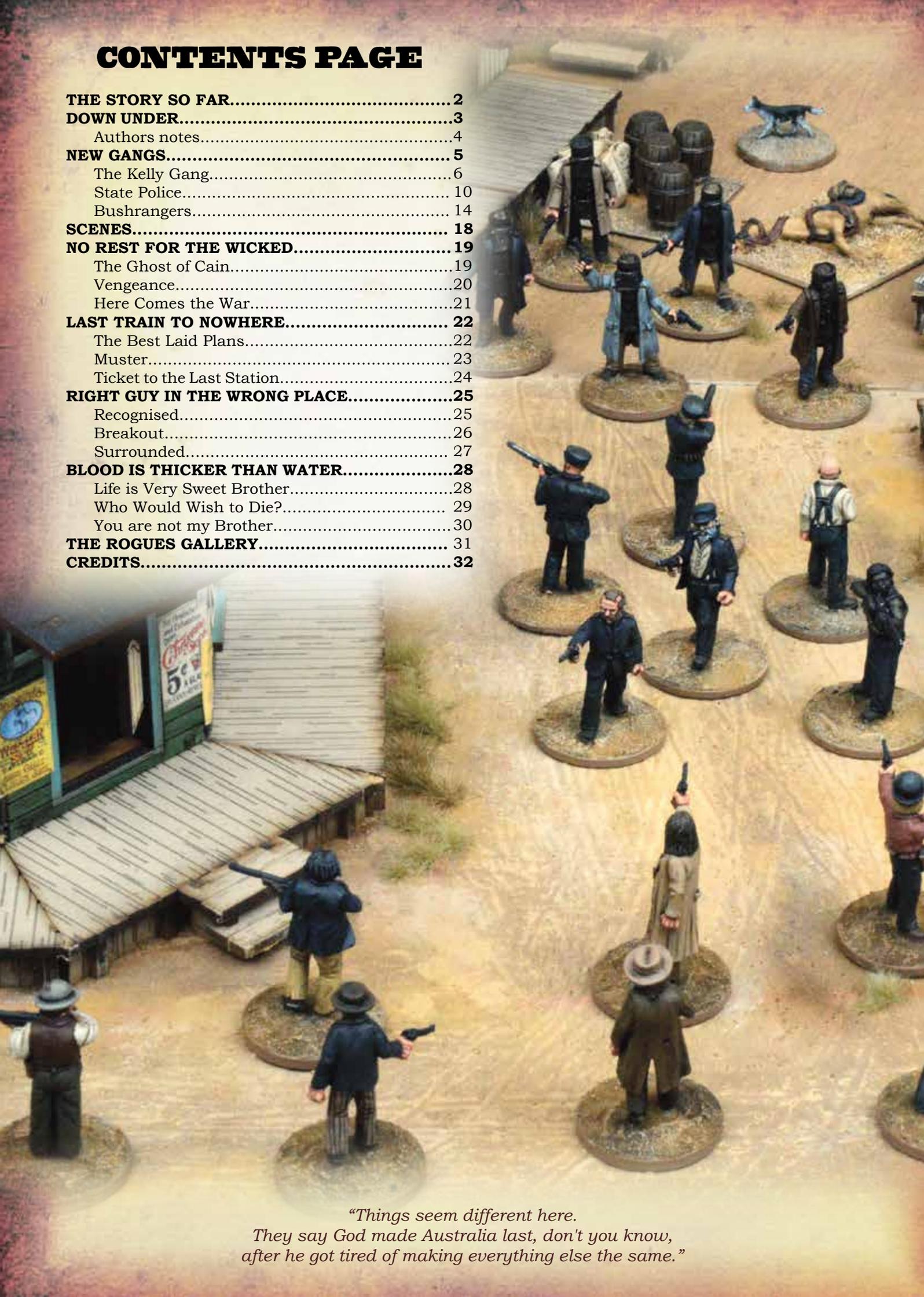


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*“Things seem different here.  
They say God made Australia last, don't you know,  
after he got tired of making everything else the same.”*

# KELLY GANG

*"To many locals the Kelly gang are heroes, fighting against a corrupt and unjust system. To others he's a murderer, a common criminal to be loathed. To the authorities he and his gang are to be hunted mercilessly, brought to justice and a short drop and a sudden stop. Whichever is true one thing is for sure, anybody who crosses the Kelly gang faces a terrible, almost unstoppable foe."*



The roster for the Kelly Gang is detailed below. All of the gang must be armed with a pistol as their sole ranged weapon. The Kelly Gang special rules are detailed below. These rules apply all the time when the Kelly Gang are in play, the Bunyip rule only applies when Ned is in the game.

## THE KELLY GANG

Model	Weapons	Hits	Nerve	Shoot	HtH	Rep
1 Ned Kelly	2 x Pistol, Armour	5	N/A	+1	0	6
0-1 Brother	Pistol, Armour	4	2+	+2	0	6
2+ Followers	Pistol, Armour	4	3+	0	0	3

## WEIGHED DOWN WITH LEAD

All models wearing Armour can only take 2 move actions, and CANNOT use the Duck Back interruption.

## BULLET PROOF

Models wearing Armour cannot be killed outright by a 19+ result on the shooting table, this always counts as a Marker and Nerve Test.

## SLOW UNDER FOOT

Models wearing Armour cannot jump gaps or climb surfaces without a suitable ladder/stair case.

## THE BUNYIP

When Ned is on the table none of the Kelly Gang needs to take a nerve test for any reason. This includes Big Nerve tests for the gang as a whole.



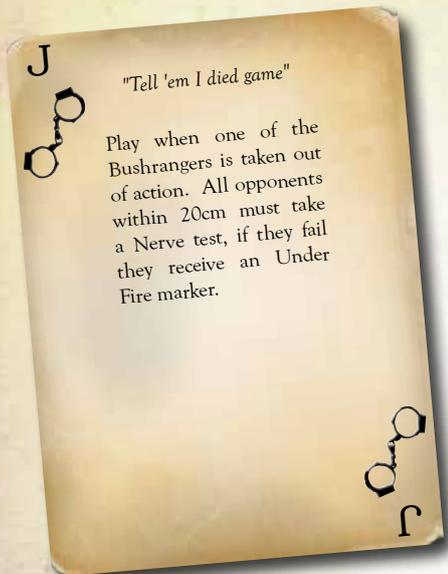
*"You can't catch me."*

# STATE POLICE SCHEMES

Card	Scheme	Effect
J	Native Guide	2-4: 0 Reputation, scheme destroyed 5-10: +1 Reputation J+: +1 Reputation plus the extra trooper joins roster for the following Act's third scene.
Q	Prisoner Transport	2-3: -1 Reputation, scheme destroyed 4-5: 0 Reputation 6-10: +1 Reputation J+: +2 Reputation
K	Mining Protection	2-3: -1 Reputation, scheme destroyed, lose 1 dude 4-6: 0 Reputation 7-J: +1 Reputation Q+: +2 Reputation
A	Manhunt	2-3: -1 Reputation, lose 1 dude from your roster 3-6: 0 Reputation 7-J: +1 Reputation Q-K: +2 Reputation A: +3 Reputation
Joker	A joker drawn against any scheme yields 0 Reputation but destroys an opponent's scheme of your choice.	

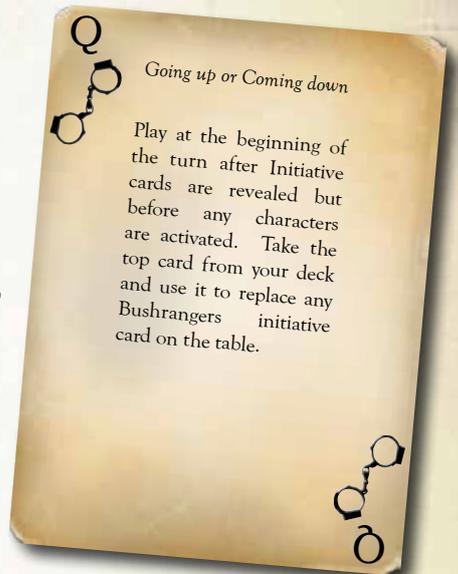


 Bushrangers - They've lived off the land and fought with the law all their lives. When they come in to town trouble searches for them and finds them game and ready.



**J** - *You're going down, you know you are. They've hit you three or four times and your bleeding out. You take a deep breath and shout out to those around you; let them hear your voice one final time before you go and see how it makes them feel.*

This card can be the little ray of sunshine when one of your guys goes down. Play it and watch those dice roll; let's hope they fail a couple of nerve tests and get some markers.



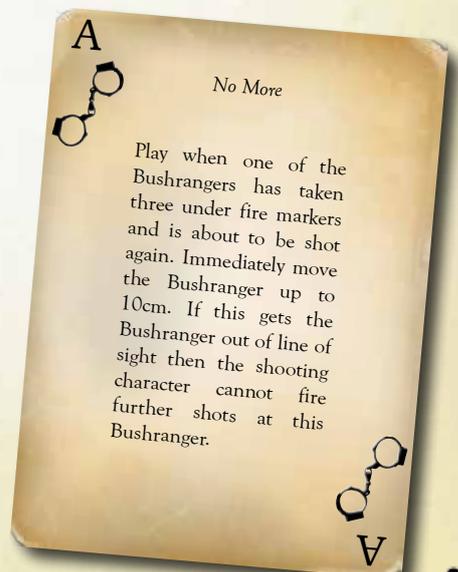
**Q** - *You've been waiting for days for this moment, planning and preparing. You and your men are in the right spot and everything is falling in to place. They don't even see what's coming.....*

There are times when you look at the cards on the table and think that anything would be better than what you have. Well this card lets you pick a new card and replace one of the cards on the table.



**K** - *Here he comes, he may think that he has the drop on you, he has no idea, as he steps round in to sight you give him the good news, twice.*

A quick shot can be a good thing, it's even better though when you get to take two shots.



**A** - *The lead has been flying thick and fast and you've caught more than your fair share. You need to get out of the street and get some cover between you and them before any more lead comes your way.*

There are times when you really don't want one of your guys to be taken out. If you're lucky you can move them with actions, you could always duck back to try to get some breathing space or you can use this card to get yourself some room.

*"Good lord no. We're a family."*

# RIGHT GUY IN THE WRONG PLACE

## SECOND SCENE : BREAKOUT

### THE CAST

Both sides are equally matched; we recommend up to 12 Reputation per side. Bosses may not be used.

### THE STORY SO FAR

Following the earlier trouble some of the strangers gathered at one of the drinking halls decide to get out of town. Aware that trouble is brewing, but not wholly sure why, the locals gather to intercept them.

If played as a continuing story, whichever side won scene 1 gets an extra member to their gang worth up to 2 Rep.

### THE SET

Same as scene 1. Nominate a building at one end of town, try to pick a building as close to the centre of the table edge as possible, this is the Bad guys starting point.

### DIRECTIONS

The bad guys are all placed first inside or on the nominated building. The good guys are placed anywhere that is more than 30cm from the nominated building.

The bad guys must leave the table edge opposite the nominated building.

### ACTION!

Each side uses their standard deck of 23 cards.

Shuffle your cards, cut the deck and deal out your hand.

Both sides get three cards for their hand.

### THE END

The scene ends when one of four things occurs:

- 1/ either side has three men out of action
- 2/ the bad guys manage to get more than 50% of their original number of models off the table edge.
- 3/ the bad guys' deck runs out of cards twice

Result 1 means a win for the opposite side. 2 means a win for the bad guys, results 3 a win for the good guys.

