

DEAD MAN'S HAND:

SHOWDOWN ON MAIN STREET

By the Big Shed League (v1.1)

This is a fairly simple showdown leading to a deathmatch scenario.

THE CAST

Both sides are evenly matched;

THE GOOD GUYS: The Good Guys have no more than 4 men.

THE BAD GUYS: The Bad Guys have no more than 4 men.

THE STORY SO FAR

Two men from opposing gangs have met in the middle of Main Street. With a rivalry so fierce, only blood and lead can settle this.

THE SET

A 3'x3' (90cm x 90cm) area is recommended. At least one road should cross the entire board. This is Main Street.

DIRECTIONS

Each player deals each of their models an initiative card face down. Once all cards are dealt, flip them face up. In descending order, using kickers then dicing to break ties, players may place their models anywhere in the play area not within 10cm of an opposing model and not more than 20cm from the closest friendly model. The first model placed by each side MUST be placed on Main Street within 20cm of the mid point of the street, not in a building and not in cover.

The cards are now returned to the deck. Shuffle the deck and deal a hand and initiative cards as described in the following section.

ACTION!

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

Until the showdown is over, only the two models in the showdown are dealt initiative cards. Each turn place TWO initiative cards for each model, the first face up. Before revealing cards and without looking at the face down card, each player may choose whether to use the face up or face down card for this turn. The other is discarded.

Models in the showdown may not enter buildings, break line of sight to the other model in the showdown or move further away from the other model in the showdown.

The showdown is won when the other model goes out of action or leaves the showdown by entering a building, going out of Line of sight or moving away from the other model in the showdown.

After the showdown initiative cards are dealt as normal to all models.

THE END

The scene ends when any of the following have happened:

1/ Either side fails a Big Nerve test or has no men left.

2/ Either side runs out of initiative cards.

If the model that won the showdown survives the game without going out of Action, that side automatically wins.

Otherwise, the winner is the side with most men left.

In the case of a tie, the side with most Reputation on the table wins.

If the score is still tied, the result is a draw.