The roster for The Stranger is detailed below. Half of the gang must be armed with a pistol as their sole ranged weapon. The Stranger’s special rules are detailed below. The Stranger is a deadly killer, he feels no emotions, no guilt, no remorse, no fear. The rest of the gang is made up from the Citizens of Dead Man’s Hand; some are more capable with a gun than others.

**THE STRANGER**

<table>
<thead>
<tr>
<th>Model</th>
<th>Weapons</th>
<th>Hits</th>
<th>Nerve</th>
<th>Shoot</th>
<th>HtH</th>
<th>Rep</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 The Stranger</td>
<td>Pistol</td>
<td>5</td>
<td>N/A</td>
<td>+3</td>
<td>+1</td>
<td>11</td>
</tr>
<tr>
<td>2 Upstanding Citizens</td>
<td>Pistol, Rifle or Repeater</td>
<td>4</td>
<td>4+</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>0-6 Citizens</td>
<td>Pistol, rifle or repeater; up to 2 may have a shotgun</td>
<td>3</td>
<td>6+</td>
<td>-1</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

The following rules apply to the Stranger only.

**NERVES OF STEEL**
The Stranger doesn’t have a value for Nerve Tests; he doesn’t feel emotions and so doesn’t need to take a test. He’s spent a lifetime being shot at, a few more shots make no difference to him at all. Any firing results which are “An under fire marker and nerve test” are treated as just an “underfire marker”.

In any scene where the Stranger is present and alive on the table then there is no need for a “Big Nerve Test” for the Stranger and any remaining Citizens. This may result in a situation where a Big Nerve Test would be normally automatically failed. Whilst the Stranger is alive this isn’t the case; he’s faced worse odds and while he’s in the fight the Citizens are filled with hope and will not flee.

**QUICKER THAN YOU’LL EVER LIVE TO BE**
The Stranger can take one “Quick Shot” per turn without burning his activation as usual. He can only do this if he hasn’t activated so far this turn; this “Quick Shot” does not count as an action.

**NO TURNING BACK**
The Stranger may not use the “Duck Back” interruption.

**GREASED LIGHTNING**
The Stranger is never out of ammo due to a natural roll of a “1”. He can still be affected by the “2” card - “For a few bullets more” - as normal.

**THE CARDS**
The Stranger and Citizens use either of the sets of common red cards - diamonds or hearts - when using a half deck or both sets when using a full deck. They have their own gang specific cards which can be bought from the Great Escape Games website. Simply use the gang specific cards as well as the red common cards and the joker in the normal way as explained on page 14 of the Dead Man’s Hand rule book.

"When a man’s used to having his own way..."
LIFE HERE’S A LITTLE TOO QUICK
OPENING SCENE: QUICKER THAN YOU’LL EVER LIVE TO BE.

THE CAST
The bad guys have five normal dudes with 2 Reputation each, the good guys have The Stranger (Reputation 11).

THE STORY SO FAR
As the stranger sits having a shave some of the local gunhands decide to show him some local hospitality.

THE SET
Mark the centre of the table with a coin or a suitable terrain feature, such as a well. Except for buildings, no substantial cover may be within 20cm of this point.
One player (the one with the finest hat, or determine some other way) may place all scenery pieces after which the opposing player may select which end of the main thoroughfare he will play from.
A road runs from one player's table edge to the opposite edge. Set up the gaming area according to the section entitled Arranging the Set in the Dead Man’s Hand rule book.
Only two pieces of substantial cover (that are not buildings) may be placed in the main thoroughfare, none may be placed in side roads.

DIRECTIONS
The Stranger is placed first, inside a building within 20cm of the centre of the table.
Three of the bad guys are placed within 20cm of the Stranger.
The two remaining bad guys are placed inside buildings at least 30cm away from the Stranger but no more than 40cm away, they are drunk and complacent until a bad guy is put out of action.

ACTION!
Each side uses a half deck of 14 cards.
Shuffle your cards, cut the deck and deal out your hand.
Baddies get three cards, goodies two.
In the first turn the stranger is not dealt an initiative card – he is treated as if he had an ace.

THE END
The scene ends when any one of three things happens:

1/ the stranger is out of action
2/ three bad guys are out of action

“Somebody left the door open and the wrong dogs came home.”
THE CAST
Both sides are equally matched; we recommend 10 Reputation per side. Neither side can use a Boss but all other types can be used as normal.

THE STORY SO FAR
Following the fight at the barbers the bad guys try to clear town whilst the good guys lie in wait. If played as a continuing story, whichever side won scene 1 gets to draw an extra card for their hand.

THE SET
Same as Opening Scene. There must be a street running along the length of the table.

DIRECTIONS
The bad guys are all placed at one end of the table within 10cm of the table edge in the middle of the street.
The good guys are all placed on top of or inside buildings along the main street, there can only be two models in or on any single building.

ACTION!
The Citizens use a full deck of 23 cards. (If using a different gang as the good guys use a half deck).
The Bad Guys use a half deck.
Shuffle your cards, cut the deck and deal out your hand.
The Citizens get four cards for their hand. The Bad guys get three.

THE END
The scene ends when any one of four things happens:

1/ the citizens are all out of action
2/ the bad guys are all out of action
3/ the citizens fail a Big Nerve test
4/ the bad guys get 2 or more models off the opposite table edge that they started

“Only problem you’ve got is a short supply of guts.”
LIFE HERE’S A LITTLE TOO QUICK
FINAL SCENE : A RECKONING

THE CAST
Both sides have a full gang with 21 Reputation.

THE STORY SO FAR
Enough is enough, it’s time to put the townsfolk back in their place. The bad guys have gathered up all their boys and are heading in to town to settle their account. If played as a continuing story, whichever side won scene 2 gets to draw an extra card for their hand.

THE SET
Same as Opening Scene.

DIRECTIONS
The good guys are placed first, split into four groups of two with the Stranger being kept on his own. Each group of good guys is placed in turn alternately by each player. The first group is placed by the good guy player, the second by the bad guy and so on. Each group must be placed either on or in a building on the main street which is no closer than 30cm or any table edge. Each group must be at least 10cm away from any other group and cannot be in or on the same building.

After all groups of good guys are placed randomly determine which table edge the bad guys will deploy on. The bad guys are then placed within 10cm of the table edge on the street, none can be in or on buildings.

After all other figures are placed the Stranger is then placed by the good guy player. He can be placed in any building on the table but not within 20cm of any bad guy.

ACTION!
Each side uses their full deck of 23 cards.
Shuffle your cards, cut the deck and deal out your hand.
Both sides get five cards for their hand.

THE END
The scene ends when one side is wiped out or fails a Big Nerve test.

“You’re a man who makes people afraid, and that’s dangerous.”