CLARIFICATIONS AND ERRATA

We have had a couple of things come up on the forum and at shows etc when people talk to us about Dead Man’s Hand and the Legend of Dead Man’s Hand. The notes below should clarify those things and also give the rules for Carbines which are missing from the Legend of Dead Man’s Hand.

TWO PISTOLS

The Desperado Killer in DMH has two pistols, so what’s that all about you say? It’s a mistake, we decided to keep two weapons for LDMH but didn’t remove it from the roster. For those of you who haven’t picked up a copy of LDMH, you should do so now, it’s really very good. In the meantime here’s the rules concerning two pistols:

Models may have two pistols in which case they ignore an out of ammo result on the shooting table. This has no effect against the “For a few bullets more” card.

HORSES

Horses are not commonly used in Dead Man’s Hand, but players may wish to use them. Having a mounted and foot version of the model will be essential as mounted models may need to dismount during the game, or may be shot from their horse.

Unless stated otherwise, horses can only be used in final scenes. Either side can mount their entire gang on horses at the cost of 3 Rep. The cost remains the same whether one or all the gang are mounted.

CARBINES

In the Legend of Dead Man’s Hand the 7th Cavalry gang are armed with Carbines, unfortunately we left the stat line for the weapon out of the book, here it is.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Max Shots</th>
<th>Range</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Point Blank</td>
<td>Close</td>
</tr>
<tr>
<td>Carbine</td>
<td>1</td>
<td>N/A</td>
<td>0-40</td>
</tr>
</tbody>
</table>

LEGEND OF DMH SCHEME CLARIFICATIONS

There are a few of the schemes that need to be clarified:

Page 9 in the banditos “Infomers” scheme: the second effect is applied on a 5-10 draw.

Should be 5+.

Page 10 in the indians “scouts” scheme: the second effect is applied on a 5-10 draw.

Should be 5+.

Page 10 in the pinkerton “strike breakers” scheme: the second effect is on a 3-5 draw and the third is on a 7-J draw.

Should be 3-6.

Page 10 in the pinkerton “bounty hunters” scheme: the first effect is on a 2-3 draw and the second is on a 3-6 draw.

Should be 2-3, then 4-6.

Page 10 in the pinkerton “political influence” scheme: the first effect should be Rep -1, scheme destroyed.