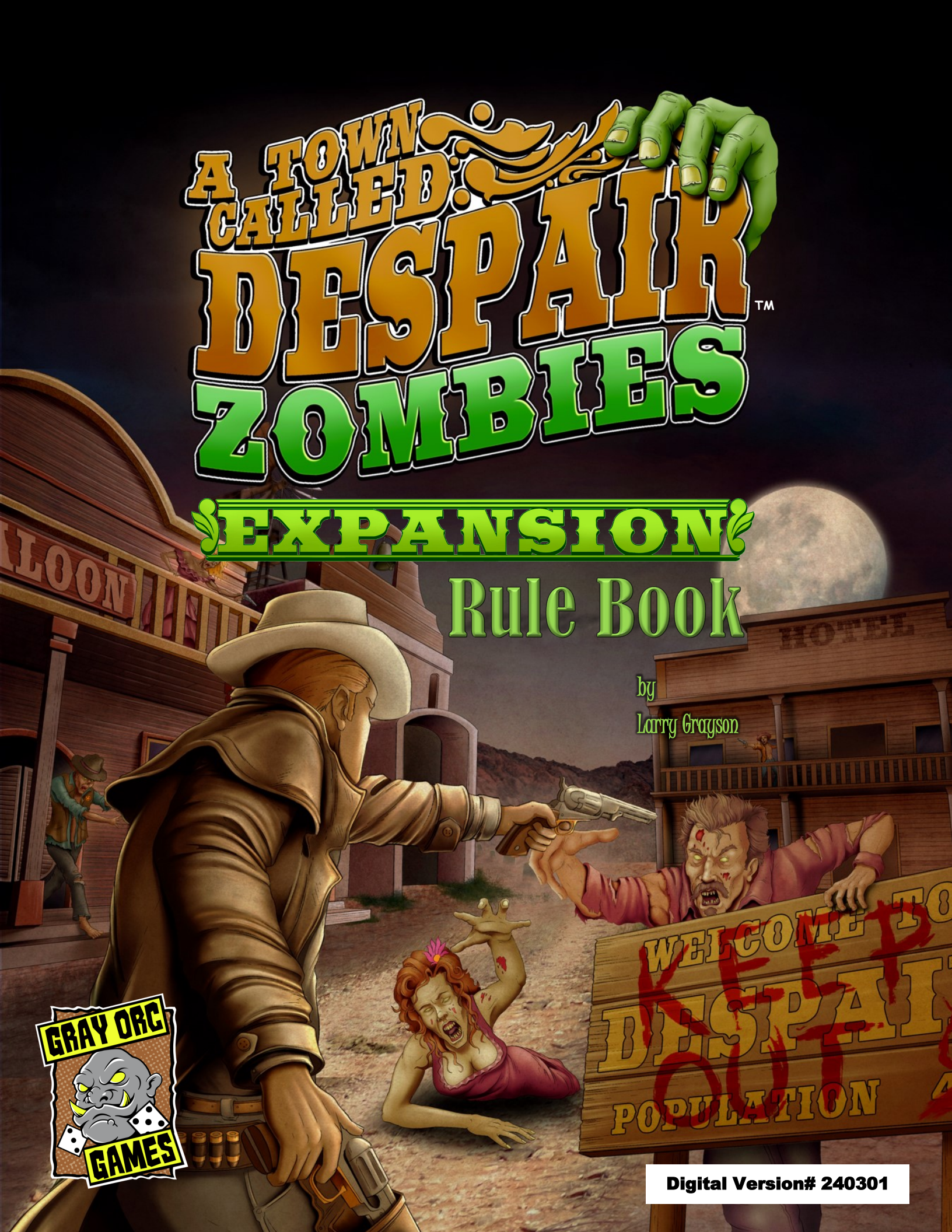
A TOWN CALLED DESPAIR™ ZOMBIES

EXPANSION

Rule Book

by

Larry Grayson



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This Zombies Expansion is not a stand-alone game and requires the base game A Town Called Despair (sold separately). Except where noted in this rulebook, all of the rules in the base game apply.

Note: Any cross-reference to rules in the ***Main Rule Book*** are underlined in red.

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[1.0] INTRODUCTION

It's just another normal day in the town of Despair. You and rival gangs are engaged in a bloody gunfight.

You get a shot off and watch with satisfaction while your enemy crumples to the ground, dead. As you draw a bead on your next target, out of the corner of your eye, you notice your previous victim rising unsteadily to his feet.

Muttering a curse under your breath, you turn and empty your pistol, riddling him with bullets. Incredibly, this seems to have no effect and what should be twice-dead is still shambling towards you.

On the other side of the street, the doors to the buildings burst open and townsfolk pour out, walking with strange jerky little steps.

Looking closer, you see that their eyes are cold and lifeless. Several of them snarl, showing jagged yellow teeth, as they lumber towards you with outstretched arms.

The Zombies expansion adds a whole new macabre twist to A Town Called Despair. Slow-moving zombies provide easy targets, yet they are resilient and hard to kill. No one is safe from these brain-munching mindless creatures.



"When there's no more room in hell, the dead will walk the earth."

Dawn of the Dead

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[2.0] EXPANSION EQUIPMENT

BUILDINGS & TERRAIN

Town church and cemetery.





ZOMBIE MINIATURES

16 green zombie miniatures in various poses.



PLAYING CARDS

Four special Zombie Cards to add to the main deck.



ZOMBIE CONTROL MARKER

A marker to identify the Zombie Controller.



INSTRUCTIONS

Expansion Rule Book (this one) and the Building & Terrain Assembly Guide.



."Nothing is impossible to kill. It's just that sometimes after you kill something you have to keep shooting it until it stops moving."

Feed



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[3.0] ZOMBIE SETUP

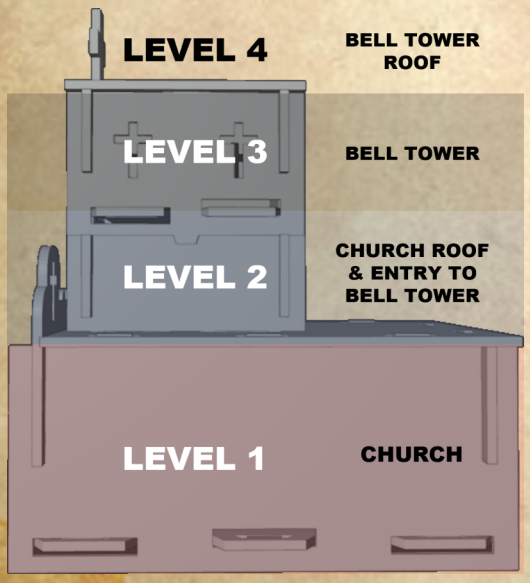
[3.1] ZOMBIE TERRAIN

This expansion comes with two new pieces of terrain, each of which has specific rules:

[3.1.1] THE CHURCH

The church is an optional building that can be used with any town setup.

- Gang members cannot see through or be seen through the stained glass windows. Gang members may not jump through or shoot through stained glass windows.
- Gang members inside the bell tower can shoot out of the "cross" openings and count as being behind cover if shot at through those openings.
- The **church roof and entry to bell tower** count as Level 2 for high ground.
- The **bell tower** counts as Level 3 for high ground.
- The **bell tower roof** counts as Level 4 for high ground.
- Jumping down from the bell tower roof to the church roof takes a LEG wound on a ROLL OF 3 or higher. You cannot jump from the bell tower roof to the ground. If a gang member ***falls*** from the bell tower roof, they take an **INSTANT KILL** wound.



[3.1.2] THE CEMETERY

The cemetery is an integral part of the Zombie Expansion and must be placed on the edge of the playing area facing the town whenever you play a game using zombies.

- It costs 2" of movement to climb over the cemetery fences, but there is no penalty for moving through the gate in the cemetery.
- A gang member in the cemetery is behind cover unless targeted by another gang member also inside the cemetery.

[3.2] ZOMBIE CARDS

Shuffle the four Zombie Cards into the main deck.

[3.3] ZOMBIE SKILL CARD

If you draw a Zombie Card for a gang member's skill, they receive the following skill:

ZOMBIE KILLER: When rolling to wound a ***zombie***, this gang member may reroll ***one*** of the wound dice. Note on Gang Card: **REROLL WOUND (ZOMBIE).**

[3.4] ZOMBIE GAME MODES

There are two game modes for playing with zombies:

- **ZOMBIE HORDE (2-4 players)**
  In this mode, the zombies act as a mindless horde and are controlled each new game turn by the player with the lowest initiative card. See **[4.0] ZOMBIE HORDE MODE** on pages 4 and 5.
- **ZOMBIE PLAYER (3-5 players)**
  In this mode, one player controls the zombies for the entire game and the remaining players control outlaw gangs. See **[5.0] ZOMBIE PLAYER MODE** on page 6 and 7.

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[4.0] ZOMBIE HORDE MODE

The ***Zombie Horde Mode*** can be played with two to four players controlling outlaw gangs (or lawmen).

The zombies act as an independent non-player horde, controlled by a different player each turn.

[4.1] INITIAL ZOMBIE DEPLOYMENT

The zombie horde starts with between four and six zombies; two zombies ***plus*** one additional zombie for ***each*** player in the game.

Place the starting zombies into the cemetery and place the remaining zombies off to one side of the playing area in a ***reserve pile***.

As zombies are killed, they are placed back into the reserve pile. New zombies cannot be added to the playing area if there are no zombies left in the reserve pile.

[4.2] ZOMBIE CARDS IN HAND

At the start of each new game turn, ***before*** playing initiative cards, all players must discard any Zombie Cards in their hands. Draw new cards to replace them, replacing any additional Zombie Cards drawn. ***Zombie Cards cannot be played from a player's hand at any other time during the game.***

Each player that discards one or more Zombie Cards ***must*** place one ***(and only one)*** zombie from the reserve pile ***anywhere*** in the town, including inside buildings and on roofs, as long as it is not in base contact with a gang member.

[4.3] ZOMBIE CONTROL

Players play initiative cards and resolve ties as normal. If a Zombie Card is drawn while resolving an initiative tie, discard it, draw a new card, ***and place a new zombie from the reserve pile into the cemetery.***

The player with the ***lowest*** initiative card ***after*** initiative ties are resolved will control the zombies for the duration of ***that game turn.***

Place the **ZOMBIE CONTROL** marker in front of that player.

[4.4] ZOMBIE INITIATIVE

After all initiative ties have been resolved, the zombie controller draws the ***zombie initiative card*** from the top of the deck and places it on top of the **ZOMBIE CONTROL** marker.

- If the zombie initiative card is a Zombie Card, the zombies go ***first***.
- If the zombie initiative card ties an outlaw gang player's initiative card, the zombies will take their turn ***after*** the player they tied with.
- Otherwise, the zombies take their turn in initiative card order.

[4.5] MOVING ZOMBIES

When it is the zombies' turn, the zombie controller may move ***every*** zombie that is in play and not in base contact with a gang member at the ***start*** of the zombies' turn.

After all the zombies have been moved, each zombie in base contact with a gang member ***must*** attack using brawl. The player controlling the zombies has no choice in the matter, ***even if the gang member being attacked by the zombie is their own***.

See **[6.0] Zombie Actions** on page 8.

[4.6] ZOMBIE SCORING

Outlaw gang players use the normal game scoring mode (see **[9.0] KEEPING SCORE** on page 13 of the ***Main Rule Book***) with the following changes:

- $1 is awarded for killing a zombie. No additional KILL BONUSES are awarded for killing a zombie.
- $1 is awarded to the player controlling the zombies if a zombie kills a gang member, even if that gang member is their own. No money is awarded if a zombie wounds a gang member.

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[4.0] ZOMBIE HORDE MODE *(continued)*

[4.7] PLAYER ELIMIINATED

If a player loses their last gang member and there are two or more players remaining in the game, that player continues to play as the zombie controller each turn for the rest of the game, starting on the next game turn.

- The ***first*** player to lose their last gang member discards their hand and assumes control of the zombie horde for the rest of the game. Place the **ZOMBIE CONTROL** marker in front of the player. For the rest of the game, that player will draw for the zombies' initiative, control the zombies, and score points as the zombie controller.
- If ***a second*** player loses all their gang members and there are still two or more players left in the game, they also discard their hand and both eliminated players ***share*** control of the zombies, taking turns moving zombies and then taking turns brawling with zombies on the zombies' turn.

An eliminated player controlling a zombie scores $1 for a wound and $2 for killing a gang member. No additional KILL BONUSES are awarded when a zombie kills a gang member.



"When you're shooting the dead, don't get all stingy with your bullets."

Zombieland

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[5.0] ZOMBIE PLAYER MODE

The ***Zombie Player Mode*** can be played in free-for-all or team game mode with 3-5 players.

Two to four players control outlaw gangs and ***one player controls the zombies for the entire game***.

[5.1] CHOOSING THE ZOMBIE PLAYER

Before setting up the gangs, select one player to control the zombies. Alternately, you can choose the zombie player by rolling dice.

The remaining players play as outlaw gangs, selecting their gang members and filling out their gang cards. The zombie player does not draw a hand.

[5.2] INITIAL ZOMBIE DEPLOYMENT

The number of zombies the zombie player starts with will depend on both the number of outlaw gangs ***and*** the number of gang members (including reinforcements) in each gang, according to the following chart:

Gang Size	# of Outlaw Gangs		
	2	3	4
3	4 Zombies	5 Zombies	6 Zombies
4	5 Zombies	6 Zombies	7 Zombies
5	6 Zombies	7 Zombies	8 Zombies

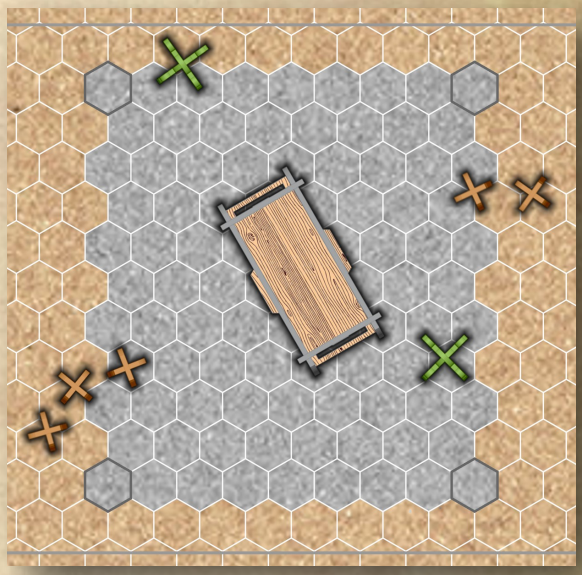
Place the ZOMBIE CONTROL marker and the starting zombies in front of the zombie player.

Place the remaining zombies off to one side of the playing area in a ***reserve pile***.

As zombies are killed, they are placed back into the reserve pile. New zombies are added to the playing area from this reserve pile during the game. New zombies cannot be added to the playing area if there are no zombies left in the reserve pile.

After the outlaw gangs have deployed, the zombie player may deploy the starting zombies ***anywhere*** in the ***center of town*** between the four grey hexes (shaded area in diagram shown below).

Zombies may not be deployed in base contact with any gang members and do not move during deployment.



[5.3] ZOMBIE CARDS IN HAND

At the start of each new game turn, ***before*** playing initiative cards, all players must discard any Zombie Cards in their hands. Draw new cards to replace them, replacing any additional Zombie Cards drawn. ***Zombie Cards cannot be played from a player's hand at any other time during the game.***

Each player that discards one or more Zombie Cards ***must*** place one ***(and only one)*** zombie from the reserve pile ***anywhere*** in the town, including inside buildings and on roofs, as long as it is not in base contact with a gang member.

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[5.0] ZOMBIE PLAYER MODE *(continued)*

[5.4] ZOMBIE INITIATIVE

Players play initiative cards and resolve ties as normal. If a Zombie Card is drawn while resolving an initiative tie, discard it, draw a new card, ***and place a new zombie from the reserve pile into the cemetery.***

After all initiative ties have been resolved, the zombie player draws the ***zombies initiative card*** from the top of the deck and places it on top of the **ZOMBIE CONTROL** marker.

- If the zombie initiative card is a Zombie Card, the zombies go ***first***.
- If the zombie initiative card ties an outlaw gang player's initiative card, the zombies will take their turn ***after*** the player they tied with.
- Otherwise, the zombies take their turn in initiative card order.

[5.5] MOVING ZOMBIES

When it is the zombies' turn, the zombie player may move ***every*** zombie that is in play and not in base contact with a gang member at the ***start*** of the zombies' turn.

After all the zombies have been moved, each zombie in base contact with a gang member ***must*** attack using brawl

See **[6.0] Zombie Actions** on page 8.

[5.6] ZOMBIE SCORING

All players (including the zombie player) use the normal game scoring mode (see **[9.0] KEEPING SCORE** on page 13 of the ***Main Rule Book***) with the following changes:

- $1 is awarded for killing a zombie with a gun and $2 are awarded for killing a zombie in a brawl. No additional KILL BONUSES are awarded for killing a zombie.

[5.7] PLAYER ELIMINATED

If a player loses their last gang member and there are two or more players remaining in the game, they are simply eliminated from the game.



"Don't be silly. Nobody believes in zombies."

Last known words of Belle Starr

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[6.0] ZOMBIE ACTIONS

Zombies are slow, dim-witted creatures and may only ***move*** on their turn. Zombies cannot use weapons or outdraw and ***only*** attack by ***brawling***.

[6.1] MOVING ZOMBIES

If a zombie is in base contact with a gang member at the ***start*** of its turn, it ***cannot*** move.

Zombies have a base movement of 4".

Zombies are fast climbers and may climb up or down stairs and ladders at a cost of 2" of movement. Zombies may not stop midway up or down a ladder or a set of stairs.

Zombies may ***not*** jump through windows or from a roof or balcony. Zombies may not carry money bags.

Zombies may move freely through other zombies, but not through gang members. A zombie must stop its movement if it comes into base contact with a gang member.

All other movement rules for gang members (obstacles, doors, etc.) also apply to zombies.



[6.2] ATTACKING WITH ZOMBIES

After the player controlling the zombies has finished moving the zombies, ***each*** zombie in base contact with a gang member ***must attack*** by brawling. If the zombie is in base contact with more than one gang member, the zombie controller chooses which target to attack.

Zombies never attack other zombies.

If the gang player cannot play a card, the zombie wins the brawl automatically. Otherwise, the gang player plays a card from their hand face-down. ***Note***: If the gang member being attacked is ***stunned***, the player draws their brawl card from the top of the deck instead of playing one from their hand (discard it and draw a new one if a Zombie Card is drawn).

The zombie controller draws the zombie's brawl card from the top of the deck. If the card drawn is a Zombie Card, the zombie wins the brawl automatically.

Otherwise, the high card wins and the attacker (zombie) wins ties.

The loser of a brawl takes a wound. ***Note***: If a ***stunned*** gang member wins a brawl with a zombie, the zombie does ***not*** take a wound.

[7.0] TURNING INTO A ZOMBIE

When gang members die for any reason (being shot, losing a brawl, falling or jumping from a roof, etc.) remove them from play and replace them with a zombie from the reserve pile ***on the spot where they died***.

A gang member drops any money bags they are carrying when they turn into a zombie. Turn dropped money bags face-down.

If the gang member dies ***during*** the zombies' turn, the new zombie will not take any action until the ***next*** game turn.



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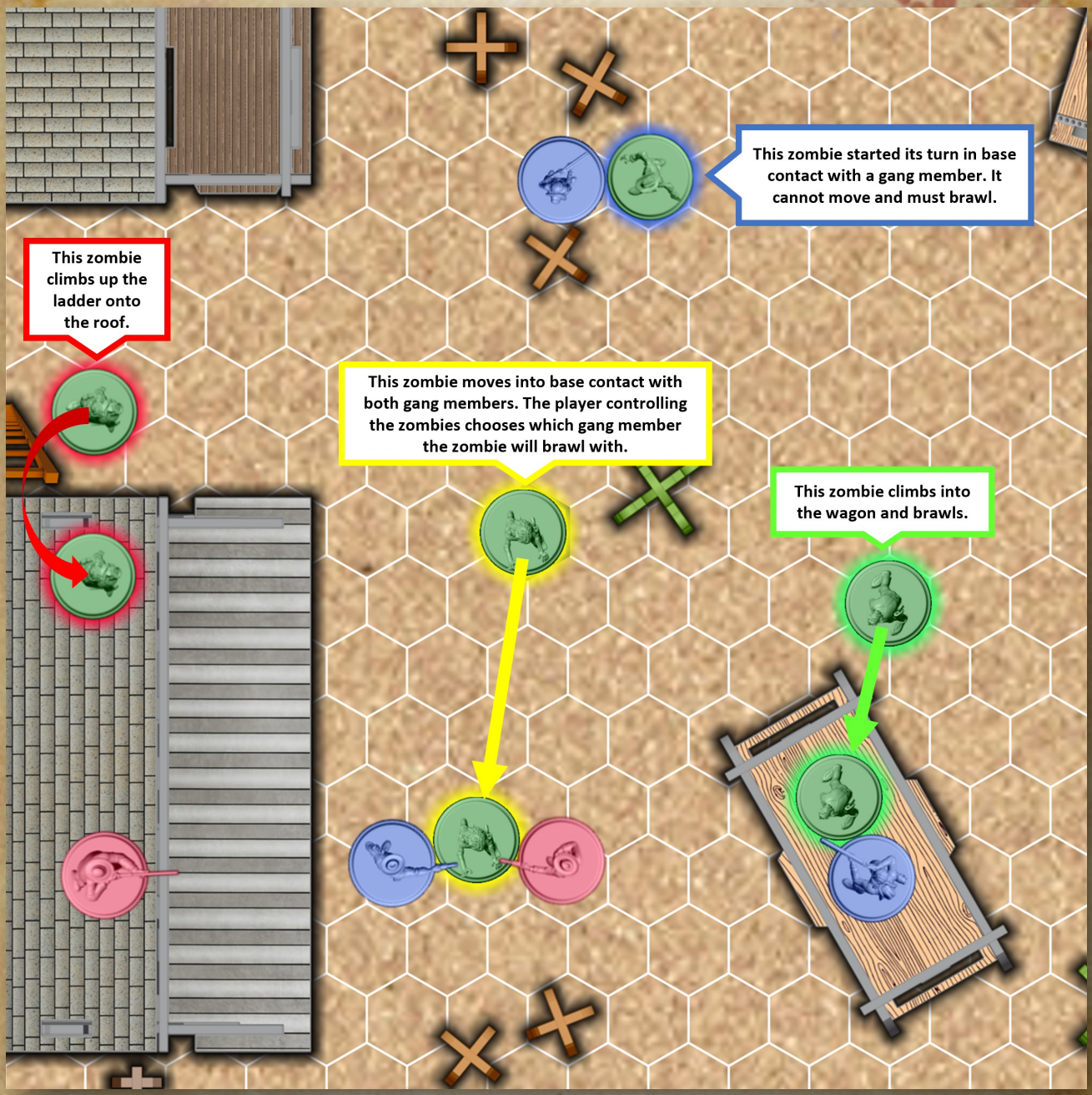
EXAMPLE: ZOMBIE ACTIONS



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[8.0] ATTACKING ZOMBIES

[8.1] SHOOTING AT ZOMBIES

If you attack a zombie with a ***shooting*** action:

- You increase your chance to hit by +1. This is in addition to any other bonuses (aiming, high ground, etc.)
- When ***fanning*** a pistol at a zombie, all shots hit on 5 or 6.
- The rules for ***collateral damage*** apply when firing multiple shots at a zombie.
- There is no -1 penalty for shooting at a zombie you can see that is behind cover.
- You cannot target zombies inside of a building from outside of the building.



[8.2] BRAWLING WITH ZOMBIES

If one of your standing gang members is in base contact with one or more zombies at the end of ***your*** turn, they must brawl with ***one*** of those zombies.

If you have no cards in hand, the zombie wins the brawl ***automatically***.

Play a card from your hand ***first.*** Then, the zombie controller draws the zombie's brawl card from the top of the deck. If the card drawn is a Zombie Card, the zombie wins the brawl automatically.

Otherwise, the highest card wins and the attacker (gang member) wins ties.

The loser of the brawl takes a wound.

[8.3] FLEEING FROM ZOMBIES

If a gang member is in base contact with one or more zombies, it may use a ***move*** action to run away. The zombie controller rolls a six-sided die for ***each*** zombie that was in base contact with them and, on a roll of 6, the zombie inflicts a parting wound as they flee.

[9.0] KILLING ZOMBIES



- If you hit a zombie with a shooting attack or win a brawl with a zombie, you must then roll a **HEAD** or **SKULL** on the wound die to kill the zombie.
- **LEG**, **ARM**, **FLESH**, and **CHEST** wounds have ***no*** effect on a zombie.
- Remove dead zombies from the playing area and place them back into the reserve pile.

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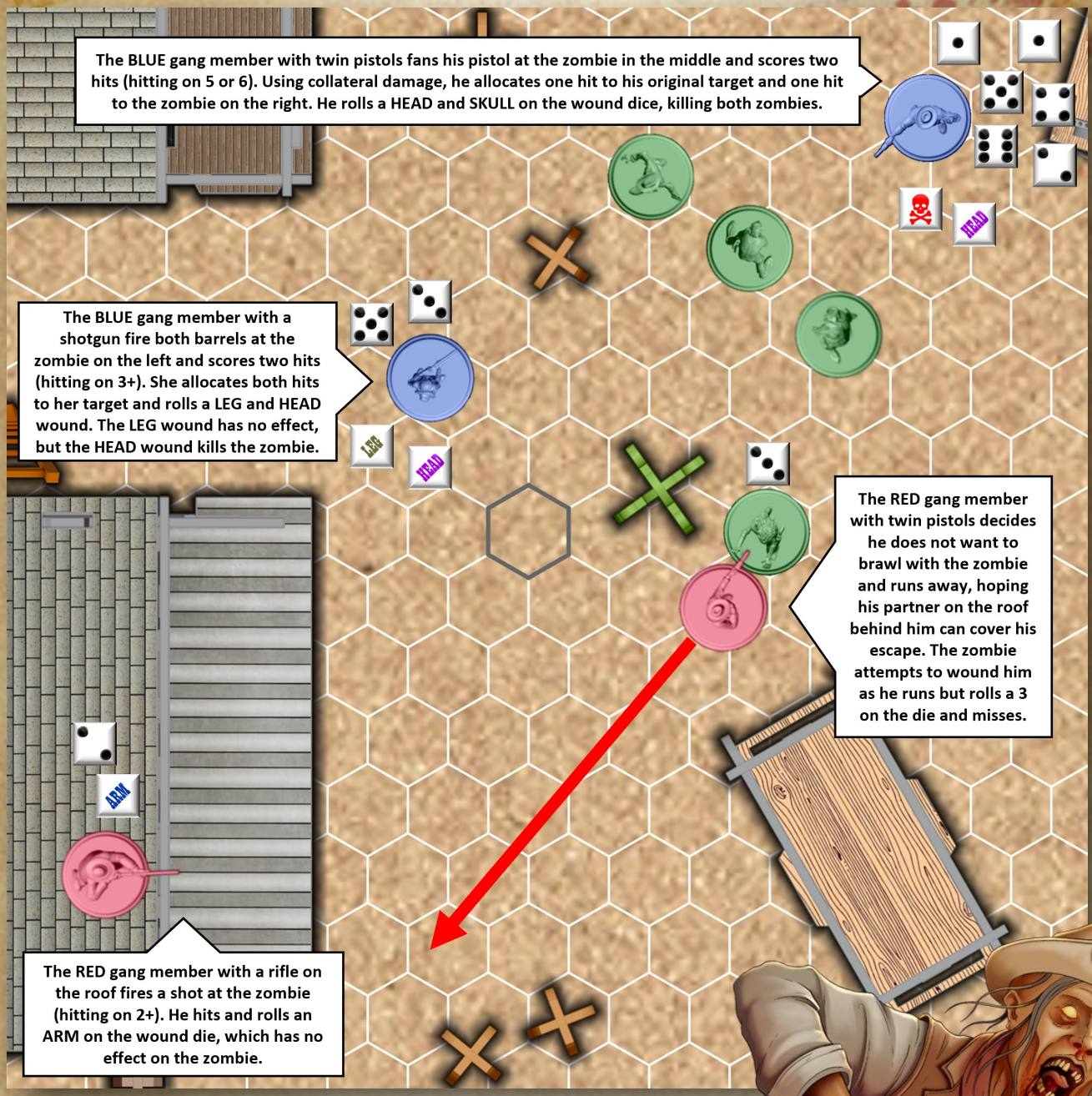
EXAMPLE: SHOOTING ZOMBIES



"In the brain and not the chest.
Head shots are the very best."

Fido

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[10.0] MEET THE ZOMBIES



Jake Hancock and his brother owned the town gunsmith shop. When zombies overran the town, Jake managed to kill a half-dozen of them (including his recently deceased brother) before joining their swelling ranks.



Belle Starr owned the hotel and operated a bordello upstairs. She was a favorite dance partner for all the cowboys and rumored to be Doc Smithers' steady girl. Sadly, she's not exactly the prettiest thing in town anymore.



A notorious gunfighter and gambler, Ace Kilrain reportedly killed over 20 men. But his blazing speed was no match for the zombie horde that swept through the Town of Despair.



Burt Jinks was the town tosspot and would do just about anything for a free drink of Redeye. After he got drunk and broke his neck falling off a roof, his tastes shifted from liquor to fresh brains.

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[11.0] TIPS FROM THE DESIGNER

EASIER TO HIT

Because you get a +1 to hit whenever shooting at a zombie, hitting zombies is not a problem. Plus, zombies are too stupid to bother taking advantage of cover, so you should not waste an action aiming at zombies.

HARDER TO KILL

Zombies shrug off anything except a HEAD or SKULL on the wound dice, which means that 66% of the time, they will just keep on coming even though you've pumped them full of lead.

BETTER BRAWLERS

Zombies always draw their brawl card from the deck, which makes them completely unpredictable in a brawl. Unless you have a high card in your hand, initiating a brawl with a zombie is almost never a good idea. And even if you win the brawl, you still only have a 33% chance of putting them down for good.

MOB MENTALITY

At first glance, you might think that these slow-moving mindless idiots won't cause you much trouble. But zombies will have a tendency to swarm as a mob and if you get trapped between several zombies, it is unlikely you will survive.

FANNING THE DEAD

Fanning a pistol at a tightly-bunched mob of zombies almost always reaps rewards. First, your fanning shots now hit on a 5 or 6. And, with collateral damage, you can allocate extra hits to multiple zombies in a pack, possibly killing a number of them with one action.

HIGH GROUND

If zombies are closing in on the building where you sit safely perched on the roof, the tendency is to ignore them because they move so slow. However, a Zombie Card may allow someone to place a zombie on the roof, distracting you long enough for the rest of the horde to climb up and overwhelm you.

NO WEAPONS

Zombies do not use firearms and cannot outdraw you. Therefore, if you have a low initiative card and no high cards in hand to counter an outdraw, you might consider spending that turn taking shots at zombies for extra points. Unlike the living, zombies can't shoot back.

DEUCES ARE WILD

The two's in the deck are powerful cards in the **Zombie Horde Mode**, since they are likely to give you control of the zombies for that turn. But be careful when playing a lowly 4 or 5 trying for zombie control. You are likely to get beat by a 2 or 3 ***and*** you probably will be taking your turn ***after*** the zombies have had a chance to attack you.

INITIATIVE TIES

With 3 or 4 players competing for control of zombies in **Zombie Horde Mode**, it is not unusual to see two low cards tie in the initiative step and suddenly disrupt everyone's plans. Be prepared for some wild swings in the initiative order.

SACRIFICE

There are times when you may have to resign yourself to letting go of a gang member that is wounded and surrounded by zombies. If you waste valuable actions trying to save them, you may put your other gang members at risk for what turns out to be a hopeless cause.

HAVE FUN

Zombies are intended to add humor to the game. There is no set strategy that will work against them all the time, given their unpredictable nature. Resign yourself to the inevitable fact that zombies will eventually take over the Town of Despair.

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