

WILD IN THE STREETS

QUICK START RULES

SET UP

1. Shuffle all players' personality and character cards into 1 deck.
2. Draw the top character card.
3. The controller of that character places their corresponding figure(s) anywhere on the playing surface using the following rules:
 - a. Each figure being placed must be more than double its own move value from all enemy models.
 - b. Cards with multiple figures place all figures at this time. These figures do not need to be placed together.
4. Repeat until all cards have been drawn.

EACH GAME TURN

1. Shuffle all players' character cards and any chosen event cards into one deck. (see event cards).
2. Cards are drawn one at a time.
3. Player 1 draws the first card.
 - a. If the card is an event card, the card is handed to the controlling player and they may play it whenever they wish. (Note: "Play immediately" event cards must be played immediately when drawn).
 - b. If the card is a character card, pass the card to its controlling player and they may activate the model(s). (see Activating)
4. Repeat until all cards have been drawn.

Example:

Crystal starts drawing cards for this round. On the first draw she reveals the first card, a character, 'Don', controlled by Sara. Crystal

passes the revealed card to Sara, and Sara activates 'Don.' On the next draw, Crystal reveals 'Drunk Punks,' a card she controls, and therefore gets to activate them immediately. On the next draw, Crystal reveals an Event card that Sara had added to the deck. Sara keeps the card and decides to save it for later use.

ACTIVATING MODELS

Models are activated one at a time. Activated models move first and then attack.

When moving a model you have three options:

- 1) The model may choose not to move.
- 2) Move the figure up to its move value in inches
- 3) Run the model up to twice its move value.

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 adds together its fight value, a d10, and +1 for each friendly model of the same faction in base contact with the defender (max +2).

The defender totals their dodge value and a d10. If the attacker's total is greater than the defenders total, the defender takes a wound.

When throwing, a model can throw up to their move value in inches using the following rules:

WILD IN THE STREETS

QUICK START RULES

SET UP

1. Shuffle all players' personality and character cards into 1 deck.
2. Draw the top character card.
3. The controller of that character places their corresponding figure(s) anywhere on the playing surface using the following rules:
 - a. Each figure being placed must be more than double its own move value from all enemy models.
 - b. Cards with multiple figures place all figures at this time. These figures do not need to be placed together.
4. Repeat until all cards have been drawn.

EACH GAME TURN

1. Shuffle all players' character cards and any chosen event cards into one deck. (see event cards).
2. Cards are drawn one at a time.
3. Player 1 draws the first card.
 - a. If the card is an event card, the card is handed to the controlling player and they may play it whenever they wish. (Note: "Play immediately" event cards must be played immediately when drawn).
 - b. If the card is a character card, pass the card to its controlling player and they may activate the model(s). (see Activating)
4. Repeat until all cards have been drawn.

Example:

Crystal starts drawing cards for this round. On the first draw she reveals the first card, a character, 'Don', controlled by Sara. Crystal

passes the revealed card to Sara, and Sara activates 'Don.' On the next draw, Crystal reveals 'Drunk Punks,' a card she controls, and therefore gets to activate them immediately. On the next draw, Crystal reveals an Event card that Sara had added to the deck. Sara keeps the card and decides to save it for later use.

ACTIVATING MODELS

Models are activated one at a time. Activated models move first and then attack.

When moving a model you have three options:

- 1) The model may choose not to move.
- 2) Move the figure up to its move value in inches
- 3) Run the model up to twice its move value.

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 adds together its fight value, a d10, and +1 for each friendly model of the same faction in base contact with the defender (max +2).

The defender totals their dodge value and a d10. If the attacker's total is greater than the defenders total, the defender takes a wound.

When throwing, a model can throw up to their move value in inches using the following rules:

- A model that ran may not throw.
- A model that moved has a -1 penalty to throwing.
- A model in base contact with an enemy model may not throw.

When throwing, the attacker adds together its throw value and a d10.

The defender totals their dodge value and a d10. If the attacker's total is greater than the defenders total, the defender takes a wound.

When a throw misses, roll a d10. On a 6+, a random adjacent model (friendly or enemy) in base contact with the target will become the new defender instead.

The new defender then rolls to dodge against the initial throw roll and takes a wound if they roll lower.

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

HIDING

A model ending its movement next to something it could hide in like a dumpster, port-a-potty, phone booth, shipping crate, etc can hide in it. A hiding model can not 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 can not immediately hide again.

PUBLIC TRANSPORTATION

You can place subway stations and bus stops on the board. If your miniature ends its move on one, 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 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. Four public transportation areas are recommended for a standard game.

- A model that ran may not throw.
- A model that moved has a -1 penalty to throwing.
- A model in base contact with an enemy model may not throw.

When throwing, the attacker adds together its throw value and a d10.

The defender totals their dodge value and a d10. If the attacker's total is greater than the defenders total, the defender takes a wound.

When a throw misses, roll a d10. On a 6+, a random adjacent model (friendly or enemy) in base contact with the target will become the new defender instead.

The new defender then rolls to dodge against the initial throw roll and takes a wound if they roll lower.

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

HIDING

A model ending its movement next to something it could hide in like a dumpster, port-a-potty, phone booth, shipping crate, etc can hide in it. A hiding model can not 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 can not immediately hide again.

PUBLIC TRANSPORTATION

You can place subway stations and bus stops on the board. If your miniature ends its move on one, 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 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. Four public transportation areas are recommended for a standard game.

CHOOSING YOUR GANG

Your leader's faction determines your faction. You can take any personality or character cards that share the same faction as your leader. Personality cards are cards with a name such as Don or Dave and character cards are the cards with unnamed characters such as skinheads or goths.

Alliances are shifting and often short term when taking the fight to the street. This is reflected by allowing you to take personalities and character cards that are not from your gang.

When you take character cards from other gangs your own factions cards must outnumber them by at least two to one and you must have at least one personality card to take character cards from the other gang. For example, if you are a skinhead gang and have taken the Don and Maggie personality cards you can then take the Dave personality card from the goth gang. Using the same skinhead example gang if you had the skinheads and fresh cuts character cards you could take the death rockers character card.

EVENT CARDS

When creating your gang you can take one 5 point event card for each character or personality card that you take. These event cards are free and do not count against your total points. Additional event cards are bought with points in the same way gang members are bought. When shuffling the deck at the beginning of each game turn, each player can add one event card if they choose. Event cards can not be added during the set up shuffle. Some event cards are activated immediately and others can be held for the entire turn. Once an event card has been played it is then discarded. If the turn ends and you have not used an event card drawn that turn it is also discarded.

CONTACT INFO

www.slowdeathgames.com
www.facebook.com/slowdeathgames
www.facebook.com/groups/wildinthestreetsgame
www.instagram.com/wildinthestreetsgame
slowdeathgames@gmail.com

CHOOSING YOUR GANG

Your leader's faction determines your faction. You can take any personality or character cards that share the same faction as your leader. Personality cards are cards with a name such as Don or Dave and character cards are the cards with unnamed characters such as skinheads or goths.

Alliances are shifting and often short term when taking the fight to the street. This is reflected by allowing you to take personalities and character cards that are not from your gang.

When you take character cards from other gangs your own factions cards must outnumber them by at least two to one and you must have at least one personality card to take character cards from the other gang. For example, if you are a skinhead gang and have taken the Don and Maggie personality cards you can then take the Dave personality card from the goth gang. Using the same skinhead example gang if you had the skinheads and fresh cuts character cards you could take the death rockers character card.

EVENT CARDS

When creating your gang you can take one 5 point event card for each character or personality card that you take. These event cards are free and do not count against your total points. Additional event cards are bought with points in the same way gang members are bought. When shuffling the deck at the beginning of each game turn, each player can add one event card if they choose. Event cards can not be added during the set up shuffle. Some event cards are activated immediately and others can be held for the entire turn. Once an event card has been played it is then discarded. If the turn ends and you have not used an event card drawn that turn it is also discarded.

CONTACT INFO

www.slowdeathgames.com
www.facebook.com/slowdeathgames
www.facebook.com/groups/wildinthestreetsgame
www.instagram.com/wildinthestreetsgame
slowdeathgames@gmail.com