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DRACULA'S AMERICA

SHADOWS OF THE WEST

Rough Night at Red Rock: Free Solo Rules

ROUGH NIGHT AT RED ROCK:
A *DRACULA'S AMERICA* SOLO-PLAY CAMPAIGN

*T*he four strangers rode into Red Rock just before dusk; taking in the occasional frightened face peering at them from behind half-open shutters as they trotted down the dust-blown main street. Their prey had led them a merry dance across the territory for weeks, and now – after regaining the trail several days ago – they finally had the Leech cornered...

It was then that the sun abruptly sank below the horizon and skittering, dark figures began to converge from the gathering shadows. The howling of famished beasts echoed all around them, just a few days ago these very beasts had once been human. The strangers realised they had been led straight into a trap...

INTRODUCTION
Welcome to a solo-play campaign for *Dracula's America*. It uses a slightly-modified version of the rules to allow you to see if you can survive over the course of a night – in a town full of newly-spawned Fledgling vampires! I hope you enjoy racking up a high-score!

THE ACTION DECK
A single deck of ordinary playing-cards is required to play- you will need the following cards to create the 'Action Deck' that determines the Activation sequence for both your characters and their bloodthirsty foes:

• Ace, King, Queen, and Jack – of any Suit you prefer.
• Both Jokers.

At the start of each Round, you will rebuild the Action Deck anew, removing cards as your characters fall casualty.

You will then shuffle the Deck and draw the top card – this card determines which model or models will Activate. Once all Activations tied to the card are resolved, it is discarded and a new card is drawn.

Once all cards have been discarded, the current Round ends and a new one begins.

EVENTS
When the second Joker is revealed, roll a D6 – if the result is a 6, you must immediately roll on the Unexpected Events table on page 45 (for a score of 2 or 4). If the result is a 1, you must roll on the Supernatural Events table on page 115 instead.

• *Armed Civillians* will always try to shoot at Vampires if possible!
• The *Haunted!* Event always affects one building containing one or more PCs.

CREATING YOUR POSSE
You will control four Player Characters (PCs) at the start of the campaign. You can create your own Posse of characters from your favourite Faction, or come up with your own unlikely alliance – you are encouraged to come up with suitable names and backstories for each PC!

To create your Posse, refer to page 48 of the main rulebook – you have $60 to spend, and you must have no more and no less than four models. Hired Guns are not allowed.

ACTIVATING PCS
Each PC is 'linked' to a specific card before play begins – Ace, King, Queen, and Jack. When one of these cards is revealed from the Action Deck, you may either:

• Activate the corresponding character (if they haven't already Activated this Round), making up to two Actions with them. The character is then marked as Done.
• Activate a different PC (if they haven't already Activated this Round), making only one Action with them. The PC is then marked as Done.

ENEMIES
Your enemies are the newly turned citizens of Red Rock. They use the Vampire Fledgling stats on page 120 of the main rulebook. You could of course substitute Fledglings for Zombies, or whatever supernatural creature you like!

• All Enemies Activate, following the rules on page 116, when the first Joker is revealed each Round. Enemies will always head towards the central building instead of making a random move.

You will need twelve Enemy models in total. At no point can there be more than twelve enemies in-play.

STARTING THE CAMPAIGN
The entire campaign is played out on a 3'x3' or 4'x4' board. Ideally, your terrain should represent the frontier town of Red Rock – but you could just as easily set your campaign in a mining camp, frontier fort, bayou settlement, or whatever setting matches your preferred terrain set.

What is important is that you have a central building, large enough to comfortably contain the PCs and allow them a little space to manoeuvre.

At a pinch you could cut a suitably sized square or rectangular

'footprint' between 4"x4" and 6"x6" and mark on where the windows and doors are. Note that once the campaign begins the PCs are not restrained to the building and are free to leave its protection if they wish!

The rest of the board needs to have some appropriate scatter-terrain (some Explosive Terrain might make for interesting games) and LOS-blocking elements; with a clear 'zone' of roughly 6" between them and the central building.

You can then deploy your PCs anywhere within the central building.

Then deploy 3 Enemies within 6" of the centre of each table edge (for a total of twelve Enemies). You are now ready to begin.

PLAYING THE CAMPAIGN

The campaign is divided into three Acts: **Dusk**, **Night**, and **Dawn**. Each Act lasts for 6 Rounds.

- At the end of each Act, you should leave all models where they are.
- You may then choose one of your surviving PCs and make a free Advance Roll (page 65) for them.
- You must then roll a D6 for each of your PCs that fell casualty in that Act:

Rough Night at Red Rock Casualty Table				
D6 Roll	1	2	3-5	6
Result	Dead!	Start next Act Downed.	Start next Act Shaken.	Fully Recovered.

As long as they are not Dead, the PC is then set-up inside the central building at the start of the next Act.

SPAWNING ENEMIES

At the start of each Round (except the first) you must deploy D3 Enemies, from those already removed as casualties, within 6" of the centre of a random table edge. In this way, there should never be more than twelve Enemies in-play at any one time.

ENDING THE CAMPAIGN

If all the PCs fall casualty, you lose the campaign but should still tot-up your final VP score:

- You earn 1 VP for surviving Act 1, 2 VP for surviving Act 2, and 3 VP for surviving Act 3.
- Every four Novice Enemies you defeat is worth 1 VP.
- Every two Veteran Enemies you defeat is worth 1 VP.
- Every Hero Enemy you defeat is worth 1 VP.
- Every PC who survives to the end of the campaign is worth 2 VP; or 1 VP if Shaken; or 0 VP if Downed.

Keep track of your VP total to see how well you did overall – you might like to play the campaign again later and see if you can improve on your performance, or compare your 'high score' with your friends!

Rough Night at Red Rock Score Table	
Victory Points Result	Result
0–3 VP	No-Good Varmint!
4–6 VP	Concerned Citizen.
7–12 VP	Pillar of the Community.
13–18 VP	Hero of Red Rock.
19+ VP	Stuff of Legends!

MORE IDEAS – EXPANDING YOUR GAMES

Due to the unusual circumstances that gave rise to *Rough Night at Red Rock*, playtesting was less comprehensive than usual. As such, you may need to apply a little logic (or improvise things as you go!) if you come across unusual situations while you play.

You might also want to expand on the material presented here and, as with all *Dracula's America* rules, you are heartily encouraged to do so! Here are a few ideas off the top of my head:

- **Co-operative play** – each PC is controlled by an individual player. You might also like to come up with a suitable secret Agenda for each PC. Perhaps there is loot hidden in one of the buildings?
- **Innocent Bystanders** – have some innocent Bystanders fleeing through the streets. Each Bystander that survives until the end of the Campaign is worth 1 VP. Bystanders will always head towards the central building if possible.
- **Boss** – At the start of the fifth Round in Act 2, have a Vampire Ancient or other 'boss monster' spawn on a random table-edge!
- **Thematic Events** – Come up with some more thematic events, perhaps the central building is set on fire in the third Act, a dead comrade returns to unlife, or a Hired Gun shows up to lend a hand?