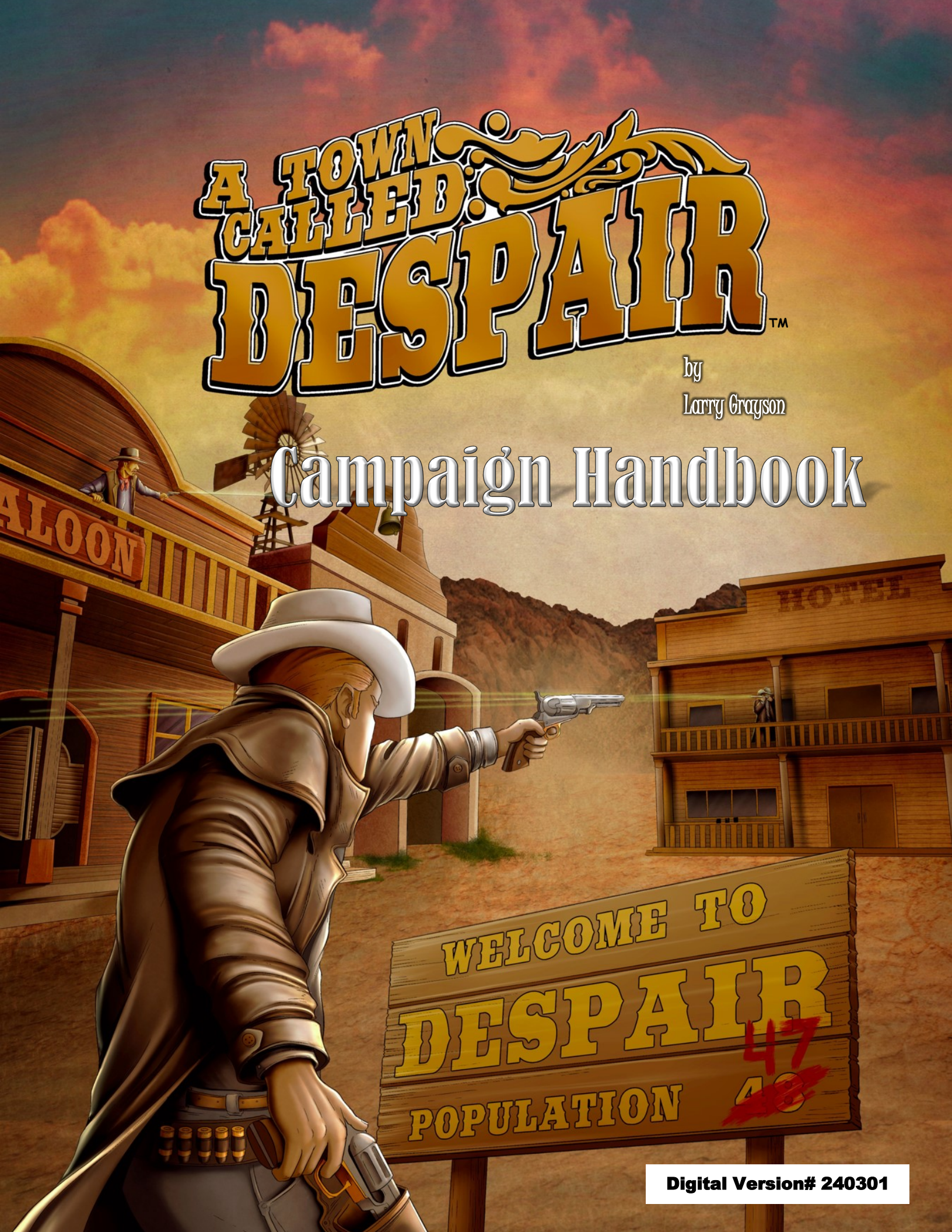
# A TOWN CALLED DESPAIR™

by

Larry Grayson

# Campaign Handbook

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**Note:** Any cross-reference to rules in the ***main rulebook*** are **underlined in red**.





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# [1.0] WELCOME TO DESPAIR




## [1.1] CAMPAIGN SCENARIOS

"Welcome to Despair" is a set of six scenarios designed to be played with three or four players, either as stand-alone games or as a campaign in the following sequence:

1. **This Town Ain't Big Enough**
2. **Grab the Money and Run**
3. **The 2:20 to Despair**
4. **The Gang's All Here**
5. **Joining Forces**
6. **High Noon on Main Street**

## [1.2] TOWN LAYOUT

This campaign takes place in the Town of Despair. The town's building layout is described in **[2.0] TOWN OF DESPAIR LAYOUT** on page 2. You should use this building layout for all scenarios in this campaign.

## [1.3] GANG SIZES & SKILLS

The rules for each scenario will instruct you as to how many gang members and reinforcements each player starts with, as well as any specific rule changes for the scenario.

Surviving gang members move to the next scenario with all wounds healed and weapons reloaded. Players replace dead gang members with fresh recruits and select new gang leaders, if necessary.

After the first scenario, when assigning skills to fresh recruits roll a six-sided die for each ***new*** starting gang member (not reinforcements) and assign a skill on a die roll of 5 or 6. Surviving gang members do not get new skills and keep any skills they already have.

## [1.4] CAMPAIGN SCORING

Keep track of the total accumulated money rewards for each player from one scenario to the next during the campaign. The player with the most money at the end of the last scenario wins.



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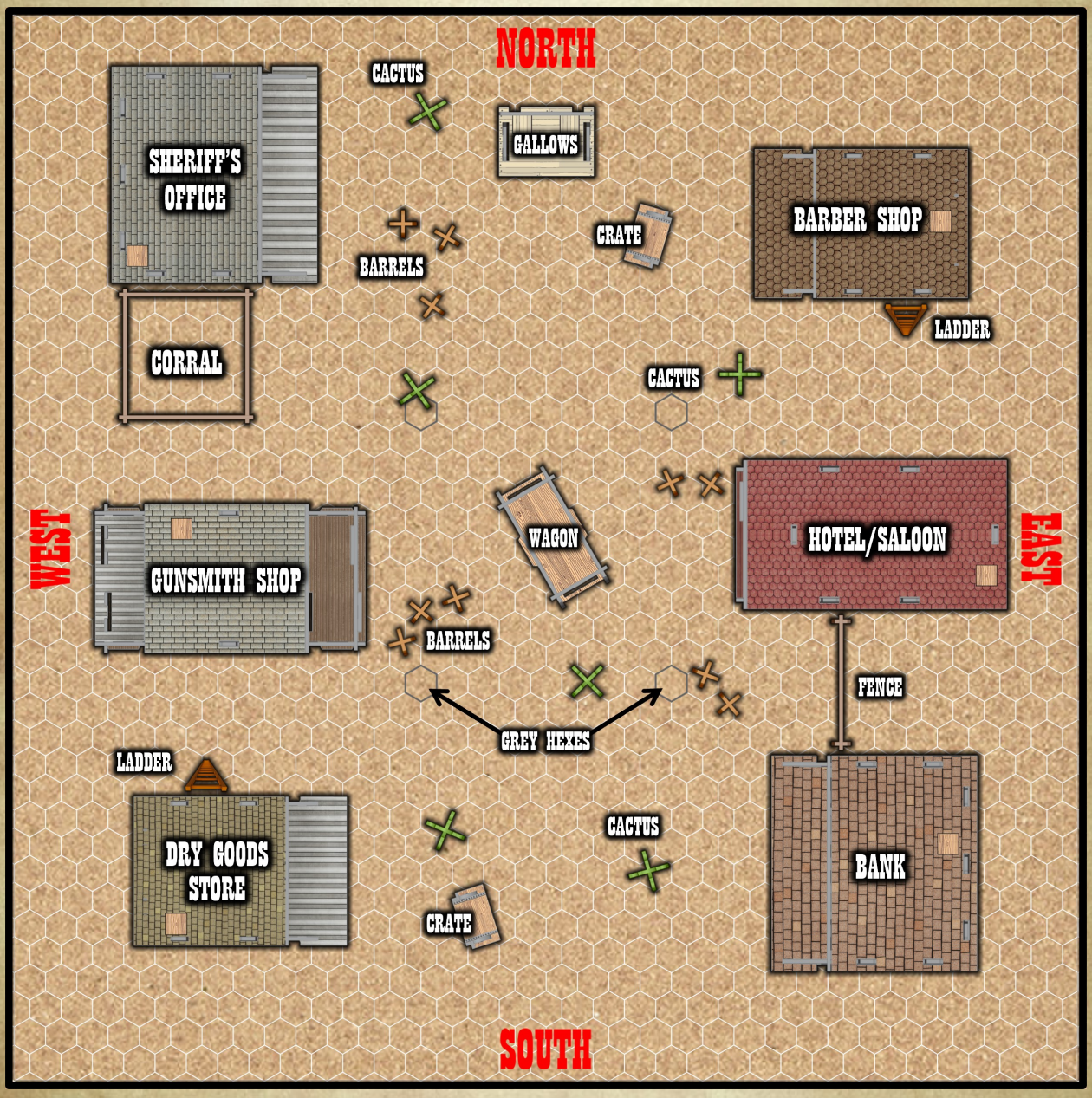
# [2.0] TOWN OF DESPAIR LAYOUT

Set up the buildings, fences, corral, wagon, and gallows as shown below. Crates, barrels, and cactus can be placed anywhere in the town to provide extra cover during the game. Place up to four ladders against the outside walls of any one-story building.



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# [3.0] THIS TOWN AIN'T BIG ENOUGH

## [3.1] BACKGROUND

You catch wind of a shipment of gold arriving in Despair in a few days. Your gang rides into town to get the layout and plan a robbery. As you tie your horses up in front of the saloon, you notice you're not the only gang that's heard the rumors. You'll need to get rid of these rivals before they have a chance to cut in on your action.

## [3.2] CAMPAIGN SETUP

This is the first scenario in the campaign. Set up the Town of Despair as shown on the previous page. Keep this setup for the entire campaign unless otherwise specified.

Each player starts with three gang members and no reinforcements.

Roll for deployment order and deploy starting gang members as normal on the edge of town.

No money bags are used in this scenario.

## [3.3] SCENARIO RULES

Standard scoring for wounds and kills apply. See **[9.0] KEEPING SCORE** on page 12 of the ***main rulebook***.

**"Right Between The Eyes" -** Any ***shooting*** attack that scores an Instant Kill gains an ***additional*** $2 reward. This does ***not*** apply to Instant Kills in a brawl.

## [3.4] END OF SCENARIO

At the end of a game turn, this scenario ends if only one player has one or more gang members alive and standing.



"Trust everyone,
but always cut the cards."
*-Finley Peter Dunne*



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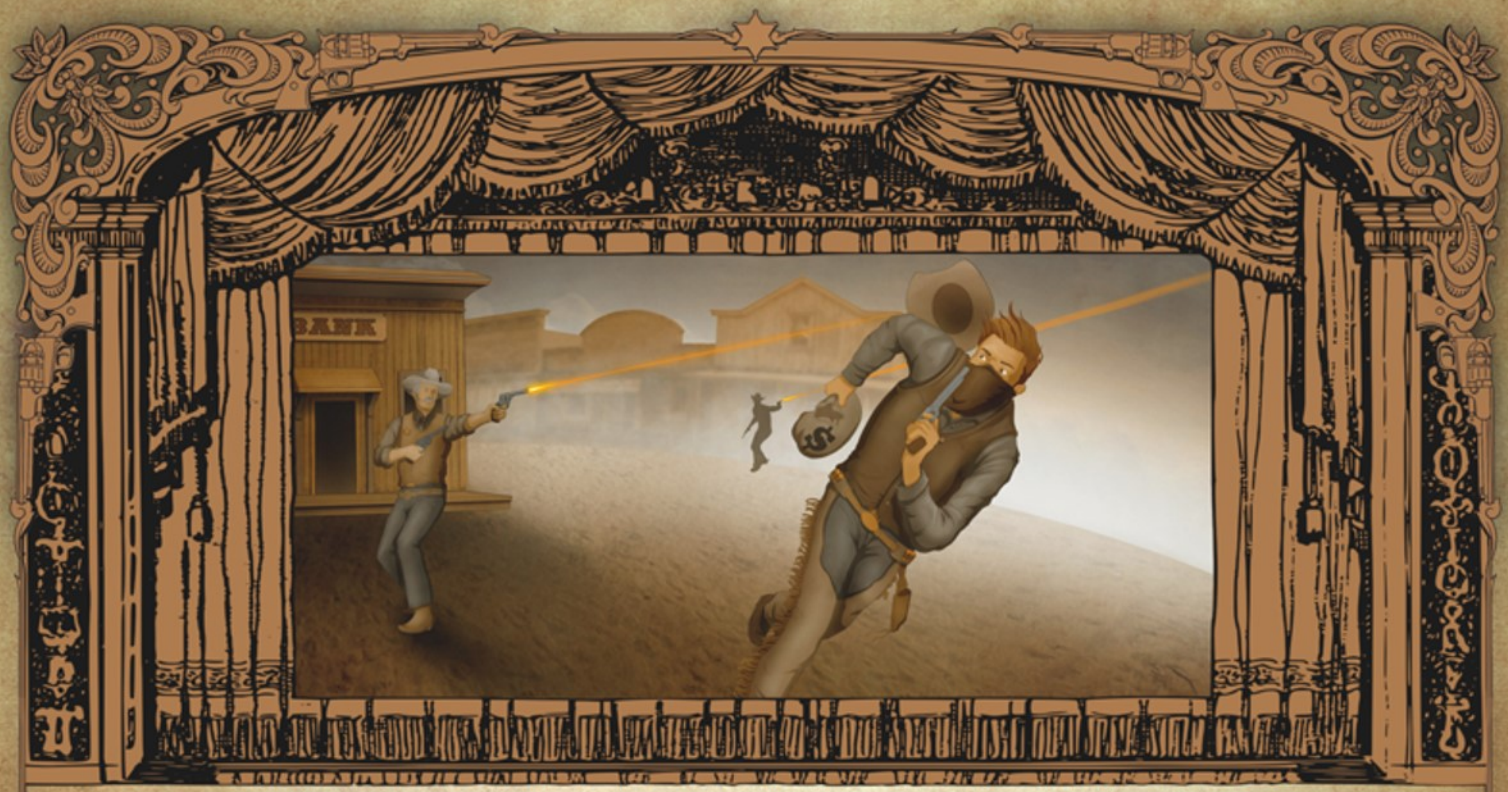


# [4.0] GRAB THE MONEY AND RUN

## [4.1] BACKGROUND

Two wagons filled with cash have arrived in town, guarded by deputies armed with rifles. Your gang will need to dispatch the deputies guarding the gold shipment and get out of town with as much cash as you can carry.

## [4.2] SCENARIO SETUP

Place ***two*** wagons in the center of town, approximately 2" apart. Mix up the money bags and place six of them face-down in ***each*** wagon.

Each outlaw gang starts with 3 gang members; two with twin pistols and one gang member armed with a shotgun and a pistol. Players do not use gang members armed with rifles in this scenario.

Place ***one*** gang member armed with a Winchester rifle into ***each*** wagon. These act as deputies guarding the gold in the wagons. Place their gang cards off to one side to keep track of their wounds and rounds spent.

Roll for deployment order and deploy starting gang members as normal on the edge of town.

## [4.3] SCENARIO RULES

***No money is awarded for wounding or killing an outlaw gang member. $2 are awarded for killing a deputy.***

The rules for **[10.0] MONEY BAGS** on page 14 of the ***main rulebook*** apply.

At the ***start*** of each game turn, after initiative ties have been resolved, the player with the ***highest*** initiative card controls the deputies in the wagons for ***that*** game turn. Draw a card from the deck to determine when the deputies will take their turn. If this card ties a player's initiative card, the deputies will take their turn ***after*** the player they tied with.

On the deputies' turn, the player controlling them may take ***one shooting action*** using a rifle with each deputy that is not in base contact with an outlaw gang member. No outdraws are allowed against these shots. Deputies may not use their pistols or take any other actions. Deputies draw their brawl card from the top of the deck. A HEAD wound kills a deputy.

## [4.4] END OF SCENARIO

At the end of a game turn, this scenario ends if all money bags have been cashed in or only one player has one or more gang members alive and standing.



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# [5.0] THE 2:20 TO DESPAIR

## [5.1] BACKGROUND

The sheriff has all the gang leaders locked up in jail waiting for the "hanging judge" to arrive in town. Your gang arrives on the 2:20 train to break your leader out of jail at any cost.

## [5.2] SCENARIO SETUP

Roll for deployment order ***before*** choosing gang members. The player that deploys ***first*** plays the role of ***lawmen*** (town sheriff and deputies). The other players play the role of outlaw gangs.

The lawmen player gets three gang members and two reinforcements. Each outlaw gang player gets three gang members and one reinforcement.

After filling out the gang sheets and ***before*** deployment, place each outlaw gang leader in a jail cell in the Sheriff's Office, on their side (stunned). Note: If a gang leader has the HARD HEADED skill, stand them up in jail.

Deploy starting lawmen ***first*** and then each outlaw gang deploys their two remaining gang members ***and*** their one reinforcement on the edge of town, in deployment order.

No money bags are used in this scenario.

## [5.3] SCENARIO RULES

Standard scoring for wounds and kills. See **[9.0] KEEPING SCORE** on page 12 of the ***main rulebook***.

The rules for game mode **[12.3] LAWMEN VS. OUTLAWS** on page 4 of the ***main rulebook*** apply during this scenario.

At the end of this scenario, the lawmen player receives $2 for each outlaw still in jail.

## [5.4] END OF SCENARIO

At the end of a game turn, this scenario ends if all outlaw gang leaders are dead ***or*** no lawmen are left alive and standing.



"Well you may not know this, but there's that gnaw at a man worse than dying."
***-Charley Waite***



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# [6.0] THE GANG'S ALL HERE

## [6.1] BACKGROUND

Outlaw gangs arrive in town loaded for bear with everyone in the gang present. This fight will not be over soon, and there will be lots of casualties.

## [6.2] SCENARIO SETUP

Each player starts with three gang members and two reinforcements.

Roll for deployment order and deploy starting gang members as normal on the edge of town.

No money bags are used in this scenario.

## [6.3] SCENARIO RULES

Standard scoring for wounds and kills. See **[9.0] KEEPING SCORE** on page 12 of the ***main rulebook***.

***"Never Bring a Gun to a Knife Fight" -*** Any ***brawl*** attack that scores an Instant Kill on the wound die gains an ***additional*** $2 reward. This does ***not*** apply to Instant Kills in a shooting attack.

## [6.4] END OF SCENARIO

At the end of a game turn, this scenario ends if only one player has gang members left alive and standing ***or*** all gang leaders are dead.



"Don't pick a fight, but if you find yourself in the middle of one I suggest you make damn sure you win."
***-John Wayne***



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# [7.0] JOINING FORCES (4 PLAYERS)

***Note: This scenario is designed for FOUR players. Skip this scenario if you are playing a campaign with only three players.***

## [7.1] BACKGROUND

You realize that there is strength in numbers and have suspended hostilities long enough to team up with a rival outlaw gang. Can you and your new partner take control of the Town of Despair?

## [7.2] SCENARIO SETUP

This scenario is played with two teams of two players each. See **[12.2] TEAMS** on page 14 of the ***main rulebook*** for more information.

Each player draws a card. Redraw to replace any ties. The two highest cards and the two lowest cards form teams. Reshuffle the cards.

Each player starts with three gang members and one reinforcement.

Roll for deployment order and deploy starting gang members as normal on the edge of town.

Place one wagon in the center of town. Mix up the money bags face-down and place six of them face-down in the wagon.

## [7.3] SCENARIO RULES

Standard scoring for wounds and kills. See **[9.0] KEEPING SCORE** on page 12 of the ***main rulebook***.

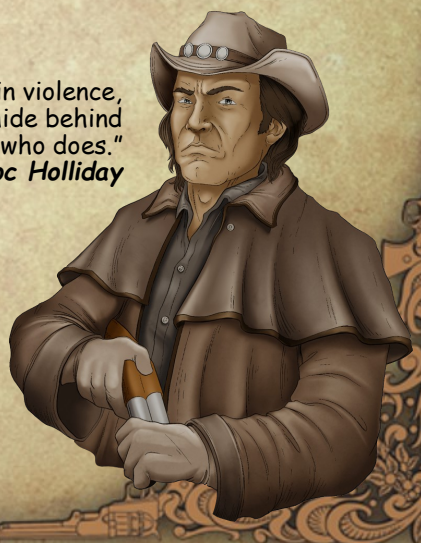
The rules for **[10.0] MONEY BAGS** on page 14 of the ***main rulebook*** apply.

Money is accumulated as a team. ***Each*** member of a team receives the ***total*** money awards their team accumulates during the scenario.

## [7.4] END OF SCENARIO

At the end of a game turn, this scenario ends if only one team has gang members left alive and standing ***or*** both gang leaders on one team are dead.

"If you don't believe in violence, be ready to hide behind someone who does."
*-Doc Holliday*





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# [8.0] HIGH NOON ON MAIN STREET

## [8.1] BACKGROUND

Having eliminated the sheriff and his deputies, outlaw gangs are out to settle, once and for all, who runs the Town of Despair. Stepping out into the dusty street at high noon, you eye each other cautiously, gun hands twitching, looking for any advantage. Stand and shoot or run for cover? Who will be the first to draw and the last to die?

## [8.2] SCENARIO SETUP

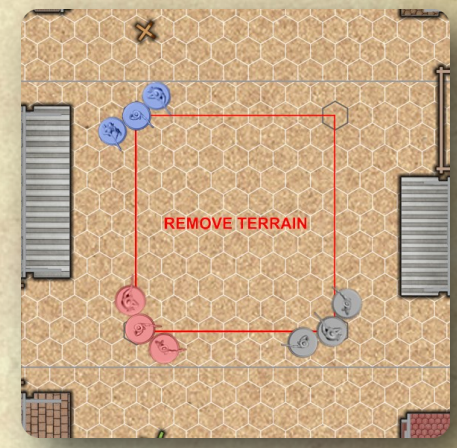
Refer to diagram shown on right when setting up for this scenario.

Remove ***all*** miscellaneous terrain (wagons, barrels, crates, cactus, etc.) from the center of town (between the four grey outlined hexes).

Each player starts with three gang members and no reinforcements.

Roll for deployment order but, instead of deploying on the edge of town, each player deploys their leader on a one of the unoccupied grey outlined hexes in the center of town and their other two gang members in ***base contact*** with the leader. No movement is allowed during deployment.

No money bags are used in this scenario.




## [8.3] SCENARIO RULES

Standard scoring for wounds and kills. See **[9.0] KEEPING SCORE** on page 12 of the ***main rulebook***.

## [8.4] END OF CAMPAIGN

At the end of a game turn, this scenario ends if only one player has one or more gang members alive and standing.

If playing a campaign, this is the ***final*** scenario. Total up the money collected by each player. The player that has accumulated the most money wins.



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