

A SPECIAL LOOK AT

URBAN NIGHTMARE MIDNIGHT HUNT

THE MINIATURES GAME



WHAT IS THIS?

This document offers a sneak peek at Urban Manhunt, our upcoming miniatures game that depicts a harsh, violent sport of the dark near-future. Each player takes on the role of a *hunter*, a highly trained and larger-than-life mercenary who scours sectioned off parts of prison cities, eliminating convicts (called *crims*) for points. The hunter with the most points accumulated when the time limit expires wins the match. The crims are controlled by the game system itself, instituting a refreshingly different game-play dynamic than most gamers are accustomed to.

One of our core goals with Urban Manhunt is to produce a miniatures game that requires very little monetary investment. The rulebook will have gorgeous, atmospheric black and white interior pages so we can offer the customer a lower price point. Additionally, each player will only need one miniature and thanks to our hunter creation system, virtually any miniature will work. This means you can create game stats for any figure you already own. The rulebook will contain 2D miniatures for the crims that

can be printed out and used in lieu of having to hunt up additional models for the opposition. We're even including four 2D miniatures for generic hunters so you won't even have to possess any miniatures at all.

Let's talk about what lies ahead in these pages.

The first thing you'll find is selected articles from an issue of *In the Zone*, an in-setting magazine about the sport of Urban Manhunt. This will give you a taste of the alternate future in which the game is set. This future is the future as seen from 1987, giving the setting a unique, dark and quirky vibe.

The second thing you're going to come across is a two-page spread that gives a quick rundown of what you can expect from the game when it is released in early 2019.

On the last stop of this tour, we offer details on some of the game system's highlights. If you want to see some of the aspects that make Urban Manhunt a truly different experience, this is the section to read.

We hope you like what you see here and that you'll join us in the zone when 2019 rolls around.

URBAN MANHUNT THE MINIATURES GAME



spectrum-games.com

The world's #1 Urban Manhunt magazine

Jan. 2049
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In the ZONE



CASTLE CANE

Is the current Great Hunt
champion the real deal?

THE STATE OF THE GAME

By Marcus “The Mad King” Martindale

As the 2049 season draws near, Urban Manhunt fans are beginning to speculate. About what, you ask? About *everything*. Which new faces will be breakout stars? Will any of the veteran hunters manage to cement their legacies and become legends? What kind of changes can be expected? The speculation goes on and on.

One thing is for certain: change is in the air. To be fair, change is always in the air when it comes to Urban Manhunt. The Urban Manhunt Rules Committee inevitably goes that extra yard to keep the sport fresh and exciting for fans. That’s a large part of why it has transcended being merely a game. It has become a cultural phenomenon that is ingrained in virtually every aspect of our society.

Despite change being an ever present force, this season promises to take it to an entirely new level. Several members of the committee have alluded to some fairly drastic alterations to how the game will be played going forward. We have another month or two before any official statements will be made, but a decent amount of information has already made its way to the public, thanks to now-former chairperson Alec Carmen’s loose lips during his infamous interview with Urban Manhunt Tonite. I have taken the liberty of collecting all the data into one place and examining them.

New Blood

Many new talents are set to make their pro debuts in ‘49. Arguably the most anticipated of these is Hotshot Ramirez, the Los Angeles native who has been, no pun intended, burning up the amateur circuit over the last few years. His success has as much to do with his cunning and resourcefulness as it does with *Danielle*, his scratch-built flamethrower. Fans are clamoring to see how well this indie darling stacks up against the stiffer competition the professional leagues offer.

I would be remiss if I didn’t also mention the self-proclaimed Queen of New Jersey, Madison DeNucci. Her success rate has been solid if not outstanding, though it’s her colorful, obscenity-laden personality that will make her an interesting addition to the National Urban Manhunt League. Three separate affiliate companies are battling it out for a contract with DeNucci, but at the time of this writing, none have managed to secure her Jane Hancock.

Former Hollywood stuntwoman Rachel Knox, who operates in the indies under the name Reckless, is also causing some buzz after being recruited in February. Her wild, unpredictable visage is only a small fraction of her appeal. In truth, it’s her penchant for walking away unscathed from even the most deadly situations that has captured the hearts of fans the world over. In fact, her calm escape from a massive explosion two years ago became one of the most watched vids of all time. Knox

was asked by an interviewer what was going through her mind when the explosion happened, to which she responded, “That I really could use a burrito right about now.”

There are more newcomers who will undoubtedly shake up the status quo, including Colt Steel (Magnum Steel’s younger brother), Maximov, Belly-Welly Jones, The Justice Hammer and Layni “the Mauler” Mortenson.

Affiliates

Three affiliate companies have announced their exits from the Urban Manhunt business, mostly due to lack of success: Manton International, Worldbuzz and Frazier-Bennett. Manton International, in particular, has taken quite a beating over the last three seasons, having only twelve wins during that period of time. Their announcement came as no surprise to anyone. Worldbuzz and Frazier-Bennet, on the other hand, raised some eyebrows when they took their leave. While they have both certainly struggled in recent years, most analysts felt that one solid season could pull them out of their respective slumps. Alas, it was not to be.

Whenever there’s a vacuum, one can bet the mortgage that there will be many others looking to fill it. A record-breaking eight new affiliates have thrown their hat into the Urban Manhunt arena in 2049. Interestingly, the trend seems to be smaller companies stepping up, as opposed to the traditional corporations that normally act as affiliates. The up-and-comers include Bunker Hobbies, Nash Sports Ltd., The Greene ‘Zine, Babineaux Electronics, Actiscape, Heedster Entertainment, Batemansoft and Hudson Properties.

According to Actos owner Langley Hughs, “Smaller entities are more capable of focusing on their clients than the mighty conglomerates. They have hundreds of subsidiaries all over the world to deal with, whereas we only have a few at most. This allows us to give them almost our undivided attention. That’s a big plus for any athlete. We can and will cater to their individual needs.”

Time will tell how well this business model catches on.

Rules

Following last season’s tragedy involving Flyboy’s jetpack exploding, killing him and twelve others, the Urban Manhunt Rules Committee knew that swift action had to be

taken. These flying machines are simply too volatile to be allowed in the sport and, luckily, wisdom prevailed. As of this season, flying apparatuses are banned from use during matches.

Additionally, for the first time, pods will be replenished periodically throughout a match. This task will be carried out by *restock specialists*, men and women with battlefield experience who can quickly and efficiently enter the zone, move to the pods, insert the restocks and get back out without being shot to pieces. Speaking of which, any hunter purposely injuring a restock specialist will face prison time and a permanent ban from NUML. Crims caught doing it will be summarily executed.

Evolution

Urban Manhunt has changed a lot since I retired from the zone in ‘35. The hunters are tougher, smarter and more varied in their skills than ever before. And it’s not just the hunters that have evolved. Everything else has too. For example, hunters now have to work hard to develop and maintain their image—or *gimmick* as they call it these days—before they even enter the zone. This is a stark contrast to my own glory days, when we would simply come into the sport with a cool name and a chip on our shoulder.

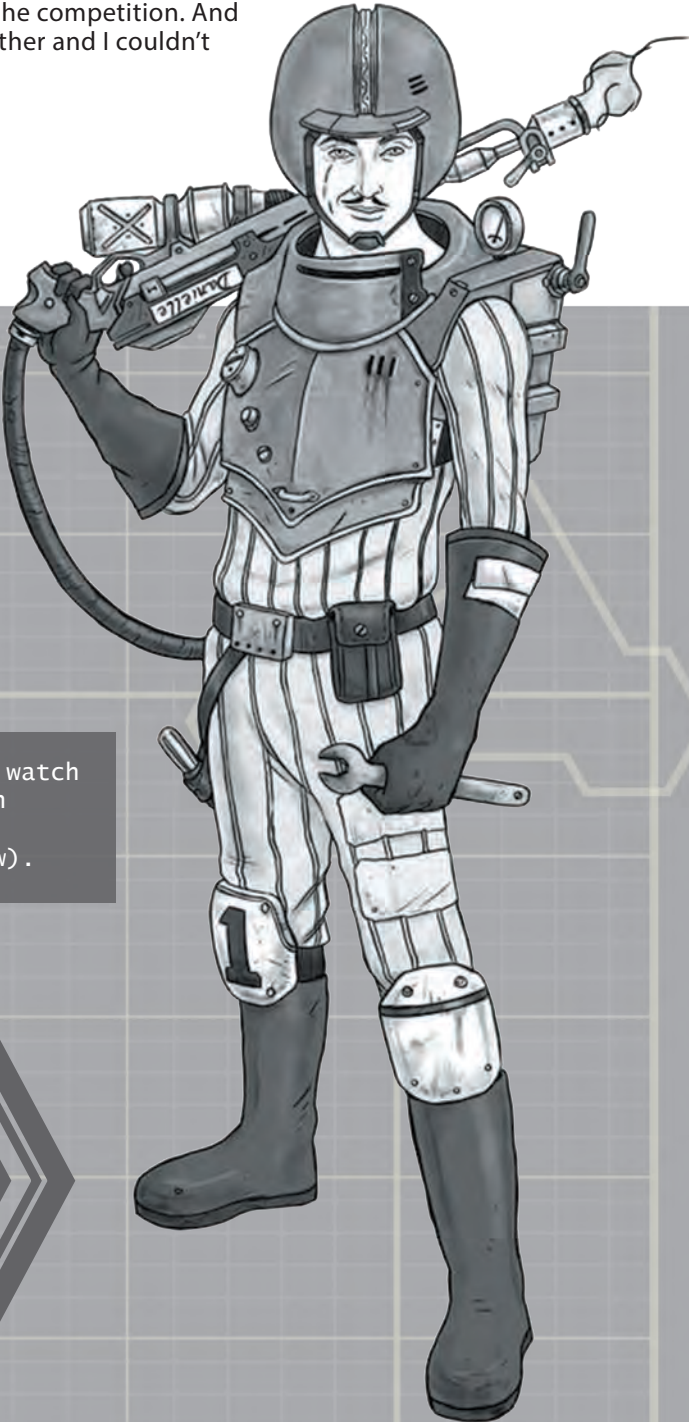
During the last few seasons, we’ve seen a shift toward hunters gunning for the less capable crims and eliminating them quickly for a more rapid scoring rate rather than taking extra time to eliminate the big guns. According to pre-season inside sources, we’re likely to see yet another shift, this time toward an even combination of the two approaches.

Urban Manhunt is in my blood. It always has been and always will be. I refuse to be one of those bitter old bastards who bemoans the evolution of the sport, bellowing about how things were better back in ‘my day’. Things weren’t better back in my day. Not by a long shot.

The game has improved on every level, from the presentation to the competition. And I suspect that the 2049 season will push that improvement even further and I couldn’t be happier.

Hotshot Ramirez is a newcomer to the NUML, but not to the sport. His arrival has made fans excited for the upcoming season.

Other new faces to watch for include Madison DeNucci (left) and Rachel Knox (below).



SO YOU WANT TO BE A HUNTER...

Peter Bronson

You think you're tough? You think you've got skills? You think you're the baddest of the bad? You think you're ready to step into the zone and gain fame and fortune?

Yeah, well, get in line.

Look, kid, I get it, okay? You've been watching the sport on television since you were knee-high to a gutter rat. Hell, you might have even attended some live events. You love the excitement, the electricity, the pageantry, the brutality. Who doesn't? And the monetary payoff can be astronomical at the upper levels too. This kind of stuff is enticing. What's not to understand about the allure of Urban Manhunt?

The reality of it, though, is that you're probably going to have your dreams squashed almost right out of the gate. Maybe even before you *get* to the gate. Too many people yearn for the spotlight afforded to them by the zone, only to realize—usually too late—that they weren't cut out for it after all. About as often as not, they don't realize it at all, because their brains are splattered all over some crumbling, weed-choked street. The danger is real, folks. Never forget that.

Okay, okay, enough of my preaching. Let's get on with advice for those who are determined to try their hand at Urban Manhunt as given by seasoned hunters who have walked the walk.

1

IT'S NOT JUST ABOUT FIGHTING

Alexandria the Great

You might be the toughest brawler in your neighborhood or even the best shot. And, hey, that's a great start. But it's only a start. You aren't dealing with people in your 'hood any more. Many of the scumbags you'll be going up against are hardened killers. One mistake and you'll find yourself gutted in the blink of an eye. That's why intense training is important.

Fighting and shooting is only one piece of the puzzle. You have to have supreme conditioning in order to make it in the game. Otherwise, you'll be gassed out by the time you get to your third or fourth crim. Stamina is crucial in this sport. Without it, you're toast.

When I was only a few seasons into my career, I met a young man—we'll call him Tucker—who was all set to have his first indie match. It was to be two weeks away, so I asked him what he planned to do to prepare himself. He said he was going to sharpen up his boxing skills and work hard on his swordsmanship. Mind you, Tucker wasn't a slouch. He stood a good six-foot-four and was built like a fireplug. His muscles were less like a bodybuilder and more like a man who had baled hay all his life... stout as the day was long! He could fight as well. I expected him to be sluggish in combat, but he moved like a jungle cat. I learned all this by watching a bit of his workout, though I noticed something disconcerting: Tucker took a short break between every exercise.

I was in attendance to watch his highly anticipated debut, which was heavily hyped because word got around that he was going to be the next big thing. For an indie show, there were a lot of butts in the seats.

The first crim he encountered was something of a wild man, coming out swinging crazily with a crow-

bar. Tucker made short work of him, much to the delight of the crowd. Then came the second one almost immediately thereafter. This one had some skills! She bobbed and weaved, dodging almost everything he threw her way. He ended up chasing her throughout the ruins of an old apartment building before finally landing a killing blow with his sword. Something was off kilter with him, I could tell. He was huffing and puffing and stood bent over at the waist with his hands on his knees. All that activity had taken its toll and it was obvious! He finally started moving again, but he was still struggling to catch his breath. That's when a crim with a mechanical arm entered the picture. This guy was a brute and an aggressive brute at that. Tucker was defenseless against the onslaught, as the crim just wailed away on him. It was a disturbing scene; one that could have been avoided had Tucker concentrated on his conditioning.

In the end, Tucker lived through the ordeal, but his body was mangled. I looked him up a few years back and he was a shadow of his former self. He'll never walk again and he remains hooked up to several different machines. It was a sad sight.

It just goes to show you that while fighting skills are necessary, being a hunter requires much more. Learn from Tucker's plight and put effort into conditioning.

2

PLAY IT SMART

Sly Fox

One common mistake new hunters make is that they view Urban Manhunt as a sport played against the crims. It's not. It's a sport played against another hunter. The hunter is the one you have to beat. The crims are simply a means to that end. You have to be more savvy than your opponent, scoring while denying them the chance to do the same. That's what Urban Manhunt is about. Once you grasp the true dynamics of the game, you'll have a solid foundation to work from.

Being a successful hunter, then, requires you to use your noodle. Not *that* noodle, you pervert! The one resting atop your neck. Outthinking your opponent (as well as any crims you come across) will get you further than just decimating crims.

A wise man (i.e., me) once said: Urban Manhunt is like a game of chess... a chaotic, violent, blood-soaked, pulse-pounding game of chess, but chess nonetheless. You have to think at least five moves ahead.

3

FAMILIARIZE YOURSELF WITH THE ZONE

Venus Vixen

The zone can be your best friend or your worst enemy. Sometimes it's both. Learning to make it solely your friend is an important facet to success as a hunter. To make it your friend—and *only* your friend—you need to familiarize yourself with it.

This may sound impossible, as we aren't lucky enough to be given a holomap of the area prior to a match, but there are ways to figure out what lies in the darkness ahead. Remember, before these sprawls were prisons, they were cities and

were constructed with a rhyme and reason. Since that's the case, a little deductive reasoning can be accomplished.

For example, when you first hit the zone at the beginning of a match, take a look around and survey what kinds of buildings you see. If you see primarily residential structures, you can expect mostly grid-like streets with houses on each side. If, on the other hand, you stand before some rusted-out factories, prepare to deal with more of the same due to old-school zoning.

And as you make your way further into the zone, look not just for crims to eliminate, but also at the terrain you're up against, as far as the eye can see. Be aware of your surroundings at all times, because you never know when you're going to be forced to use them. Are three particularly nasty crims working together to take you down and you need to make a tactical retreat so you can leverage an ambush? Gee, it's a good thing you noticed an opening to an alleyway a block and a half down the street.

It pays to know the zone.

4

DEVELOP A GIMMICK

Vaudekill

I've been derisively referred to as a "gimmick hunter"; someone who relies heavily on a character or theme. My detractors feel I'm all flash and no substance, simply because I don a striped suit, straw hat, bow tie and use a cane as my principal weapon, and also because I'm inclined to integrate vaudeville routines into my eliminations. And then there's the handlebar mustache!

So, am I a gimmick hunter?

You bet your sweet bippy I am and I'm proud of it. I wear it like a badge of honor. Want to know why? Because the world of Urban Manhunt already has enough surly, serious-minded people with ice-cold demeanors stalking around in dark, edgy clothes. In order to stand out, I had to do something completely different than what anyone else was doing. I wanted to be colorful, distinctive and unforgettable. I had to capture the collective imaginations of the fans.

Thus was born Vaudekill.

Critics can say what they want—that I rely on my persona, that I wouldn't be popular if I didn't have an outlandish schtick, that I'm not a serious hunter and so forth and so on. But here's the thing: If I wasn't a good hunter beneath the gimmick, I'd be dead or rendered irrelevant. The gimmick is meant to grab your attention and then I let my work speak for itself once I have everyone's eyes on me. I'm more than my character, but the character is a huge part of my success.

My advice to novices is to find a look, a gimmick, an identity and amp it up as high as you can. If you're a good hunter and you surround yourself with a remarkable gimmick, you can go far. Make that all-important connection with the fans! Once you manage that, affiliates and sponsors will come knocking at your door with contracts in their grubby little mitts.

That's what success is all about, is it not?

5

GEAR UP LIKE YOU MEAN IT

Slaughterpen

I'm not an eloquent woman, so I'm just going to get right to the point: if you want to succeed, you have to choose your gear wisely. That includes your arsenal. In the zone, when things get hot and heavy, a hunter lives or dies by his or her equipment.

The first step is to assess your skills and choose gear that plays to your strengths while covering for your weaknesses. For instance, I'm not the most agile person that's ever stepped into the zone, but I'm at my best when I'm in your face, so to speak. This is why I selected light but durable flak-style armor and a battle axe. Had I selected heavier, bulkier armor, my lack of agility would be even more of a problem than it already is. I couldn't just forego armor altogether, though, because my up-close-and-personal style of combat means I'm going to take some serious hits from desperate crims... and I'd rather not take those hits unprotected. I may be almost seven feet tall and built like a brama bull, but a whack to the stomach with a pipe wrench still hurts like nobody's business!

As long as you cater your gear to your skills and style, you'll do okay. Unless, of course, you *don't*. But it sure will help decrease the chances of that unfortunate outcome.



It's no secret that there have been complications with camera drones in Urban Manhunt ever since they replaced flesh-and-blood camera operators seven seasons ago. From malfunctions that cause audiences to miss important parts of matches to issues that actually endanger the hunters and crims... and who can forget the debacle during the 2046 season, in which camera drones were being hacked by the enigmatic HELLION organization? The point is: camera drones have not been a success in this sport.

All that is about to change in the coming season. Or at least that's what Andertekk Enterprises and NUML are claiming.

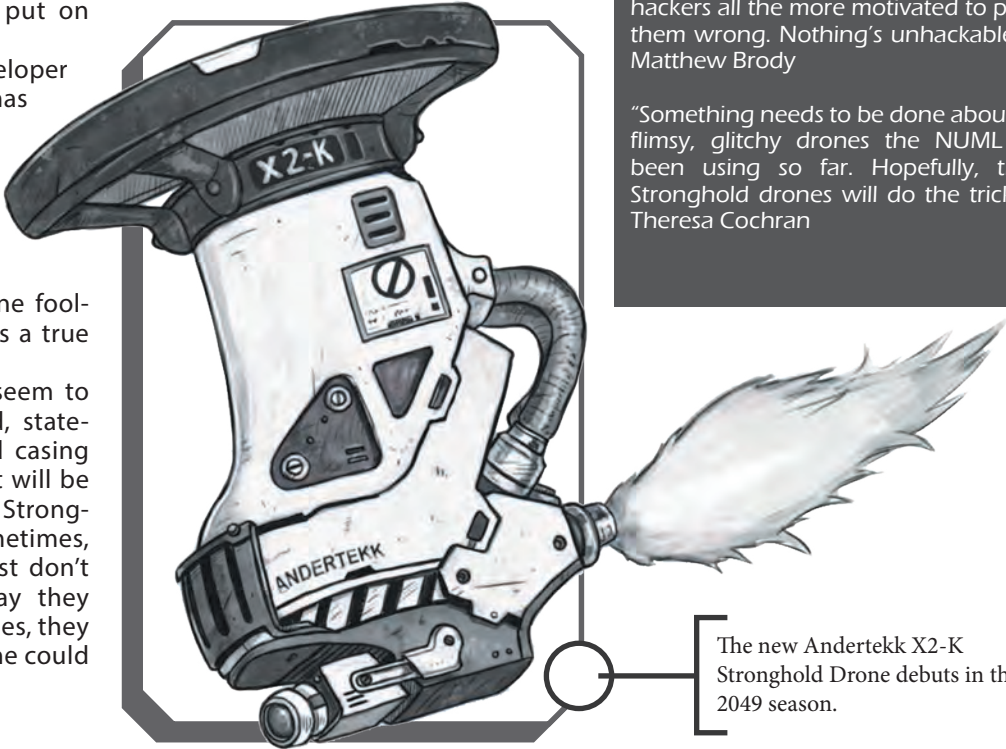
The change is to come about via the Andertekk X2-K Stronghold Drone, a rugged, dependable, hacker-proof device with the highest resolution filming capabilities of any drone put on the market.

According to Andertekk developer Wade Sterling, "The world has never seen anything like the Stronghold. It's fast, maneuverable and filled with the most sophisticated software ever designed. Best of all, this model is bristling with countermeasures against anyone foolish enough to try to hack it. It's a true game changer."

Under the hood, the specs seem to live up to the hype. High-end, state-of-the-art software, wiring and casing is what we're looking at here. It will be interesting to see how well the Stronghold performs in the zone. Sometimes, top of the line components just don't gel with one another the way they might seem on paper. Other times, they play better together than anyone could have suspected.

I SPY WITH MY MECHANICAL EYE

Thompson Granger



The new Andertekk X2-K Stronghold Drone debuts in the 2049 season.

Public Opinions

Urban Manhunt fans are notoriously vocal when it comes to their favorite sport. Here's what they are saying about the announcement of the X2-K Stronghold Drone.

"We don't need drones at all. The game lost so much of its personality when they stopped using camera operators. Now, all the footage is sterile and lacking in intimacy." — Aaron Trinkle

"Look, I don't give a damn about what model of drone they use. As long as I get to watch Urban Manhunt, I'm a satisfied customer. I'm a simple creature like that." — Joe Templeton

"Unhackable? Claims like that just make hackers all the more motivated to prove them wrong. Nothing's unhackable." — Matthew Brody

"Something needs to be done about the flimsy, glitchy drones the NUML has been using so far. Hopefully, these Stronghold drones will do the trick." — Theresa Cochran

The voice of the people

Overproduced. Corporate. Sterile.

These words have increasingly been used to describe Urban Manhunt's presentation in recent years. It's hard to argue against such criticisms, especially when it comes to the product presented by NUML. The sport has lost its raw edge, having been transformed into a homogenized package that's easily digestible for the masses.

Before you start to think there's no hope for the less polished side of the sport, you should be made aware of The Battlehammer II, a wild and rollicking show that discusses all things Urban Manhunt from the unique

viewpoints of its two hosts, Parker and Straw. These two fellows are fun-loving, opinionated, often inebriated and delightfully foul-mouthed. While they may discuss the goings-on of the NUML, that organization would never endorse The Battlehammer II. Not in a million years. And therein lies what makes this program so important: they have no corporate biases whatsoever. In fact, their dislike of corporate structure is on full display at every turn.

Foregoing the entire holo-vision network system altogether and opting to broadcast on the underbelly of the spectrenet, Parker and Straw can say whatever they

want about whomever they want without interference. It should come as no surprise that they have quickly found a following with those who have become disenchanted with the slick, glossy productions that are sanctioned by the NUML.

Straw has gone on record saying, "I know for a fact the bigshots at NUML hate that we exist. Fuck 'em!"

Parker followed by saying, "Those bastards are trying to ruin a game we all love, so they can kiss our asses."

Indeed people are interested in hearing what they have to say on their twice-a-week program. They have garnered over 6 million followers and a

movement appears to have been started, with Parker and Straw at the forefront.

"The movement is a simple one, actually," stated Straw, "we are sick of corporations feeding us bullshit and expecting us to eat it with a fucking smile. The indie scene is growing and our goal is to foster that growth, which is why we cover the [indie] scene so heavily. Eventually, the world will stand up, take notice and then remember what made Urban Manhunt so cool in the first place."

• Kincaid Masters

DONUT HOLE IN ONE

Eat. Golf. Enjoy.



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Lurking in the Shadows

An interview with the Invisible Fan

The story was nothing but an urban legend for close to twenty years. You knew a guy who knew a guy who heard the story about the man who could slip in and out of the zone without being caught. A man who somehow beat the guards, mines, cameras, motion detectors, and walls, and got himself right next to the action. This was officially denied for years, but when this picture of a shadowy figure was captured from inside the Los Angeles zone in 2035, fans went nuts. That wasn't a Hunter, it wasn't a criminal. That guy wasn't supposed to be there.

They named him the Invisible Fan. And while there has only been a single, verifiable sighting, he's been credited with everything from kills of criminals to actively swinging the outcome of matches. As it happens, thanks to a lot of hard work and even more good fortune, we were able to conduct an interview. Think you love the Hunt? You got nothing on this guy.

ITZ: So the rumors go back 25 years and more. How long have you been doing this?

IF: Longer than that. (Laughs.) The Urban Manhunt has always been my passion. I grew up watching it. For a long time, I wanted to be a Hunter. But my skills were not quite right for it. And then I had a better idea.

ITZ: Watch it in person?

IF: Exactly. And more, I wanted to be rich. I thought if I could tilt the odds in my favor just a little bit, I could make money no matter who won.

ITZ: How so?

IF: Easy. Say the odds are 10 to 1 that a certain hunter will be incapacitated by the end of the match. If you're inside, and you are smart enough and stealthy enough, you can help make that happen.

ITZ: And you collect the payoff later.

IF: Right! But there are some things that will pay off a hundred to one! A thousand to one!

ITZ: And you've made those things happen?

IF: Oh, yes. Remember when Country Boy Bert outscored Hammerhead Hussein?

ITZ: Back in 2038. That was a shocker. Country Boy Bert was a bum.

IF: That was me. I dropped a chunk of busted concrete from a fourth story window down behind Hammerhead. That's why he hesitated long enough for Country Boy to get shots from both of those revolvers off and kill the last two criminals left.

ITZ: If that's true, that's a death penalty offense.

IF: Only if they catch me. And they won't ever--



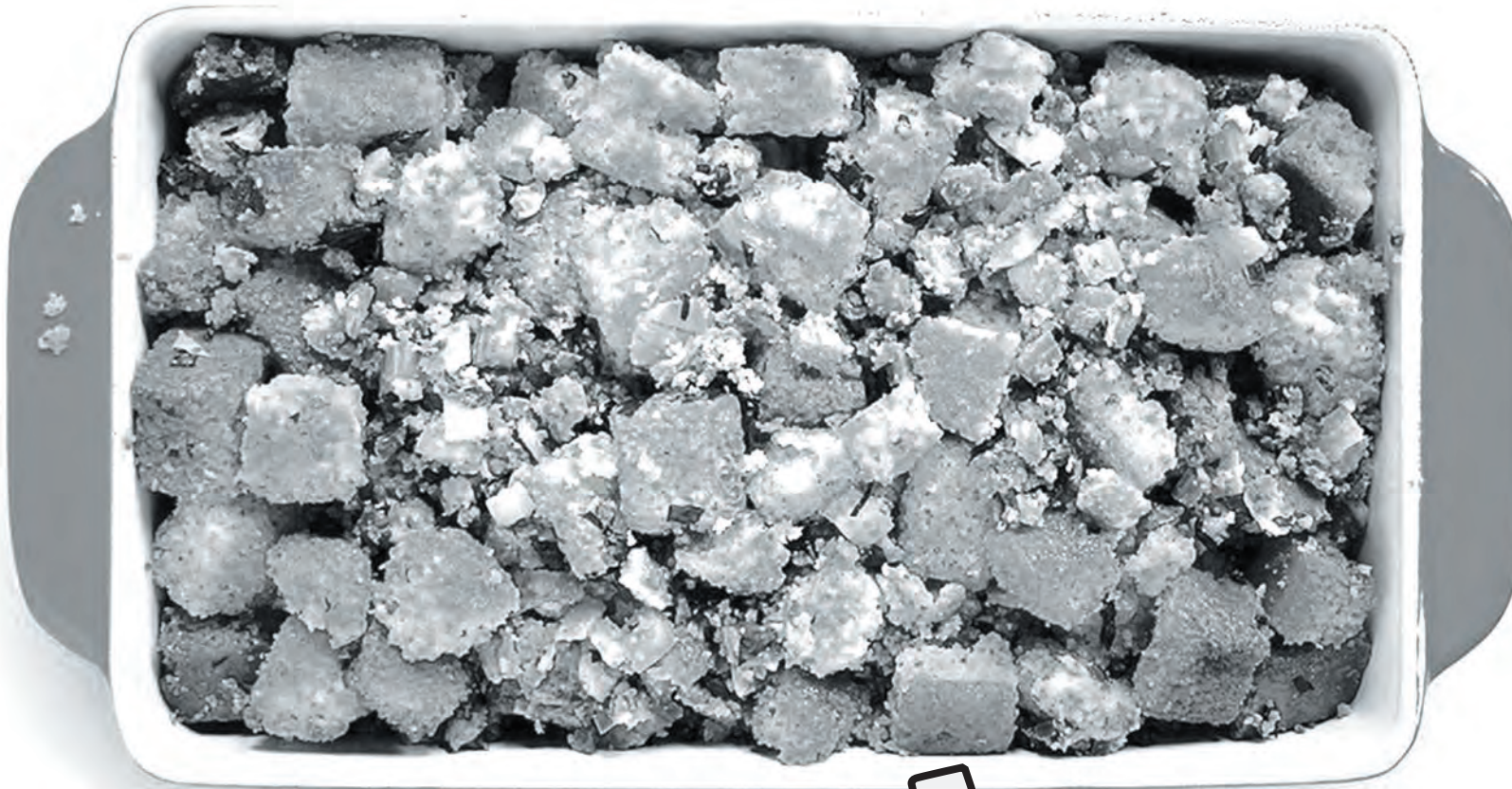
(Here we heard the unmistakable sound of police battering a door down, and a phone hitting the floor. The line went dead almost immediately.)

The Invisible Fan's whereabouts is not currently known, but the first lucky fan who can offer proof of his location will receive a FREE year's subscription to *In the Zone*!



Many fans cite this screencap as offering a relatively clear look at the Invisible Fan. No one knows for sure if it was him.

Gimme some stuffin'!



Stuffin' HUT

"Nobody makes delicious bread stuffing like Stuffin' Hut. The food is amazing, the service is top flight and the atmosphere can't be equalled."

— Steamroller

Stuffin' Hut proudly sponsors Steamroller, Lolly Pop, and Punkster. See them in action in zones all over the nation this season!

CASTLE CANE

Last year's Great Hunt will go down in history as perhaps the most shocking one yet, not so much because of what happened during the match, but because of who was involved in it. Had you told the average fan at the beginning of the season that the biggest match of the year would feature newcomer Caution, has-been Desperado and little-known Castle Cane, they would have laughed in your face. Neon Leon being in the match was no surprise at all, but him coming in dead last was.

In the strangest Great Hunt that ever was, the least likely candidate of the four was the one who emerged victorious when the smoke cleared. Caution may have been a rookie, but he made a reasonably big splash early in the season by defeating veterans Chang-Mu and Grizzly Dan in consecutive matches. Desperado had been to the mountain before, in the second

Great Hunt back in 2027, so many favored him to win. Obviously, Neon Leon was the odds-on favorite going into the match. But what about Castle Cane? His early season was anything but spectacular and he didn't go out of his way to publicize himself. He didn't even have an affiliate or sponsor! Nobody—and I mean *nobody*—thought Castle Cane stood even the most meager chance of walking out of the zone as the 2048 Great Hunt Champion.

But he did. Now, going into the 2049 season, the spotlight is on him... and so is the pressure.

When asked about whether or not the pressure has gotten to him, he said, "I don't feel pressure. I just go out and do what I do. I don't listen when Urban Manhunt fans say my win at the Hunt was a fluke. I just let it slide off of me. Let them talk. I'm focused on coming out of the gate strong this season and continuing what I started last season. When I make it to the Great Hunt again, those naysayers will have to eat their words and I'll happily let them do so."

Castle Cane has no shortage of self confidence and he is fiercely competitive. These are tools that can help him

follow through on his promises to return to the Great Hunt this year. However, they aren't guarantees. Virtually every professional hunter has those traits in abundance, after all. Otherwise, they would still be toiling on the indie circuit or they would be dead.

What sets Cane apart from the others? According to Neon Leon, "I knew that kid was something special the day I met him. He was at a fan fest in Milwaukee, staying to himself. He wasn't even suited up. I only knew who he was because I'd seen him without his helmet on a few times. I approached him and initiated a conversation. He was remarkably low key, kind of intense... friendly enough though. But I could tell he wasn't into posturing and letting the fans swarm him. The dude's a real private kind of person. Cane and I talked shop for a while and that's how I knew he was the real deal and that he was going places. He has a real sharp mind and he cares deeply about the sport. I figured he'd get to the Great Hunt someday, but I damn sure didn't figure on facing him there a few months later."

Urban Manhunt analyst Blake McClure agrees that Castle Cane isn't a flash in the pan. "I've seen hunters come and I've seen them go. I've developed a fairly acute sense of who'll stick around and who'll drop off the radar. Castle Cane isn't going anywhere. His rise to prominence wasn't as 'out of nowhere' as many people

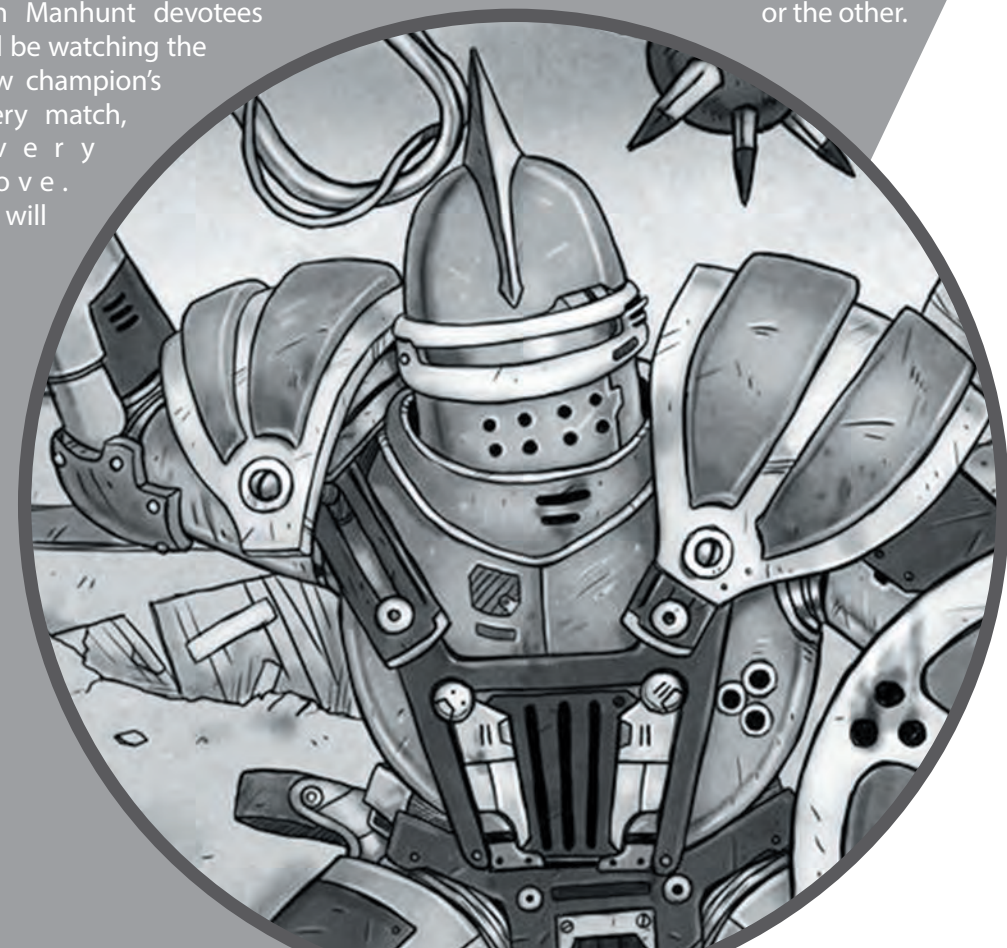
IS THE 'REAL DEAL'?

think. If you watch his performances throughout the last two thirds of the season, you'll see that his talent was on full display. It's just that no one was paying attention. He was the sport's best kept secret all the way up 'til the end."

Others, however, disagree. "What we have here is a case of an athlete who had a single stellar season and found himself in the championship match," claims analyst Rob Tieffer. "He was in over his head and wouldn't have won at all had terrible luck not fallen upon his opponents. The massive robot the matchmakers injected into the match took both Neon Leon and Desperado out of the match by doling out heaps of damage. This hurt their scoring capacities, especially Desperado, who was out of commission quite a while. Caution was tied up by that attention-seeking unauthorized convict that snuck into the zone early on in the match, keeping him from scoring as many points as he normally would have. These factors, among others, heavily impacted the match's outcome. Castle Cane was lucky. It's as simple as that."

Many fans and analysts echo Tieffer's sentiments. The topic has been quite polarizing in the Urban Manhunt community. As we count down to the beginning of the 2049 season, the anticipation builds in intensity. Urban Manhunt devotees will be watching the new champion's every match, every move. He will

be under the most scrutinizing microscope imaginable... more than any other hunter in the sport's illustrious history. It will be exciting to see how Castle Cane's career plays out moving forward, one way or the other.



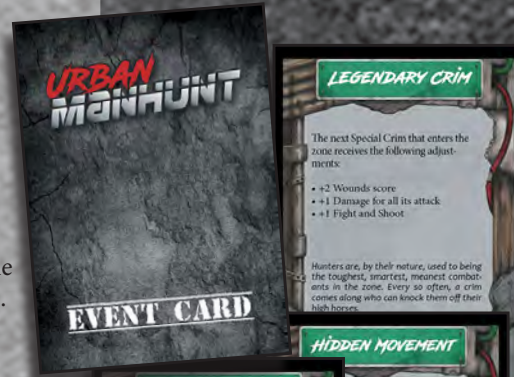
Coming in early 2019

URBAN MANHUNT



Urban Manhunt is a tabletop miniatures game about a violent “future sport” that pits larger-than-life hunters against each other in a quest to obtain the most points... by killing criminals in front of a live studio audience.

- One of our goals is to create a miniatures game that requires hardly any monetary investment from players. You shouldn't have to be wealthy to enjoy miniatures gaming.
- Each player takes on the role of a single hunter. The criminals (“crims”) are controlled by the game system, using Demeanors and Control Cards to determine their actions.
- You can use a pre-generated hunter or create your own, based on the miniature you wish to field.
- To reflect the uncertain, anything-can-happen atmosphere of the sport, the game employs Event Cards.
- The system uses 8-sided, 10-sided and 12-sided dice and is fast-paced without sacrificing strategic depth.
- The final product will include print-and-play miniatures, cards, tokens and templates.



For more information about the game, visit spectrum-games.com/urban-manhunt



The Genre Emulation Specialists

The Basics of the Sport

Matches in Urban Manhunt take place in *zones*, sectioned-off areas of partially destroyed cities that are used as prisons. Highly-trained mercenaries known as *hunters* are set loose in the zone to compete with each other by “eliminating” *crims* (prisoners who volunteer to take their chances in return for full pardons if they survive).

Each crim is assigned a point value by the Urban Manhunt Regulation Committee, based on their competency. When a hunter eliminates the crim, they receive that number of points. This amount can

be modified by the live studio audience based on how flashy, interesting or gory the elimination is. The hunter with the most points when the time limit expires wins the match.

Tubes and Pods

Scattered throughout the zone are five entry points (called *tubes*) from which crims enter play at the beginning of a match and sporadically throughout the match. Also scattered throughout the zone are three *pods*, small containers filled with rewards to

any hunter that opens them. Rewards range from ammunition and med spray to performance-enhancing drugs and adrenaline shots.

Restrictions

There are some restrictions involved, but they are minimal. First of all, the participants—hunters and crims alike—must stay within the zone. Second, participants are not allowed to take flight by any means. And third, hunters may not attack each other.

Hunters and Crims

Hunters

Hunters are larger-than-life combatants, each with their own “gimmick” that separates them from the other hunters. For example, Bonnie Clyde’s gimmick evokes the allure of mobsters from the 1930s, while Gridiron takes on a football-based gimmick. Some gimmicks are pretty obvious, such as the ones mentioned above, but others are less specific. Magnum Steel and Red Beret, for example, are just bad-asses who exude “coolness”.

Hunters are, to one degree or another, viewed as celebrities. The most popular ones even rise to the status of folk heroes. By eliminating crims, hunters are seen by the public as performing a service to society. They thin out the prison

population, easing the taxpayers’ burden of feeding and clothing as many inmates. It’s a twisted logic, but such is the mentality of American society in the mid twenty-first century.

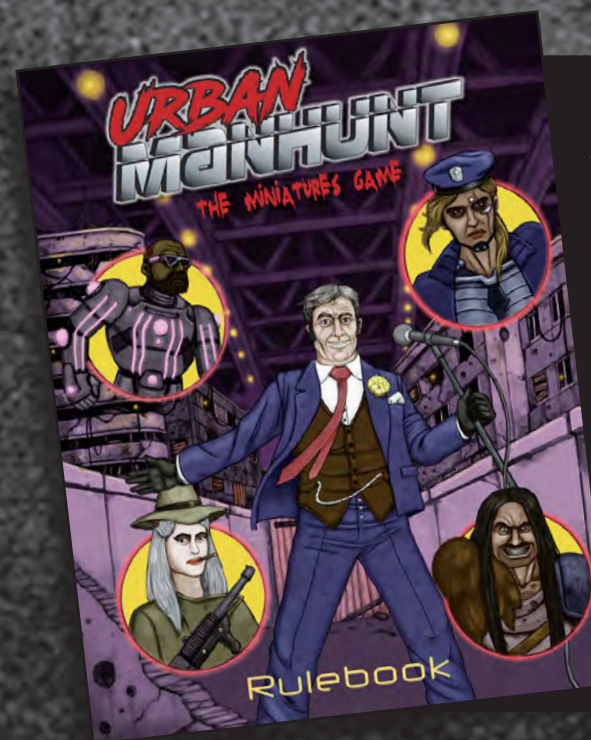
Crims

Incarceration in prison cities is a nightmare. Within their walls, anything goes. There is no law to protect the prisoners. The strong survive and the weak are victimized. It’s a dog-eat-dog concrete jungle. To make matters worse, the cities were severely damaged during the second American Civil War; some more than others. Some cities remain mostly intact; others are almost entirely ruins. And then there’s the overpopulation issue. Citizens are thrown into prison cities for com-

mitting almost any crime, no matter how minor. The cities have therefore filled up pretty fast over the decades.

With all this in mind, it should come as no surprise that most prisoners would do practically anything for an opportunity to get out of these hellholes. That includes risking their lives to serve as crims in Urban Manhunt matches. Any crim who survives a match receives a full pardon—a one-way ticket out of the hellish confines of the prison city.

Most crims are normal, everyday people who made a mistake or two out of desperation and got caught. Some, however, are truly dangerous individuals who have committed heinous crimes. In Urban Manhunt, hunters never know which type they’ll encounter.



The Urban Manhunt rulebook presents all the rules you’ll need in order to play the game, in addition to optional rules that add new dimensions to your matches. Clearly explained rules and an abundance of examples and diagrams help ensure that learning the game system is easy for novices and veterans alike.

One of the book’s highlights is the hunter creation system, that enables you to create game stats for virtually any miniature you own. It utilizes prioritization and segmented points expenditure so that all hunters are balanced. And if you aren’t interested in generating your own hunters, we offer a wide variety of “iconic” hunters for you to choose from.

The rulebook also offers extensive information about the world of Urban Manhunt, including the setting’s history, the ins and outs of the sport itself and much more. The timeline will advance each year, creating a dynamic and ever-changing game world in which to play.

Physically, the rulebook has gorgeous black and white interiors, allowing us to set a lower price point for the customer. The overall look of the book is meant to emulate the dark future as seen from 1987. The beautiful illustrations by Patrick Sullivan and Nolan Segrest bolster this vibe exponentially.

ABOUT THE SPORT

THE RULEBOOK

GAME SYSTEM HIGHLIGHTS

CRIM CONTROL

At the beginning of each turn, a new Control Card is flipped over for all to see. It is the current Control Card for the duration of the turn. The Control Card gives us a great deal of information, but the part that is pertinent to this section is the “Crim Actions” section.

Every crim has a Demeanor (Typical, Aggressive, Cunning or Cowardly) that establishes their general tendencies. On the crim’s Crim Card, you’ll also find a list of three action slots, labelled “1”, “2” and “3”. Some slots have a single action listed in each slot, while others have two that are randomized.

When the Crim Phase begins each turn, a crim in the zone is chosen to act. Find its Demeanor and check it against the Control Card’s “Crim Actions” section to find action it takes this turn. Carry that action out and move on to the next crim. Continue this process until every crim in the zone has taken its action.

Here’s an example. Control Card #5 is the current Control Card. It’s the Cyborg Bully’s turn to act. Its Demeanor is Aggressive. Looking at Control Card #5, you’ll find that Aggressive crims will take Action 1. For the Cyborg Bully, Action 1 is “Charge (1-7) or Shoot (8-10)”. A d10 is rolled and the result is 5, which means that the crim will take the Charge action.

The possible crim actions are as follows:

- **Flee:** The crim moves a number of inches equal to their Move score directly away from the nearest hunter.
- **Charge:** The crim moves a number of inches equal to their Move score directly toward the nearest hunter and attacks if they get within their melee weapon’s Range (normally 1-2 inches).
- **Fight:** The crim makes a melee attack against a hunter they are engaged with. If the crim isn’t engaged, they take a Charge action instead.
- **Shoot:** The crim takes a shot at the nearest hunter, as long as they have range and line of sight.
- **Seek Cover:** The crim moves a number of inches equal to their Move score toward the closest piece of terrain with the **cover** keyword. If it reaches the terrain, the crim should be placed in or behind it so that they gain protection against the nearest hunter.
- **Hide:** The crim moves a number of inches equal to their Move score directly toward the nearest piece of terrain with the **hideable** keyword. The crim’s model is removed from the table and a “Hidden” token is placed beside that terrain piece. The crim is somewhere in or around it, but can’t be attacked until a hunter successfully searches for them or the crim takes a different action.

Control Card 5

1 Restock Pods? No

2 Event Cards? No Event Cards are drawn

3 Crim Placement 3 crims are placed

Crim Actions

Typical Demeanor 2

Cunning Demeanor 1

Cowardly Demeanor 2

Aggressive Demeanor 1

Game Ends On 4+

CYBORG BULLY

Aggressive Demeanor • Height 2 • Wounds 5

Move 3 • BPV 10

Crim Actions

1 Charge (1-7) or Shoot (8-10)

2 Seek Cover

3 Charge

Attributes

Fight 3, Shoot 1, Defense 3, Athletics 3, Mind 1, Stealth 3

Attacks

Cyber Arm Strike (Range 1; Accuracy 0; Damage 2; Keywords — **melee, blunt, unarmed, cybernetics**)

Pistol (Range 10; Accuracy 0; Damage 1; Keywords — **ranged, item, small, gun, ballistic, depletable**)

Special Rules

Armor 2

Once the Cyborg Bully has acquired four Wound Tokens, Action 3 will be “Flee”.

SPECIAL CRIM



Crim enters the zone through one of five underground passages known as tubes.

CHECKS

To determine whether or not your hunter is successful in a given task, the player rolls a number of d10s equal to the hunter’s appropriate Attribute.

Each die that rolls a 6 or higher counts as a success. The task’s Threshold determines how many successes are required to accomplish the feat. When an action goes directly against a crim, the crim’s opposing Attribute acts as the Threshold. Thus, if a Threshold is 2, the player must roll 2 or more successes. Rolling *more* successes than the Threshold (known as surplus successes) often gives the hunter an enhanced effect, such as dealing extra damage.

One of the dice rolled must look different than the others. It is called the Impact Die and it is treated like any other die until it rolls a 1 (it cancels out one success and possibly makes a weapon run out of ammo) or a 10 (the player gains a point of Momentum, which can be spent to help out later on, and also gains one other benefit of their choice).

Certain special rules, card effects and situations can cause one of more dice to be upgraded to d10s or downgraded to d8s, greatly affecting the hunter’s chances of success. The Impact Die can never be upgraded or downgraded.

It must be noted that a crim is never rolled for by the players. For example, if a crim attacks a hunter, the hunter will be hit unless that hunter can keep it from going down that way. That is, the player rolls for the hunter to avoid the attack. Failure to dodge or block will result in the attack finding its mark.

CRAZY JOE HACKER

Fight 4

Shoot 2

Defense 4

Athletics 4

Mind 2

Pizzazz 4

Special Rules

The Best Defense is a Strong Offense: When this hunter succeeds in a defense check against a crim’s melee attack, AND your Impact Die rolls a success, the attacking crim incurs one unavoidable Wound Token.

Let’s Get This Show on the Road: At the beginning of the game, after the crims are placed, move this hunter 6 inches toward the nearest crim, ignoring difficult terrain.

Attacks

Custom Chainsaw (Range 2; Accuracy 0; Damage 4; Extra Rule — ignores 1 level of Armor; Keywords — **melee, sharp, item, depletable**)

Strike (Range 3; Accuracy 0; Damage 1; Keywords — **melee, blunt, unarmed**)

Throwing Knives (Range 8; Accuracy 0; Damage 1; Keywords — **ranged, sharp, chaotic, item, small, depletable**)

Momentum Options

As well as Momentum, you can check or use this hunter’s dice to check for each Momentum spent. All 10 rolls must be successful.

Leaping Strike (2 Momentum): Before making a melee attack, increase the attack’s Range by 1 inch.

Right Through the Wall (2 Momentum): This may only be used against a wall. If successful, the wall is destroyed and the attacker moves 1 inch closer to the target.

Wild Swing (2 Momentum): When this hunter attacks a crim with the Custom Chainsaw, take the Fight action with the same target. This can only be used once per turn.

EVENT CARDS

Every game of Urban Manhunt should tell a story of sorts. Things happen that create unforgettable moments that can alter the course of the match. Such moments are often the result of Event Cards.

The Event Deck is placed within reach of all the players. At certain times throughout the game, players will be instructed to draw a card from it.

If the card says ‘Keeper’, the player who drew it places it in their hand for use later on. Otherwise, the effect on the card is carried out immediately and then discarded—unless it also says ‘Remains in Play’, in which case the card’s effects carry on.

UNAUTHORIZED CONVICT

The first player draws a crim from the Special Crim Deck and places its model adjacent to a random tube.

This crim automatically has the Aggressive Demeanor and isn’t worth points for being eliminated. Furthermore, it doesn’t count toward the maximum number of crims in the zone.

“Didja see ol’ Danno on TV last week? They turned him down to be a crim, so he snuck in an’ really let ‘em have it, just t’show ‘em. ‘Course he got his guts cut out by Punkster, but he still showed ‘em!”

ELIMINATION



The primary way to score points in the game is for hunters to eliminate crims. Whenever this happens, the hunter gains a number of points equal to the eliminated crim’s Base Point Value (or BPV).

But that’s not all! Since Urban Manhunt is a spectator sport, the viewing audience can also award bonus points based on how entertaining, creative or violent the elimination is. To determine how many extra points the hunter earns, the player makes a special Pizzazz check known as an Elimination Quality check. Each success rolled garners an additional point!

MOMENTUM

Urban Manhunt boasts a system of rewarding hunters known as Momentum. Momentum can be acquired several ways during a match, ranging from opening pods to eliminating crims and can then be spent to help your hunter out. This into itself is hardly unique in tabletop games. What is unique, however, is that there isn't a universal list of things Momentum can be spent to accomplish. Rather, each hunter has their own personalized selection of ways Momentum can give them an edge when spent. These are called Momentum Options.

HUNTERS: CREATED OR ICONIC?

Urban Manhunt is all about options. This is never more true than with hunters. When you're ready to step into the zone, you'll have a choice to make. Do you want to create your own hunter or do you want to play one of the 'iconic' hunters presented in the book?

Designing your own hunter offers you the greatest degree of freedom, as you can use our hunter creation system to ensure balance with your opponents and cater the game stats to suit your own playstyle. You'll kick the process off by allocating 20 points to the hunter's six Attributes (with ratings of 5 or higher costing extra points). Then, you'll assign a priority (1st, 2nd and 3rd) to three of your hunter's categories: Special Rules, Attacks and Momentum Options. The number of points you'll receive for those categories are determined by your prioritization.

There's also something to be said for simply selecting an iconic hunter. While you lack the ability to customize them, they usually have Special Rules, Attacks and Momentum Options that aren't available in the hunter creation system. Neon Leon, for example, has power armor lined with excessively bright neon tubes. He glows so bright that it can serve as a distraction to those near him, lowering their Defense rating by 1.

THE FUTURE

While not technically a part of the game system, a highlight worth noting is that Urban Manhunt will not be a one-shot product. We have a lot of exciting plans for the game's future.

Two major sourcebooks have already been decided upon. Living up to its name, *The Urban Manhunt Companion* will add new supplemental rules to enrich your games, new iconic hunters, new crims, new hunter creation options, new Event Cards and much more. The other sourcebook is a yet-to-be-named product that will offer an incredibly rich campaign system. Players will see their upstart hunters slowly become legends as they play through entire seasons... if they're lucky and skilled enough to survive, that is!

Furthermore, the Urban Manhunt setting will change and evolve with each passing year and our annual *Season Guides* will chronicle it all!

As mentioned, the Event Cards, Control Cards and Crim Cards will all be made available as PDFs at spectrum-games.com. For those who want them as professionally printed cards will be able to order them from wargamevault.com and drivethrucards.com.

The Crazy Outlaw (pictured at right) is one of the new crims that will appear in The Urban Manhunt Companion.



Attention 3D sculptors and miniatures companies!

Do you produce high quality 28-32 mm scale miniatures that are thematically compatible with Urban Manhunt? If so, we would like to offer you membership in the Urban Manhunt Miniatures Network. Spectrum Games does not produce an official line of Urban Manhunt miniatures. With that being the case, we want to hook our fans up with individuals and companies that can provide them with models usable in the game. We will place your link on spectrum-games.com/um-miniatures-network and, if you send us a quarter-page ad for your company/services by November 1, 2018, it will be included in the rulebook. Visit the aforementioned web page for more information on this program.

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