

A Town Called Despair™

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Campaign Design Guide

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[1.0] INTRODUCTION

This handbook is intended to provide you with a framework and general guidelines for designing campaigns for A Town Called Despair.

A campaign consists of multiple games meant to be played as a series where “points” are accumulated across multiple games.

This handbook is a starting point and you are encouraged to dream up your own scenario and campaign rules. We would love to hear about new ideas for A Town Called Despair.

Please email new ideas for campaigns, scenarios, and rules to info@grayorc.games. We will review them and post new ideas on our website to share with other Despair players.

Please note that the Campaign Handbook rules can be adjusted to incorporate any of the ideas in the following pages, or any of your own ideas.

This is a “living” document which we will update from time to time with new ideas that we dream up or that other players send in.



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[2.0] SCENARIO OBJECTIVES

This section describes ideas for creating scenario objectives. Some of these are appropriate to mix and match.

[2.1] MONEY BAGS

Here are several ideas for placing money bags as objectives in town:

- Place from 3-6 random money bags face-down in one or two wagons in the center of town. This is the standard mode for placing money bags.
- Each player gets dealt 3 random money bags (they can look at the value of theirs). Players take turns placing them face-down anywhere in town (on the ground, inside buildings, on rooftops, etc. This is done ***before*** choosing deployment zones.
- Place 6 random money bags face down in the back room of the Bank (near the safes). No one may deploy their gang on a spot within 12" of the bank. The bank's back door is locked and cannot be used.
- Each player gets 3 money bags and gives one to each of their three starting gang members. ***After*** deployment, each player places one of their unused gang members off the playing area but touching the edge ***opposite*** their deployment zone (this "extra" gang member does not take any actions). Each player can only cash in their money bags by moving into base contact with their "extra" gang member.

[2.2] DEPUTIES

Each player in the game gives up their outlaw armed with a Winchester rifle. These miniatures (from 2-4) will become the town deputies. Place the cards for the deputies off to one side to record their wounds and rounds fired.

There are several methods for placing the deputies ***before*** players select their deployment zones:

- If you are playing with money bags in the wagons, place the deputies in the wagons, distributed as evenly as possible.
- If you are playing with the money bags starting in the bank safe, place the deputies on the roof of the bank.
- Each player places the deputy of their color on one of the four grey hexes.
- Each player places the deputy of their color on the roof of any building.

Each turn, after initiative ties are resolved, the player with the highest initiative will control the deputies for that round. Draw an initiative card for the deputies. If this card ties with a player's card, the deputies take their turn after the player they tied with.

On the deputies' turn, the player controlling the deputies may take ***one*** move, shoot, or reload action with each deputy. Deputies may not heal, but automatically recover at the end of every round.

Deputies may not jump through windows or off roofs.

Deputies draw their brawl card from the top of the deck. Deputies win ***all*** brawl ties.

Deputies automatically outdraw when being shot at by drawing a card from the top of the deck.

You may outdraw a deputy by playing a card higher than their initiative card.

Outdraws cannot be countered.

Record wounds and rounds fired on each deputy's card as normal.

You receive $1 for wounding a deputy and an additional $2 if you kill a deputy.



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[3.0] ENDING SCENARIOS

This section describes ideas for defining conditions that end a scenario.

[3.1] NUMBER OF ROUNDS

Keep a round counter (you can use coins) to track the number of rounds played. The scenario ends when a set number of rounds has been played.

We suggest somewhere between 12 and 18 rounds, but you should experiment.

[3.2] NUMBER OF SHUFFLES

Keep a counter (you can use coins) to track the number of times you run out of cards and have to reshuffle the deck.

For example, say we set the limit to 5 shuffles. Increase the counter (you can use coins) by one each time we shuffle the deck. After the fifth shuffle, if there are not enough cards for every player to replenish their hands, the scenario ends.

We suggest somewhere between 4 and 5 shuffles, but you should experiment.

[3.3] LAST MAN STANDING

This is the most common way to end a scenario. When only one player has one or more outlaws remaining that are alive and standing (not stunned) at the end of a round, the scenario ends.

[3.4] NO MORE LEADERS

If, at the end of a round, all the gang leaders are dead, the game ends.

[3.5] GO FOR THE GOLD

Set a gold objective for a scenario or a campaign.

If a player gains that amount of gold, they win the scenario or campaign.

[3.6] NO MORE ZOMBIES

When playing with zombies in Zombie Horde mode, if at any point in the scenario you are instructed to add a zombie (outlaw dies or a zombie card is played), and there are no more zombies available, the scenario ends immediately.



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[4.0] USING MONEY

This section presents ideas for using gold acquired during a multi-scenario campaign to replenish or augment gangs between scenarios. This replaces the normal mode of automatically replacing members, healing wounds, and reloading weapons. Remember that the total amount of gold amassed at the end of the campaign determines the winner, so use your money wisely.

[4.1] REPLACEMENTS

You can recruit new replacements to replace dead gang members. You cannot exceed three outlaws in your starting gang when adding replacements. Pay $3 to replace a dead gang member with no skills (see ***Acquiring Skills*** below).

[4.2] REINFORCEMENTS

You can wire for reinforcements. You cannot add more than two reinforcements. Pay $4 to wire for a reinforcement with no skills (see ***Acquiring Skills*** below).

Reinforcements are placed off to the side and brought into play using the reinforcement rules in the main rule book.

[4.3] ACQUIRING SKILLS

For $3 each:

- A surviving gang member that already has a skill (other than the BAD LUCK skill) may draw a new skill card. It replaces the one they already have.
- A surviving gang member that does not already have a skill may roll a six-sided die, and on a roll of 5 or 6, draw a skill card. Only one attempt per gang member is allowed.
- A replacement gang member may roll a six-sided die, and on a roll of 5 or 6, draw a skill card. Only one attempt per replacement is allowed.
- When a reinforcement comes into play, they may roll a six-sided die, and on a roll of 5 or 6, draw a skill card. Only one attempt per reinforcement is allowed.

In any case, if you draw a card that duplicates a skill one of your gang members already has, draw a new card.

[4.4] AMMUNITION

You can purchase ammo to reload your weapons in between scenarios. Pay $3 to reload three (3) rounds and $5 to reload ***all*** rounds in ***one*** gang member's weapons.

Note that new replacements and reinforcements always enter the game with fully loaded weapons.

[4.5] HEALING

You can visit the doctor in between scenarios.

- $3 to heal an arm, leg, or flesh wound.
- $5 to heal a chest or head wound.



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[5.0] ENDING A CAMPAIGN

This section presents ideas for how to end a campaign.

[5.1] SCENARIO SERIES

You can decide that a campaign will consist of a number of preset (or the same) scenarios.

At the end of the last scenario, the campaign ends. The player that has amassed the most money wins.

[5.2] MONEY GOAL

You can set a goal in terms of total number of gold pieces amassed, e.g. $50.

As soon as a player amasses that amount of gold, the campaign ends immediately.

[5.3] COUNT THE BODIES

Set a target number of kills, e.g. 12, for the entire campaign. Keep a running count of the total number of outlaws killed during the campaign, and when that number is reached, the campaign ends immediately. The player that has amassed the most money wins.



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