

MAKING CHECKS

To make a check, roll a number of d10s equal to the hunter's relevant attribute rating. Each die that rolls 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.

The Impact Die

One of the dice rolled must look different than the other dice (different size, different color, etc.). This is called the Impact Die. It acts like any other die, except that it can't ever be upgraded or downgraded (see below) and it causes interesting effects if it rolls a 1 or 10.

Rolling a 1

- One success is removed.
- If the check was a Fight or Shoot check using a *depletable* attack, the attack becomes unusable without a Reload.
- If the check was a Damage check and it still managed to eliminate a crim, the hunter receives only the crim's Base Point Value. It cannot be increased by any other means (Pizzazz checks, card effects, etc.).

Rolling a 10

When a player's Impact Die rolls a 10, that player gains a point of Momentum and for a Damage check, the hunter must push the crim one inch directly away from the attacking hunter (no disengagement strikes are allowed). Additionally, choose one of the following:

- Gain an additional point of Momentum
- The die counts as two successes
- Flip over the top Event Card and carry it out at the end of the current phase or put it in your hand immediately if it's a 'Keeper'.
- [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 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.

TURN SEQUENCE

The Control Phase

- New First Player
- Flip over the top card of the Control Deck.
- Restock all empty pods (as per Control Card)
- First Player draws Event Card (as per Control Card)
- Place new crims (as per Control Card; remember max. crims)

The Hunter Phase

Each hunter activates in initiative order, spending their 2 Action Points before moving to the next hunter. When all hunters have been activated, move to the next phase.

The Crim Phase

Each crim follows the directions given by the current Control Card, based on their Demeanors.

The End Phase

- Effects that happen or end "at the end of the turn" do so now.
- If the last Control Card was drawn, check to see if the game ends.

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... one of which is a point of Momentum.
- When the Impact Die rolls a 10, the hunter may gain a point of Momentum.
- Card effects and Special Rules may give options for how to earn Momentum.

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

POD CONTENTS

To open a pod, a hunter must be adjacent to it, may not be engaged and must take a Universal action. The hunter gains 1d10 points and the hunter's player selects one option:

- **Adrenaline Shot:** The hunter gains one point of Momentum.
- **Performance Shot:** The hunter gains +1 to an attribute of your 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.
- **Reload:** Gain a Reload token. The hunter can spend this token whenever one of their *depletable* attacks runs out of ammo. Doing so doesn't require an action.
- **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.

HUNTER ACTIONS

- **MOVE:** Make Athletics check. Hunter moves up to 4" + the number of successes. 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.
- **REST:** Remove a Wound Token from this hunter. Must be unengaged.
- **FOCUS:** Upgrade up to 2 dice for next check. Must be the first action of the activation.
- **SPOT:** Try to detect hidden crims. 18" range, at least 50% of terrain feature must be in LOS. Mind vs. Stealth check. If successful, the player to the right of the spotting hunter's player places the crim's model anywhere within two inches of the terrain piece (or somewhere within it if it's *area* terrain), but no closer than six inches from the spotting hunter's model if at all possible. The crim's model must be placed so that the hunter has line of sight to it.
- **UNIVERSAL:** Generic placeholder action.
- **SHOOT:** Try to attack a crim from afar. Shoot vs. Defense check. Check range and LOS.
- **FIGHT:** Try to attack a crim Try to attack a crim up close. Fight vs. Defense check.

CRIM ACTIONS

- **FLEE:** Move crim directly away from the nearest hunter a number of inches equal to its Move score, ignoring *difficult* terrain. If the crim's last action was Charge, it takes another Charge action instead. Fleeing engagement will cause disengagement strike.
- **CHARGE:** Move crim directly toward the nearest hunter a number of inches equal to its Move score, ignoring *difficult* terrain. Use the most direct route possible. If crim becomes engaged, it immediately takes a Fight action. Otherwise, move it 4 more inches.
- **SEEK COVER:** Move crim directly toward the nearest *cover* a number of inches equal to its Move, ignoring *difficult* terrain. The crim should be positioned in or behind the cover so that it gains protection against the nearest hunter. If already in cover, the crim will take a Shoot action if applicable. Should the crim not have a *ranged* attack or doesn't have range or line of sight, it doesn't move. If the crim's last action was Charge, it takes another Charge action instead.
- **HIDE:** Move the crim directly toward the nearest piece of *hideable* terrain a number of inches equal to its Move, ignoring *difficult* terrain. Replace the crim's model with a Hidden counter. When a crim becomes hidden, it must take a Hide action again the following turn (unless it is spotted before then). On its third turn of hiding, it follows the instructions on the Control Card as normal.
- **SHOOT:** The crim attempts to attack the nearest hunter from afar. Defense vs. Shoot check. 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.
- **FIGHT:** The crim attempts to attack the nearest hunter up close. Defense vs. Fight check. If the crim is instructed to take a Fight action, but one of the conditions make it impossible to do so, the crim must make a Charge action instead. Should a crim find itself engaged with multiple hunters, the current First Player chooses which engaged hunter the crim attacks.

HUNTERS ATTACKING CRIMS

The Shoot/Fight Check

The hunter makes a Fight/Shoot check vs. Defense. If it's a Shoot action and the crim is in cover, the crim gains a +1 bonus to Defense. 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.

Roll a d10 for each Wound that may be inflicted. If the crim has the Armor Special Rule, downgrade a number of the dice rolled by an amount equal to the Armor's level.

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.

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.

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, minus one for each level of the Armor Special Rule the crim has (down to a minimum of 1 Wound). 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

The Defense Check

The hunter makes a Defense check vs. Fight/Shoot. If it's a Shoot action and the hunter is in 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 at the margin by which the check failed and subtract one. That number is added to the number of potential Wounds inflicted. However, if the player rolled zero successes (two below the amount needed), one further potential Wound would be added.

The player rolls a d10 for each Wound that may be inflicted. If the hunter has the Armor Special Rule, upgrade a number of the dice rolled by an amount equal to the Armor's level.

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 Incapacitated

Disengagement Strikes

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, minus one for each level of the Armor Special Rule the hunter has (down to a minimum of 1 Wound). 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

While incapacitated, a hunter is not considered in the game.

• **Momentum Loss:** Upon becoming incapacitated, a hunter loses all of their Momentum.

• **Recovering:** During each subsequent Hunter Phase, when it's the hunter's turn to be activated, the hunter makes a *recovery check*. This is a check that uses the hunter's Athletics or Mind (whichever the player chooses). Momentum can't be used for recovery checks and only card effects and abilities that specifically state that they apply to recovery checks are applicable. For every success rolled, one Wound Token is removed from the hunter. The hunter's player may choose to bring the hunter back into the zone as soon as the number of remaining Wound Tokens are less than the hunter's Wound Maximum score. The player isn't required to do so as soon as it happens. They may decide to wait another turn or two so that the hunter may rid itself of more Wound Tokens. However, the hunter *must* return to the zone if it has no Wound Tokens.

• **Returning to the zone:** When a hunter returns to the zone, the model is placed within 4 inches of a corner of the player's choice. This doesn't count as being deployed. The hunter may now be activated as normal but may not take a Rest action that turn.