TURN 2

The movement rules are very loose, if there is a window nearby you can climb through it without any penalty, if there is a roof you can jump up onto it, so the terrain becomes a feature of the game, rather than an obstacle to movement, giving a very three dimensional feel to DMH games.

The outlaw boss gets the turn underway by playing a card from the outlaw’s hand; ‘hostage’, this allows this good-for-nothing bandit to snatch an innocent bystander and use him as a human shield!

The lawman with the shotgun moves to within point blank range of one of the outlaws, and let’s fly with both barrels; surely he can’t miss…? And he doesn’t, scoring a 16, the outlaw is blown to pieces.

Using two actions the marshal climbs up onto the hotel roof. From up high he has a good view of the outlaw boss across the street, although having taken that pesky hostage means the marshal has to pass a nerve test to be able to shoot. He passes the test but misses the shot.

Firing both barrels means +6 to hit at close range.

Nerve tests are taken on a d10, with a score of 3 or more required to pass in this case.

MOVEMENT

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