THE LEGEND

OF DEAD MAN'S HAND
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Setting Up Your Gang

The profiles of the different gangs are found from page 23 of the DMH rule book and pages 26-32 of this volume. Each player is permitted to select a gang from those entries with the following restrictions:

1/ The gang’s reputation value may be no more than 10.

2/ The gang may not include a gunhand.

3/ As per the DMH rules, the gang must have a boss. However, he may not use any of the gang special rules until his gang has a Rep of 21 or higher.

A sample roster is included in this book and is available to download from the Dead Man’s Hand section of our website at www.greatescapegames.co.uk. A gang name is appropriate for most gangs, if you wish to have one, but each individual model needs to be named. Their weapon choices are selected at the point at which the gang is created. They may only be altered through advancements gained during the campaign. Weapons may be swapped between gang members during the campaign, at no point may a model be left with no weapon at all.

Ramke’s Brigade - Desperados

<table>
<thead>
<tr>
<th>Name</th>
<th>Weapons</th>
<th>Hits</th>
<th>Nerve</th>
<th>Shoot</th>
<th>HtH</th>
<th>Rep</th>
<th>What He’s Known For</th>
</tr>
</thead>
<tbody>
<tr>
<td>Herschel Ramke</td>
<td>Pistol</td>
<td>5</td>
<td>2+</td>
<td>0</td>
<td>6</td>
<td>2</td>
<td>Boss</td>
</tr>
<tr>
<td>Jonny Bible</td>
<td>Pistol</td>
<td>4</td>
<td>3+</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Nuthin’</td>
</tr>
<tr>
<td>Barnaby Cloisters</td>
<td>Shotgun</td>
<td>4</td>
<td>3+</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Nuthin’</td>
</tr>
</tbody>
</table>

Virgil’s Vigilantes - Lawmen

<table>
<thead>
<tr>
<th>Name</th>
<th>Weapons</th>
<th>Hits</th>
<th>Nerve</th>
<th>Shoot</th>
<th>HtH</th>
<th>Rep</th>
<th>What He’s Known For</th>
</tr>
</thead>
<tbody>
<tr>
<td>Virgil Stokes</td>
<td>Pistol</td>
<td>5</td>
<td>2+</td>
<td>0</td>
<td>6</td>
<td>2</td>
<td>Boss</td>
</tr>
<tr>
<td>Everett Murphy</td>
<td>Shotgun</td>
<td>4</td>
<td>4+</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Nuthin’</td>
</tr>
<tr>
<td>Denver Cole</td>
<td>Pistol</td>
<td>3</td>
<td>6+</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
<td>Nuthin’</td>
</tr>
<tr>
<td>Robert Sands</td>
<td>Pistol</td>
<td>3</td>
<td>6+</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
<td>Nuthin’</td>
</tr>
</tbody>
</table>

Player gangs will lose and gain members, start new schemes, earn experience, grow in reputation, and so on. The task of determining what has happened to your gang and adjusting your gang roster after a scene only takes a minute or two. Effects are drawn using a full DMH deck (the gang specific cards – Jack, Queen, King, Ace – two sets of the common cards – 2 to 10 – and the joker of your colour) on a number of tables. So, after a game, keep your roster, pencil and your deck handy to keep everything up to date.

Now that you have a starting gang and all of the members have been named, the next step is to generate their scheme.

“You rode a 15 year old boy straight to his grave. And the rest of us, straight to hell.”
## Desperado Schemes

<table>
<thead>
<tr>
<th>Card</th>
<th>Scheme</th>
<th>Effect</th>
</tr>
</thead>
</table>
| J    | Blaze of Glory | 2-4: 0 Reputation  
5+: For each of your own gang members that dies in the following Act, the gang adds +1 Reputation |
| Q    | Grudge     | The Desperado gang earns +1 Reputation for each scene that it wins in the following Act. However, all injury results of 2 to 4 (even if your own suit) result in death for the whole of the following Act in scenes involving the two gangs. |
| K    | Notorious Murders | 2-3: -1 Reputation, lose 1 dude from your roster  
4-6: -1 Reputation  
7-9: +1 Reputation  
10-Q: +2 Reputation  
K+: +3 Reputation |
| A    | Reign of Terror | 2-3: -1 Reputation, scheme destroyed plus lose another scheme.  
4-7: 0 Reputation  
8-10: +1 Reputation plus destroy an opponent’s scheme.  
J+: +2 Reputation plus destroy two schemes owned by separate opponents. |
| Joker | A joker drawn against any scheme yields 0 Reputation but destroys an opponent’s scheme of your choice. |

## Bandito Schemes

<table>
<thead>
<tr>
<th>Card</th>
<th>Scheme</th>
<th>Effect</th>
</tr>
</thead>
</table>
| J    | Informers    | 2-4: 0 Reputation, scheme destroyed  
5-10: +1 Reputation plus, at the start of one scene in the next Act, may discard one card in your hand and pick any card from your deck as a replacement. |
| Q    | Kidnapping    | 2-3: -1 Reputation, scheme destroyed  
4-5: 0 Reputation  
6-10: +1 Reputation  
J+: +2 Reputation |
| K    | Payroll Robbery | 2: 0 Reputation, lose 1 dude from your roster  
3-6: 0 Reputation  
7-J: +1 Reputation  
Q+: +2 Reputation |
| A    | Smuggling     | Targets a specific opponent’s Ranch, Gunsmith or Mining scheme.  
2: -1 Reputation, lose 1 dude from your roster  
3-5: 0 Reputation  
6+: +1 Reputation, an opponent’s scheme is nullified and he may not draw on it or benefit from it until after the next Act |
| Joker | A joker drawn against any scheme yields 0 Reputation but destroys an opponent’s scheme of your choice. |

“You may look at me and my men and think we are are all bad men. We are not bad men, we do what we must. Should I not feed my men if they are hungry, should I not cloth them, should I not provide them with drink and women? What kind of a man would I be if I did not provide for my men, I’ll tell you, then, then: I would be a bad man.”

“Reap the whirlwind, Brady. Reap it.”
“You will be alive when I bury you in the grave of my son.”

## Pinkerton Experience Table

<table>
<thead>
<tr>
<th>Card</th>
<th>What He’s Known For</th>
<th>Effect</th>
<th>Reputation</th>
</tr>
</thead>
<tbody>
<tr>
<td>J</td>
<td>Tactician</td>
<td>At the start of the turn, this model may swap his initiative card for another on his own side</td>
<td>+1/2</td>
</tr>
<tr>
<td>Q</td>
<td>“Fast is fine, but accuracy is final”</td>
<td>An opposing model only ever counts a maximum of one move marker when fired upon by this character</td>
<td>+1</td>
</tr>
<tr>
<td>K</td>
<td>Fearsome</td>
<td>Any enemy model within line of sight suffers a +1 nerve penalty</td>
<td>+1</td>
</tr>
<tr>
<td>A</td>
<td>Trained</td>
<td>+1 bonus to Shoot attribute with any weapon or draw from the Legend of DMH table</td>
<td>+1</td>
</tr>
</tbody>
</table>

## 7th Cavalry Experience Table

<table>
<thead>
<tr>
<th>Card</th>
<th>What He’s Known For</th>
<th>Effect</th>
<th>Reputation</th>
</tr>
</thead>
<tbody>
<tr>
<td>J</td>
<td>Grizzled</td>
<td>Any modified shooting result of 12 or less against the model counts as a miss</td>
<td>+1/2</td>
</tr>
<tr>
<td>Q</td>
<td>Veteran soldier</td>
<td>Any friendly model within 15cm of the veteran gains a -1 bonus for nerve tests (cumulative with any other effects)</td>
<td>+1</td>
</tr>
<tr>
<td>K</td>
<td>Marksman</td>
<td>One aim action confers a +2 bonus to hit</td>
<td>+1</td>
</tr>
<tr>
<td>A</td>
<td>Sniper</td>
<td>+1 bonus to Shoot attribute with any weapon or draw from the Legend of DMH table</td>
<td>+1</td>
</tr>
</tbody>
</table>
The roster for Pinkertons is detailed below and at least half of the gang must be armed with a pistol as their sole ranged weapon. Pinkerton special rules are detailed below; one of these abilities may be used per game turn in scenes that include the Special Agent in the cast.

### PINKERTONS

<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 Special Agent</td>
<td>Pistol</td>
<td>5</td>
<td>2+</td>
<td>+1</td>
<td>+1</td>
<td>6</td>
</tr>
<tr>
<td>0-1 Bounty Hunter</td>
<td>Pistol</td>
<td>4</td>
<td>3+</td>
<td>+2</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>2+ Detectives</td>
<td>Pistol or repeater; up to 2 may have shotguns</td>
<td>4</td>
<td>3+</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>0-4 Nightwatchmen</td>
<td>Pistol or repeater</td>
<td>3</td>
<td>5+</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

### RELENTLESS

Once per game, for a single turn, all Pinkerton models may ignore negative modifiers for Nerve tests.

### “WE NEVER SLEEP”

Once per turn, one Pinkerton that has line of sight to an opposing model, may take a free move as long as it brings him closer to an enemy model. This move does not affect the model’s three actions in any way, including for shooting modifiers.

“Many people describe the Pinkerton Detective Agency as nothing more than a gang of hired thugs, men who bring justice at a price. I say that my men and I are often the only thing that stands against injustice of all types. Sometimes the good men of the world cannot be found when they are needed and it stands to other men to make the difference. A paid professional will not waver in the face of impossible odds, my men cannot be swayed by emotion, they stick to the task no matter what that is.”

“I couldn’t do that. Could you do that? Why can they do it? Who are those guys?”
SCENES

Scenarios (Scenes) are playable as stand alone games or as a series over an evening of gaming. Each scene sets out “The Cast” (point values of opposing gangs), “The Story So Far” (consequences of earlier games if played as a series), “The Set” (how terrain is laid out), “Directions” (deployment and special scene rules), “Action!” (what happens at the start of the game), and “The End” (victory conditions).

If played as a series of games, the terrain should be set out and, in most cases, remains in place over several scenes. The opening scenes of a series are often quick and relatively indecisive; the victory conditions for these early games are achieved in short order. The stakes rise in the following scene before rising to a climax in the final game. Each scene has consequences that lead in to the following scene, providing one side with a bonus for performing to script in earlier scenes and punishing the side that fluffed its lines.

Players can pick and choose scenes from the series presented in the book, for example using scene 1 from “The Ballad of Dead Man’s Hand”, then scene 2 from “Let the Blood Run Down” and, finally, scene 3 from “The Ballad of Dead Man’s Hand”.

If played as one-off games, “The Story So Far” (consequences of earlier games if played as a series) is ignored. “The Set” is usually defined in the first scene of the series. There are three storylines (listed below) in this book and further ones are published at www.greatescapegames.co.uk.

THE BALLAD OF DEAD MAN’S HAND
Opening Scene – Today is a Good Day
Second Scene – Arm Yourselves and Run
Final Scene – Peace is Only for the Dead and the Dying

LET THE BLOOD RUN DOWN
Opening Scene – Sure you Wanna Quit Playin’, Jack?
Second Scene – Here was a Man
Final Scene – Requiem

THE DAWN IT WILL COME
Opening Scene – In the Silence of God
Second Scene – Like Blood Across the Sky
Final Scene – Dawn it Will Come

THE DEAD MAN’S HAND MASSACRE

THE BATTLE OF DEAD MAN’S HAND

“The fight has now commenced, go to fighting or get away!”
“Blood will be spilled. Lives will be lost. Fortunes will be made. Men will be ruined.”

The Legend of Dead Man’s Hand is the campaign source book in which players take a gang of no good crooks or a posse of untried but honest, good men and endeavour to make their mark on the Old West. Rivals develop business schemes or criminal enterprises, gain skills and experience, expand the size of their respective bands, and engage in plenty of Wild West gunplay in their rise to glory or descent into an early grave (or the bottom of a bottle).

The Legend of Dead Man’s Hand contains rules for running multi-player campaigns, 11 new scenes (including multi-gang shootouts) and four new gang types: Banditos, Renegade Indians, 7th Cavalry and Pinkertons.

“This source book comes with a deck of The Legend of Dead Man’s Hand cards provided. The Dead Man’s Hand rule book is required to play. Suppin’ whiskey not included.