WILD IN THE STREETS

SET UP

1. Shuffle all players' character cards into one deck.
2. Draw the top card.
3. The player of that card places their corresponding figure(s) anywhere on the playing surface and must be more than double its own move value from all enemy models.
4. Repeat until all cards have been drawn.

EACH GAME TURN

1. Shuffle all players' character cards.
2. Draw the top card and activate that model.
3. Repeat until all cards have been drawn.

Once the entire deck has been exhausted shuffle it again and begin the next turn following the sequence above.

ACTIVATING MODELS

When a card is drawn the corresponding model activates. Models move first then have the opportunity to fight if they are in base to base with an enemy model. A model can choose to throw instead of fighting if it is not in base to base contact with any enemies.

When moving a model you have three options:
1) The model may choose not to move.
2) The model can walk up to its move value.
3) The model can run up to twice its move value. Models that run cannot throw or complete objectives for scenarios.

If a card represents more than one model you complete movement, fighting, throwing, etc for each model individually one at a time. Models can disengage from any combat they are currently engaged in without any penalty. Models cannot move through friendly or enemy models. If the models base does not fit through an opening between models it can go around them if it has the available move. Models ending their movement touching a PUBLIC TRANSIT point can choose to enter it. See PUBLIC TRANSIT for more details. A model ending its turn touching something it can hide in can choose to HIDE. See HIDING for more details.

ATTACKING

There are two types of attacks, fighting and throwing.

Models touching an enemy model in base to base contact may perform fighting combat.

When fighting, the attacker rolls a d10 and adds its FIGHT. The defender rolls a d10 and adds their DODGE. If the attacker's total is greater than the defenders total, the defender takes a wound.

GANG UP BONUS: If the attacking players has other models in base to base with the defender and all attacking models share the same FACTION then the attacker can add +1 to their FIGHT roll for each friendly model up to a maximum of +2.

When throwing, a model can throw up to 12” following these rules:
1. A model that ran may not throw.
2. A model that moved has a -1 penalty to throwing.
3. A model in base contact with an enemy model may not throw.

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1. A model that ran may not throw.
2. A model that moved has a -1 penalty to throwing.
3. A model in base contact with an enemy model may not throw.
When throwing, the attacker rolls a d10 and adds it THROW. The defender rolls a d10 and adds its DODGE. If the attacker's total is greater than the defender's total, the defender takes a wound. There are no gang up bonuses for throwing.

If you throw into one or more models that are touching then shuffle the cards of the targeting models and draw one. This determines who the projectile will hit then proceed normally.

When you roll a natural 10 while fighting, throwing or dodging you can re-roll that die and add it to your total. If you roll another natural 10 you can re-roll again.

Some models have more than one wound. When the model is wounded mark the model with some sort of wound marker to indicate it has been wounded then remove the model from the table once it has taken all of its wounds. When a model is removed from play its card is no longer shuffled into the deck.

Hiding

A model ending its movement next to something it could hide in such as a dumpster, port-a-potty, phone booth, shipping crate, etc can hide in it. A hiding model cannot be attacked nor can it attack, throw or benefit from any event cards. On its next activation that model comes out of hiding and can be activated normally. A model that comes out of hiding cannot immediately hide again.

You can place subway stations and bus stops on the board. If your miniature ends its move touching an entrance, they hop on a bus or subway and that miniature is off the board until the next turn that their card comes up. When the card is activated during the next turn that miniature must exit from any other subway station or bus stop on the board and activates normally. You can only travel from subway to subway or bus to bus not subway to bus or vice versa. You cannot exit from the same station that you entered. Unless the scenario states otherwise, four public transportation areas are recommended for a standard game.

CHOOSING YOUR GANG

When putting together a gang you first need to pick a leader and this determines the main faction for your gang. You can recruit members of any faction to your gang but you only gain the gang up bonus for factions that match. Some scenarios will only allow objectives to be completed if the gang member factions matches that of the leader. You and your opponents should decide on a point value and your gang members and event cards should be equal to or under the point value decided.

EVENT CARDS

Event cards are paid for like gang member cards. Players cannot take duplicates of the same card and can only play one card per turn. Once a card is has been used it is discarded for the rest of the game. An event card can be played at any time during the game turn unless specified on the card. Any event card that modifies a die roll must be played before the die is rolled.

SCENARIOS

You can find scenarios on the Wild In The Streets website, Facebook group and Tooth Chipper fanzine and we encourage you to make up your own.

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