

URBAN
MINIHUNT
THE MINIATURES GAME

**A TASTE OF THE
ZONE**

TEST DRIVE RULES

INTRODUCTION

So, you want to give Urban Manhunt a try before deciding whether or not to dive into the full game? Fair enough. This PDF is your hookup!

What you'll find here is a stripped down version of the rules, which will allow you to get a feel for how the game works and even play a handful of matches from start to finish. This version lacks the bells and whistles of the full system, but is perfectly serviceable as a stand-alone game in and of itself.

ABOUT THE SPORT

THE BASICS

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

Each crim is assigned a base point value by the Urban Manhunt Rules 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 crates or containers with rewards for 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.

WHAT YOU NEED

As with any tabletop miniatures game, there are some things you'll need to have on hand.

Dice

Each player should have access to three types of dice: eight-sided (d8s), ten-sided (d10s) and twelve-sided (d12s). You should only need six d10s, three d8s and three d12s.

One of the d10s should look different than the others, whether it is large or of another color. This is called the Impact Die.

Measuring Tool

A tape measurer, ruler or measuring widget is a necessity, as measuring is a common requirement, both for checking ranges and determining movement.

Dataslates

Every hunter has its own dataslate that contains their game stats. There are four dataslates included in this PDF (see pages 19-20).

Tokens and Markers

Urban Manhunt utilizes several different types of tokens and markers. We've made them all available in this PDF.



Cards

The full game uses three decks of cards: the Control Deck, Crim Deck and Event Deck. However, this version of the game only uses the Control Deck. These cards can be found at the back of this PDF. Print them out on cardstock and you're good to go.



Miniatures

You can use whatever miniatures you have on hand or you can print the counters on cardstock and use them instead.

Playing Area

You will need an area roughly 3'x3' in size.

Terrain

Try to fill up roughly 50% of the playing area with whatever terrain you have at your disposal. If you have no terrain, use boxes or stacks of books for buildings, tin cans for towers and irregularly-shaped pieces of construction paper for areas of difficult terrain.

IMPORTANT CONCEPTS

LINE OF SIGHT (LOS)

One thing that must be stated bluntly is that the miniature itself is purely for decoration. The static nature of miniatures keeps them from being useful as indicators of the actual positions of hunters or crims. After all, these characters would be moving about rather than being stuck in one pose. To these ends, the base itself is used as the positioning marker.

It's best to think of a miniature's base as a cylinder as tall as the Height of the hunter or crim.

Any miniature 1 inch or less tall has a Height of 1. Any miniature that is taller than 1 inch but no taller than 2 inches has a Height of 2. Any miniature taller than 2 inches but no taller than 3 inches has a Height of 3. Hunters and crims cannot be taller than Height 3. Height is measured from the bottom of a miniature's feet to the top of the miniature's head. Essentially in the game, 1 inch equals 1 Height level.

To determine if a miniature has line of sight to another miniature, draw a straight line from the center of the sighting miniature's base to any point on the other miniature's base. If the line crosses terrain that is equal to or taller than the targeted character's Height, line of sight cannot be established.

If the line can touch any part of the targeted miniature's base, line of sight is established. If an attack comes of this, the targeted miniature may be eligible for cover, depending on its positioning (see page 12).

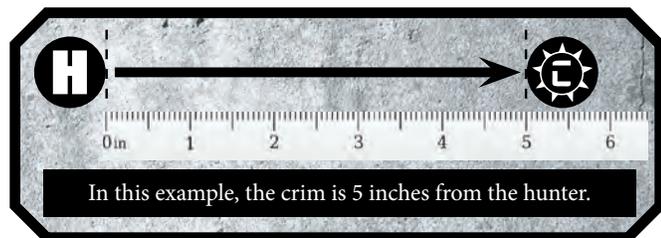
MEASURING

Distances such as range are always measured to and from the edge of a miniature's base, using the nearest point. See the diagram for a visual example.

Players are allowed to pre-measure distances before making any declarations.

All measuring is done "top down", so different elevations aren't factored in when determining ranges and distances.

A model or object is considered to be adjacent to another model or object if its base touches the other model's base or the object itself.

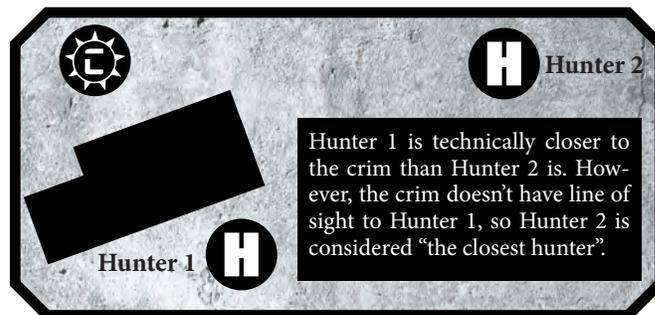


'THE NEAREST/CLOSEST'

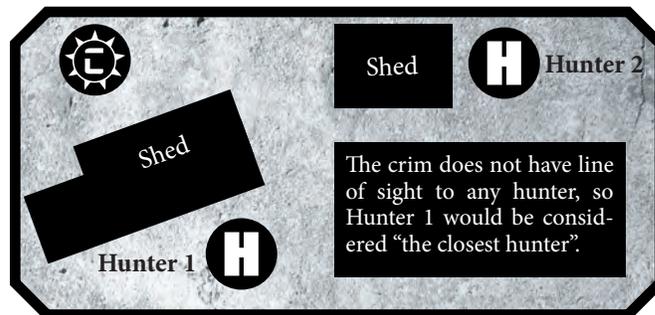
When a rule or effect refers to "the nearest/closest" anything, it can mean one of two things, as explained below.

Hunters and Crims

If the rule or effect says "the nearest" or "the closest" in relation to the distance between a crim and a hunter, it also means "within line of sight" (unless specifically noted otherwise).



There is an exception. If there are no miniatures of the type designated within line of sight, the nearest miniature of the designated type "not in line of sight" is used instead.



Everything Else

If the rule or effect says "the nearest" in relation to anything that is specifically not a hunter and crim, line of sight is irrelevant. It could be between a hunter and a pod or between a crim and a terrain piece or even between two crims or two hunters. In these cases, establishing line of sight is not required. Just measure the distance between the two points.

FACING

In Urban Manhunt, the direction a miniature faces makes no difference. All characters are considered to have 360-degree vision, as it's easy for them to turn to face whatever direction they need to very quickly.

ENGAGEMENT

When enemies are within striking range, they aren't usually going to let each other walk away. They can't just wander off like they are on a Sunday stroll through the park. Chances are, the enemy is going to try to chop, strike or slice you as they move away.

As long as a crim and a hunter are close enough so that at

least one of them is within the Range of the other's melee attack, they are considered to be engaged. Being engaged has rules ramifications, as you'll see later in the book, but for now you just need to understand the basic concept of what engagement is.

If a hunter or crim has more than one melee attack, use the one with the highest Range when determining engagement range.

A hunter is never engaged with another hunter and a crim is never engaged with another crim.

MODEL FITTING

Models can never cross over or through other models or their bases. For that matter, if a model's bases can't fit between objects, such as buildings or through doors, the model can't go there. The base is the indicator of exactly how much space the model takes up.

THE RULE OF RIGHT

The game system controls the crims during the game, but there will inevitably be instances in which there is ambiguity. In such cases, the player to the right of the affected player gets to make the decision. If there is no affected player, the player who is the current First Player (see page 8) makes the call.

For example, the Control Card dictates that all the Cowardly crims must move toward the nearest cover, but a hunter stands in between the crim and the closest cover. There are two equidistant pieces of cover tied for second-closest terrain. But which one should the crim run toward? The player to the right of the one whose hunter is blocking the path gets to decide.

Now, let's consider a similar situation, but without a hunter involved. The crim is instructed to run to the nearest piece of cover, but there are two equidistant pieces. Since no hunter is affected here, the current First Player decides.



HUNTER STATS

A hunter's game stats are to be found on their dataslates in the back of this PDF. Here's what you'll find on the dataslates:

KILLRILLA

ATTRIBUTES	FIGHT	4	WOUND MAXIMUM	7	QUICK BIO
	SHOOT	4			
	DEFENSE	5	HEIGHT	2	
	ATHLETICS	4			
	MIND	2	MOMENTUM OPTIONS		
	PIZZAZZ	5			

SPECIAL RULES

Loping Run: The hunter's dice are never downgraded when making Athletic checks to determine movement distance over or through difficult terrain.

Moving On: Whenever this hunter eliminates a crim, you gain one extra Momentum and may move this hunter's model up to 4", ignoring difficult terrain.

ATTACKS

Gatling Pistol (Ranged; Range 10"; Accuracy +2; Damage 2)

Gorilla Rampage (Melee; Range 0"; Accuracy +0; Damage 3)

Re-roll (1+ Momentum): Once per check or roll, this hunter may re-roll one die for each point of Momentum spent. All re-rolls must be made simultaneously.

Bounding Dodge (3 Momentum): Add 2 to this hunter's Defense rating until the end of the turn.

ATTRIBUTES

Every hunter has six attributes:

Fight: One's proficiency at melee combat.

Shoot: One's proficiency at ranged attacks.

Defense: One's ability to avoid attacks.

Athletics: One's agility, speed and deftness.

Mind: One's intelligence, perception and willpower.

Pizzazz: The character's charisma and flashiness.

SPECIAL RULES

Special rules are rules that apply only to the hunters that possess them. Some are "always in effect", while others are triggered by something that happens during the game. The dataslate contains a full description of each Special Rule the hunter has, eliminating needless in-game page-flipping and rules referencing.

The hunters included in this PDF have less Special Rules than the ones found in the core rulebook.

ATTACKS

This section lists the means by which the hunter can deal damage to crims. Each listing has the following game stats:

- **Type:** Whether the attack is melee or ranged.
- **Range:** This dictates the maximum distance an attack can reach.

- **Accuracy:** This downgrades or upgrades a number of dice rolled for Fight or Shoot checks made with this attack equal to the Accuracy rating. Negative numbers downgrade dice, while positive numbers upgrade dice.

- **Damage:** This provides the base number of Wounds the attack will cause if it hits an enemy.

MOMENTUM OPTIONS

Momentum is an spendable resource earned during the game. It can be spent to invoke any of the Momentum Options listed on the hunter's dataslate. Unless their description states otherwise, Momentum Options can be used at any time during the game, regardless of what phase it is (see pages 9-10).

WOUND MAXIMUM

The Wound Maximum stat (sometimes simply called "Wounds") quantifies how many Wound Tokens the hunter can accrue before being put out of action for a while. Once the hunter gains Wound Tokens equal to or more than this number, they are Incapacitated (see page 15).

HEIGHT

This determines how many Height levels the hunter is.

CHECKS

WHAT IS A CHECK?

Whenever a hunter needs to determine whether they succeed at a challenging task, the player controlling that hunter must make a check. It must be noted that crims never make checks in the game. Urban Manhunt is hunter-centric. If, for example, a crim attacks a hunter, you don't roll for the crim to hit... you roll for the hunter to avoid being hit.

MAKING A CHECK

Roll a number of dice equal to your hunter's attribute rating. Each die that rolls a 6 or higher counts as a success. To successfully accomplish an action, you have to get a number of successes equal to the task's assigned Threshold. For example, if the Threshold is 2, at least two of your dice will need to roll 6 or more.

The type of dice rolled depends on the situation and it is possible for a roll or check to contain one, two or even all three types of dice. There are 3 types of dice used: d8s, d10s and d12s.

Exceptions

There are exceptions to the notion that all checks are based on an attribute's rating. The two most notable examples are Damage checks and Damage Resistance checks, in which the number of dice rolled depends on an attack's potential damage (see pages 13 and 13-15, respectively).



The d10 is the baseline die type. Unless an effect or situation says otherwise, you will be rolling d10s.



D8s represent some manner of disadvantageous situation or hindrance that decreases the hunter's effectiveness for the task at hand.



D12s represent some manner of advantageous situation that increases the hunter's effectiveness for the task at hand.

Example: Making a Check

The hunter's attribute is 3, so the player rolls three d10s. Each die that rolls a 6 or higher counts as a success. The player rolls and gets:



FAIL

SUCCESS

SUCCESS

The Threshold for the check is 2, which means the player needed to obtain at least two successes. Therefore, the action succeeded.

THE IMPACT DIE

One d10 that you roll must look different than the other dice. It might be a different color or size than the others. At the beginning of the game, you must designate that die as your Impact Die. The Impact Die may never be upgraded or downgraded (even if the effect's text reads "all dice")

Rolling a 1

When a player's Impact Die rolls a 1, one success earned in the check is removed.

Rolling a 10

When a player's Impact Die rolls a 10, that player gains a point of Momentum.

Additionally, when a 10 is rolled on the Impact Die, the player who rolled it may choose one of the following options:

- Gain an additional point of Momentum
- The die counts as two successes
- [For Fight or Shoot checks only] Upgrade up to two dice for the Damage check if the Fight or Shoot check was successful

UPGRADING AND DOWNGRADING

Some effects will cause you to replace one or more of your dice with other dice types. This is called upgrading and downgrading. When a die is upgraded, it is replaced by a die that is one step better (i.e., a d8 is replaced by a d10 and a d10 is replaced by a d12). Downgrading is much the same, but in reverse (a d12 is replaced by a d10 and a d10 is replaced by a d8).

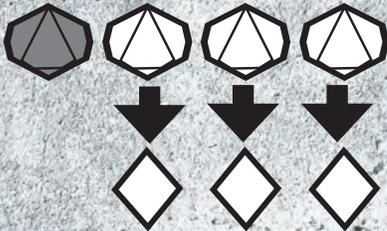
If a d12 is upgraded, simply add an additional d8 to the dice being rolled. This d8 can be upgraded further. Should an effect or rule instruct a player to upgrade more than one die, you must upgrade all d10s to d12s before you can upgrade any d12s to extra d8s.

If a d8 is downgraded, simply remove it from the dice being rolled. Should an effect or rule instruct a player to downgrade more than one die, you must downgrade all d10s to d8s before you can eliminate a d8.

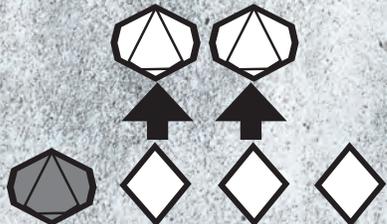
If both upgrading and downgrading occur in the same check, all upgrades are handled before any downgrades.

Upgrading and Downgrading

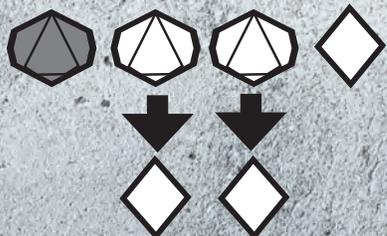
A hunter with an Athletics rating of 4 is making an Athletics check to move through some *difficult* terrain. Moving through such terrain causes all the dice to be downgraded. Three of the four dice rolled are downgraded to d8s (remember, the Impact Die cannot be upgraded or downgraded).



However, the hunter has a Special Rule that allows them to upgrade two dice. Two of the d8s are now upgraded to d10s.

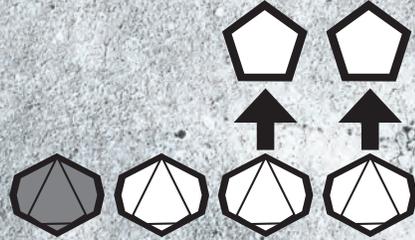


Unfortunately, an opponent played the *Twisted Ankle* Event Card on the hunter last turn. The card downgrades two dice for all Athletics checks, relegating the two newly-upgraded dice back to being d8s.



Upgrading and Rolling 10

Skeeter is using her crossbow to attack a crim (whose Defense is 2). This means that she will have to score two successes in order to land the shot. Her Shoot rating is 4, which means she will be rolling four d10s. However, she has an ability called *Where Do You Think You're Going?*, which allows her to upgrade two dice if the crim has taken a Flee action last turn. Fortunately for Skeeter, the crim had done exactly that. So now she'll roll two d10s (one of which is her Impact Die) and two d12s.



Her Impact Die rolls a 10, her other d10 rolls a 9 and her two d12s roll 4 and 11. The 9 and 11 count as successes, so she hits the crim. But since her Impact Die rolled a 10, she gains a point of Momentum. Further, she has to decide which option she wants to take. In the end, she goes with gaining an extra point of Momentum.



Upgrading or Downgrading the Impact Die?

The Impact Die cannot be upgraded or downgraded. It is always a d10.

Upgrading or Downgrading all the Dice

When instructed to upgrade or downgrade "all the dice" for a check, this is done first. Once all the dice have been upgraded or downgraded, apply all further upgrades and downgrades from other sources.

SURPLUS SUCCESSES

Successes you roll beyond the amount you need are referred to as surplus successes. These won't factor into many checks, but there are some instances in which surplus successes can net you additional benefits. For example, when attacking a crim, each surplus success rolled for the Shoot or Fight check will deal an additional Wound.

Event Cards are not used in this version of the rules, but their use still works for purposes of this example. Just know that Event Cards create a wide variety of effects that always keep players (and their hunters!) on their toes.

CHECKS VS. ROLLS

In *Urban Manhunt*, there are rolls and there are checks. Despite the fact that both involve rolling dice, they are quite different and are treated as such in the verbiage found in this rulebook as well as on cards, hunter abilities, etc.

A *roll* consists of rolling a certain number of dice and adding the results together. Or if only one die is to be rolled, roll it and use the number rolled. For example, if you roll a 3, 5 and 8, your result is 16.

A *check* requires one to roll a certain number of dice and read each one individually, looking for successes, as described in this section.

CRIM STATS

Each type of crim has its own game stats.

- **Demeanor:** This reflects the crim's personality and tendencies toward certain courses of action. There are four Demeanors in the game: Typical, Aggressive, Cunning and Cowardly.

- **Height:** The Height level of the crim.

- **Wounds:** This tells what the crim's Wound Maximum is. That is, how much damage it can suffer before being eliminated.

- **Move:** This gives the number of inches the crim can move when the action calls for it to do so.

- **BPV:** Short for Basic Point Value, this dictates how many points a hunter gets when eliminating this crim.

- **Crim Actions:** At the beginning of each turn, the top Control Card is flipped over, revealing whether crims of each Demeanor will take "Action 1", "Action 2" or "Action 3" this turn during the Crim Phase. These actions are listed directly on each Crim Card. Often, an Action listing will present two possibilities. In such cases, the current First Player rolls a

die to determine which of the two actions will be taken. The roll results are listed on the card.

- **Attributes:** Presented here are Thresholds for hunters to use during checks that pit them directly against the crim. Like hunters, crims possess six attributes. Most of them are the same as those possessed by the hunters,

with one exception: Pizzazz has been swapped out for Stealth.

- **Attacks:** This is a listing of the different means by which the crims will attempt to inflict damage upon hunters during a match.

- *Type:* Whether the attack is melee or ranged.

- *Range:* This dictates the maximum distance an attack can reach.

- *Accuracy:* This downgrades or upgrades a number of dice rolled for Defense checks made against this attack equal to the Accuracy rating. Negative numbers downgrade dice, while positive numbers upgrade dice. The player controlling the attacking hunter chooses which dice are upgraded or downgraded.

- *Damage:* This provides the base number of Wounds the attack will cause if it hits an enemy.

PISTOL-PACKING HOODLUM

*Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 6*

Crim Actions

- 1 Shoot
- 2 Shoot
- 3 Seek Cover (1-7) or Flee (8-10)

Attributes

*Fight 1, Shoot 2, Defense 2, Athletics 1,
Mind 1, Stealth 1*

Attacks

- **Strike** (Type: Melee; Range 0"; Accuracy 0; Damage 2)
- **Pistol** (Type: Ranged; Range 10"; Accuracy 0; Damage 1)

GAME SETUP

Follow these steps to set up for the match.

- Step 1:** Prepare the Control Deck
- Step 2:** Place the terrain
- Step 3:** Place tubes and pods
- Step 4:** Determine First Player
- Step 5:** Deploy hunters
- Step 6:** Deploy crims

STEP 1: PREPARE THE CONTROL DECK

Shuffle the Control Deck and place it where all the players can reach it.

STEP 2: PLACE THE TERRAIN

Place enough terrain to fill roughly 50% of the playing area, using whatever method the players agree upon.

STEP 3: PLACE TUBES AND PODS

The players take turns placing five tube counters and three pod counters.

The tubes should be placed first, with the following restrictions in mind:

- No tube may be placed closer than 10 inches from any table corner.
- No tube may be placed closer than 6 inches from another tube.
- Tubes must be placed on the ground level.

The pods are placed next, with the following restrictions in mind:

- No pod may be placed closer than 10 inches from any table corner.
- No pod may be placed closer than 6 inches from another pod.

STEP 4: DETERMINE FIRST PLAYER

Each player makes a Pizzazz check (see pages 5-6). The one who rolls the most successes is the First Player for the first turn of the game (which means that step of the turn sequence is skipped for the initial turn). Re-roll any ties. Rolling a 10 for this pre-match check simply counts as two successes (i.e., no other benefits are gained from it; see page 5).

The First Player takes the First Player token. This token is passed around counterclockwise as the match progresses.

STEP 5: DEPLOY HUNTERS

Starting with the First Player, and moving counterclockwise, each player chooses a corner of the zone and deploys their hunter within 4 inches of it. Only one hunter may be deployed at the same corner.

STEP 6: DEPLOY CRIMS

Starting with the first player and moving counterclockwise, each player chooses a tube, flips over the top card of the Crim Deck and places the resulting crim's model adjacent to the chosen tube. A tube may not have more than one adjacent crim unless all other tubes have at least one adjacent crim.

Keep doing this until a number of crims equal to the number of hunters in the match +2 are in the zone.



THE GAME TURN

THE PHASES OF A TURN

A game of Urban Manhunt consists of a series of consecutive turns. Once one turn ends, another begins. This continues until the game ends.

Each turn has three phases with several steps each. Each phase and each step must be taken in the order described below.

- Control Phase
- Hunter Phase
- Crim Phase
- End Phase

The following sections examine the phases in greater detail.

THE CONTROL PHASE

The Control Phase is meant primarily to establish what the crims are doing this turn, to determine if any other crims are hitting the zone and whether or not any empty pods are restocked.

Carry out the following steps in order:

Determine New First Player

On every turn after the first turn, the player to the right of last turn's First Player is the new First Player. The "1st Player" token should be passed from one player to another to indicate who the current First Player is.

Flip Control Card

The First Player flips over the top card from the Event Deck and looks for all players to see. This card is the current Control Card for the rest of the turn. Keep it face-up where everyone can reference it.

Restock Pods

Each Control Card will either state that no pods are stocked this turn or instruct you to restock one or more pods. Every pod is numbered "1", "2" or "3" and if pods are to be restocked this turn, the current Control Card will indicate which one(s) get restocked.

If the Control Card directs you to restock a pod that is already stocked, that pod simply remains stocked.

Place Crims

If there are fewer crims in the zone than the number of surviving hunters +2, more crims will emerge from the tubes.

The current Control Card will list how many crims must be placed this turn. The amount of crims in the zone can't exceed the number of surviving hunters +2, regardless of how many crims the Control Card says to place.

If the number of crims in the zone is less than the maximum allowed, the First Player rolls a d8 on the following table to see

what type of crim emerges:

1-2	Sneaky Thief
3-4	Petty Crook
5-6	Pistol-Packing Hoodlum
7-8	Cheap Thug

The First Player then rolls a d10. Every tube has a range of numbers on it. The First Player places the crim adjacent to the tube counter with the number matching the roll.

If the number of crims listed on the Control Card have not been placed and there still aren't a number of crims equal to the surviving hunters +2, the player to the right of the First Player repeats the process above.

This continues, moving down the list until they are all placed or until there are a total number of crims equal to the number of surviving hunters +2, whichever comes first.

THE HUNTER PHASE

Starting with the First Player's hunter and moving counter-clockwise from there, each hunter will receive an activation. During a hunter's activation, they may take two actions. When all hunters have been activated, move to the next phase.

The actions available to hunters are:

- Move
- Shoot
- Fight
- Rest
- Universal

A hunter may take the same action twice during an activation. That is, they can take two Move actions, two Spot actions, etc.

See pages 10-11 for details about the actions.

THE CRIM PHASE

Now it's the crims turn to act. The First Player activates a crim that hasn't yet been activated this turn and carries out a crim action with it, as dictated by the current Control Card. Once the First Player has carried out the action for the crim, they activate another crim that hasn't yet been activated and repeats the process. This continues until every crim has been activated.

Determining Actions

The current Control Card determines whether crims of each Demeanor will take "Action 1", "Action 2" or "Action 3" during the Crim Phase. The actions corresponding to each Action Number are listed directly on each Crim Card.

Often, an Action listing will present two possibilities. In such cases, the current First Player rolls a die to determine which of the two actions will be taken. The roll results are listed on the card.

Crim actions are different than those available to hunters. They are as follows:

- Charge
- Fight
- Shoot
- Flee
- Seek Cover

See pages 11-13 for details about the actions.

THE END PHASE

This is the simplest phase of the turn. Any effects that happen or end “at the end of the turn” do so now. If multiple effects happen or end on the same turn, they are considered to do so simultaneously.

If the last Control Card was drawn from the Control Deck at the beginning of the turn, the current First Player rolls a d10. If the result is equal to or greater than the number listed on the Control Card’s “Game Ends on” section, the game is over. Otherwise, shuffle the Control Deck’s discard pile and deal the top card face down, to be flipped over next turn as usual. Continue doing this at the end of each turn until the d10 rolls less than the number presented on the Control Card.

HUNTER ACTIONS

This section explains every action available to hunters during the Hunter Phase.

MOVE

When your hunter takes a Move action, make an Athletics check. The hunter’s model may be moved up to a number of inches equal to four, plus the number of successes generated by the check. For example, if you rolled 3, 5, 8 and 9 (two successes), your hunter could be moved up to six inches.

Moving through or over difficult terrain will cause all dice for the Athletic check to be downgraded. Moving up climbable terrain has the same effect. See pages 69-70 for details about terrain with these keywords.

WHAT IS DIFFICULT TERRAIN?

Difficult terrain is any terrain that could make movement through or over it, well, difficult: piles of rubble, rocky ground, debris-strewn areas and so on. On the tabletop, it is represented by an actual area with distinct boundaries. If you don’t have terrain that fits the bill, just cut out irregular shapes of construction paper (or something similar). Everything within that area counts as difficult terrain.

Moving Close to Crims

If, during a Move action, a hunter comes within engagement range (see pages 3-4) of a crim, the hunter may continue to move, as long as the two models remain in engagement range. The hunter will need to take another Move action in order to exit engagement.

Moving and Engagement

If the hunter is engaged with a crim, they can still make a Move action. However, if the hunter’s player declares the intention to exit engagement range (known as disengaging), the crim will attempt to strike them as they leave. This is called a disengagement strike and happens before the hunter makes the Athletics check to see how far they can move.

If the hunter disengages with more than one crim, each crim engaged with the hunter makes a disengagement strike.

The good news is that the hunter can attempt to avoid the disengagement strike by making an Athletics check vs. Fight. If successful, the disengagement strike misses and the hunter is moved as normal.

If the Athletics check fails, the hunter suffers a number of Wounds equal to the crim’s melee attack with the highest Damage. Because the hunter is in a state of retreat, they don’t make a Damage Resistance check to reduce the number of Wounds taken. Once the Damage Tokens are inflicted, the hunter may continue their Move action.

Disengagement Strike

The hunter is engaged with a Crazy Outlaw and takes a Move action to break out of engagement. The player makes the Athletics check vs. Fight.



The Crazy Outlaw’s Fight is 2 and the player only scored one success, so the hunter fails to avoid the disengagement strike. Since the crim’s *melee* Damage is 2, the hunter takes two Wound Tokens before making the Athletics check to see how far they can move.

REST

When a hunter takes a Rest action, remove one of their Wound Tokens. This action has no effect on a hunter who hasn’t acquired any Wound Tokens. Hunters engaged with one or more crims may not take the Rest action.

UNIVERSAL

A Universal action is essentially a placeholder, a generic action reserved for accomplishing tasks derived from card effects, Special Rules effects and so forth. A card effect may, for example, say “All players may take a Universal action this turn to plant an explosive charge.” The most common use for a Universal action is to open a pod.

SHOOT

The least demanding way to eliminate a crim is by attacking from afar. To take a Shoot action in an attempt to do exactly that, there are five conditions that must be met:

- *Unengaged*: The hunter may not make a Shoot check while engaged with a crim, nor when the target crim is engaged with another hunter.
- *Engaged Crim*: The hunter may not take a Shoot action against a crim that is engaged with another hunter. This is not tolerated in the sport, as their shot may accidentally hit the hunter instead.
- *Line of Sight (LoS)*: The hunter must be able to “see” the crim. The rules for establishing LoS can be found on page 3.
- *Ranged Attack*: The hunter must have an attack on their dataslate that is listed as “ranged”.
- *Range*: Every attack has a Range. If the crim is further away from the hunter than the attack’s Range, the Shoot check cannot be made. For example, if the hunter’s attack has a Range of 8 inches and the crim is 12 inches away, the hunter is out of luck.

See page 13 for details on how hunters attack.

FIGHT

There’s nothing wrong with getting up close and personal when attempting to eliminate a crim. To take a Fight action in an attempt to do exactly that, there are three conditions that must be met:

- *Range*: Every attack has a Range. If the crim is further away from the hunter than the attack’s Range, the Fight check cannot be made. For example, if the hunter’s attack has a Range of 1 inch and the crim is 2 inches away, the hunter cannot strike. As long as a crim and a hunter are close enough so that at least one of them is within the Range of the other’s melee attack, they are considered to be engaged (see details about engagement on pages 3-4).
- *Line of Sight (LoS)*: The hunter must be able to “see” the crim. This may sound weird given the close quarters proximity involved in close combat, but some circumstances warrant this distinction, such as the characters being close enough to be engaged, but being around the corner of a wall from each other that blocks LoS. The rules for establishing LoS can be found on page 3.
- *Melee Attack*: The hunter must have an attack listed on their dataslate listed as “melee”.

See pages 13 for details on how hunters attack.

CRIM ACTIONS

This section explains every action available to crims during the Crim Phase.

FLEE

The crim moves directly away from the nearest hunter a number of inches equal to its Move score. Crims always ignore the effects of difficult terrain, as they are used to traversing the rubble and debris found in the city.

If the crim’s last action was Charge, they are in no mindset to flee just yet. Instead of a Flee action, it takes another Charge action instead.

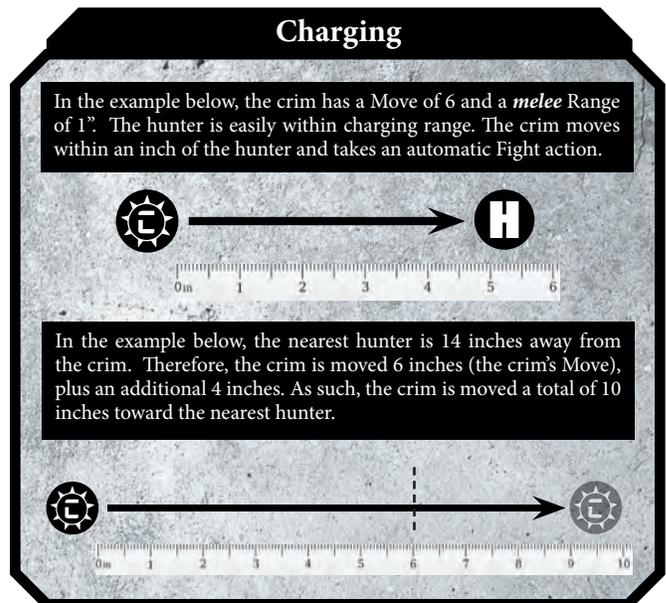
Fleeing and Engagement

If the crim is engaged, they can still make a Flee action. Before the crim model is moved, however, the hunter may choose to strike at them. This is called a disengagement strike. See page 13 to learn how to handle disengagement strikes.

CHARGE

The crim moves directly toward the nearest hunter a number of inches equal to its Move score. This is done using the most direct route possible. Crims always ignore the effects of difficult terrain, as they are used to traversing the rubble and debris found in the city.

- If the Charging crim becomes engaged with the hunter and the hunter is within Range of the crim’s melee attack, the crim immediately takes a Fight action.
- If the crim doesn’t become engaged at the end of a Charge action or isn’t within the Range of the crim’s attack, move the crim an additional four inches toward the hunter. Should this extra distance bring the crim within engagement range, it ends its activation without taking a Fight action.



Charging and Engagement

A crim can never Charge out of an engagement. If an engaged crim is instructed to take a Charge action, it takes a Fight action instead.

SEEK COVER

The crim moves directly toward the nearest cover terrain a number of inches equal to its Move score. This is done using the most direct route possible. Crims always ignore the effects of difficult terrain, as they are used to traversing the rubble and debris found in the city.

If at all possible, the crim should be positioned in or behind the cover so that it gains protection against the nearest hunter or is completely out of line of sight of it (it's up to the current First Player).

If already in cover, the crim will take a Shoot action if applicable. Should the crim not have a ranged attack or not have range or line of sight to a hunter, it doesn't move. The exception is if a different hunter becomes the closest hunter to the crim, in which case, the crim is moved to gain protection from that hunter. If possible, the crim should be placed so that the model has cover from as many hunters as possible. If it's not possible to get protection against multiple hunters, the closest crim is the one it seeks cover from.

If the crim's last action was Charge, they aren't ready to huddle behind cover yet. Instead of a Seek Cover action, it takes another Charge action instead.

WHAT IS COVER TERRAIN?

Cover terrain is any terrain feature that could feasibly stop (or at least slow down) a bullet: building corners, rubble piles, low walls, wrecked cars, etc.

Seeking Cover and Engagement

A crim can never Seek Cover while engaged. If an engaged crim is instructed to take a Seek Cover action, it takes a Flee action instead. Should the crim have the Aggressive Demeanor, however, it takes a Fight action rather than Flee.

SHOOT

The crim uses its ranged attack to put a hunter down for the count. When a crim is instructed to take this action, there are four conditions that must be met:

- *Unengaged:* The crim may not make a Shoot check while engaged with a hunter.
- *Line of Sight (LoS):* The crim must be able to "see" the hunter. The rules for establishing LoS can be found on pages 33-34.
- *Ranged Attack:* The crim must have an attack listed on their Crim Card as being "ranged".
- *Range:* Every attack has a Range. If the hunter is further away from the crim than the attack's Range, the Shoot check cannot be made. For example, if the crim's attack has a Range of 8 inches and the hunter is 12 inches away, the crim is out of luck.

Shooting and Engagement

If the crim is instructed to take a Shoot action while engaged, it must take a Fight action instead.

Crims may shoot at a hunter that is engaged with another crim. There really is no loyalty among crims. When this occurs, upgrade up to two dice for the hunter's Defense check to represent that it's tricky to hit a target that is caught up in the swirl of close combat. If a 10 is rolled on the Impact Die for the Defense check, a random crim engaged with the targeted hunter is hit instead. The hit crim suffers a number of Wounds equal to the attacking crim's ranged attack Damage being used.

Shoot Ineligibility

If the crim is instructed to take a Shoot action, but one of the conditions (except being engaged) make it impossible to do so, the crim must make a Seek Cover action instead. Should the crim have the Aggressive Demeanor, however, it takes a Charge action rather than Seek Cover.

See pages 13 and 15 for details on how crims attack.

FIGHT

The crim makes a melee attack against a hunter with full intentions of killing them. When a crim is instructed to take this action, there are four conditions that must be met:

New "Closest" Hunter

The crim receives the Seek Cover action and moves behind the closest **cover** terrain that would protect them from Hunter 1. In this case, it's a rubble pile. The pile isn't tall enough to block line of sight, but it will still grant them protection.



In the following turn, Hunter 2 moves into the area and becomes the closest hunter to the crim. The crim is again given the Seek Cover action. Since it's not possible for the crim to move so that it can gain protection against both hunters, the crim moves so that he gains protection from the new closest hunter, Hunter 2.



- **Range:** Every attack has a Range. If the hunter is further away from the crim than the attack's Range, the attack cannot be made. For example, if the crim's attack has a Range of 2 inches and the hunter is 4 inches away, the crim cannot strike. As long as a crim and a hunter are close enough so that at least one of them is within the Range of the other's melee attack, they are considered to be engaged (see details about engagement on pages 3-4).

- **Line of Sight (LoS):** The crim must be able to "see" the hunter. This may sound weird given the close quarters proximity involved in close combat, but some circumstances warrant this distinction, such as the characters being close enough to be engaged, but being around the corner of a wall from each other that blocks LoS. The rules for establishing LoS can be found on page 3.

- **Melee Attack:** The crim must have an attack listed on their dataslate as being "melee".

Fight Ineligibility

If the crim is instructed to take a Fight action, but one of the conditions makes it impossible to do so, the crim must make a Charge action instead.

Engagement with Multiple Hunters

Should a crim find itself engaged with multiple hunters, the current First Player chooses which engaged hunter the crim attacks.

See pages 13 and 15 for details on how crims attack.

ATTACKING

HUNTERS ATTACKING CRIMS

In order to win an Urban Manhunt match, your hunter is going to have to crack a few skulls or blow some holes in them. This section tells you how to go about that fine bit of business.

The Shoot/Fight Check

Assuming all the requirements for either a Fight action or Shoot action have been met, the hunter will have to make a check using their appropriate attribute (Fight or Shoot).

The hunter makes a Fight/Shoot check vs. Defense. If it's a Shoot action and the crim is in cover (and within 1" of the cover), the crim gains a +1 bonus to Defense. For example, if a crim's Defense is 2 and it's standing behind a low wall, the hunter will need to get three successes in order to hit instead of two.

If the check fails, the attack misses, thus ending the hunter's action. If the check succeeds, the attack hits; move on to the Damage check.

The Damage Check

If the Fight/Shoot check succeeds, it has the potential to inflict a number of Wounds equal to the attack's Damage, plus one for

each surplus success rolled during the Fight/Shoot check.

Notice that we said the successful Fight/Shoot check "has the potential" to deal damage? That's because you still have to make a Damage check. To do this, roll a d10 for each Wound that may be inflicted.

For each success rolled, the crim gains one Wound Token. If it receives a number of Wound Tokens equal to or higher than the crim's Wounds score, the crim has been eliminated and the hunter who landed that final damage gains the appropriate number of points for it (see page 16).

Surplus Wounds

If the crim received more Wound Tokens than was necessary to eliminate it, the surplus Wounds carry over as a bonus to the hunter's Pizzazz for the Elimination Quality check (see page 16). For example, if the crim (Wounds score of 2) suffered three Wound Tokens from an attack. That's one surplus Wound Token, which will add +1 to the hunter's Pizzazz rating for the Elimination Quality check.

Disengagement Strikes

There will be instances in which an engaged crim will cut their losses and move out of the hunter's engagement range. The crim suffers a number of Wounds equal to the hunter's melee attack with the highest Damage. Because the crim is in a state of retreat, no Damage check is taken. Once the Damage Tokens are inflicted, the crim takes their action that prompted the disengagement strike (usually Flee) as normal.

If the crim was engaged with more than one hunter, each hunter makes a disengagement strike. Randomize the order in which the hunters strike.

CRIMS ATTACKING HUNTERS

Not all crims run and hide at the first sight of a hunter. Many of them actively seek out the hunters in an attempt to put them down. And those that do run and hide will usually still fight back when cornered. The point is, hunters will, at some point, be attacked, so the game system needs rules for the eventuality.

The Defense Check

Assuming all the requirements for either a Fight action or Shoot action have been met, you'll have to see if the attack actually hits the hunter. It's important to remember that crims are never rolled for. Urban Manhunt is very hunter-centric, therefore the shot will hit unless the hunter is able to avoid it.

The hunter makes a Defense check vs. Fight/Shoot. If it's a Shoot action and the hunter is in cover (and within 1" of the cover), the hunter gains a +1 bonus to Defense. For example, if a hunter's Defense is 4 and it's standing behind a low wall, the hunter will effectively have a Defense of 5 for this check.

If the check succeeds, the attack misses, thus ending the crim's action. If the check fails, the attack hits; move on to the Damage Resistance check.

The Damage Resistance Check

If the Defense check fails, the attack has the potential to inflict a number of Wounds equal to the attack's Damage. Then, look

Example of a hunter attacking a crim

THE SHOOT CHECK

The hunter (who has a Shoot of 4) is attacking a Cheap Thug (who has a Defense of 2). The player rolls four d10s.



The hunter needed at least two successes and got four! That's two surplus successes! The hunter's attack Damage is 2. Thus, adding the surplus successes to the Damage means that four points of damage will potentially be taken by the crim.

THE DAMAGE CHECK

As mentioned, the hunter is potentially going to deal four Wounds. That means the player rolls four d10s for the Damage check (Damage of 2 + 2 surplus successes).



The 7 and 8 are successes, so the Cheap Thug gains two Wound Tokens.



Unfortunately for the crim, they had already accumulated three Wound Tokens earlier in the match. The Cheap Thug can only withstand four Wound Tokens before being eliminated. Since they ended up with a total of five Wound Tokens, they are eliminated and the extra Wound Token carries over, granting the player +1 to the hunter's Pizzazz rating for the Elimination Quality check



Wound Tokens gained earlier New Wound Tokens

Example of a crim attacking a hunter

THE FIGHT CHECK

A Ninja Assassin (who has a Fight of 3) attacks the hunter (who has a Defense of 3). The player rolls three d10s to avoid being struck by the attack.



The hunter rolled no successes on their Defense check, which indicates failure to avoid the attack. The player needed three successes (due to the crim's Fight of 3).

THE DAMAGE RESISTANCE CHECK

The Ninja Assassin's attack Damage is 2, so that's the base amount of Wound Tokens the hunter is facing. Furthermore, the player failed the check by a margin of three successes. That's not good! Subtracting one from the margin of failure, we find that the attack will deal two extra potential Wound Tokens. All told, the hunter is looking at possibly gaining four Wound Tokens. The player has to roll one die for each potential Wound Token (four dice).

The player rolls four d10s for the Damage Resistance check.



Two successes, which means that two of the potential Wound Tokens are blocked. That leaves two unblocked Wound Tokens the hunter must take. These are the hunter's first Damage Tokens accumulated throughout the match so far and their Wound Maximum of 6, so they can still take four more Damage Tokens before being Incapacitated.



at the margin by which the check failed and subtract one. That number is added to the number of potential Wounds inflicted. For example, if the player needed to roll three successes in order to avoid the attack, but only rolled two successes, the hunter will only take a number of potential Wounds equal to the attack's Damage. However, if the player rolled zero successes (two below the amount needed), one further potential Wound would be added.

The potential Wound Tokens are just that: *potential* Wound Tokens. That is, they may not actually be dealt. Some or all of them may be negated with a successful Damage Resistance check. The player rolls a d10 for each Wound that may be inflicted.

For each die that rolls a success, reduce the Wounds taken by one. If the hunter receives a number of Wound Tokens equal to or higher than its Wound Maximum score, the hunter has been taken out of the action. See "Incapacitation" on page 15.

Disengagement Strikes

A hunter may leave engagement with a crim for a variety of reasons. If the hunter is engaged with a crim, they can still make a Move action. However, if they wish for the hunter to exit engagement range (an act known as disengaging), the crim will attempt to strike them as they leave. This is called a disengagement strike.

The hunter can attempt to avoid the disengagement strike by making an Athletics check vs. Fight. If successful, the disengagement strike misses and the hunter is moved as normal.

If the Athletics check fails, the hunter suffers a number of Wounds equal to the crim's melee attack with the highest Damage. Because the hunter is in a state of retreat, they don't make a Damage Resistance check to reduce the number of Wounds taken. Once the Damage Tokens are inflicted, the hunter may make their Athletics check to determine how far they can move as normal.

If the hunter disengages with more than one crim, each crim engaged with the hunter makes a disengagement strike.

INCAPACITATION

BECOMING INCAPACITATED

Whenever a hunter accumulates a number of Wound Tokens equal to or higher than their Wounds score, they are incapacitated. An incapacitated hunter's model is removed from the zone. The hunter spends their next Hunter Phase being carried off the zone and tended to be paramedics.

While incapacitated, a hunter is not considered in the game and cannot be affected by anything that doesn't specifically state that it affects incapacitated hunters.

Momentum Loss

It's impossible for a hunter to maintain any forward thrust when they've been scooped up and removed from the zone for



medical attention. Upon becoming incapacitated, a hunter loses all of their Momentum.

RETURNING TO THE ZONE

As mentioned previously, the hunter must miss one full Hunter Phase. After doing so, remove half of the hunter's Wound Tokens (rounding up). The hunter's model is placed within 4 inches of any corner the player wishes at the beginning of the following Hunter Phase and may act as normal from then on.

MOMENTUM AND WINNING

MOMENTUM

Momentum is a spendable resource that becomes available to hunters as the match progresses. It represents adrenaline, pressure and the drive to win at all costs.

Gaining Momentum

There are numerous ways for a hunter to accrue Momentum (sometimes called "points of Momentum").

- Upon eliminating a crim, the hunter gains a point of Momentum.
- Opening a pod will give you the option of selecting a reward (see page 16)... one of which is a point of Momentum.
- When the Impact Die rolls a 10, the hunter may gain a point of Momentum (see page 5).

Spending Momentum

Hunters have their own list of Momentum Options listed on their dataslate. These options determine what Momentum can be spent on.

Unless a Momentum Option states otherwise, Momentum can be spent at any time during the turn, regardless of what phase it is.

WINNING THE MATCH

The game ends when the time limit expires. The time limit is represented by the Control Cards. Whenever a new Control Card is drawn at the beginning of a turn, the clock moves one step closer to the game's end.

When the last card in the Control Deck is flipped over, the match could very well end. That turn is played out as normal, but at the end of the turn, the current First Player rolls a d10. If the result is equal to or greater the number listed on the control card's "Game Ends on" section, the game is over. Otherwise, shuffle the Control Deck's discard pile and deal the top card face down, to be flipped over next turn as usual. Continue doing this at the end of each turn until the d10 rolls less than the number presented on the Control Card.

Once the game ends, all hunters add their points up. The one with the most points wins the match!

There are two ways to earn points during a match: opening pods and eliminating crims.

Opening Pods

When a hunter in base contact with a stocked pod takes a Universal action to open it, that hunter's player rolls a d10. The hunter earns a number of points equal to that roll. This is in addition to the normal benefits granted by opening a pod (see the next column).

Eliminating Crims

When a hunter eliminates a crim, the hunter who finished them off gains points for it, even if other hunters contributed to giving the crim Wound Tokens. Only the final blow or shot matters. If a crim is slain by any means not caused directly by the hunter inflicting damage, no points are earned.

Base Point Value

Each crim has a Base Point Value. This is the number of automatic points the hunter receives for eliminating it.

Elimination Quality Check

How a hunter eliminates a crim is almost as important as the fact that the crim was eliminated at all. Urban Manhunt is a spectator sport, after all, and the fans love inventive, gory or even comical eliminations. In fact, the audience is allowed to award extra points for them!

To see how many extra points the hunter receives for the quality of their elimination, they must make a Pizzazz check (called the Elimination Quality check). Each surplus Wound Token dealt to the crim grants a +1 to the hunter's Pizzazz for this check.

Each success rolled adds one to the number of points earned for the elimination. So, if the crim's Base Point Value is 5 and the hunter rolls three successes on the Elimination Quality check, the hunter ends up with 8 points for the kill!

PODS, TUBES AND WALLS

PODS

Pods are placed throughout the zone and are stocked with various items for the hunters to take. Each pod is labeled "1", "2" and "3". This is so that the fans watching in the studio audience can vote on which pod(s) are restocked during the Control Phase

Pods begin the game stocked. Once something has been taken from a pod, it becomes empty and remains so until restocked by a Control Card.

To open a stocked pod, a hunter must be adjacent to it, may not be engaged and must take a Universal action. Upon meeting these three requirements, the player controlling the hunter must do two things: gain points and choose an item, in that order.

Gain Points

In 2040, as an added incentive for hunters to seek out pods, the NUML instituted a rule that awarded hunters a random number of points upon opening a stocked pod. The player controlling the hunter that opened the pod rolls a d10 and the hunter gains a number of points equal to the result.

Gain an Item

When a hunter opens a pod, they will see an array of items secured in compartments by high-tech metal bracings. The hunter chooses one item and places their thumb on a sensor plate near it, causing it to pop open so the item can be taken. Ten seconds after the item has been removed, the pod's lid automatically slams shut and locks. It is now considered empty, which is something of a misnomer, considering that items are technically still in the pod. This is a holdover term from the early days of the sport, in which only one item was placed in each pod.

The player controlling the hunter that opened the pod selects one of the following items:

ADRENALINE SHOT: The hunter gains one point of Momentum.

PERFORMANCE SHOT: The hunter gains a +1 bonus to an attribute of the controlling player's choice. This lasts until the Impact Die rolls a 1. The loss of this bonus is in addition to the normal effects of rolling a 1.

MED SPRAY: The med spray can be used by the hunter at any time to remove up to 2 Wounds. Using this does not require an action.

TUBES

Tubes are the five entry points from which crims enter the game. Each tube is numbered either 1-2, 3-4, 5-6, 7-8 or 9-10. These number spreads are used for determining which one a crim enters through.

Tubes may not be used as exits for crims or hunters.

ZONE WALLS

The boundaries of the zone are defined by thick concrete or metal walls that stand at least fifteen feet tall and have gun emplacements on them. There's no need to represent the walls on the tabletop. The edge of the playing area is where the walls are supposed to be located.

When a crim's base touches a zone wall, the crim is mercilessly gunned down, with no hunter receiving points for it.

THE CORE RULEBOOK

This PDF is only a taste of what the full rules have to offer. Here's a list of just *some* of the things you'll find in the full rules that aren't included here:

- A system for creating your own hunters.
- Rules for Event Cards that truly bring to life the “anything can happen” vibe of the sport.
- More Control Cards, allowing you to play longer games.
- More crim types, including Special Crims that offer more challenging opposition for hunters.
- Rules for crims hiding and hunters trying to spot them.
- More detailed rules for incapacitation.
- Rules for focusing to improve a hunter's chances of success.
- More detailed attacks, including Extra Rules that make each attack unique.
- Rules for many different types of terrain, such as dangerous terrain, hideable terrain and more.
- Twelve pre-made hunters.
- Loads of setting information and numerous short stories.
- An extensive hobby section, complete with tutorials on creating terrain.



SNEAKY THIEF

*Cowardly Demeanor • Height 2 • Wounds 2
Move 6" • BPV 5*

Crim Actions

- 1 Hide
- 2 Flee (1-5) or Charge (6-10)
- 3 Seek Cover (1-5) or Hide

Attributes

*Fight 1, Shoot 1, Defense 2, Athletics 2,
Mind 1, Stealth 2*

Attacks

- **Strike** (Type: Melee; Range 0"; Accuracy 0; Damage 1)

PISTOL-PACKING HOODLUM

*Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 6*

Crim Actions

- 1 Shoot
- 2 Shoot
- 3 Seek Cover (1-7) or Flee (8-10)

Attributes

*Fight 1, Shoot 2, Defense 2, Athletics 1,
Mind 1, Stealth 1*

Attacks

- **Strike** (Type: Melee; Range 0"; Accuracy 0; Damage 2)
- **Pistol** (Type: Ranged; Range 10"; Accuracy 0; Damage 1)

CHEAP THUG

*Aggressive Demeanor • Height 2 • Wounds 4
Move 6" • BPV 6*

Crim Actions

- 1 Charge
- 2 Charge
- 3 Seek Cover (1-7) or Flee (8-10)

Attributes

*Fight 2, Shoot 1, Defense 2, Athletics 1,
Mind 1, Stealth 1*

Attacks

- **Bludgeoning Weapon** (Type: Melee; Range 1"; Accuracy 0; Damage 2)

PETTY CROOK

*Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 5*

Crim Actions

- 1 Flee (1-5) or Charge (6-10)
- 2 Charge
- 3 Seek Cover (1-6) or Hide

Attributes

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

Attacks

- **Strike** (Type: Melee; Range 0"; Accuracy 0; Damage 2)

The full version of the rules offers many more crim types, including the Crooked Lawyer, Crazy Outlaw, Cyborg Bully, Ninja Assassin, Stealthy Sniper and Ex-Commando.

KILLRILLA

ATTRIBUTES

FIGHT	4
SHOOT	4
DEFENSE	3
ATHLETICS	4
MIND	2
PIZZAZZ	3

WOUND MAXIMUM

7

HEIGHT

2

SPECIAL RULES

Loping Run: The hunter's dice are never downgraded when making Athletic checks to determine movement distance over or through difficult terrain.

Moving On: Whenever this hunter eliminates a crim, you gain one extra Momentum and may move this hunter's model up to 4", ignoring difficult terrain.

ATTACKS

Gatling Pistol (Ranged; Range 10"; Accuracy +2; Damage 2)

Gorilla Rampage (Melee; Range 0"; Accuracy +0; Damage 3)

QUICK BIO

Killrilla was, quite simply, a lab accident made by scientists trying to find a way to make humans stronger. The test subject—a gorilla originally named Peachy—became extremely intelligent and so, somewhat more humanlike. The scientists saw an opportunity to make money and trained him to be a hunter.

MOMENTUM OPTIONS

Re-roll (1+ Momentum): Once per check or roll, this hunter may re-roll one die for each point of Momentum spent. All re-rolls must be made simultaneously.

Bounding Dodge (3 Momentum): Add 2 to this hunter's Defense rating until the end of the turn.

KRESSA

ATTRIBUTES

FIGHT	4
SHOOT	1
DEFENSE	5
ATHLETICS	3
MIND	2
PIZZAZZ	4

WOUND MAXIMUM

6

HEIGHT

2

SPECIAL RULES

Savage Charge: When the hunter ends their Move action engaged and at least six inches away from where they began the activation, if their next action is a Fight action, add 1 to the attack's Damage.

Let the Bloodshed Begin: At the beginning of the match, after the crims are placed, move this hunter 6 inches toward the nearest crim, ignoring difficult terrain.

ATTACKS

Broadsword (Melee; Range 1"; Accuracy +0; Damage 3)

QUICK BIO

The Wild Woman! The Barbarian Queen! The Berserker! These are only some of the monikers that have been bestowed upon this sword-wielding warrior woman. Each of them are quite appropriate, as she is as vicious and violent as they come.

MOMENTUM OPTIONS

Re-roll (1+ Momentum): Once per check or roll, this hunter may re-roll one die for each point of Momentum spent. All re-rolls must be made simultaneously.

More Blood! (4 Momentum): Use once per turn when this hunter inflicts at least one Wound Token with a melee attack. This hunter immediately makes a second attack with the same melee attack. All the dice are downgraded for this Fight check.

THE EXECUTIONER

ATTRIBUTES	FIGHT	3	WOUND MAXIMUM	5
	SHOOT	5		
	DEFENSE	3	HEIGHT	2
	ATHLETICS	2		
	MIND	3		
	PIZZAZZ	3		

SPECIAL RULES

Targeting System: Upgrade up to 2 dice when making a Shoot check for an attack with the *ranged* keyword.

Find the Guilty: When this hunter takes a Move action while no crims are in line of sight, add 1 to the hunter's Athletics rating for purposes of determining movement distance.

Auto Repair: This hunter may take a Rest action while engaged.

ATTACKS

XK-2Z Laser Rifle (Ranged; Range 12"; Accuracy +0; Damage 3)

Mace (Melee; Range 1"; Accuracy +0; Damage 2)

QUICK BIO

This emotionless hunter is part man, part machine... but nobody knows the ratio. He methodically stalks his prey until he can get a good shot with his high-powered laser rifle and picks them off one by one.

MOMENTUM OPTIONS

Re-roll (1+ Momentum): Once per check or roll, this hunter may re-roll one die for each point of Momentum spent. All re-rolls must be made simultaneously.

Auto Repair Overdrive (1 Momentum): Use up to once per turn when this hunter takes a Rest action. Roll a d10. On a roll of 7 or higher, two Wound Tokens are removed instead of just one.

The Killshot (3 Momentum): Before making a Damage check with a ranged attack, this hunter may upgrade up to 3 dice.

THE COUNTESS

ATTRIBUTES	FIGHT	4	WOUND MAXIMUM	5
	SHOOT	1		
	DEFENSE	4	HEIGHT	2
	ATHLETICS	4		
	MIND	3		
	PIZZAZZ	4		

SPECIAL RULES

Vampiric Resourcefulness 10+: Whenever you spend Momentum for a Momentum Option, roll a d10 for each point of Momentum spent. Return a point of Momentum to this hunter for each die that rolls a 10.

Preternatural Avoidance: When this hunter is targeted by a ranged attack, you may immediately move the model up to 4", ignoring difficult terrain.

Prey on the Strong: When this hunter eliminates a crim with a Defense of 2 or more, add 1 to the hunter's Pizzazz rating for the Elimination Quality check.

ATTACKS

Bloodsword (Melee; Range 1"; Accuracy +0; Damage 3)

QUICK BIO

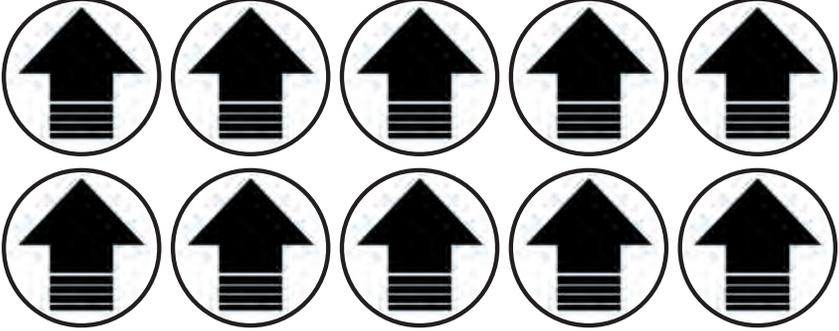
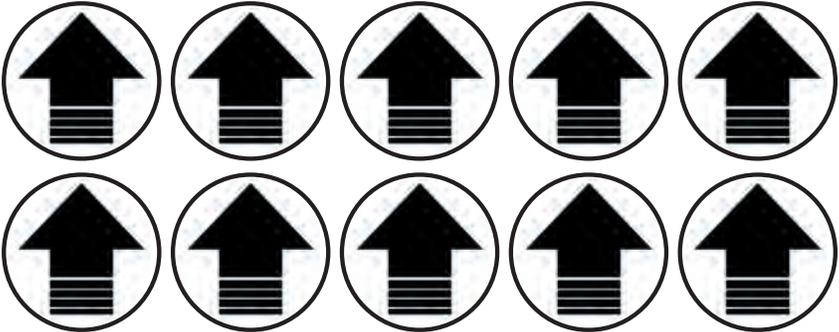
The Countess is a vampire-like mutant who plays up the undead imagery in order to psych out her opponents and the crims she hunts. Her seemingly supernatural abilities help with her charade.

MOMENTUM OPTIONS

Re-roll (1+ Momentum): Once per check or roll, this hunter may re-roll one die for each point of Momentum spent. All re-rolls must be made simultaneously.

Fear the "Vampire" (2 Momentum): Use when a crim takes a Charge action against this hunter, but before the crim is moved. Make a Pizzazz check vs. a Threshold of 2 (for normal crims). If you succeed, the crim skips its turn and does nothing instead.

Lunging Strike (2 Momentum): Before declaring a melee attack, increase the attack's Range by 2 inches for the rest of the hunter's activation.



Control Card A

1 Restock Pods?

No pods are restocked

2 Event Cards?

Not in this version of the game

3 Crim Placement

Place 3 crims

Crim Actions

Typical Demeanor 2

Cunning Demeanor 3

Cowardly Demeanor 1

Aggressive Demeanor 1

Game Ends On 4+

Control Card B

1 Restock Pods?

Pod 1 is restocked

2 Event Cards?

Not in this version of the game

3 Crim Placement

Place 1 crim

Crim Actions

Typical Demeanor 1

Cunning Demeanor 2

Cowardly Demeanor 2

Aggressive Demeanor 3

Game Ends On 3+

Control Card C

1 Restock Pods?

Pod 2 is restocked

2 Event Cards?

Not in this version of the game

3 Crim Placement

Place 2 crims

Crim Actions

Typical Demeanor 3

Cunning Demeanor 1

Cowardly Demeanor 3

Aggressive Demeanor 2

Game Ends On 2+

Control Card D

1 Restock Pods?

Pod 3 is restocked

2 Event Cards?

Not in this version of the game

3 Crim Placement

Place 2 crims

Crim Actions

Typical Demeanor 3

Cunning Demeanor 2

Cowardly Demeanor 2

Aggressive Demeanor 1

Game Ends On 4+

Control Card E

1 Restock Pods?

No pods are restocked

2 Event Cards?

Not in this version of the game

3 Crim Placement

Place 2 crims

Crim Actions

Typical Demeanor 2

Cunning Demeanor 1

Cowardly Demeanor 1

Aggressive Demeanor 2

Game Ends On 3+

Control Card F

1 Restock Pods?

No pods are restocked

2 Event Cards?

Not in this version of the game

3 Crim Placement

Place 3 crims

Crim Actions

Typical Demeanor 1

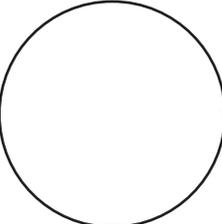
Cunning Demeanor 3

Cowardly Demeanor 3

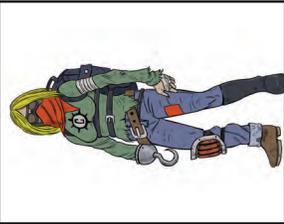
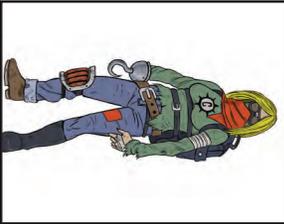
Aggressive Demeanor 3

Game Ends On 5+

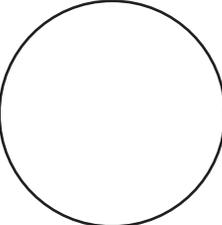
Petty Grook #1
(Typical)



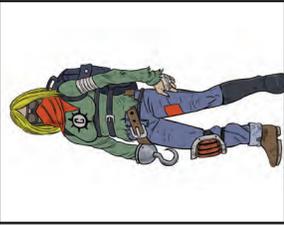
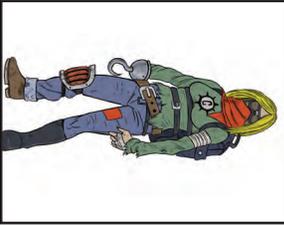
Petty Grook #1
(Typical)



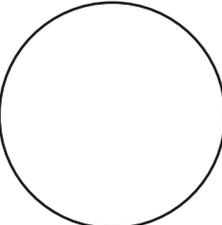
Petty Grook #2
(Typical)



Petty Grook #2
(Typical)



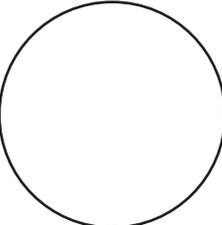
Cheap Thug #1
(Aggressive)



Cheap Thug #1
(Aggressive)



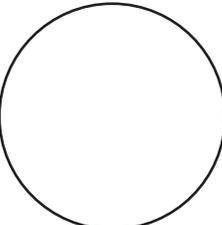
Cheap Thug #2
(Aggressive)



Cheap Thug #2
(Aggressive)



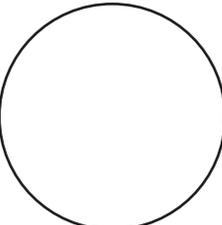
Sneaky Thief #1
(Cowardly)



Sneaky Thief #1
(Cowardly)



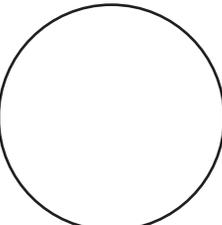
Sneaky Thief #2
(Cowardly)



Sneaky Thief #2
(Cowardly)



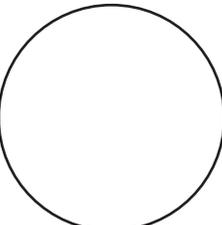
Pistol-Packing Hoodlum #1
(Typical)



Pistol-Packing Hoodlum #1
(Typical)

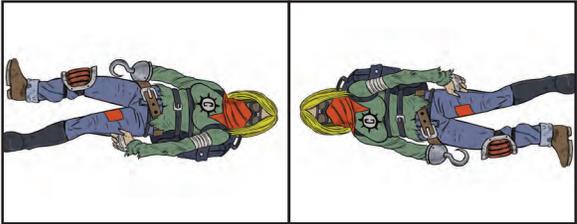


Pistol-Packing Hoodlum #2
(Typical)

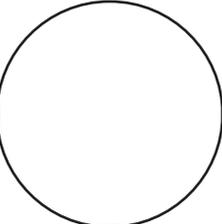


Pistol-Packing Hoodlum #2
(Typical)

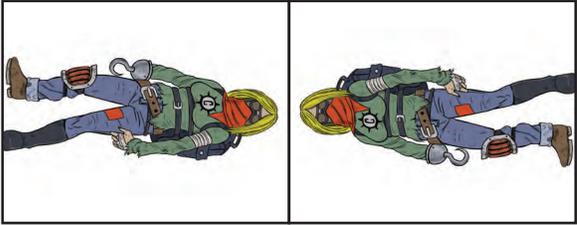




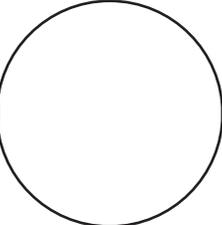
Petty Crook #1
(Typical)



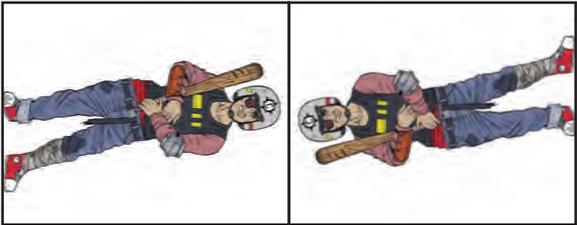
Petty Crook #1
(Typical)



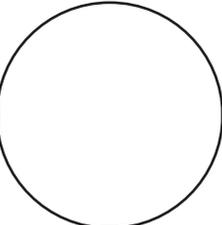
Petty Crook #2
(Typical)



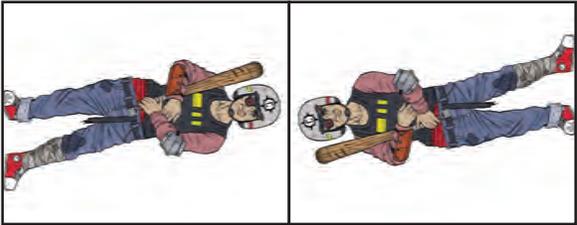
Petty Crook #2
(Typical)



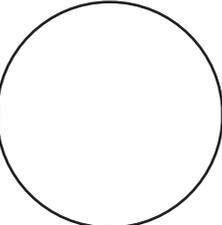
Cheap Thug #1
(Aggressive)



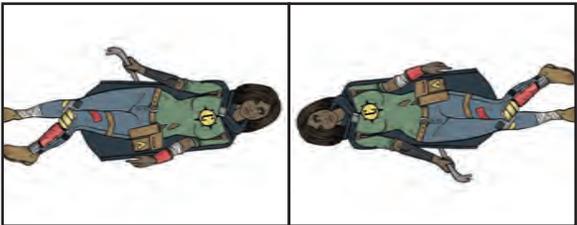
Cheap Thug #1
(Aggressive)



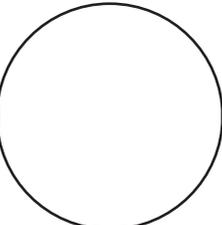
Cheap Thug #2
(Aggressive)



Cheap Thug #2
(Aggressive)



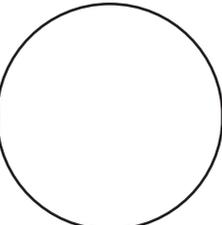
Sneaky Thief #1
(Cowardly)



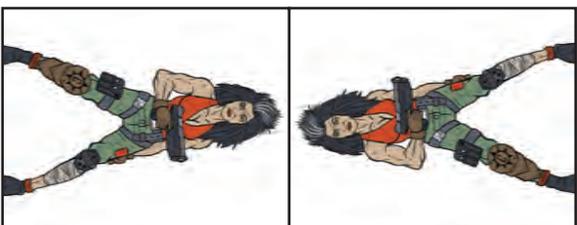
Sneaky Thief #1
(Cowardly)



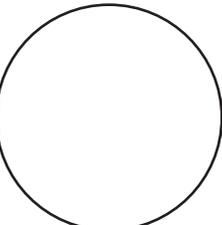
Sneaky Thief #2
(Cowardly)



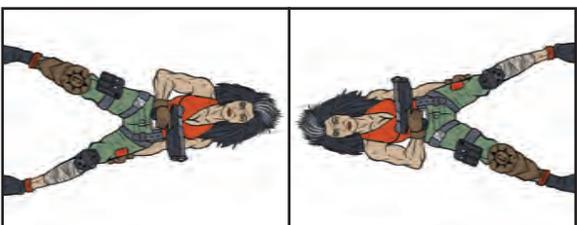
Sneaky Thief #2
(Cowardly)



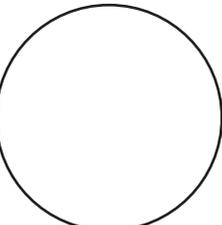
Pistol-Packing Hoodlum #1
(Typical)



Pistol-Packing Hoodlum #1
(Typical)



Pistol-Packing Hoodlum #2
(Typical)



Pistol-Packing Hoodlum #2
(Typical)

