

# MONSTER TOWN™

Welcome to Monster Town, where the streets are awash with the blood of thousands of soulless creatures. Since the mysterious appearance of the Dark Spire, a decade-long war has been waged for the control of the city and the supernatural power that emanates from the megalithic spire.

Gang warfare has become a way of life with skirmishes between Squads of Humans, Fangs of Vampires, Packs of Werewolves and Hordes of Zombies being fought on every street corner. Only the strongest and most cunning gangs are able survive this outright savagery to occupy sections of the city and control its ethereal resources.

When the Dark Spire first appeared, there were thousands of different gangs ranging from benign rabble to well-coordinated military forces. Within a year, these numbers were reduced, in what would be known as The Great Culling, to a little over one hundred gangs. As the years flickered by, more blood was shed until only a handful of gangs now remain, including the Renegade Militia, Brotherhood of the Fang, Wölfenpack and The Living Undead.

Now is the time of the End Game, where each players' role is to guide their gang of supernatural beings throughout the city to capture strategically-important locations, exterminate all remaining gangs and take their mantle as the Exarch of Monster Town.

So strap on your gun belts, bare your fangs, sharpen your claws and rot on!

## Objective

The primary way to win Monster Town is to be the last gang standing. Alternatively, if you claim 10 or more conquest points, you also win. Conquest points are claimed by capturing locations, where each location held by your gang equates to 1 conquest point. If no one has won the game by the time the Rendezvous Deck runs out of cards, players enter the **End Game**. In the End Game, players claim additional conquest points for each opposing gang member they kill.

## Contents

The core Monster Town box set contains the cards (including Rendezvous cards, Characters, Combat cards and Special Items) required to play one of four gangs – Renegade Militia (Humans), Brotherhood of the Fang (Vampires), Wölfenpack (Werewolves) and The Living Undead (Zombies).

Each Monster Town gang includes 54 base cards made up of the card types listed below. Not all gangs have the same quantity of each card type but this doesn't diminish their strength in any way. Along with the cards, the core box set also contains four 10-sided Power Dice and Life/Wound Tokens. The Power Dice represents the supernatural power that is harnessed by your gang and used by them during combat. Note that a gang's total Power may never go above 10. Life/Wound Tokens are used to represent when a member of your gang has taken a wound (placed skull/black side up) or gained an extra life point (placed cross/red side up).

Since Monster Town is an **expandable card game**, additional cards and decks will be released, which can be added to and used to tailor your gangs. The rules on how cards can be added to your gangs and decks are detailed below in the descriptions of the card types.

<p><b>Rendezvous</b></p> 	<p>Rendezvous cards include <b>locations</b> within Monster Town (most of which can be captured) and <b>encounters</b> with special non-playable characters (which may or may not prove beneficial to your gang). All player's Rendezvous cards are shuffled together at the start of the game and placed face down (in the centre of the table) to make the Rendezvous Deck.</p> <p><b>Expansions:</b> A Rendezvous deck may include up to four of any number of additional generic Rendezvous cards or Rendezvous cards that are compatible with the gangs that are being played but only if all gangs being played include the same amount of additional cards.</p>
<p><b>Character</b></p> 	<p>Character cards represent the gang members within Monster Town. Each Character card has a name, number of starting life points, gang icon (unless otherwise stated, only characters from the same gang will fight together), race, traits, conquest points, combat abilities, any other special rules that apply to that character and flavour text (which has no impact on the game).</p> <p>At the start of the game, players select a number of characters to begin the game with based on the rules below. Each player's chosen characters are then placed up in front of them to form their gang. All remaining Character cards are placed off to the side for use later as <b>reserves</b>. Unless otherwise stated, such as on <b>Treaty</b> cards, players can only use cards with the same gang icon in the same gang.</p> <p><b>Expansions:</b> Since expansions and special release cards allow players to utilise more Character cards than what are included in the core game, gangs are also limited to the number of reserves they can start the game with as specified below.</p>
<p><b>Combat</b></p> 	<p>Combat cards represent offensive and defensive capabilities used by your gang members during combat. Each Combat card has a gang icon and rules for how the card impacts combat. At the start of the game, players shuffle their gang's Combat cards and place them face down in front of them to make their Combat Deck. During the game, players will draw and play cards from their Combat Deck in order to, inter alia, wound members of other gangs or heal their own gang members.</p> <p><b>Expansions:</b> There is no limit to the number of Combat cards that may be included in a Combat Deck. However, gang members can only use or be positively affected by Combat cards that match their gang icon or those which have no gang icon.</p>
<p><b>Special Item</b></p> 	<p>Special Item cards include weapons, armour and augmentations that can be equipped to your gang members. Special Item cards identify which race and characters can use them and also what bonuses or combat abilities they bestow to the wielders. At the start of the game, players shuffle their gang's Special Item cards and place them face down in front of them to make their Special Item Deck.</p> <p><b>Expansions:</b> There is no limit to the number of Special Item cards that may be included in a Special Item Deck.</p>

Gang	Icon	No. of Starting Characters	Max. No. of Starting Reserves	Starting Power
Renegade Militia		6	No Limit	7
Brotherhood of the Fang		5	5	7
Wölfenpack		4 (only 1 <b>The Brute</b> )	5 (max. 2 <b>The Brute</b> )	7
The Living Undead		5	7	7

## Setup

Each player selects their gang. The Rendezvous cards of the chosen gangs are then shuffled together to make the Rendezvous Deck. Don't worry about mixing cards as the gang icons on these cards can be used to identify which cards belong to which gang. Each player then shuffles their gang's Combat and Special Item cards to make their Combat and Special Item Decks.

Players select their gang's starting characters (only one *Leader* per gang) based on the rules for starting characters above. The remaining characters are placed off to the side for use as **reserves**, which can be recruited later. Each player rolls their Power Die; the player who rolled highest takes the first turn of the game. Players set their Power Die to 7 and draw a starting hand of 5 Combat cards from their Combat Deck. Play then commences and continues clockwise around the table.

## Playing the Game

Players perform two main actions in Monster Town – scouting and combat. Both of these actions are described in detail below. However, scouting essentially involves moving your gang members between Monster Town locations and encountering special non-playable characters that will impact your gang in a number of different ways. Whereas combat is where your gang fights other gangs over control of Monster Town locations until one gang is left standing, either because the other gangs were wiped out, tactically retreated or simply ran away.

During each player's turn, that player performs the following actions in order:

1. **Scouting.** The player selects and identifies which of their gang members will form the **scouting party** as follows:
  - a. Any gang members that are *On the Path* may relocate to any one location that player controls or occupies but not to a location that is being fought over.
  - b. All remaining gang members that are *On the Path* and are not in combat must join the scouting party.
  - c. Any gang members that are at a location that is not being fought over may join the scouting party.
  - d. Gang members that are at a location where a combat is being fought may not join the scouting party. If all of the player's gang members are engaged in combat, the player may not scout and can only combat.

When the scouting party is selected, the player draws the top card from the Rendezvous Deck and chooses to either play it or discard it (face up into the Rendezvous Discard Pile). If the player discards it, they must then draw the next card from the Rendezvous Deck. They must play the second card drawn even if it would be worse for them to do so.

2. **Combat.** The player performs one **combat action** at each location where they are engaged in combat, not including any locations where they had already fought at whilst scouting. If the player is engaged in combat at multiple locations, they select the order of locations in which they combat.

## RENDEZVOUS

There are three types of Rendezvous cards in Monster Town – Encounters, Treaties and Locations.

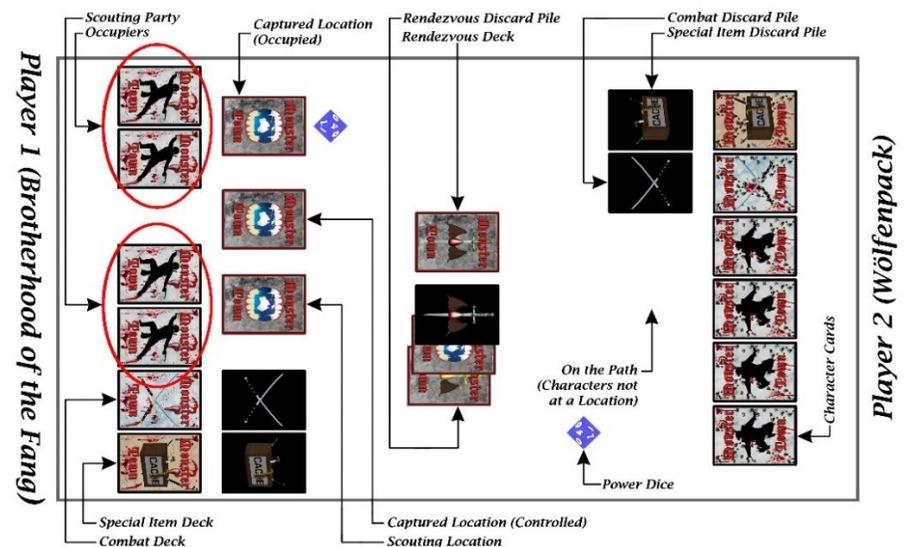
**NOTE** Unless otherwise stated, when a Rendezvous card affects gang members of the player who played the Rendezvous card, it can only affect gang members in the scouting party. If a Rendezvous card affects other players' gang members, it can affect any opposing gang members regardless of where they are currently located.

**Encounters:** An Encounter card is placed face up in front of the player who played it. The player then follows the instructions on the card. This might involve wounding a gang member (adding a Wound (black/skull side up) Token), giving a gang member an extra life (adding a Life (red/cross side up) Token), increasing your gang's Power for the remainder of the game or any number of other actions. After the actions on the Encounter card are played out, the card is discarded into the Rendezvous Discard Pile.

**Treaties:** A Treaty card is placed face up in front of the player who played it. These cards usually allow a player to recruit characters, from **reserves**, that are not from the same gang as your starting characters. Alternatively, if your starting characters include a gang member with the *Diplomat* trait, you may start the game with any one Treaty card in play and may intermix gang members as detailed on the Treaty card.

**Locations:** A Location cards is placed face up in front of the player who played it and counts as their gang's **scouting location**. The player moves all of their scouting party to that location and then checks to see if their scouting location can be captured.

**NOTE** Any gang members that are not at a location designated by a specific Location card are consider to be **On the Path**. Players cannot initiate combat against gang members controlled by a player who has not yet performed their first scouting action of the game.



## CAPTURING A LOCATION

**Uncapturable Locations:** If the location does not have the capture icon (🏰), perform the actions stated on the card and discard it after playing out those actions (including combat). If the location allows the player to initiate a combat at a capturable location, if they win that combat, they take one copy of the capturable Location card from a player who lost the combat.

**Capturable Locations – Not Controlled or Occupied by a Player:** If the location has the capture icon and it is not controlled or occupied by another player, it is captured automatically. Perform the actions stated on the card when it is captured.

**Capturable Locations – Controlled or Occupied by the Scouting Player and Not Being Fought Over:** If the location has the capture icon and is already controlled or occupied by the scouting player, and players are not engaged in combat at it, the scouting party is moved to the original copy of the Location card and the second copy is discarded.

**Capturable Locations – Controlled by Another Player:** If the location has the capture icon and it is controlled by another player, the scouting player automatically captures the location through a special action called **snaking**. The player who lost control of the location discards their copy of the Location card. The player who captured it performs the actions stated on the card.

**Capturable Locations – Occupied by Another Player and Not Being Fought Over:** If the location has the capture icon and it is occupied by another player, and players are not engaged in combat at it, the scouting player must initiate combat with the occupying player. Only the scouting party and the opposing gang members currently occupying that location will be involved in the combat.

**Capturable Locations – Currently Being Fought Over:** If the location has the capture icon and players are engaged in combat at that location, the scouting player must join that combat (or reinforce their numbers if they already have gang members involved in that combat). The player immediately performs a combat action.

NOTE

*Captured locations are placed in front of the player who holds it. A location is **controlled** when it is captured and being held by a player but that player has no gang members at the location. A location is **occupied** when it is captured and being held by a player and that player has gang members at the location.*

## SPECIAL ITEMS

Special Items represent powerful weapons, armour and augmentations that can be equipped (or applied) to gang members. Most Special Items are claimed by capturing a location that provides a benefit to the gang that captured the location. Once claimed, a Special Item can be equipped to and used by gang members (including those not at the location where the Special Item was claimed but only by those that can use it) as follows:

- If a player captures a location that provides a benefit to their gang, the player may draw the top card of their Special Item Deck and equip it to any one of their gang members (at any location). Unless otherwise stated, its bonuses only apply to that gang member.
- Each gang member may only be equipped with one Special Item at a time. If a Special Item cannot be equipped when it is claimed, it is discarded face up into the Special Item Discard Pile.

- Special Items cannot be exchanged between gang members after they are equipped but they may be destroyed (discarded) by certain combat actions including when the equipped character dies (or is turned/cured).
- A gang member may be used to perform a **Harness Power** combat action by exerting and discarding any Weapon or Armour that it is equipped with. The player who controls that gang member then regenerates their Power.

## COMBAT

Each turn, the player whose turn it is may perform one combat action at each location where they have gang members engaged in combat. This includes the first combat action taken when initiating or joining a combat whilst scouting during that turn.

**Initiating a Combat:** When a combat is initiated (or joined) by a player, that player immediately performs a combat action.

NOTE

*Unless otherwise stated, whenever a player uses (or discards) a Combat card, that card is placed face up in a pile next to that player's Combat Deck. This face up pile is known as their Combat Discard Pile. Whenever the last card from a player's Combat Deck is drawn, that player shuffles all cards in their Combat Discard Pile together and places them face down to make a new Combat Deck.*

**Combat Actions:** During a player's turn, where they are engaged in combat, they perform one of the following combat actions:

1. **Use a character's combat ability.** The player may use a combat ability (including those conferred by Special Items) of any of their ready characters that are engaged in combat. Exert the character and resolve the combat action by following the rules for the character's combat ability.
2. **Play a Combat card.** The player may play and perform the actions on a Combat card from their hand. Most Combat cards need to be **channelled** through a character because they represent that character performing the combat action. When a card is channelled through a character, the character is exerted and the combat action is resolved as if that character had performed it. Unless otherwise stated, once used, a Combat card is discarded into its respective Combat Discard Pile. The cards in this pile are shuffled to make a new Combat Deck when the deck runs out of cards.
3. **Replenish their hand.** The player may discard any number of Combat cards from their hand into their Combat Discard Pile and draw cards from their Combat Deck until they have 5 Combat cards in their hand.
4. **Run away.** The player may choose to leave combat at a location where they have gang members engaged in combat.

NOTE

*When a character is used to perform a combat action, the character is rotated 90° to show that it has been **exerted**. When all members of a gang controlled by a player, which are engaged in combat at a location, are **exerted** they must all be **readied** again (after resolving the combat action for the last character to be **exerted**). When a character is **readied**, it is rotated back 90° to show that it is **ready** again.*

**Resolving Combat Actions:** Combat actions are resolved by performing the actions specified in the character's combat ability or on the Combat card used in that combat action. If the combat action requires characters to be targeted, the targets need to be selected prior to resolving the combat action. The most common combat actions include the following:

- **Wounding opposing characters.** When a gang member is wounded, place a number of Wound Tokens on the gang member equal to the amount of wounds it suffered as a result of the combat action. If a gang member suffers as many wounds as it has life points then the gang member is dead. When a gang member dies, turn it face down as it may be resurrected later within the combat. Wound Tokens and Life Tokens cancel each other out (are discarded).
- **Causing unmodifiable wounds.** If a wound is caused through a combat action that is **unmodifiable** then all positive (+) and negative (-) modifiers are ignored. The wounds are then applied to the gang member as normal.
- **Resurrecting characters.** The player resurrects a gang member that died in the current combat or elsewhere as otherwise stated. That gang member is turned face up in a ready state and has its starting life points restored.
- **Turning or curing opposing characters.** When a gang member is turned (through bites or chomps) or cured, it is placed off to the side into reserves. Turned or cured gang members cannot be resurrected.
- **Recruiting characters.** The player selects a non-*Leader* character from reserves and adds it to their gang (in a ready state) at the location where they are engaged in combat or elsewhere as otherwise stated.
- **Hiding characters.** A hidden character cannot be attacked whilst it is hiding (except by characters with the *Stealth* trait. The character is rotated 180° to show that it is hiding and then exerted the turn after it went into hiding to show that it is no longer hiding. Unless otherwise stated, a character cannot perform another combat action whilst it is hiding.
- **Controlling opposing characters.** Whilst a player is in control of a member of an opposing gang, the gang member is treated and used as it were a member of that player's gang. It can, therefore, be used to combat members of its original gang.
- **Focussing the attack of characters.** A character that successfully uses a combat action that has the **focus** combat ability becomes entwined in combat with the character who the combat action was used on (irrespective of whether or not the combat action caused wounds). Both characters may only use combat actions on each other until either the combat ends or one of those characters dies or is turned/cured.
- **Replenishing.** Some combat actions provide an additional *free* replenishing action when played.
- **Regenerating.** When a player regenerates, they set their Power Die to its baseline value (which is usually its starting value but could have been increased/decreased by Encounter cards). This also means that there will be certain occasions, in the same turn, where a player could regenerate Power during a combat at one location for use during a combat at another location. Players can also regenerate their Power by Harnessing Power from an equipped Weapon or Armour.

<b>N O T E</b>	<i>Most character combat abilities and some Combat cards require a character to <b>expend</b> Power (●). A player can only <b>expend</b> Power if they have enough Power available (as shown on their Power Die). When Power is <b>expended</b>, the player decreases the number on their Power Die by the amount required.</i>
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**Cancelling Combat Actions:** Some Combat cards, Special Item cards and characters' combat abilities can be used to cancel combat actions. These cards/abilities can be used at any time as a *free* action and are not channelled through a character. Unless otherwise stated, once used, a Combat card is discarded into its respective Combat Discard Pile.

**Ending Combat:** A combat can end in one of three main ways:

1. All of the opposing gang members controlled by all other players involved in the combat die. The player with surviving gang members wins the combat.
2. All other players involved in the combat run away. The player with surviving gang members wins the combat.
3. All remaining players involved in the combat end the combat using the **Stalemate Rule**.

Unless otherwise stated, the following occurs at the **end of combat**:

1. All Combat cards that were played on the table or onto gang members are discarded.
2. The winner of the combat must replenish their hand. For all other players, if they have no gang members engaged in other combats, they must draw from their Combat Deck until they have 5 Combat cards in their hand.
3. For all players, if they have no gang members engaged in other combats, they regenerate their Power.
4. For each player who had gang members die during the combat, the dead gang members are placed off to the side into reserves.
5. Players ready all of their surviving gang members that were involved in the combat.
6. If the location being fought over was capturable, any surviving gang members of the players who lost the combat are considered to be *On the Path*. Those players discard their copy of the Location card that was being fought over.
7. The winner captures (or retains) the location and their surviving gang members remain at that location. If the location was newly captured by the winner, they perform the actions stated on the card when it is captured.
8. If the location is uncapturable, it is discarded and any surviving gang members are considered to be *On the Path*.

**Running Away:** When a player runs away from combat, they end their involvement in that combat and perform the end of combat actions as if they had lost the combat, including discarding their Combat cards at that location and discarding the copy of the Location card that was being fought over. The player must also draw from their Combat Deck until they have 5 Combat cards in their hand.

All other players that had gang members involved in that combat then get one *free* combat action (prior to being readied) but may only use that combat action on one of the gang members controlled by the player who ran away. The player who ran away cannot cancel these combat

actions. After all *free* combat actions are taken, the surviving members of the player who ran away are readied and then considered to be *On the Path*. The player's dead gang members are placed off to the side into reserves.

The combat continues if there are still two or more players involved in it. Otherwise, the combat ends as described above.

**Stalemate Rule:** If all players involved a combat choose to end the combat even though they have gang members left surviving, they invoke the Stalemate Rule. They perform all end of combat actions as if they had won the combat with the exception that only the player who controlled/occupied the location that the combat was being fought over prior to the combat may retain that location, if they are still engaged in the combat. Otherwise, no player retains or captures it. The Stalemate Rule is usually only invoked when no players' gang members can wound the other players' gang members or if doing so would also mortally wound their own gang members or if the last surviving opposing gang members involved in the combat die at the same time.

**Leaving a combat that hasn't ended:** Unless otherwise stated, if a player leaves combat (other than by running away) that hasn't ended (e.g. they have no surviving gang members), they perform all their end of combat actions as if they had lost the combat.

**Skirmish:** A Skirmish is a mini-combat that lasts for only one round. i.e. The Skirmish ends when each player involved in the Skirmish, starting with the player initiating the Skirmish, has had a turn (including turns that have been missed). The end of a Skirmish is always resolved using the Stalemate Rule (even if all opposing gang members involved in the combat die).

**Ambush:** A player makes an Ambush by performing one *wound-causing* or *instant death* combat action with any one of their gang members that is at the location where the Ambush was initiated. The opposing player may cancel the combat action if able. Ambushes are resolved using the Stalemate Rule.

## END GAME

If all cards in the Rendezvous Deck are drawn, the player who drew the last Rendezvous card finishes their turn and the End Game begins. If any players were in combat, those combats end using the Stalemate Rule as explained above. Players keep their captured locations for scoring purposes.

The End Game starts with all remaining players collecting all of their Combat cards and placing any that do not have the End Game icon (🕒) off to the side. The remaining Combat cards are shuffled and placed face down to make new Combat Decks. Each player then draws 5 Combat cards, regenerates their Power and readies all of their surviving gang members.

Starting with the player to the left of the player who drew the last Rendezvous card, one final combat involving all surviving gang members commences. Players cannot run away and characters cannot be resurrected during the End Game. Players claim conquest points by killing opposing gang members (dead gang members are given to the player who killed them instead of being placed into reserves, which also means that they can't be recruited later). The game ends once a player claims 10 or more conquest points (through holding captured locations and killing gang members) or when only one gang is left standing.

<b>N O T E</b>	<i>For a faster game, players can launch straight into an <b>All or Nothing</b> End Game with a full set of starting characters and a hand of 5 Combat cards. Each player may then equip all of his Special Items to their starting characters. Alternatively, players can play a standard game but apply a time limit of, say, 45 minutes for when the End Game would commence.</i>
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## RESOLVING TIED GAMES

If the last two or more opposing gang members die at the same time (e.g. via Unnatural Reflexes or Acidic Blood) during any stage of the game or if the Stalemate Rule is invoked in the End Game then the winner is the player (out of those whose gang members were the last to die) who claimed the most conquest points. If two or more players claimed the most conquest points then the winner is the player (out of those tying players) who captured the most locations. If all tying players captured the same amount of locations then they all are considered to have won (a.k.a. a dead heat).

## SPECIAL RULES AND ICONS

<b>Berserker</b> – For each Wound Token that is on a <i>Berserker</i> , it is +1 to wounds against all races in addition to any other bonuses to wounding characters.	
<b>Capture</b> – Location cards with this icon may be captured.	
<b>Diplomat</b> – If a <i>Diplomat</i> is included in your starting characters, you may start the game with any one Treaty card in play and may intermix gang members as detailed on the Treaty card.	
<b>Encounter</b> – This icon represent a Rendezvous card that is an Encounter.	
<b>End Game</b> – Only Combat cards with this icon may be used during the End Game. All other Combat cards are removed from each Combat Deck prior to commencing the End Game.	
<b>Focus</b> – When a character successfully uses a focus combat action, that character and the character that the combat action was used on may only use combat actions on each other until they leave combat, die or are turned/cured.	
<b>Geno-locked</b> – <i>Geno-locked</i> characters cannot be turned or cured. Also, a recruitment that would result from turning/curing a character does not occur when a <i>Geno-locked</i> character dies.	
<b>Hide/Stealth</b> – A hidden character has +1 to wounds against all races and cannot be targeted whilst it is hiding (except by characters with the <i>Stealth</i> trait). The character is rotated 180° to show that it is hiding and then exerted the turn after it went into hiding to show that it is no longer hiding (even if it had not been used to perform a combat action whilst it was hiding).	
<b>Leader</b> – If a <i>Leader</i> is in the scouting party, before the player scouts the Rendezvous Deck, the player may discard up to 2 Combat cards from their hand and draw cards from their Combat Deck to replace the cards they discarded.	
<b>Location</b> – This icon represent a Rendezvous card that is a Location.	
<b>Non-stackable</b> – When a card or ability with this icon is in effect, the same card or ability cannot be played.	
<b>Outcast</b> – <i>Outcasts</i> can never be recruited and if an <i>Outcast</i> is one of your starting characters, you may not recruit any characters for the entire game (even after the <i>Outcast</i> dies). Essentially, the <i>Outcast</i> reluctantly joins or is begrudgingly accepted into your gang and will only fight alongside the other starting characters based on strict conditions that are for the overwhelming mutual benefit of the parties.	
<b>Power</b> – This represents that amount of Power that must be used to perform the associated combat action. When a player performs the combat action, they reduce the value on the Power Die by the amount of Power required to perform the combat action. A combat action requiring Power can only be performed if the player can pay the full amount of Power for that combat action.	

<b>Regenerate</b> – The player resets their Power Die to its baseline value (its starting value plus/minus any modifications from Rendezvous cards). Players can also regenerate their Power by Harnessing Power from an equipped Weapon or Armour.
<b>Replenish</b> – The player may discard any number of Combat cards from their hand into their Combat Discard Pile and draw cards from their Combat Deck until they have 5 Combat cards in their hand.
<b>Scout</b> – If a Scout is in the scouting party, the player may discard the second card drawn and draw a third card from the Rendezvous Deck when scouting. If a third card is drawn, they must play it even if it would be worse for them to do so.
<b>Spell/Spellcaster</b> – Spells are a special type of combat action that can only be used by Spellcasters. 
<b>Unmodifiable</b> – Positive (+) and negative (-) modifiers are ignored when applying these wounds to a gang member. These modifiers are usually associated with combat actions and Encounter cards. 

## FREQUENTLY ASKED QUESTIONS

Q. What is the difference between the terms **gang member** and **character**?

A. Essentially nothing. However, the term **gang member** is usually used to refer to a living character that is part of a gang whereas the term **character** can be used to also refer to characters in **reserves**.

Q. What decks can be **reshuffled** when they run out of cards?

A. Only the Combat Decks.

Q. Do I need to **reshuffle** a deck whenever I search and select a card from it?

A. Yes

Q. Can I look at and rearrange the **discard piles**?

A. Yes

Q. Do I have to disclose how much **Power** I have?

A. Yes

Q. Are you allowed to **target** your own gang members?

A. Yes, if the card doesn't specify who can be **targeted**.

Q. Where do gang members go when they **die**?

A. Into **reserves** so they can be recruited at a later time.

Q. What happens if all remaining players have their last surviving gang members **die** at the **same time** (or if the objective of 10 conquest points can't be achieved)?

A. The combat ends using the **Stalemate Rule** and **tiebreakers** are used as follows. Of these players, the player with the most **conquest points** wins. Then the player who captured the most locations wins. If two or more players are still tied, then the game is classed as a **dead heat**.

Q. Can cards like **Acidic Blood** and **Unnatural Reflexes** be used to **reflect** an **outright kill** from a card like **Kill Shot**?

A. No, **Acidic Blood** and **Unnatural Reflexes** only **reflect** wounds caused. **Outright kills** do not cause wounds.

Q. What happens if my gang member that has **Acidic Blood** wounds another gang member that has **Unnatural Reflexes**?

A. Each instance of wounds will be **reflected** back onto the other gang member and then **reflected** back onto the originating gang member and so on. This will normally result in both gang members dying. Also, any **modifiers** will be applied each time the wounds are **reflected**.

Q. Can I **cancel** a wound from a card like **Acidic Blood** or **Unnatural Reflexes** by using cards like **Ultimate Acrobat** and **Feel No Pain**?

A. No, these cards can only **cancel** combat actions as they are being played. Wounds caused by **Acidic Blood** and **Unnatural Reflexes** don't count as combat actions.

Q. Can I use cards like **Feel No Pain** or **Ultimate Acrobat** to **cancel** attacks against gang members that I don't control?

A. No

Q. Does the initial wound-causing action on cards like **Overwhelming Firepower** and **Unstoppable Approach** cause the gang member who the combat action is **channelled** through to exert?

A. Yes

Q. When I **recruit** a character after I have **exerted** my last gang member, do all of my gang members get **readied**?

A. No, the character is **recruited** in the **readied** state so that character will need to be **exerted** first before **readying** all of your gang members.

Q. My opponent has a baseline **Power** of 7 but he has used 2 so he is currently on 5 when I use **The Lurker** to steal 1 **Power** from him permanently. Does his available **Power** drop to 4 when this happens? What **Power** is he on when he **regenerates** next?

A. Yes, his available **Power** will drop to 4 and when he **regenerates** it will go to its new baseline value of 6.

Q. For cards that refer to the composition of gangs like **Light of Day**, **The Alpha Male** and **followers/attackers**, does this include characters in **reserves**?

A. No

Q. What does the term **most** mean on cards like **The Hunter** and **Darkness of Night**?

A. It means 51% or above. Therefore, a half-Human, half-Werewolf gang would only be 50/50 and not have a race that was **most** numerous. **Thralled** gang members are also included in this total.

Q. Are gang members **thralled** for the rest of the combat or for the remainder of the game?

A. For the remainder of the game or until the character that **thralled** it dies or is **turned/cured**.

Q. Does the gang member that was used to **thrall** a character need to remain with the **thralled** character.

A. No, the gang members can be at different locations.

Q. What happens if all of my last surviving **unthralled** characters die and this also releases any gang members that were **thralled** from my **control**?

A. You no longer have any surviving gang members and, therefore, you lose the game. Also, you can't re-join the game if one of your gang members would return to your control after having been **thralled**. That gang member simply vanishes into the shadows.

Q. Who chooses the **order** that **combats** are conducted in?

A. The player whose turn it is.

Q. I have joined a **combat** at a **capturable** location using **At the Cross Roads**. The combat there was initiated by another player using **At the Cross Roads** and the player who originally occupied the capturable location left the combat. Can any of the remaining combatants capture the location?

A. Yes, this combat would be treated as normal except that no one controls that location whilst the combat is ongoing. The original copy of the location is given to the player who eventually captures it.

Q. When does a player get the benefits of **capturing a location**?

A. When a player wins a combat at a capturable location that they had not already captured or as soon they capture a capturable location that no one was controlling or occupying at the time.

Q. How can I attack an opposing gang that is **On the Path**?

A. Only by using the abilities on **The Dark Alley** or **On the Path** cards.

Q. What happens if a player runs away from a **Skirmish**?

A. All other players involved in that **Skirmish** will get their free attacks and the **Skirmish** continues or is resolved as normal.

Q. Does a **Skirmish** still end using the **Stalemate Rule** if all other players run away?

A. Yes

Q. If I have gang members in combat, am I still able to use my **Leader's** ability to discard and draw combat cards?

A. Yes

Q. What happens if a player decides not to **scout** because they don't have to but could do so?

A. The other players must warn that player and then may unanimously choose to enact a rule where that player must **scout** within three turns or they will lose the game.

Q. Can I use **Intimidating Howl** to **exert** one member from each of two opposing gangs?

A. Yes

Q. Does the **Stealth Kills** combat ability count dead **Stealth Units**?

A. No

Q. Can I use the **Invisible Death** combat ability on my **Stealth Unit** whilst he is hiding and will he go back into **hiding**?

A. Yes, so long as you have enough **Power** to use it. Also, whenever a **hidden** character performs a combat action that allows them to **hide**, they go back into **hiding** instead of being exerted.

Q. Can **Necro Blast** be used to **recruit** a character whenever any opposing gang member **dies**, not just Humans?

A. Yes, **Necro Blast** leeches the life energy from the victim and uses it to raise a corpse from the ground. Let's face it, in Monster Town, there are dead bodies everywhere.

Q. If a card like **Light of Day** or **Darkness of Night** are in effect, can I play another one of those cards?

A. You can't play another one of the same type because it is **non-stackable** but you may play **Darkness of Night** if **Light of Day** is in effect and vice versa. Missed turns and extra turns cancel out.

## Game Information and Credits

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Visit [www.monstertown.com.au](http://www.monstertown.com.au) for the latest information on Monster Town.

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