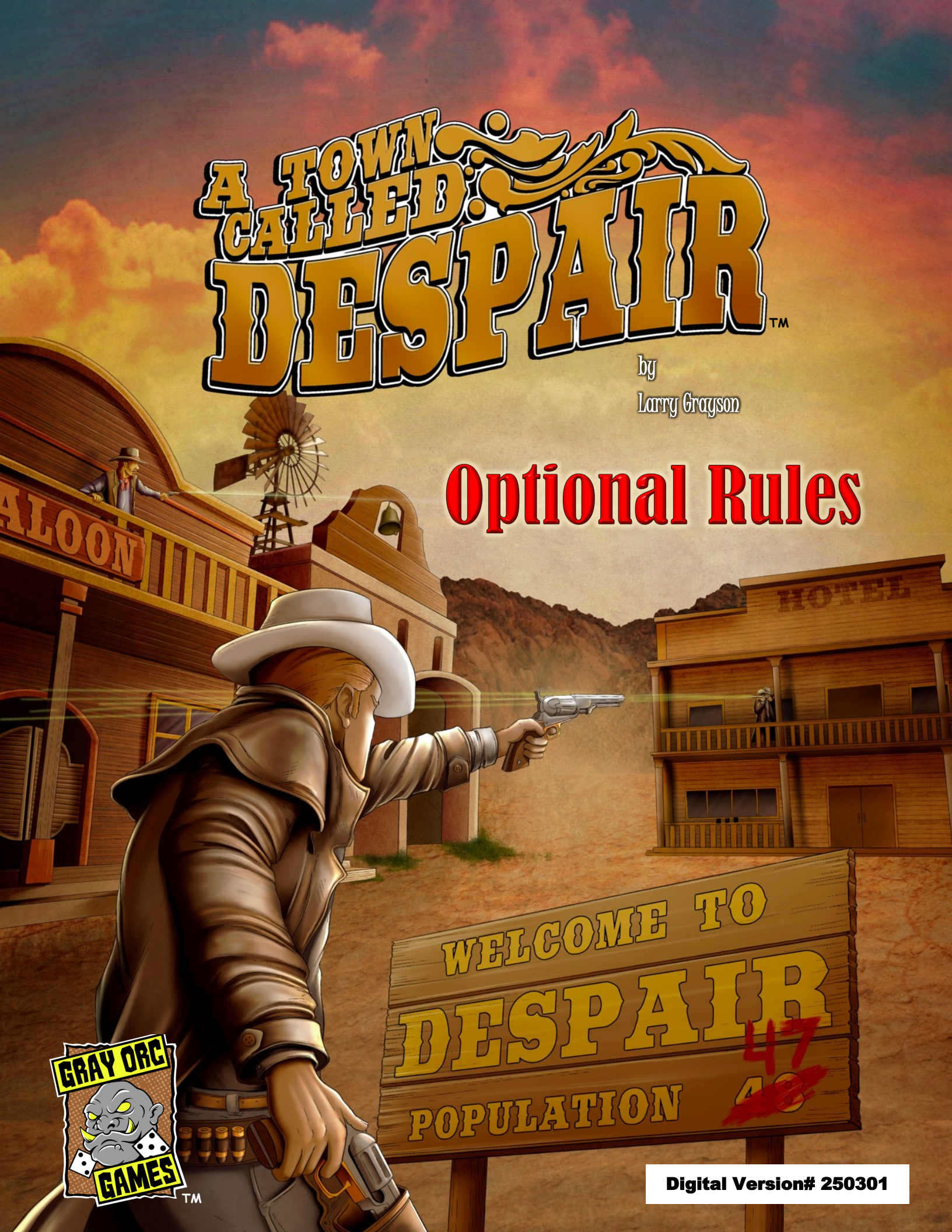
A TOWN CALLED DESPAIR™

by

Larry Grayson

Optional Rules



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[1.0] OPTIONAL RULES INTRODUCTION

This publication contains optional rules to apply when playing A Town Called Despair and it's expansions.

Most of these "optional" rules are a result of suggestions from avid players and others are "afterthoughts" developed by the Gray Orc Games design team.

We highly recommend you play a few games first before implementing any of these optional rules.

And of course, you're encouraged to come up with your own "house rules" to add new twists to the game. If you develop new rules that you enjoy, please feel free to share them by contacting us through our website www.grayorc.games or by sending an email to info@grayorc.games.

Larry Grayson



"You are remembered for the rules you break."
General Douglas MacArthur

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[2.0] PLAYER ELIMINATED



The ***Final Showdown*** rules on page 14 of the Base Game Rule Book are designed to speed up a game with three or four players so that eliminated players don't have to spend an inordinate amount of time sitting idly by waiting for a game to end.

Following are some additional optional rules to alleviate the "eliminated player" tedium.

[2.1] ZOMBIE HORDE MODE

The easiest solution is to play using the Zombie Horde Mode described on pages 4-5 of the Zombie Rule Book. This allows eliminated players to control the zombies and stay in the game.

The Final Showdown rules do ***not*** apply when playing with zombies. The game ends when only one player is left with living gang members and they receive the "last man standing" reward.

[2.2] I'M CALLIN' YOU OUT!

If you are ***not*** playing with zombies ***and*** the first player is eliminated ***and*** at least one remaining player has two or more outlaws left:

- At the end of the game turn, all remaining outlaws inside buildings or on roofs are placed outside the front door in base contact with the front of those buildings.
- Remove all ladders. All doors are locked for the rest of the game and no one may enter buildings.
- The Final Showdown rules apply.

[2.3] DEAD MEN WALKING

If you do not ***start*** the game playing with zombies:

- When outlaws are killed, they do not become zombies immediately. Lay them on their side where they died and place a dead cowboy marker under them (so you can tell the difference between stunned and dead).
- Whenever a player is eliminated and at least ***two*** players with living outlaws are remaining in the game, the eliminated player replaces up to four of ***their*** dead outlaws with zombies. ***Use all four zombies with the same "pose" so you can differentiate if a second person gets eliminated. Remove the dead outlaw and the dead outlaw marker and replace them with a zombie.***
- Players using zombies discard their hands. For the rest of the game, they draw their initiative cards and brawl cards from the top of the deck. On their turn, a player may move each zombie they control that is not in base contact with a living outlaw.
- Zombies cannot attack other zombies.
- Zombies score $1 for killing a living person and a $2 bonus for killing a leader or a Gunfighter. Living players receive $1 for killing a zombie.
- If the player's zombies are eliminated, they're out of the game (for good).

The Final Showdown rules do ***not*** apply. The game ends when only one player is left with living gang members and they receive the "last man standing" reward.

In a four-player game, if there are ***two*** eliminated players using zombies, resolve any initiative ties between zombie players ***separately*** from initiative ties among the living players. If a zombie initiative card ties with a living player's initiative card, the zombie player goes after the player they tied with.

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[3.0] ZOMBIE GAME MODES

[3.1] TOWN OF THE DEAD

When playing a game in Zombie Horde Mode, use the following placement rules ***instead*** of placing all of the zombies into the cemetery.

After setting up the buildings and terrain and ***before*** players deploy their starting gang members:

- Place a zombie on each of the four grey hexes in the center of the play mat.
- Each player places one zombie anywhere on the playing area, including inside buildings, on roofs, etc.
- Any additional zombies that would normally have been placed in the cemetery during the game are placed on one of the vacant four grey hexes by the player controlling the zombies that turn.

All other rules for Zombie Horde Mode apply.



[3.2] DAY OF THE DEAD

Use the rules for Zombie Horde Mode with the following modifications.

After setting up the buildings and terrain and ***before*** players deploy their starting gang members:

- Place a zombie on each of the four grey hexes in the center of the play mat.
- Each player places two “dead outlaw” markers anywhere on the playing area, including inside buildings, on roofs, etc.

During a player’s turn:

- If a player draws one or more Zombie cards in their hand, before playing their initiative card, they may discard the zombie card(s) and draw replacement cards from the top of the deck. They may then replace ***one*** dead cowboy marker with a zombie. If no dead cowboy marker are in play, they may place ***one*** dead cowboy marker anywhere in the playing area.
- If an outlaw moves within 4” of a dead outlaw marker, roll a 6-sided die. On a 4+, replace the dead outlaw marker with a zombie.
- If an outlaw dies, replace them with a dead outlaw marker. If all the dead outlaw markers are in play, replace them with a zombie. If all the zombies are in play, simply remove the dead outlaw.

At the start of the zombies’ turn:

- Roll a 6-sided die for each dead cowboy marker that is within 4” of an outlaw. On a roll of 4+, replace the dead outlaw marker with a zombie, unless there are no zombies left not already in play. These zombies may move on this turn.

All other rules for Zombie Horde Mode apply.

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[4.0] OTHER ZOMBIE RULES

[4.1] ZOMBIE MOVEMENT

These optional rules will increase zombie mobility, making them harder to get away from.

- Zombies climb over low obstacles (barrels, crates, fences, etc.) with no movement penalty.
- Zombies climb freely through first-floor windows. Going through a window does not wound a zombie.
- Zombies may jump from roofs, balconies, or second floor windows. Zombies do not take a wound when jumping.

[4.2] EVADING ZOMBIES

This optional rule will make it easier to get away from zombies.

Evading works similar to outdrawing. To attempt to evade the zombie, when a zombie moves into base contact with a gang member, play a card from your hand that is ***higher*** than the zombies' initiative card.

You may not attempt to evade a zombie if you are stunned, are already in base contact with a zombie, do not have a loaded pistol, or the zombies' initiative card is a Zombie card or Joker.

If you successfully ***evade*** a zombie, that gang member ***first*** moves 2" and ***then*** gets a snap shot at that zombie (hits on 5 or 6). If you evade using a ***Joker***, your snap shot hits on a 4, 5, or 6.

[5.0] REINFORCEMENTS

[5.1] RAPID REINFORCEMENTS

Instead of rolling one die, each player rolls ***two 6-sided*** dice and brings in ***one*** reinforcement if ***either*** die is a 5 or 6. If more than one player is deploying reinforcements, roll two 6-sided dice (reroll ties) to determine the ***order*** of deployment.

[5.2] EQUAL REINFORCEMENTS

Instead of ***each*** player rolling at the end of a turn, have ***one*** player roll one 6-sided die. If a 5 or 6 is rolled, ***every*** player deploys ***one*** reinforcement. Roll two 6-sided dice (reroll ties) to determine the ***order*** of deployment.

[5.2] MASS REINFORCEMENTS

Instead of each player rolling a die at the end of a turn, have one player roll a die. If a 5 or 6 is rolled, ***every*** player deploys ***all*** reinforcements. Roll two 6-sided dice (reroll ties) to determine the ***order*** of deployment.



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[6.0] THE MAGNIFICENT FIVE

In this game mode, each player has an elite team of battle-tested outlaws armed with special skills.

- Each player starts the game with five gang members, chooses a leader, and assigns the Gunfighter skill to their leader. Each player receives an extra action as long as their leader is alive and standing.
- Deal four cards to each player. Each player discards any Gunfighter cards or duplicate cards and redraws new cards until they have four cards with no duplicates and no Gunfighters.
- Each player assigns one skill to their other four gang members, making a note on their gang card. No gang member may have more than one skill.
- Reinforcements are not used in this game mode.
- All other rules for a standard game apply.



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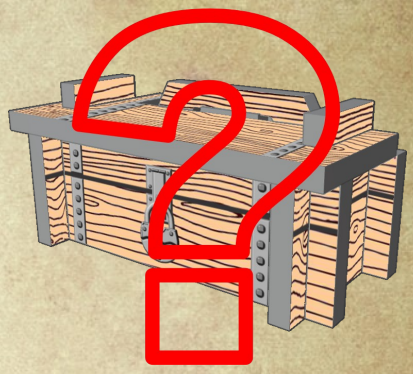
[7.0] LOOT

[7.1] LOOT CRATES



During set up, place one crate next to (not on top of) each of the four gray hexes. Place all money bags off to one side of the playing area face-down and mix them up. Note: If you are also placing money bags into wagons, only use four money bags for the wagons.

If a crate is flipped onto its back (see below), it is empty and cannot be looted again. It still provides cover.

You may loot a crate by spending a move action to move in base contact with the crate. Roll two 6-sided dice and consult the following chart.

DICE ROLL	CRATE CONTENTS	RESULTS
2	**KABOOM!**	The crate has been booby-trapped with ***one*** stick of dynamite. Roll a six-sided die for each outlaw within 2" of the crate. On a roll of 4+, they take a wound (roll wound die). Remove the crate and any barrels or cacti within 2" from play.
3-4	**MEDICINE BAG**	Heal ANY one wound (including CHEST & HEAD wounds). Flip the crate onto its back.
5-9	**GOLD SHIPMENT**	Draw one money bag (you are now carrying it). Place two more money bags face down on top of the crate. For the rest of the game, when this crate is looted, do not roll the dice and take one of the money bags from on top of the crate. When the last money bag has been removed from the crate, flip it onto its back.
10-11	**AMMO CACHE**	Reload up to 6 rounds. Flip the crate onto its back.
12	**NEW SKILLS**	Draw a skill card from the top of the deck for this outlaw. Redraw if the card duplicates the skill of any of your gang members. Assign this skill to the outlaw, replacing their existing skill if they already have one. Flip the crate onto its back.

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[7.0] LOOT *(continued)*

[7.2] LOOT STASHES IN BUILDINGS

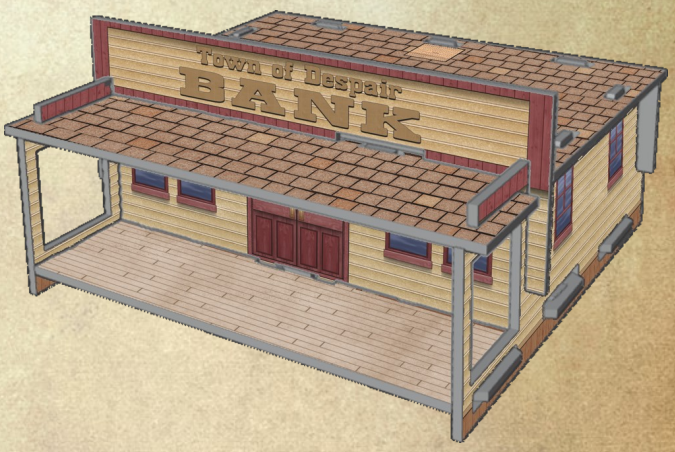
In addition to placing loot crates in the street, you can make buildings “lootable”.

To set up loot “stashes” inside buildings, you use $20 gold pieces as “loot stash” markers. Alternatively, you can use small coins, i.e. pennies as loot stash markers.

After placing the crates on the grey hexes, each player places two loot stash markers inside buildings. Loot stash markers cannot be placed on the roof or on the same floor as another loot stash marker.

If a gang member moves into base contact with a loot stash marker, roll two 6-sided dice as if opening a loot crate and consult the chart on the previous page. Remove the loot stash marker.

If a loot stash marker is ***booby-trapped***, the results are applied to ***everyone on that floor*** of the building instead of everyone within 2”.





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[8.0] CHALLENGES

[8.1] ISSUING A CHALLENGE

At the start of a player's turn, they may use one of their actions to issue a CHALLENGE with their ***leader*** to any other player. A player may only issue one challenge per turn and must do so as their ***first*** action. You can only issue a challenge with your gang's ***leader***.

[8.2] ACCEPTING A CHALLENGE

If the challenged player's leader is ***alive***, they ***must*** accept the challenge with their leader. Otherwise, they may decline the challenge or select any of their other outlaws to accept the challenge. If the challenged player's leader is ***dead*** and they ***decline*** the challenge, they must take one of their standing outlaws and place them ***prone*** (they count as ***stunned***).

[8.3] SETTING UP A CHALLENGE

The challenging player places their outlaw anywhere on the playing surface in the center of town (between the four grey hexes). The challenged player places their outlaw anywhere on the playing surface between 7" and 8" away from the challenger such that there are no terrain pieces or other figures between the two outlaws. If necessary, make adjustments to the location of the two outlaws so that there is no terrain or other figures between them.

Both outlaws reload up to three rounds in ***one*** of their pistols.

[8.4] FIGHTING A CHALLENGE

There are ***three*** rounds of shooting in a challenge. Outdrawing is not allowed during a challenge.

Neither outlaw may ***move*** during a challenge and they may only fire ***single*** shots with their ***pistols***.

At the ***start*** of each round, draw an initiative card from the top of the deck for each player. If there is a tie, the player that issued the challenge shoots first.

Each shot in a challenge ***always*** hits on a d6 roll of 4+, regardless of skills.

A ***head*** wound counts as an INSTANT KILL during a challenge.

If either outlaw is ***killed*** during the challenge, the surviving outlaw gets a free movement (adjusted for wounds) and then the challenging player completes their turn with their remaining actions.

If ***neither*** outlaw is killed after three rounds, ***both*** outlaws get a free move (the ***challenged*** player moves first), and then the challenging player completes their turn with their remaining actions.

Award gold for wounds and kill bonuses in a challenge, as normal.



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[9.0] OPPORTUNITY FIRE



At any time during ***another*** player's turn, if they ***move*** one of their outlaws in line-of-sight and within range of one of your loaded weapons, you may discard a 2, 3, or 4 from your hand to take a ***single*** shot at that outlaw.

You must declare at what point during the opponent's movement you are attempting to shoot. The target outlaw halts their movement temporarily as you take your shot.

You may ***not*** use opportunity fire against an outlaw that has ***not*** moved. You cannot fan or fire both barrels using opportunity fire.

The target of opportunity fire always counts as being in cover (due to trying to hit a moving target). Any other bonuses or penalties for skills, elevation, etc. apply to opportunity fire.

The targeted outlaw may attempt to outdraw. Resolve the outdraw attempt and the attack as normal.

If the outlaw outdraws the attacker or survives the attack, he may continue the remainder of his movement normally. Any movement penalties resulting from being wounded by the opportunity fire apply immediately, e.g. if he is wounded in the CHEST, his total movement is reduced by –2, or if he receives a HEAD wound, he is STUNNED and his movement ends.

Opportunity fire does not count as an action for the shooting player, but they still expend rounds normally as if they were taking a ***shooting*** action on their own turn.

If you attempt opportunity fire out of a window, the shooter becomes visible for the rest of the round, as normal.



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