

MONSTER TOWN™

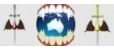



Bite off more than you can chew

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 box 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). Also included are four 10-sided Power Dice and Life/Wound Tokens.

Rendezvous cards include locations within Monster Town (most of which can be captured) and encounters with special non-playable characters (which may or may not prove beneficial to your gang).	
Characters represent the gang members within Monster Town. Each gang can only use a set number of starting characters as follows – Renegade Militia (6), Brotherhood of the Fang (5), Wölfenpack (4 but only 1 <i>The Brute</i>) and The Living Undead (5). Each character starts with a number of life points as indicated in the top right hand corner of their card next to their name. Their conquest points value is in the box underneath their image.	
Combat cards represent offensive and defensive capabilities used by gang members during combat. Gang members can only use or be positively affected by Combat cards that match their gang icon or those which have no gang icon.	
Special Items include weapons, armour and augmentations that can be equipped to your gang members. Special Items bestow bonuses and combat abilities to their wielders.	

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

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


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.

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.

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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.

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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/used by gang members 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). 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

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

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.

N O T E	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.
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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.
- **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 chops) or cured, it is placed 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.

N O T E	Most character combat abilities and some Combat cards require a character to expend Power (🔵). A player can only expend Power if they have enough Power available (as shown on their Power Die). When Power is expended , the player decreases the number on their Power Die by the amount required.
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Cancelling Combat Actions: Some combat actions can be used to cancel other combat actions. Cancelling a combat action is counted as a *free* action that can be played at any time and is not channelled through a character.

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 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 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.

SPECIAL RULES AND ICONS

Focus – 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.	
Hide/Stealth – 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).	
Leader – 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.	
Non-stackable – When a card or ability with this icon is in effect, the same card or ability cannot be played.	
Regenerate – 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.	
Scout – If a <i>Scout</i> 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.	
Spell/Spellcaster – Spells are a special type of combat action that can only be used by <i>Spellcasters</i> . Future expansions and special releases will include spells and more <i>Spellcasters</i> .	
Unmodifiable – 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.	

Game Information and Credits

Visit www.monstertown.com.au for the latest information on Monster Town, including comprehensive rules on how to play the game.

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