

NEW SCENE

Who chooses what?

1. Player with **fewest** Story Pips starts a new scene (to break a tie, choose the closest clockwise). The same player **cannot** start two Scenes in a row.

2. A Challenged player **cannot** start the next Scene.

RUN SCENE?

Aim for the Checkpoint!

1. Increase **Heat by one** and **take a Story Pip**.

2. Pick the **Objective** and describe the **location**.

3. **Roleplay** the scene and add **colour**.

4. Insert a **Threat** (centre), a **Challenge** (centre), or **complete the Objective (P.24)** and start a new Scene (above).

5. **Applaud** good narration (P.31).

REST SCENE?

Sacrifice yourself for the team!

1. Increase **Heat by one** and **take a Story Pip**.

2. Describe your character using (or about to use) their **Flaw**.

3. Character(s) with a **Gripe against you** try to convince you to change your ways.

4. If you agree, take a **Trauma** and *reduce* the **Heat by four**. Otherwise, start a new Scene (above).

5. **Applaud** good narration (P.31).

HELL FOR LEATHER CHEAT SHEET

THREAT

Insert a badass complication!

1. **Take a Story Pip**.

2. Take the role of an **extra** or insert an **obstacle**.

3. The Run Scene continues.

CHALLENGE

Make it nasty for them to fail!

1. After a player announces an action, hold a Story Pip in the air and call "**Challenge!**"

2. Check the character's **Flaw** and use it to describe what happens **If They Fail**.

3. The **If you fail** clause should describe an embarrassing failure. Remember to use the character's **Flaw as inspiration!**

4. **Give the Story Pip** to the Challenged player. That player must use the **Target** to resolve the Challenge.

MURDER = EXTRA DICE ●

HEAT

Why does it go up? How do we get it down?

UP

Every *New Scene*, **Heat +1**

When you *Risk*, **Heat +1**

After a *Spotlight* or *Complication*, **Heat +2**

DOWN

For each *Miss Trauma*, **Heat -2**

For a *Rest Scene Trauma*, **Heat -4**

HOW TO ADD DICE

For *Risk*, add the die to the Heat **immediately**.

For *New Scene*, *Spotlight* and *Complication*, place the extra dice inside the Target. **The next Challenged player adds these to the Heat before rolling.**

VIOLENCE

Gory details!

Describe **one violent action**. According to the level of Violence committed, include...

☆ **VIOLENCE: CRUNCH**

...at least one broken bone. **No blood.**

☆☆ **VIOLENCE: SPLATTER**

...at least one **bodily fluid**.

☆☆☆ **VIOLENCE: DOMINO**

...at least one **murderous side-effect (P.39)**.