

DEAD MAN'S HAND: GOLD FEVER!

By the Big Shed League (v1.3)

This is a another 'for fun' scene involving lots of running around. Two suits from a deck of ordinary playing cards are required.

THE CAST

Both sides are evenly matched.

THE GOOD GUYS: No more than 5 men.

THE BAD GUYS: No more than 5 men.

THE STORY SO FAR

There's gold in them thar hills... Well, actually right by town. The gang bosses have each heard rumours of a motherlode, unbelievably coincidentally very close to town. Time to go and stake those claims (or steal the deeds)!

THE SET

A 3'x3' (90cm x 90cm) area is recommended. There must be at least two buildings, a bar near the centre and a land registry. Around the edge of the area there must be 5 readily identifiable non-building pieces of terrain to represent 'claims'. (Tokens may be used in a pinch, but terrain looks better!) Four roads should lead off the play area, roughly evenly spaced around it, meeting near the bar.

DIRECTIONS

Both Bosses start in the bar, presumably the source of the rumours. All other models start off the play area.

From the deck of ordinary cards, sort out two suits. Shuffle one suit and deal one card face up by each claim. These are 'claim cards'.

From the other suit, take the corresponding cards; these are 'deeds'. Shuffle them and deal one to each player. These deeds start in the hands of the two Bosses.

Take the remaining cards, shuffle them and place them aside; these are held in the Land Registry building and they will be needed later.

ACTION!

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

Deeds held by a player are placed face down in front of them. Deeds are always carried by models. Use paired tokens of some sort next to the model and next to the deed to indicate this. A model may only carry ONE deed at a time.

A deed may be passed to or from a model within 2cm of a Boss, to or from the Boss. It may not be passed in any other circumstance. Passing or taking the deed costs one action – either the boss or the other model may pay this action cost. Transfer the deed token from model to model as appropriate.

Claims for which a player holds the deed must be staked. Staking a claim takes 2 actions and may only be done by the model holding the deed to that claim. The model staking the claim must be within 2cm of the claim. The owning player now picks up the corresponding claim card from the piece of terrain. Both cards together form a ‘staked claim deed’.

A staked claim deed may be stored safely in the Land Registry by a model in that building. This is done in that model’s activation and requires 2 full actions. Once placed in the Land Registry a staked claim deed is placed aside safely, and cannot be stolen.

A new deed can be drawn from the top of the Land Registry pile by a model in that building. This is done in that model’s activation and requires 2 full actions.

Models may not fight in hand-to-hand or shoot while in the Land Registry, but may be shot at from outside.

If a model carrying a deed is taken out of action, leave the deed token in its place. The deed may be picked up by any model within 2cm. Picking up the deed takes 1 action. The deed card(s) should be passed to the owning player of the model picking up the deed.

At the end of each round (the player with initiative for that round goes first) each player selects a place where any road crosses the edge of the play area and places one of their reserve models there. Players may not both place their reserve model on the same road.

THE END

The scene ends when any of the following have happened:

1/ All staked claims are stored in the Land Registry.

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

At the end of the game, discard any unstaked deeds. Shuffle all the claim cards together, and draw one. This is the Motherlode! The player that staked the deed for that claim is the winner, and their Boss is now (if inevitably temporarily) fabulously wealthy! If the Motherlode was not found, the winner is the player with the most Staked Claims. If both sides have the same number of Staked Claims, the result is a draw.

