

# **DEAD MAN'S HAND: FIREMAN SAM'S REVENGE**

**By the Big Shed League (v1.1)**

**Fire starting and fire fighting. In a fire fight. With fire.**

## **THE CAST**

**Both sides are evenly matched.**

**THE GOOD GUYS: No more than 4 men.**

**THE BAD GUYS: No more than 4 men.**

**FIRE MARKERS: At least fifteen 25mm Fire Marker Tokens will be needed.**

## **THE STORY SO FAR**

**Sam's mad. The people of Dead Man's Hand have voted against a dedicated Fire Department, putting Sam out of a job. It's a clear breach of public safety regulations. The only thing to do is demonstrate exactly what a rousin' fire can do to a burgeoning mining town, and fire's one thing Sam does know about...**

## **THE SET**

**A 3'x3' (90cm x 90cm) area is recommended. There must be at least six buildings spread around the play area. If there are less than six buildings, the Bad Guys only need to set fire to two.**

## **DIRECTIONS**

**The Good Guys start inside any one or more buildings and must place all their models first.**

**The Bad Guys start within 10cm of any one edge of the play area.**



# **ACTION!**

**Each side uses a full deck, and a hand of 3 cards.**

**All Bad Guys armed with pistols start with 2 torches. A torch may be lit for two actions.**

**A model with a lit torch that takes an under fire marker fumbles the torch and the torch goes out and must be lit again. A model may only have one lit torch at a time.**

**A lit torch may be thrown for a shoot action in line of sight up to 10cm. Make a shooting roll with no modifiers. On a hit result, place a fire marker at the point the torch was thrown to. The model loses its torch.**

**Alternatively a torch may be used to attempt to start a fire inside a building from outside, next to a window or door. This costs 2 actions. Make a shooting roll with no modifiers. On a hit result or better, place a fire marker inside the window or door. The model does NOT lose its torch.**

**At the start of each turn, for each fire marker, make a shoot roll with no modifiers. On a 15+ place another fire marker next to that fire marker within 2cm and inside the same building. On a 19 or 20 the marker may be placed on one level above or below. On a 1, remove that fire marker. Do not roll for fire markers placed this turn.**

**Models must make a Nerve test to move through or to any point within 2cm of one or more Fire Markers.**

**Fire Markers obscure shooting.**

**Models within 2cm of a Fire Marker and on the same level may spend two actions to put the fire out, and remove the Fire Marker.**

**Building levels with 5 or more Fire Markers cannot be entered. Any models within the building must take a Nerve Test before any action that would end with them still inside the building.**

# **THE END**

**The scene ends when any of the following have happened:**

**1/ Three Buildings have 5 or more Fire Markers each.**

**2/ The Bad Guys have no torches left and there are no Fire Markers in any buildings.**

**3/ Either side fails a Big Nerve test, or has all its models out of action.**

**If Three Buildings have 5 or more Fire Markers each, the Bad Guys win.**

**If The Bad Guys have no torches left and there are no Fire Markers in any buildings the Good Guys win.**

**Otherwise the side with the most Reputation left in the play area is the winner.**

