the roof as his buddy heads downstairs. Ruiz edges down the alley and opens fire on his victim, getting '18' with his first shot. 18 is an under fire marker plus nerve test (which the cowboy passes), and the second shot is '11', an under fire marker. McCabe then takes two move actions followed by a shot, a '14', resulting in a third under fire marker for Mark's wounded Cowboy.

With a shotgun, Mark takes two recover actions and gives Ruiz both barrels. Shotguns are deadly at point blank range but the modifiers just result in an under fire marker. With three under fire markers and out of ammo, and with two Desperados in his face, Mark's Cowboys looks like he's a dead man.

### **SECOND TURN**

Initiative cards look good for the Cowboys but a Sodden by Whiskey card played by the Desperados gives the shotgun-toting Cowboy the Joker card. Mark's first Cowboy moves forward to get two shots on Ruiz but a Stumble card ends his turn prematurely. Ruiz declares shoot, shoot, move - Mark wants to interrupt to shoot but he is out of ammo, so he decides to take it - and puts one under fire marker on his victim with the first shot, then an under fire marker and nerve test with the second. With three markers on him already, the Cowboy needs to pass his test (on a 6+) or go out of action; he gets a 9. Mark's other guy moves to shoot McCabe twice and just gets one marker on him. Then the shotgun guy reloads, moves into cover and gives McCabe both barrels.

McCabe burns his activation and shoots him down while the shotgun gets a 20 and puts McCabe out of action as the sun rises from the east.

## **BONUS SCENES**

### Online scenes

On this page you'll find the storyline, "Tell your God to Ready for Blood". Includes the opening scene, "Judge Barker Must Die!"; the second scene, "The Gauntlet"; and the final scene, "A Reckoning".

## **DEAD MAN'S HAND STORE**

You can find the dead man's hand rule book and associated goodies at the webshop:

[Git it here, cowboy!](#)

Come and see us at one of the shows to have a demo game!

