

URBAN

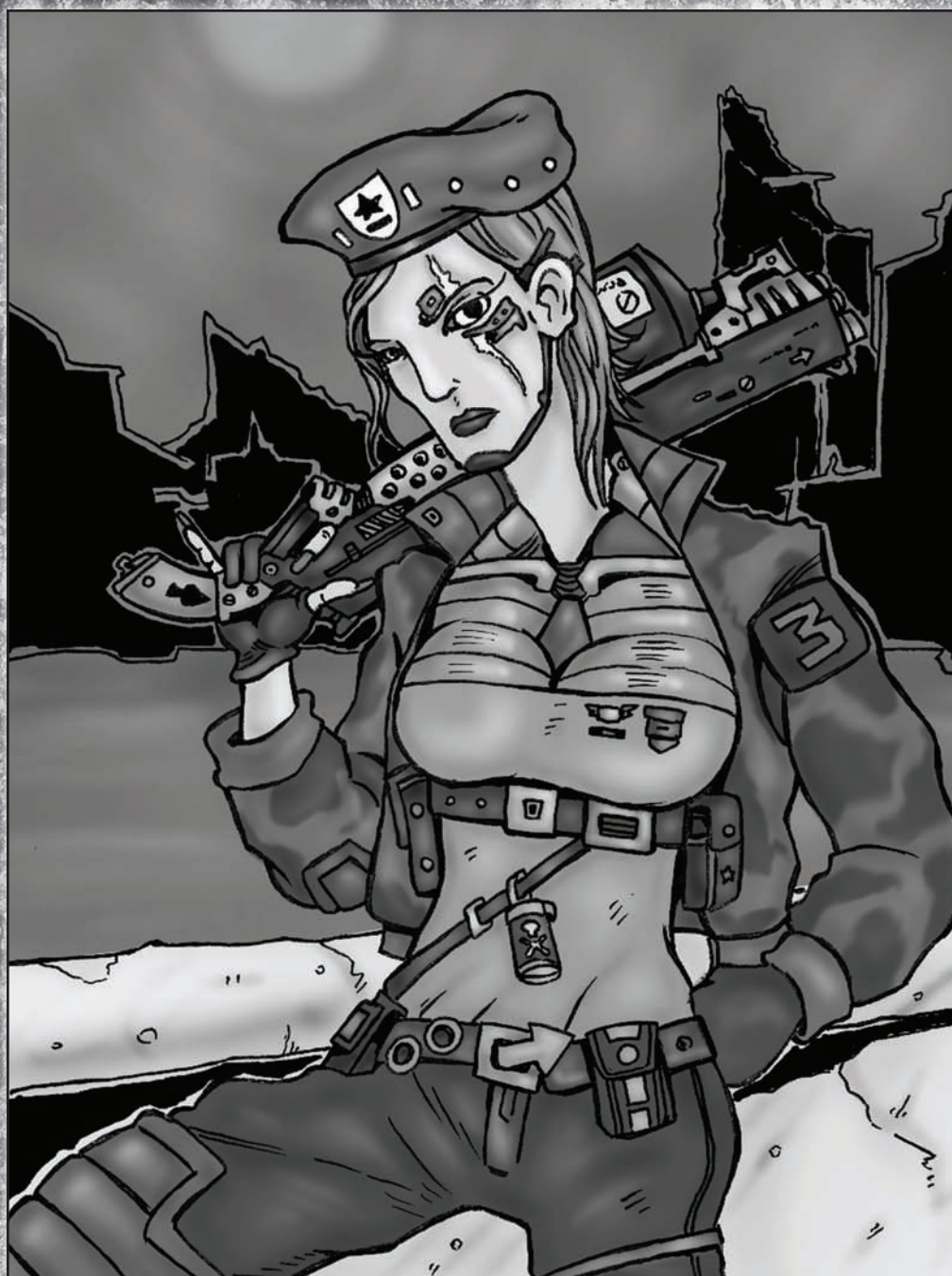
MANHUNT



THE DEATH SPORT CARD GAME

URBAN

MANHUNT



Rulebook

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The Ruined City Awaits

In the early 22nd century, death sports rule the holo-vision world. These shows come and go, but one has endured the test of time -- a sport known as *Urban Manhunt*.

The concept is a simple one. Numerous prisoners (called *crims*) are deposited into a ruined city... but they aren't alone. Ruthless mercenaries (called *hunters*) are lurking in the concrete jungle as well. Each hunter's goal is to "eliminate" as many crims as possible, thus earning more points -- awarded by the viewing audience -- and garnering fame and fortune along the way. In the end, there can only be one victor. May the best hunter win.

About Urban Manhunt

Urban Manhunt is a non-collectible card game for three to four players.

Each player takes on the role of one of the hunters in their quest for points and infamy. Everything you need in order to play can be found right here in this box.

Getting Started

Follow these steps to get ready to play the game:

- Divide the cards up into four decks, as designated by the card backs -- *action deck*, *site deck*, *crim deck*, and *control deck*. Shuffle each deck. Then, place the decks in between the players so everyone can reach them with ease. The function of these decks will be explained later. The action deck, site deck, and crim deck should have an area directly above them designated as discard piles.
- For most games, you should remove the top six control cards from play, setting them elsewhere; they will not be used during the

game. See "Variable Game Length" for other options.

- Set the Score Tokens in a pile near the decks.
- Each player chooses a hunter to play in any order agreed upon mutually. Set the remaining hunters to the side; they will not be used in the game.
- Players place their hunter in front of them, with the "unwounded" side facing up.
- Each player places a number of Life Tokens beside his hunter equal to the hunter's Life Tokens score.
- Each player draws one card from the top of the site deck and places it directly above his hunter, face-up.
- Each player draws a number of cards equal to his hunter's Hand score. The player may look at the cards in his hand at any time.
- Randomly determine who gets to go first. Play will continue clockwise, starting with that player.

Discarding

When directed to discard a card from your hand, the card should be placed face-up above the appropriate deck. So, an action card should be placed above the action deck, for example. These piles are known as discard piles.

If instructed to "discard a card", you may choose whichever card you want from your hand. That is the card that must be discarded.

If instructed to "randomly discard" a card, you should hold your hand of cards up so that the opponent to your left can see the backs of the cards. He must then choose a card. That card is the one that must be discarded.

The Cards

There are five types of cards in the game, each of which is described below.

Hunters

Hunters are the stars of *Urban Manhunt* and are presented on double-sided oversized cards. These individuals tend to be merciless mercenaries, but display all the flamboyance and pizzazz of pro wrestlers. Each player takes on the role of a single hunter.

Name: Well, a hunter needs to have a name, right? Also, beneath the name, in parentheses, you'll see either the word *unwounded* or *wounded*, depending on which side of the card you're looking at.

Combat (C): This dictates how proficient the hunter is in a scrap.

Pursuit (P): This measures how fast a runner the hunter is and how well he gets around in the streets.

Search (S): This indicates how sharp an eye the hunter has when looking for hidden crims.

Hand: This is the maximum number of cards you can have while playing this hunter. It's a reflection of the hunter's resourcefulness and wits.

Life Tokens: This is the amount of damage the hunter can take before he becomes injured.

Descriptors: These are words such as "Stupid", "Brawler", "Marksman" and so forth. Descriptors have no outward effect on the game unless referenced by another card. For example, if a card says, "Play when a *stupid* hunter attempts a test", then that card can only target hunters with the *stupid* descriptor.

Special Rules: Some hunters have special rules that apply only to them. These are described on the card.

Hunter Name:

CHANG MU



Combat

4

Hand

6

Pursuit

2

Life

5

Search

2

Tokens

Descriptors / Special Rules / Various Info:

Brawler

Once per turn, you may discard two cards (no more, no less) in order to regain one lost Life Token.

"Chang Mu is like Genghis Khan on steroids. He's ferocious in battle and thinks of himself as a conqueror. Don't let his aura deceive you, though. For all his savagery, he's more introspective and intelligent than you might think. In fact, he's known to use mystical healing techniques to mend his wounds during a manhunt." — Urban Manhunt Illustrated, June 2014

Hunter Stat Tracker 4.5

Sites

Sites represent various locations within the city. Some portray larger areas like entire neighborhoods, while others portray more localized places such as an alley or building. In terms of gameplay, it makes no difference.

Hunters are always at a site; they can't just exist in a void. The site a hunter is at should be positioned directly above the hunter's card.

Name: Every place has a name.

Category: These are referenced by other cards and are also used for the placement and movement of

crims. There are four categories -- *Miscellaneous*, *Residential*, *Commercial* and *Industrial*. Each site has only one category, even if it would seem to belong to more than one.

Descriptors: These are words such as “Interior”, “Exterior”, “Water” and so forth. Descriptors have no outward effect on the game unless referenced by another card. For example, if a card says, “Play on an *exterior* location”, then that card can only target sites with the *exterior* descriptor.

Special Rules: Some sites have special rules that apply only to them. These are described on the card.

Test Modifiers: These modifiers are applied to all tests made by hunters at the site.

Illustrator: This tells who provided the art for the card.


crim in play takes this turn. This dictates what types of tests must be taken in order to eliminate the various crims. If more than one crim action is given, the player s may select which one to attempt.

Special Rules: Some control cards have special rules that apply throughout the turn. These are described on the card.

Boost Maximum: This dictates the maximum number of cards that can be used to boost a crim’s Target Number during single test.

Card Number: Unlike other cards, control cards don’t have a name. Instead, they are numbered for your convenience, so that you may use them as points of reference.

Rubble-Strewn Alley



Miscellaneous Site

Exterior, Cluttered

If, when you relocate from this site, the new site is an “Exterior” site, it will not cost you an action.

Test Modifiers		
Combat	Pursuit	Search
+1	-2	-1

Illustration by Patrick Sullivan

Place 2 crims this turn

Aggressive	Hide or Fight
Cowardly	Hide or Flee
Inexperienced	Hide
Resourceful	Fight
Average	Fight

Players with four or more Score Tokens may not take Test actions this turn.

Boost Maximum
-2

Control Card #6

Control Cards

Control cards are multi-purpose cards. At the beginning of each turn, a new control card is flipped over. It remains in effect until the end of the turn.

Placement: This tells how many random crims to put into play each turn.

Crim Actions: This tells what type of action each

Crims

Crims are the prey. It’s as simple as that. Most of them are no matches for the hunters, but that doesn’t stop them from trying to outfight, outsmart, or outrun them. Crims in play should be placed to the right of the site at which they are located.

Name: Even dirty rotten criminals have names... or at least descriptive names.

Personality: Each crim falls into one of five

personality types – *Aggressive*, *Cowardly*, *Resourceful*, *Inexperienced*, or *Average*.

Target Numbers: Not every crim is equal. Some are better at certain things than others. As such, each crim has three separate target numbers (one for each type of test). The higher the number, the more proficient the crim is in that area.


Value: This indicates how many points a hunter receives for eliminating the crim.

Special Rules: Some crims have special rules that apply only to them. These are described on the card.

Placement Directions: This section of the card lists all of the site categories (Miscellaneous, Residential, Commercial and Industrial), in a specific order. When a crim is put into play, look at the left-most category and place it at a site with that category. If no such sites are on the table, move to the next category listed and place it there. And so on.

Illustrator: This tells who provided the art for the card.

Sneaky Thief



Cowardly Crim

Target Numbers			Value
Combat	Pursuit	Search	
2	3	3	2

If a hunter with one or more "Attach to Hunter" action cards with the "Gear" or "Weapon" Descriptors fails a test against the Sneaky Thief, place any one of the aforementioned cards in the discard pile.

Placement
Commercial > Residential > Industrial > Miscellaneous

Illustration by Patrick Sullivan

Flavor Text

Many cards have quotes or passages written at the bottom of the special rules/effect field. These do not affect gameplay in any way.

Action Cards

Action cards are what shake the game up. They are placed into the players' hands and can be played to affect the game in numerous ways.

Name: I think we all know the drill by now.

Sub-Type: There are several sub-types of action cards in the game – *normal* (you play the card by spending an action during your Action Phase; it's discarded after the effect is carried out) *test* (doesn't require an action to play it and can be played during a test, even during an opponent's test; it's discarded after the effect is carried out), *attach to hunter* (this card is played onto a hunter and remains in play), and *attach to site* (this card is played onto a site and remains in play).

Descriptors: These are words such as "Trap", "Bad Luck", "Weapon" and so forth. Descriptors have no outward effect on the game unless referenced by another card. For example, if a card says, "Negate a *trap*", then that card can only negate an action card with the *trap* descriptor.

Effect: This indicates what the card actually does.

Illustrator: This tells who provided the art for the card.

Where Did it Go?



Sub-Type: Normal

Bad Luck

Select an "Attach to Hunter" action card with the "Gear" or "Weapon" Descriptor in play. That card is placed in the discard pile.

When that crucial moment comes, knowing where your gear is can mean the difference between life and death.

Illustration by Patrick Sullivan

The Turn Sequence

In order to keep gameplay organized, *Urban Manhunt* is played out in a series of turns. During each turn, numerous steps (called *phases*) occur in a specific order.

Switchover Phase

This is easily the simplest phase of the game. The player who earned the least amount of Score Tokens last turn becomes the new “longshot player”. Obviously, this phase is skipped on the first turn of the game. If there is a tie regarding who earned the least, randomly determine the current longshot player.

Crim Phase

The current longshot player flips the top card of the control deck over and places it face-up beside the deck. This card will remain in effect until the next Crim Phase, at which point a new crim card will be laid on top of it, replacing it altogether. If the last card in the control deck is flipped over, this turn will be the final turn of the game. The player who ends the turn with the most Score Tokens, wins the game.

Follow these steps, in order:

Crim Placement

After a new crim card comes into play, the current longshot player must immediately draw a number of cards from the crim deck equal to the number indicated in the control card’s Placement section.

To determine where each crim is placed, look at the crim’s Placement Directions, which lists all four of the various site categories (Miscellaneous, Residential, Commercial and Industrial). The longshot player places it (face-up) beside a site of his choice that has a category that matches the left-most category listed on the crim card. It’s entirely possible that there won’t be a site with a matching category in play. In such a case, use the category to the right of the first one instead. If there are still

no applicable sites, go to the next category on the crim’s card... and so on.

Sometimes, all the hunters are located at sites that belong to the same category. In such a case, the player to the left of the longshot player receives the first crim, the player to his left receives the second crim placed, and so forth.

More than one crim can be at a site simultaneously.

Crim Actions

The current control card lists one or more Crim Action for each crim Personality. These indicate what the crims will do if approached by a hunter during the turn. Take note of which actions the crims at your current site are taking.

- **Fight:** The crim attempts to take down the hunter with physical force (or a cheap shot). In order to eliminate the crim, the hunter will need to make a Combat test.
- **Flee:** The crim attempts to beat feet in order to escape the hunter. In order to eliminate the crim, the hunter will need to make a Pursuit test.
- **Hide:** The crim attempts to use stealth to avoid being eliminated by the hunter. In order to eliminate the crim, the hunter will need to make a Search test.

Special Rules

Some control cards have a specific effect on gameplay that are detailed directly on the card. Such rules are in effect until the next Crim Phase.

The Golden Rule

Whenever the card text contradicts something in the rulebook, assume that the card text is correct. Many cards bend the rules found here, so those cards always take precedence.

Action Phases

Each player receives an Action Phase, starting with the player who was randomly selected to go first at the beginning of the game and moving clockwise around the table until everyone has had one. During a player's Action Phase, he may take 3 actions.

Each of the following are considered "actions":

- **Play Cards:** You may play up to three action cards from your hand. Cards of the "Test" sub-type cannot be played during the Action Phase, unless a Test action is declared.
- **Draw Card:** You may draw a card from the top of the action deck and put it into your hand. If you already have a number of cards in your hand equal to your hunter's Hand score when you announce this action, you must choose a card from your hand and place it in the discard pile near the action deck; only after doing so may you draw a card.
- **Relocate:** You may choose to have your hunter move to another site. Place the current site into the discard pile near the site deck. Draw the top card from the site deck and place it above your hunter's card, replacing the old site.
- **Test:** You may select one crim at your current site and attempt to capture him. This process is covered in more detail in the "Tests" section on in the next section. This action may not be taken more than once per Action Phase.

The actions may be taken in any order you wish. Therefore, it's perfectly acceptable to take a Test action, followed by two Draw Card actions.

Once each player has completed his or her Action Phase, the turn is over and a new turn begins.

Tests

Types of Tests

Whenever a hunter attempts to eliminate a crim, a test must be made. There are three kinds of tests:

- **Combat Tests (or "C-Tests"):** This test represents a physical struggle between the hunter and crim, covering everything from brawls to shootups. The Hunter uses his Combat score for this test.
- **Pursuit Tests (or "P-Tests"):** This test represents the hunter chasing after a fleeing crim through the streets, buildings, and back alleys of the city. The Hunter uses his Pursuit score for this test.
- **Search Tests (or "S-Tests"):** This test represents the hunter scouring the site, looking for the hiding crim. The Hunter uses his Search score for this test.

Making a Test

The act of making tests is an important part of the game. It's a three-step process, as detailed below.

Step One: Declaration

You must declare which crim at your current site you are attempting to eliminate. This is done during your Action Phase, using up one of your actions for the turn.

When confronted by a hunter, different crims will react differently, based on two factors: the crim's Personality and the current control card. Consult the current control card's Crim Action section and find the listing for the crim's Personality; this dictates what kind of test you'll need to make. Some listings offer more than one type of test. If so, you may choose the type you wish to attempt.

Step Two: Do the Math

Look at your hunter's appropriate score and adjust it by the amount indicated on your current site's Test Modifiers section.

Starting with the player to your left, opponents can discard cards in order to boost the crim's Target Number (see "Boosting", below). Once the boosting process is over, you may play "Test" action cards from your hand, followed by the player to your left, and the player to his left, and so on. After all of the opponents get a chance to play "Test" action cards, you get one more opportunity to play further "Test" action cards. After that point, no one can affect the test (unless noted specifically in the card text).

Step Three: Aftermath

If your finalized total is equal to or higher than the crim's appropriate Target Number, the crim has been eliminated. You earn a number of Score Tokens equal to the crim's Value. Place the crim's card in the discard pile near the crim deck.

If the total is less than the crim's Target Number, the hunter fails to eliminate him. You gain no Score Tokens. What happens next depends on the type of test that was attempted:

- **Combat Test:** The hunter loses a number of Hit Tokens equal to the crim's Value. The crim relocates to the site occupied by the player to your left.
- **Pursuit Test:** You must discard a random card from your hand. If you have no cards in your hand, there is no further effect. Place the crim's card in the discard pile near the crim deck.
- **Search Test:** You lose a Score Token. If you have no Score Tokens, there is no effect. The crim remains at the site.

Boosting

Players can temporarily increase a crim's Target Numbers by discarding cards. Each card discarded increases one Target Number by +1 for the remainder of the test procedure. A Target Number may not be boosted by more than the "boost maximum" listed on the current control card. Note that a Target Number may be increased by more than the boost

maximum by playing Test cards normally.

It must be clarified that the boost maximum isn't "per opponent"; it's overarching. For example, if the current boost maximum is 3 and Opponent "A" plays two cards to boost the Target Number, Opponent "B" can't play two more card as a boost, because that would be more than three card maximum.

Opponents can verbally work out who's going to play cards to boost.

Taking Damage

Being a hunter isn't easy. Despite possessing incredible skills and powerful weapons, hunters still suffer damage, either from traps and accidents or from desperate crims with nothing to lose. This is represented by Life Tokens in the game.

Each hunter has the number of Life Tokens it begins the game with printed on its card. Whenever the hunter takes damage, he loses one or more of these tokens. When a hunter is reduced to zero (or less) Life Tokens, flip its card over so that the "wounded" side is showing. These modified stats are used from that point on.

The wounded side also lists a number of Life Tokens; place that many tokens beside the hunter's card. If the hunter is reduced to zero (or less) of these Life Tokens, you are eliminated from the game. Excess damage from the unwounded side does not carry over onto the wounded side. For instance, if an unwounded hunter has 1 Life Token left and then takes 3 points of damage, the hunter would not subtract the 2 excess points of damage from the Life Token total on the wounded side.

Hunters showing their wounded side are often referred to as "wounded hunters".

Action Card Sub-Types

The action card sub-types are drastically different from one another. For this reason, you'll find details on them in this section.

“Normal” Action Cards

You may only play these action cards during your own Action Phase. Playing a “normal” action card requires the expenditure of one action. It should be noted that you cannot play a normal action card while you are taking a Test action.

Once a normal action card is played, carry out its effect(s) and then discard it.

“Test” Action Cards

These cards can only be played during a Test action – either yours or an opponent's. This is the only type of card you can play during an opponent's turn.

Once a normal action card is played, carry out its effect(s) and then discard it.

“Attach to Hunter” Action Cards

These cards are played beside a hunter's card (yours or an opponent's). They represent everything from gear to injuries. Playing an “attach to hunter” action card requires the expenditure of one action. It should be noted that you cannot play an “attach to hunter” action card while you are taking a Test action.

Once an “attach to hunter” action card is played, it – and its effects - remain in play until the hunter is eliminated (losing both sets of Life Tokens) or the card is removed by another card's effects.

“Attach to Site” Action Cards

These cards are played directly above a site. They represent everything from adverse conditions to hazards. Playing an “attach to site” action card requires the expenditure of one action. It should be

noted that you cannot play an “attach to site” action card while you are taking a Test action.

Once an “attach to site” action card is played, it – and its effects - remain in play until the site is discarded or the card is removed by another card's effects.

Card Timing

Sometimes, the card play gets so fast and furious that it becomes difficult to sort out.

Player Priority

If multiple players play cards more or less simultaneously, you'll need to figure out who can play their cards first, second, third, etc. Here's the scoop:

The player who's in the middle of his Action Phase (who is referred to as the active player) gets to play one card first if he wishes... or he may pass. Then, the player to his left may play one card or pass, followed by the player to his left, and so on. Once each player has had the chance to play or pass, the active player may then play another card or pass, beginning another round of card play. This carries on until all players have passed.

Note that the card effects do not happen until everyone has passed, which brings us to...

Card Priority

Once everyone passes on playing “test” action cards, its time to figure out how each card affects the game. Start off by resolving the card that was played last, followed by the second-to-last card played, and so on, ending with the first card played. You'll find that, often, certain cards will negate cards that were played earlier. That's why this process is important.

Winning the Game

As mentioned in the “Crim Phase” section (see page 7), the last turn of the game is when the final control card is flipped over. At the end of that turn, the player with the most Score Tokens wins the game. Ties are definitely possible.

Options

The following rules can be added to change the way the game plays.

Variable Game Length

If you’d like the game to last longer, all you need to do is play with more than six control cards. For a really long game, keep all twelve of them in the control deck.

Variable Score Tokens

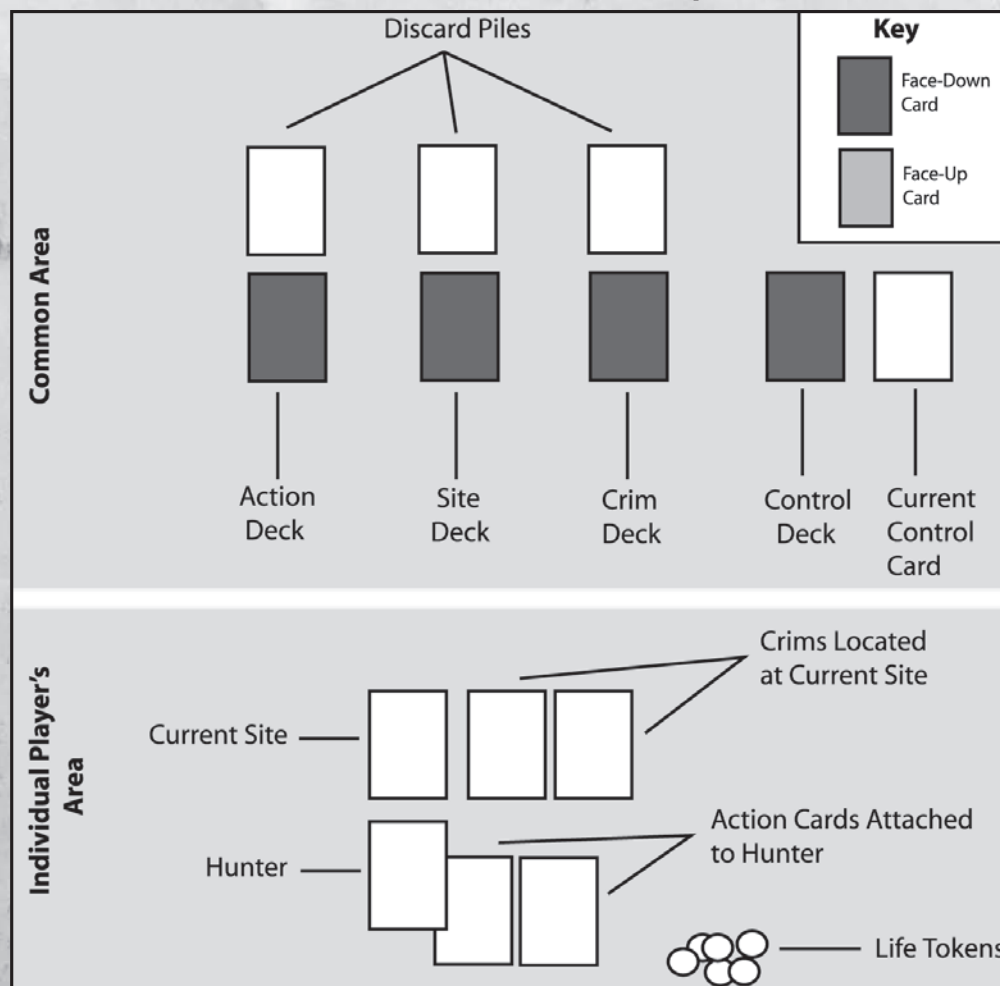
If you’d like to more fully recreate the fact that the crowd votes on how many “points” hunters earn and don’t mind introducing another random factor into the game, you can use this rule.

When a hunter eliminates a crim, roll a six-sided die and add the crim’s Value score to the result. Compare the total to this table:

Roll: Number of Score Tokens Gained:

2-3	1 token
4-5	2 tokens
6-7	3 tokens
8+	4 tokens

Recommended Table Set-Up



Important Terms

The following terms may pop up in the card text, so it's critical for you to know what they mean.

Active Player: This term refers to a player who is taking his Action Phase.

Discard: The act of taking a card from your hand and placing it face-up above the appropriate deck. So, an action card should be placed above the action deck, for example. These piles are known as discard piles.

Discard a Card: If instructed to "discard a card", you may choose whichever card you want from your hand. That is the card that must be discarded.

Eliminate: To slay or capture a crim.

Immune to: The hunter, site, or crim is not affected by a certain card, card type, effect, or card with a certain Descriptor.

In Play: This refers to a card that is not currently in a deck, in a player's hand or in a discard pile.

Located: Used to indicate what site a hunter or crim is occupying.

Negate: Forcing an opponent to discard a card he just played.

Randomly Discard a Card: If instructed to "randomly discard" a card, you should hold your hand of cards up so that the opponent to your left can only see the backs of the cards. He must then choose a card. That card is the one that must be discarded.

Relocate: The act of a hunter or crim moving to a different site than the one they are currently at. For hunters, this is usually voluntary, though certain cards can force them to relocate. If a hunter relocates, discard the old site from play and replace it with the top card of the site deck. When a crim relocates, it must move to a site that is already in play.

Test Action Example

In order to help you fully understand how things work, we've presented you with a sample Test action.

Eric is playing Punkster and is located at the Rubble-Strewn Alley. There are two crims there as well: a Big Bruiser ("Aggressive" Personality) and a Smarmy Con Man ("Resourceful" Personality).

Step One: Declaration

According to the current control card, both crims will fight if approached by Punkster. Eric is now faced with a dilemma. On one hand, the Smarmy Con Man (Combat Target Number of 1) would be a snap to eliminate. On the other hand, the Smarmy Con Man only has a Value of 1, which means he'd get merely a single Score Token for eliminating him. The Big Bruiser is formidable in a scrap (Combat Target Number of 4), but if Eric could somehow overcome him, it would be worth 2 Score Tokens, since his Value is 2.

Eric decides to live life on the edge and declares that he's going to take a Test action against the Big Bruiser.

Step Two: Figuring it Out

As it stands before other things (such as Test Modifiers, Test action cards, etc.) are factored in, Punkster's Combat score of 3 will not be sufficient to eliminate the Big Bruiser, who has a Combat Target Number of 4. However, the Rubble-Strewn Alley has a Combat Test Modifier of +1, bringing Punkster's Combat score up to 4, which is barely enough to eliminate the crim.

Of course, in Urban Manhunt, such things are rarely that easy. Eric's opponents are Jon and Lindsey. Lindsey sits to his immediate left, giving her the opportunity to boost. Unfortunately for Jon and Lindsey, the control card dictates that there's a Boost Maximum of 1. This means that, between

the two of them, only one card can be discarded to boost up the crim's Target Number. Needless to say, Lindsey discards a card, bringing the Big Bruiser's Combat Target Number up to 5, denying Eric the elimination... at least for the time being.

Eric's not done just yet. It's time for the players to start plunking down Test action cards. Eric gets to play cards first and he does so by playing Lucky Fate ("Add +1 to a hunter's Combat score for this test"). His Combat score is now brought up to 5. Next, Lindsey gets a chance to play cards, but she declares that she doesn't have anything that could affect the test.

Jon gets his chance now and he plays Unexpected Complication ("Add +1 to a crim's Combat, Pursuit, or Search score for this test. Draw a card."). Now, the Big Bruiser's Combat Target Number is up to 6. Whew! Eric whips out Twist of Fate ("Play whenever an opponent plays an action card with the 'Bad Luck' Descriptor. That card is negated."). Since Unexpected Complication does indeed have the "Bad Luck" Descriptor, it is negated, bringing the Big Bruiser's final Combat Target Number back down to 5.

Step Three: Aftermath

Since Punkster's final Combat score of 5 is equal to or higher than the Big Bruiser's Combat Target Number of 5, the crim is eliminated. Eric would normally receive a number of Score Tokens equal to the crim's Value (2 in this case), but Lindsey plays Bland Elimination ("Play after a hunter eliminates a crim. That hunter's player receives 1 less Score Token [minimum of 1]"). So, even though Eric eliminated the crim, he still only receives 1 Score Token.

Designer Notes

Urban Manhunt was born from my love of the city-based "dark future" flicks from the 1970s and '80s. You know the ones I'm talking about -- Escape From New York, The Warriors, The Running Man, and so forth.

My goal was to design a simple card game that would recreate those action-packed movies in a manner that was fun, fast, and, well, brutal. The idea of mowing down large quantities of criminals is humorous to me in an odd way. It's as if their lives mean nothing more than to give points to the heartless hunters who take them. It's apathy personified, which goes a long way toward playing into the dark future genre.

For a game that is relatively simple, designing Urban Manhunt was no cakewalk. While I savored every second of it, there were many obstacles that stood in my way. First and foremost was the problem of how to make the crims controlled by the game system rather than by other players. I didn't want the players to control them directly, as it would take away that cool apathetic element that I was gunning for. I intended to make the crims little more than points-to-be-gained and letting the players run them would humanize them too much for my taste. So, I devised the Personality / Placement / Control Card system.

While Urban Manhunt was certainly a challenging game to design, I'm incredibly happy with the results. I have ideas for future expansions that are just begging to be developed -- such as rules for hunter teams, vehicles, and hunter-versus-hunter combat (to say nothing of new cards). Hopefully, those ideas will see the light of day .

Hunter Name:

CHANG MU



Combat	4	Hand	6
Pursuit	2	Life	5
Search	2	Tokens	

Descriptors / Special Rules / Various Info:

Brawler

Once per turn, you may discard two cards (no more, no less) in order to regain one lost Life Token.

"Chang Mu is like Genghis Khan on steroids. He's ferocious in battle and thinks of himself as a conqueror. Don't let his aura deceive you, though. For all his savagery, he's more introspective and intelligent than you might think. In fact, he's known to use mystical healing techniques to mend his wounds during a manhunt." ----- Urban Manhunt Illustrated, June 2014

Hunter Stat Tracker 115

Hunter Name:

CHANG MU -- INJURED



Combat	3	Hand	4
Pursuit	1	Life	4
Search	2	Tokens	

Descriptors / Special Rules / Various Info:

Brawler

Once per turn, you may discard **three** cards (no more, no less) in order to regain one lost Life Token.

"Chang Mu is like Genghis Khan on steroids. He's ferocious in battle and thinks of himself as a conqueror. Don't let his aura deceive you, though. For all his savagery, he's more introspective and intelligent than you might think. In fact, he's known to use mystical healing techniques to mend his wounds during a manhunt." ----- Urban Manhunt Illustrated, June 2014

Hunter Stat Tracker 115

Hunter Name:

SLY FOX



Combat

2

Pursuit

3

Search

3

Hand

9

Life

4

Tokens

Descriptors / Special Rules / Various Info:

Cunning

When you play a "Trap" action card, draw two cards. If this makes your current hand size higher than Sly's, discard down to the appropriate amount.

"Sly's success is baffling. He's not that good in a scrap, he doesn't have an imposing aura about him, and he doesn't seem to possess a strong killer instinct. But the truth of the matter is that the man is good. Damn good." ----- Hugo Strong

Hunter Stat Tracker #15

Hunter Name:

SLY FOX -- INJURED



Combat

1

Pursuit

2

Search

3

Hand

5

Life

3

Tokens

Descriptors / Special Rules / Various Info:

Cunning

When you play a "Trap" action card, draw one card. If this makes your current hand size higher than Sly's, discard down to the appropriate amount.

"Sly's success is baffling. He's not that good in a scrap, he doesn't have an imposing aura about him, and he doesn't seem to possess a strong killer instinct. But the truth of the matter is that the man is good. Damn good." ----- Hugo Strong

Hunter Stat Tracker #15

Hunter Name:

BLUE BEREET



Combat

3

Hand

6

Pursuit

3

Life

4

Search

3

Tokens

Descriptors / Special Rules / Various Info:

The first "Weapon" card you play each game is done so without having to spend an action. It must, however, still be played during your Action Phase.

"She won the 'Most Dangerous Hunter' award for three consecutive years, a record that stands to this very day. This is unsurprising when you consider that she eats, sleeps and breathes Urban Manhunt. She really has no social life, nor does she care to have one." ----- Urban Manhunt Illustrated, July 2117

Hunter Stat Tracker #15

Hunter Name:

BLUE BEREET -- INJURED



Combat

3

Hand

4

Pursuit

2

Life

3

Search

1

Tokens

Descriptors / Special Rules / Various Info:

No Special Rules

"She won the 'Most Dangerous Hunter' award for three consecutive years, a record that stands to this very day. This is unsurprising when you consider that she eats, sleeps and breathes Urban Manhunt. She really has no social life, nor does she care to have one." ----- Urban Manhunt Illustrated, July 2117

Hunter Stat Tracker #15

Hunter Name:

CRAZY JOE HACKER



Combat

3

Pursuit

2

Search

3

Hand

6

Life

4

Tokens

Descriptors / Special Rules / Various Info:

Lunatic

Once per turn, while taking a C-Test, you may discard one card in order to negate a "Test" action card played by an opponent.

"I love Crazy Joe, man! He's such a psycho! The dude gets off on ripping people to pieces with his chainsaw. I mean, how cool is THAT? I once saw him behead five crims in one show!" ---- An Overly Excited Fan, Holovision Special, "Urban Brawl -- Entertainment or Sign of the Times?", December 2110

Hunter Stat Tracker #15

Hunter Name:

JOE HACKER-- INJURED



Combat

4

Pursuit

1

Search

1

Hand

3

Life

3

Tokens

Descriptors / Special Rules / Various Info:

Lunatic

No Special Rules

"I love Crazy Joe, man! He's such a psycho! The dude gets off on ripping people to pieces with his chainsaw. I mean, how cool is THAT? I once saw him behead five crims in one show!" ---- An Overly Excited Fan, Holovision Special, "Urban Brawl -- Entertainment or Sign of the Times?", December 2110

Hunter Stat Tracker #15

Hunter Name:

REPTILLUS



Combat	2	Hand	6
Pursuit	4	Life	3
Search	2	Tokens	

Descriptors / Special Rules / Various Info:

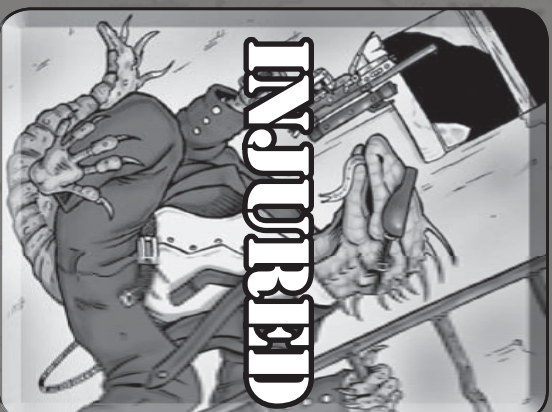
Reptillus gains a +1 bonus to Combat and Pursuit when located at "Interior" or "Cluttered" sites.

"Whatever you do, don't try to outrun that Reptillus character. A buddy of mine, who was as quick as lightning in his own right, tried it and ended up eliminated as a result. They shouldn't allow mutants in Urban Manhunt. It just ain't right"
----- One crim to another

Hunter Stat Tracker 1/5

Hunter Name:

REPTILLUS -- INJURED



Combat	1	Hand	5
Pursuit	3	Life	2
Search	1	Tokens	

Descriptors / Special Rules / Various Info:

Reptillus gains a +1 bonus to Pursuit when located at "Interior" or "Cluttered" sites.

"Whatever you do, don't try to outrun that Reptillus character. A buddy of mine, who was as quick as lightning in his own right, tried it and ended up eliminated as a result. They shouldn't allow mutants in Urban Manhunt. It just ain't right"
----- One crim to another

Hunter Stat Tracker 1/5

Hunter Name:

MAGNUM STEEL



Combat

3

Pursuit

2

Search

4

Hand

6

Life

4

Tokens

Descriptors / Special Rules / Various Info:

Whenever Magnum Steel eliminates a crim, draw a card from the action deck. If the card drawn is a "Test" action card, you gain an additional Score Token. If, however, you draw an "Attach to Crim" action card, reduce the Score Tokens you receive by -1 (to a minimum of 0). Any other card sub-type has no additional effect if drawn. Regardless of what card is drawn, place it in the discard pile.

"I've been accused of being arrogant, but I think you HAVE to be arrogant to be a successful hunter. If you walk out there into the zone with any doubts about your abilities, you're toast. I'm good and I know it, plain and simple" ----- Magnum Steel

Hunter Stat Tracker #15

Hunter Name:

MAGNUM STEEL -- INJURED



Combat

2

Pursuit

1

Search

2

Hand

5

Life

3

Tokens

Descriptors / Special Rules / Various Info:

No Special Rules

"I've been accused of being arrogant, but I think you HAVE to be arrogant to be a successful hunter. If you walk out there into the zone with any doubts about your abilities, you're toast. I'm good and I know it, plain and simple" ----- Magnum Steel

Hunter Stat Tracker #15

Hunter Name:

PIRATE JANE



Combat

4

Hand

7

Pursuit

2

Life

4

Search

2

Tokens

Descriptors / Special Rules / Various Info:

Brawler

When taking a Draw Card action, you may draw two cards instead of just one.

"Pirate Jane is all business. Yes, she's flamboyant and colorful, but that's just her gimmick. When it comes down to brass tacks, she's dangerous and a lot of that is due to her ability to always have multiple options at her disposal." ----- Urban Manhunt Illustrated, May 2014

Hunter Stat Tracker 415

Hunter Name:

PIRATE JANE -- INJURED



Combat

2

Hand

4

Pursuit

2

Life

3

Search

1

Tokens

Descriptors / Special Rules / Various Info:

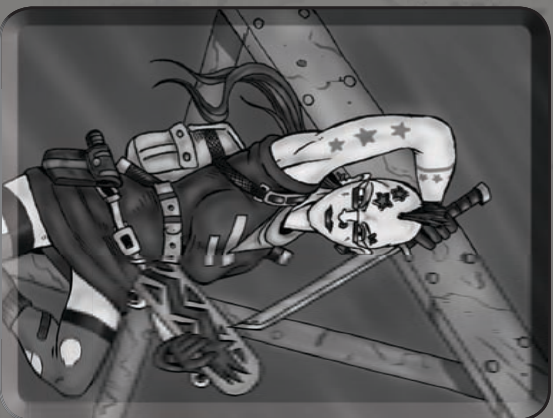
When taking a Draw Card action, you may draw two cards instead of just one.

"Pirate Jane is all business. Yes, she's flamboyant and colorful, but that's just her gimmick. When it comes down to brass tacks, she's dangerous and a lot of that is due to her ability to always have multiple options at her disposal." ----- Urban Manhunt Illustrated, May 2014

Hunter Stat Tracker 415

Hunter Name:

PUNKSTER



Combat

3

Pursuit

2

Search

4

Hand

6

Life

3

Tokens

Descriptors / Special Rules / Various Info:

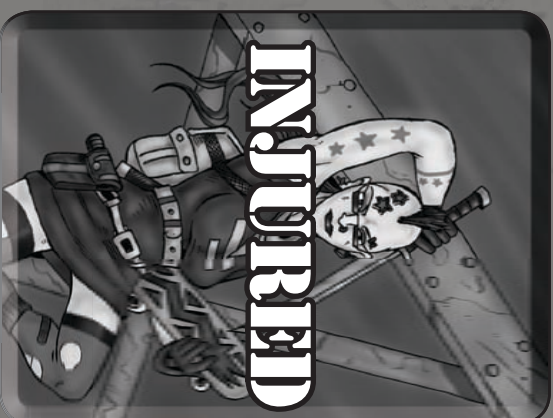
Punkster cannot be forced to relocate under any circumstances.

"The ever-unorthodox Punkster racked up an impressive twelve eliminations last Saturday. Her unpredictable tactics and unconventional methods are her best weapons and she wields them masterfully." ---- Urban Manhunt Revue, 2-8-20

Hunter Stat Tracker #15

Hunter Name:

PUNKSTER -- INJURED



Combat

2

Pursuit

1

Search

3

Hand

5

Life

2

Tokens

Descriptors / Special Rules / Various Info:

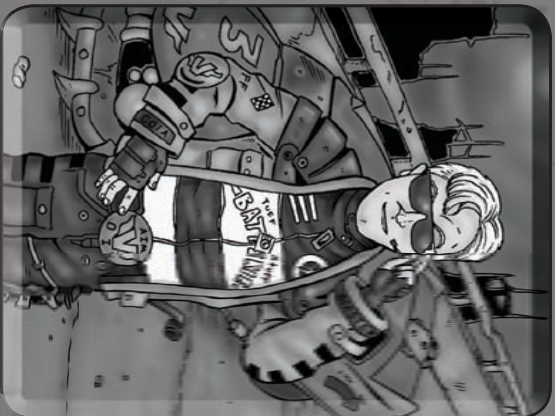
Punkster cannot be forced to relocate under any circumstances.

"The ever-unorthodox Punkster racked up an impressive twelve eliminations last Saturday. Her unpredictable tactics and unconventional methods are her best weapons and she wields them masterfully." ---- Urban Manhunt Revue, 2-8-20

Hunter Stat Tracker #15

Hunter Name:

FASTLANE



Combat	2	Hand	5
Pursuit	5	Life	3
Search	2	Tokens	

Descriptors / Special Rules / Various Info:

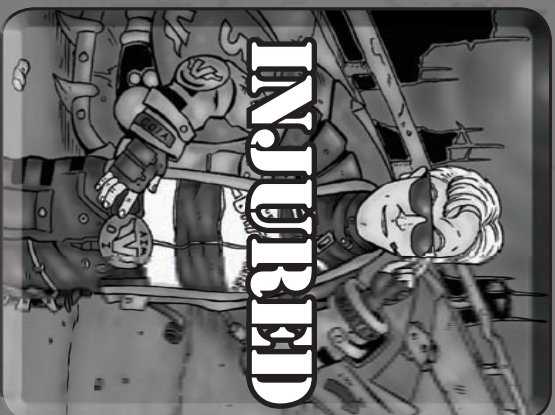
For one Action Phase per game, none of your opponents may play "Test" action cards. You must declare your intention to use this immediately after an opponent attempts to play a "Test" action card.

"Fastlane is the most popular hunter in Urban Manhunt today. His list of product endorsements is half a mile long and is proudly displayed on his colorful, tacky uniform." ----- Urban Manhunt Illustrated, January 2018

Hunter Stat Tracker #15

Hunter Name:

FASTLANE -- INJURED



Combat	1	Hand	4
Pursuit	3	Life	3
Search	1	Tokens	

Descriptors / Special Rules / Various Info:

No Special Rules

"Fastlane is the most popular hunter in Urban Manhunt today. His list of product endorsements is half a mile long and is proudly displayed on his colorful, tacky uniform." ----- Urban Manhunt Illustrated, January 2018

Hunter Stat Tracker #15

Hunter Name:

BONNIE CLYDE



Combat

2

Pursuit

3

Search

4

Hand

5

Life

3

Tokens

Descriptors / Special Rules / Various Info:

Lunatic

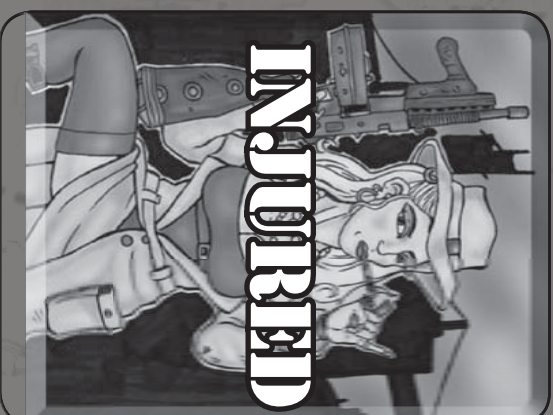
When making C-Tests, you may discard one card per test and receive a +1 bonus to the total. This is done at the end of Step 3 of the test process, after all players are finished playing action cards and boosting.

"Bonnie unnerves me. Nobody should be that calm about killing people, even lowly crims. There's something wrong with that woman. She's psychotic." ----- Sly Fox

Hunter Stat Tracker 4:5

Hunter Name:

BONNIE CLYDE-- INJURED



Combat

2

Pursuit

2

Search

1

Hand

4

Life

3

Tokens

Descriptors / Special Rules / Various Info:

Lunatic

When making C-Tests, you may discard exactly two cards per test and receive a +1 bonus to the total. This is done at the end of Step 3 of the test process, after all players are finished playing action cards and boosting.

"Bonnie unnerves me. Nobody should be that calm about killing people, even lowly crims. There's something wrong with that woman. She's psychotic." ----- Sly Fox

Hunter Stat Tracker 4:5

Hunter Name:

HUGO STRONG



Combat	3	Hand	8
Pursuit	2	Life	4
Search	4	Tokens	

Descriptors / Special Rules / Various Info:

Marksman

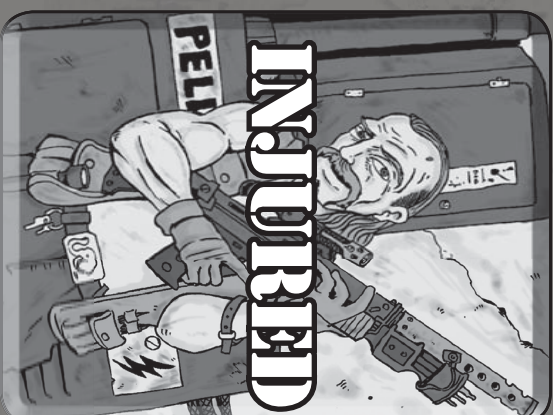
If you have 6 or more cards in your hand during the Switchover Phase, Hugo receives a +1 bonus to his Combat score for the rest of the turn.

"Hugo Strong is an English big game hunter who has moved on to the only prey that proves to be a challenge for him: humans. Urban Manhunt gives him the opportunity to do this without legal repercussions." ----- Hunter Bios, Sept. 21 15

Hunter Stat Tracker 4/5

Hunter Name:

HUGO STRONG -- INJURED



Combat	1	Hand	5
Pursuit	1	Life	4
Search	3	Tokens	

Descriptors / Special Rules / Various Info:

Marksman

If you have exactly 5 cards in your hand during the Switchover Phase, Hugo receives a +1 bonus to his Combat score for the rest of the turn.

"Hugo Strong is an English big game hunter who has moved on to the only prey that proves to be a challenge for him: humans. Urban Manhunt gives him the opportunity to do this without legal repercussions." ----- Hunter Bios, Sept. 21 15

Hunter Stat Tracker 4/5

Hunter Name:

GRIDIRON



Combat

3

Pursuit

3

Search

1

Hand

6

Life

4

Tokens

Descriptors / Special Rules / Various Info:

Once per game, you may use an action to force every opponent to discard up to 2 random cards each. Look at all the discarded cards and choose one of them. Place that card in your own hand. This cannot be done if you are currently at your maximum hand size.

"Gridiron specializes in tricking the other hunters into doing what she wants them to do. She once suckered her opponents into going into a quadrant with no crims, all the while she was racking up eliminations left and right." --- Don Zago, Urban Manhunt analyst/commentator

Hunter Stat Tracker #15

Hunter Name:

GRIDIRON -- INJURED



Combat

2

Pursuit

2

Search

1

Hand

5

Life

4

Tokens

Descriptors / Special Rules / Various Info:

No Special Rules

"Gridiron specializes in tricking the other hunters into doing what she wants them to do. She once suckered her opponents into going into a quadrant with no crims, all the while she was racking up eliminations left and right." --- Don Zago, Urban Manhunt analyst/commentator

Hunter Stat Tracker #15

Burnt-Out Building



Miscellaneous Site

Interior

After the second Civil War devastated the United States, there was no shortage of mostly-demolished buildings.

Test Modifiers

Combat	Pursuit	Search
+0	+0	-1

Illustration by Patrick Sullivan

Rubble-Strewn Alley



Miscellaneous Site

Exterior, Cluttered

If, when you relocate from this site, the new site is an "Exterior" site, it will not cost you an action.

Test Modifiers

Combat	Pursuit	Search
+1	-2	-1

Illustration by Patrick Sullivan

Devastated Park



Residential Site

Exterior

While located at this site, the first "Play Card" action you take per turn allows you to play two cards instead of one.

Test Modifiers

Combat	Pursuit	Search
+1	+0	+0

Illustration by Patrick Sullivan

Well-Preserved Street



Miscellaneous Site

Exterior, Street

Moving out into debris-free streets is a dangerous proposition, due to the absence of cover.

Test Modifiers

Combat	Pursuit	Search
+0	-1	+1

Illustration by Patrick Sullivan

Ruined Office Building



Commercial Site

Exterior

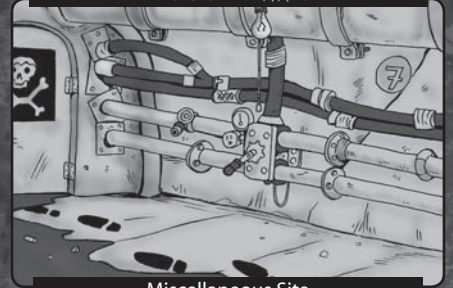
Prior to the war, this building was a hub of commercialism at its finest.

Test Modifiers

Combat	Pursuit	Search
+0	-1	-2

Illustration by Patrick Sullivan

Sewer Tunnel



Miscellaneous Site

Interior, Water

While this site is in play, hunters and crims occupying it are not affected by Special Rules on Control Cards, except those that instruct them to relocate.

Test Modifiers

Combat	Pursuit	Search
+0	-2	+2

Illustration by Patrick Sullivan

Run-Down Library



Commercial Site

Interior

While located at this site, the first "Draw Card" action you take per turn allows you to draw an additional card.

Test Modifiers

Combat	Pursuit	Search
+2	-1	-1

Illustration by Patrick Sullivan

Derelict Shopping Mall



Commercial Site

Interior

While located at this site, you may play two "Attach To Hunter" action cards with the "Gear" Descriptor during your Action Phase by taking only one action.

Test Modifiers

Combat	Pursuit	Search
+1	+0	-3

Illustration by Patrick Sullivan

Delapidated House



Residential Site

Interior

Once the heart and soul of a family, it is now the safehaven of anyone looking for a place to sleep... or hide.

Test Modifiers

Combat	Pursuit	Search
+2	+1	+2

Illustration by Patrick Sullivan

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

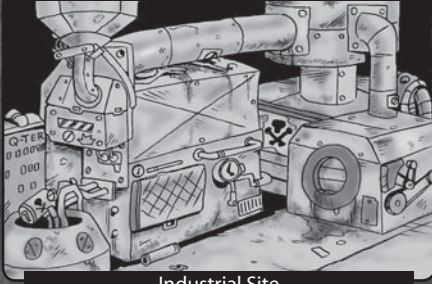
**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

Rusted Factory



Industrial Site

Interior

Amidst the twisted steel, broken down machinery and gantries, almost anything could be lurking in the shadows.

Test Modifiers

Combat	Pursuit	Search
+0	+2	-1

Illustration by Patrick Sullivan

Toxic River



Miscellaneous Site

Exterior, Water

Whenever a hunter located at this site relocates, the hunter's player flips a coin. If the coin comes up heads, relocate as normal. If it comes up tails, the hunter relocates, but loses a Life Token.

Test Modifiers

Combat	Pursuit	Search
-3	-3	+1

Illustration by Patrick Sullivan

The Projects



Residential Site

Exterior, Interior

It's debatable whether the war had any visible effect on these tenements at all.

Test Modifiers

Combat	Pursuit	Search
+1	-1	+0

Illustration by Patrick Sullivan

City Square



Commercial Site

Exterior

Taking a Test action at this site requires you to use two of your three actions.

Test Modifiers

Combat	Pursuit	Search
+1	+2	+2

Illustration by Patrick Sullivan

Abandoned Warehouse



Industrial Site

Interior

While located at this site, you may play two "Attach To Hunter" action cards with the "Weapon" Descriptor during your Action Phase by taking only one action.

Test Modifiers

Combat	Pursuit	Search
+0	+1	-2

Illustration by Patrick Sullivan

Junkyard



Industrial Site

Exterior, Cluttered

What better place for crims to hide than a place with mounds upon mounds of trash, metal and refuse?

Test Modifiers

Combat	Pursuit	Search
+1	-1	-3

Illustration by Patrick Sullivan

Flooded Street



Miscellaneous Site

Exterior, Street, Water

Generally speaking, streets are placed to be avoided by anyone trying to hide. Flooded streets? Even moreso.

Test Modifiers

Combat	Pursuit	Search
-1	-1	+1

Illustration by Patrick Sullivan

Gas Station



Commercial Site

Interior

Gas hasn't been served here in many, many years.

Test Modifiers

Combat	Pursuit	Search
+1	-2	-1

Illustration by Patrick Sullivan

Wrecked Street



Miscellaneous Site

Exterior, Cluttered, Street

Taking a Test action that requires an S-Test at this site requires you to use two of your three actions.

Test Modifiers

Combat	Pursuit	Search
+2	-1	-2

Illustration by Patrick Sullivan

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

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**URBAN
MANHUNT**

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MANHUNT**

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CARD**

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

**URBAN
MANHUNT**

**SITE
CARD**

Place 1 crim this turn

Aggressive	Fight
Cowardly	Flee
Inexperienced	Flee or Hide
Resourceful	Flee
Average	Fight

Hunters with the "Lunatic" or "Cunning" Descriptors gain an additional Score Token if they eliminate at least one crim this turn.

Boost Maximum

0

Control Card #1

Place 2 crims this turn

Aggressive	Fight or Flee
Cowardly	Flee
Inexperienced	Hide
Resourceful	Hide
Average	Flee

All crims gain a +1 bonus to their Pursuit Target Numbers this turn.

Boost Maximum

4

Control Card #2

Place 0 crims this turn

Aggressive	Hide or Fight
Cowardly	Hide or Flee
Inexperienced	Hide
Resourceful	Fight
Average	Fight

Players with four or more Score Tokens may not take Test actions this turn.

Boost Maximum

3

Control Card #3

Place 2 crims this turn

Aggressive	Hide
Cowardly	Hide
Inexperienced	Fight
Resourceful	Fight
Average	Flee

The player with the most cards in his hand must relocate.

Boost Maximum

3

Control Card #4

Place 2 crims this turn

Aggressive	Hide or Fight
Cowardly	Hide or Flee
Inexperienced	Hide
Resourceful	Fight
Average	Hide or Flee

All players except the current longshot player must discard a card.

Boost Maximum

2

Control Card #5

Place 1 crim this turn

Aggressive	Fight or Flee
Cowardly	Flee
Inexperienced	Hide
Resourceful	Hide or Flee
Average	Fight

Players with hunters that have at least one "Wound" attached to them must randomly discard two cards.

Boost Maximum

2

Control Card #6

Place 2 crims this turn

Aggressive	Fight
Cowardly	Fight
Inexperienced	Hide
Resourceful	Hide
Average	Hide

Hunters may not relocate this turn, under any circumstances.

Boost Maximum

2

Control Card #7

Place 3 crims this turn

Aggressive	Fight or Flee
Cowardly	Flee
Inexperienced	Hide or Flee
Resourceful	Hide
Average	Hide

This turn, players may boost their hunters' Combat, Pursuit and Search scores, as if they were crims.

Boost Maximum

2

Control Card #8

Place 2 crims this turn

Aggressive	Fight
Cowardly	Hide
Inexperienced	Fight
Resourceful	Hide
Average	Hide

All crims gain a +1 bonus to their Search Target Numbers this turn.

Boost Maximum

3

Control Card #9

**URBAN
MANHUNT**

**CONTROL
CARD**

**URBAN
MANHUNT**

**CONTROL
CARD**

**URBAN
MANHUNT**

**CONTROL
CARD**

**URBAN
MANHUNT**

**CONTROL
CARD**

**URBAN
MANHUNT**

**CONTROL
CARD**

**URBAN
MANHUNT**

**CONTROL
CARD**

**URBAN
MANHUNT**

**CONTROL
CARD**

**URBAN
MANHUNT**

**CONTROL
CARD**

**URBAN
MANHUNT**

**CONTROL
CARD**

Place 4 crims this turn

Aggressive	Hide
Cowardly	Fight
Inexperienced	Fight
Resourceful	Fight
Average	Hide or Flee

Hunters with the "Marksman" or "Brawler" Descriptors gain a +2 bonus to their Combat scores this turn.

Boost Maximum

3

Control Card #10

Place 3 crims this turn

Aggressive	Fight
Cowardly	Flee or Fight
Inexperienced	Hide
Resourceful	Fight
Average	Fight or Flee

All crims gain a +2 bonus to their Combat Target Numbers this turn.

Boost Maximum

1

Control Card #11

Place 0 crims this turn

Aggressive	Fight or Flee
Cowardly	Flee
Inexperienced	Flee
Resourceful	Hide
Average	Fight

The player with the most cards in his hand plays to the home audience and receives a Score Token. If there's a tie, all tied players receive a Score Token.

Boost Maximum

2

Control Card #12

URBAN
MANHUNT

CONTROL
CARD

URBAN
MANHUNT

CONTROL
CARD

URBAN
MANHUNT

CONTROL
CARD

Sneaky Thief



Cowardly Crim

Target Numbers

Combat	Pursuit	Search
2	3	3

Value

2

If a hunter with one or more "Attach to Hunter" action cards with the "Gear" or "Weapon" Descriptors fails a test against the Sneaky Thief, place any one of the aforementioned cards in the discard pile.

Placement

Commercial > Residential > Industrial > Miscellaneous

Illustration by Patrick Sullivan

Ex-Commando



Aggressive Crim

Target Numbers

Combat	Pursuit	Search
4	3	4

Value

3

A hunter making a test against the Ex-Commando may not play more than one "Test" action card.

Placement

Miscellaneous > Commercial > Industrial > Residential

Illustration by Patrick Sullivan

Hardened Crook



Average Crim

Target Numbers

Combat	Pursuit	Search
3	3	2

Value

2

"Listen, buster, I've been livin' on the edge since I was twelve, so I ain't exactly shakin' in my boots at the idea of doin' Urban Manhunt."

Placement

Residential > Commercial > Miscellaneous > Industrial

Illustration by Patrick Sullivan

Crazy Outlaw



Aggressive Crim

Target Numbers

Combat	Pursuit	Search
3	3	3

Value

3

After declaring a test against the Crazy Outlaw, flip a coin. If it lands on heads, increase the Target Number by 2. If it lands on tails, decrease the Target Number by 2.

Placement

Miscellaneous > Industrial > Residential > Commercial

Illustration by Patrick Sullivan

Serial Killer



Average Crim

Target Numbers

Combat	Pursuit	Search
2	2	2

Value

2

When a hunter fails a C-Test against the serial killer, he loses 2 Life Tokens instead of 1.

Placement

Commercial > Miscellaneous > Industrial > Residential

Illustration by Patrick Sullivan

Street Thug



Inexperienced Crim

Target Numbers

Combat	Pursuit	Search
2	2	2

Value

1

The Street Thug gains a +2 bonus to Combat while located at a "Street" site.

Placement

Miscellaneous > Residential > Commercial > Industrial

Illustration by Patrick Sullivan

Big Bruiser



Aggressive Crim

Target Numbers

Combat	Pursuit	Search
4	2	1

Value

2

Hunters have to employ different tactics when dealing with this guy. In most cases, engaging in close combat against him would be folly.

Placement

Miscellaneous > Commercial > Industrial > Residential

Illustration by Patrick Sullivan

Corrupt Politician



Cowardly Crim

Target Numbers

Combat	Pursuit	Search
1	2	2

Value

1

Beating the hell out of one of these wimps is as gratifying as beating the hell out of a small child. There's just no challenge to it.

Placement

Industrial > Miscellaneous > Residential > Commercial

Illustration by Patrick Sullivan

Assassin



Resourceful Crim

Target Numbers

Combat	Pursuit	Search
3	3	3

Value

3

When a hunter fails an S-Test against the Assassin while located at a "Cluttered" site, he loses a Life Token in addition to losing the usual Score Token.

Placement

Residential > Commercial > Industrial > Miscellaneous

Illustration by Patrick Sullivan

**URBAN
MANHUNT**

**CRIM
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Searsy Con Man



Resourceful Crim

Target Numbers

Combat	Pursuit	Search
1	2	3

Value

1

Charisma and charm are of little use when staring down the barrel of a rifle.

Placement

Commercial > Industrial > Residential > Miscellaneous

Illustration by Patrick Sullivan

Clueless Felon



Inexperienced Crim

Target Numbers

Combat	Pursuit	Search
2	2	1

Value

1

Those without a clue almost always fare poorly in the sport of Urban Manhunt.

Placement

Industrial > Commercial > Residential > Miscellaneous

Illustration by Patrick Sullivan

Stealthy Hoodlum



Resourceful Crim

Target Numbers

Combat	Pursuit	Search
1	3	4

Value

2

Unlike other crims, the Stealthy Hoodlum is placed in the discard pile after a hunter loses an S-Test against it.

Placement

Residential > Industrial > Commercial > Miscellaneous

Illustration by Patrick Sullivan

**URBAN
MANHUNT**

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**CRIM
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Stolen Glory



Sub-Type: Normal

Choose a player whose hunter has eliminated a crim this turn or the previous turn. That player loses a Score Token and you gain a Score Token.

"Kill-Swiping" is an unfortunate (but legal) aspect of the sport.

Illustration by Patrick Sullivan

Just a Flesh Wound



Sub-Type: Normal

Gain back up to 2 lost Life Tokens. This cannot make a wounded character unwounded again.

Some wounds look far worse than they actually are.

Illustration by Patrick Sullivan

Just a Flesh Wound



Sub-Type: Normal

Gain back up to 2 lost Life Tokens. This cannot make a wounded character unwounded again.

Some wounds look far worse than they actually are.

Illustration by Patrick Sullivan

Where Did it Go?



Sub-Type: Normal

Bad Luck

Select an "Attach to Hunter" action card with the "Gear" or "Weapon" Descriptor in play. That card is placed in the discard pile.

When that crucial moment comes, knowing where your gear is can mean the difference between life and death.

Illustration by Patrick Sullivan

The Disappearing Act



Sub-Type: Normal

Select a crim that's currently in play. That crim is placed in the discard pile.

"He was just here a few seconds ago!"

Illustration by Patrick Sullivan

Moving On



Sub-Type: Normal

Select a hunter. That hunter must immediately relocate. This card can be played in addition to another action card when taking a Play Card action.

Staying in one place too long is a good way to end up short on points.

Illustration by Patrick Sullivan

Moving On



Sub-Type: Normal

Select a hunter. That hunter must immediately relocate. This card can be played in addition to another action card when taking a Play Card action.

Staying in one place too long is a good way to end up short on points.

Illustration by Patrick Sullivan

Moving On



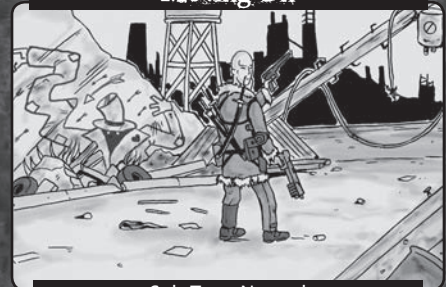
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Illustration by Patrick Sullivan

**URBAN
MANHUNT**

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Lost



Sub-Type: Normal

Select a hunter. That hunter may not relocate this turn. Furthermore, on subsequent turns, the hunter's player must discard a card in order to relocate from this site. This card can be played in addition to another action card when taking a Play Card action.

It's easy to underestimate how sprawling the battle zone actually is.

Illustration by Patrick Sullivan

Lost



Sub-Type: Normal

Select a hunter. That hunter may not relocate this turn. Furthermore, on subsequent turns, the hunter's player must discard a card in order to relocate from this site. This card can be played in addition to another action card when taking a Play Card action.

It's easy to underestimate how sprawling the battle zone actually is.

Illustration by Patrick Sullivan

Still-Functional Security System



Sub-Type: Normal

Trap

Play on a hunter located at a site with the "Interior" Descriptor. Flip a coin. If you get heads, the hunter loses a Life Token (and this loss cannot be reduced by any means); if you get tails, the hunter destroys the security system, gaining a Score Token.

Security devices usually outlast their owners.

Illustration by Patrick Sullivan

Dead End



Sub-Type: Normal

Select an opponent. That opponent cannot take a Relocate action this turn.

The labyrinthine alleyways of the city can spell defeat for a hunter simply by ending.

Illustration by Patrick Sullivan

Limited Options



Sub-Type: Normal

Select an opponent. He must randomly discard two cards.

When options are in short supply, desperate measures must be taken.

Illustration by Patrick Sullivan

Opportunity Knocks



Sub-Type: Normal

Draw enough cards from the action deck to fill your hand up to your hunter's Hand score.

Good fortune should never be overlooked, especially when your life is on the line.

Illustration by Patrick Sullivan

Running You Out of Dodge



Sub-Type: Normal

Choose a hunter. That hunter must relocate. Your hunter is now at the site the opponent's hunter just left. All crims and "Attach to Crim" and "Attach to Site" action cards remain at your new site.

A good hunter always knows when and how to manipulate the actions of other hunters.

Illustration by Patrick Sullivan

Right Place, Right Time



Sub-Type: Normal

Look through the action deck. Choose one card and put it in your hand. Shuffle the deck.

Don't you just love it when Lady Luck drops good tidings right into your lap?

Illustration by Patrick Sullivan

The Perfect Hiding Spot



Sub-Type: Normal

Choose one crim in play. Players may not make a test against that crim for the rest of the turn.

"Where the hell is he hiding?"

Illustration by Patrick Sullivan

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First Aid



Sub-Type: Normal

Choose an "Attach to Hunter" action card with the "Wound" Descriptor. That card is placed in the discard pile.

"You're lucky it wasn't blown off."

Illustration by Patrick Sullivan

Lucky Shot



Sub-Type: Test

Add +1 to a hunter's Combat score for this test.

Skill is always great, but it's when dumb luck kicks in that truly spectacular results are obtained.

Illustration by Patrick Sullivan

Lucky Shot



Sub-Type: Test

Add +1 to a hunter's Combat score for this test.

Skill is always great, but it's when dumb luck kicks in that truly spectacular results are obtained.

Illustration by Patrick Sullivan

Lucky Shot



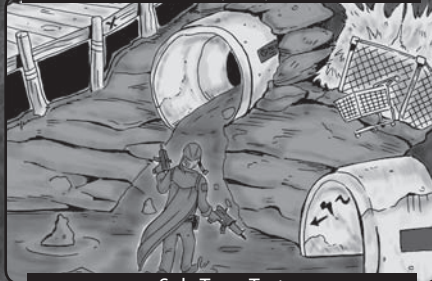
Sub-Type: Test

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Skill is always great, but it's when dumb luck kicks in that truly spectacular results are obtained.

Illustration by Patrick Sullivan

Shortcut



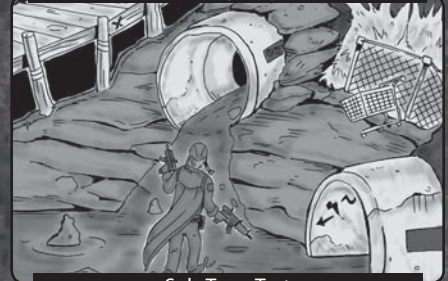
Sub-Type: Test

Add +1 to a hunter's Pursuit score for this test.

The inventive mind can always find more efficient routes when stalking its prey... especially in the city.

Illustration by Patrick Sullivan

Shortcut



Sub-Type: Test

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Illustration by Patrick Sullivan

Shortcut



Sub-Type: Test

Add +1 to a hunter's Pursuit score for this test.

The inventive mind can always find more efficient routes when stalking its prey... especially in the city.

Illustration by Patrick Sullivan

Scan the Area



Sub-Type: Test

Add +1 to a hunter's Search score for this test.

It's easy for a crim to get "lost" amidst the ruins of the sprawl.

Illustration by Patrick Sullivan

Scan the Area



Sub-Type: Test

Add +1 to a hunter's Search score for this test.

It's easy for a crim to get "lost" amidst the ruins of the sprawl.

Illustration by Patrick Sullivan

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Scan the Area



Sub-Type: Test

Add +1 to a hunter's Search score for this test.

It's easy for a crim to get "lost" amidst the ruins of the sprawl.

Illustration by Patrick Sullivan

Unexpected Complication



Sub-Type: Test

Bad Luck

Add +1 to a crim's Combat, Pursuit, or Search score for this test.

In the sport of Urban Manhunt, you have to expect the unexpected.

Illustration by Patrick Sullivan

Unexpected Complication



Sub-Type: Test

Bad Luck

Add +1 to a crim's Combat, Pursuit, or Search score for this test.

In the sport of Urban Manhunt, you have to expect the unexpected.

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Unexpected Complication



Sub-Type: Test

Bad Luck

Add +1 to a crim's Combat, Pursuit, or Search score for this test.

In the sport of Urban Manhunt, you have to expect the unexpected.

Illustration by Patrick Sullivan

Better Than You Thought



Sub-Type: Test

Add +2 to a crim's Combat, Pursuit, or Search score for this test.

Hunters usually outmatch the crims they set out to eliminate. There ARE exceptions.

Illustration by Patrick Sullivan

Right Into a Trap!



Sub-Type: Test

Trap

Add +3 to a crim's Combat, Pursuit, or Search score for this test.

Positioning is everything.

Illustration by Patrick Sullivan

Stunning Performance



Sub-Type: Test

Add +1 to a hunter's Combat, Pursuit, or Search score for this test.

Eliminating crims is a good way to earn points, but let's not forget that the crowd votes for strong performances more often than not.

Illustration by Patrick Sullivan

Change of Tactics



Sub-Type: Test

Play this at the end of "Step 2" of the test procedure. You may change the type of test taken to any type you wish.

Just when they think they know all the answers, you change the questions.

Illustration by Patrick Sullivan

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Major Consequences



Sub-Type: Test

Play after a hunter fails a test. The effect depends on the type of test failed. For C-Tests, the hunter loses an extra Life token; for P-Tests, the hunter's player discards an extra card; for S-Tests, the hunter loses an extra Score Token.

Illustration by Patrick Sullivan

Malfunction



Sub-Type: Test

Bad Luck

Play at the end of "Step 3" of the test procedure. Choose one "Attach to Hunter" action card with the "Gear" or "Weapon" Descriptor. That card's effects may not be used during this test.

"Oh, shit."

Illustration by Patrick Sullivan

Give It Your All



Sub-Type: Test

During "Step 3" of the test procedure, discard up to 3 cards to gain a bonus to a hunter's Combat, Pursuit, or Search score for this test. The bonus is equal to the number of cards you discarded.

There's nothing that a little extra effort can't accomplish.

Illustration by Patrick Sullivan

Ambush



Sub-Type: Test

Trap

Play at the end of "Step 2" of the test procedure, after an opponent has announced that he is taking a Pursuit or Search test. That opponent's hunter loses a Life Token. "Gear" and "Armor" cards cannot prevent this damage.

The best attacks are the ones the prey never sees coming.

Illustration by Patrick Sullivan

Spectacular Elimination



Sub-Type: Test

Play after "Step 4" of the test procedure, after a hunter eliminates a crim. That hunter's player receives an additional Score Token.

The audience awards extra points for highly entertaining eliminations. And by "entertaining", we mean "brutal and violent".

Illustration by Patrick Sullivan

Bland Elimination



Sub-Type: Test

Play at the end of "Step 4" of the test procedure, after a hunter eliminates a crim. That hunter's player receives 1 less Score Token (minimum of 1).

Nobody likes a boring kill, especially the home audience.

Illustration by Patrick Sullivan

Twist of Fate



Sub-Type: Test

Play whenever an opponent plays an action card with the "Bad Luck" Descriptor. That card is negated.

"I'm sure glad that pipe was there. Otherwise, I'd have been a goner."

Illustration by Patrick Sullivan

Mistaken Identity



Sub-Type: Test

Play at the end of "Step 2" of the test procedure. The crim the hunter is attempting to eliminate is discarded and replaced by the top card of the crim deck.

"Better him than me."

Illustration by Patrick Sullivan

Pistol



Sub-Type: Attach to Hunter

Weapon

Add +1 to the hunter's Combat score.

Small and easy to use, the pistol is a favorite of hunters the world over.

Illustration by Patrick Sullivan

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Rifle



Sub-Type: Attach to Hunter

Weapon

Add +1 to the hunter's Combat score. If the hunter has the "Marksman" Descriptor, he receives a +2 instead.

In the right hands, a rifle can end someone's life in a split second.

Illustration by Patrick Sullivan

Club



Sub-Type: Attach to Hunter

Weapon

Add +1 to the hunter's Combat score. If the hunter has the "Brawler" Descriptor, he receives a +2 instead.

Clubs may be crude, but there's no doubting their effectiveness.

Illustration by Patrick Sullivan

Armored Jacket



Sub-Type: Attach to Hunter

Armor

Add +1 to the hunter's Life Tokens score (to both sides of his card). The hunter immediately receives an extra Life Token as well.

What makes armored jackets so popular in the sport is that they offer serious protection without sacrificing much maneuverability.

Illustration by Patrick Sullivan

Heavy Armor



Sub-Type: Attach to Hunter

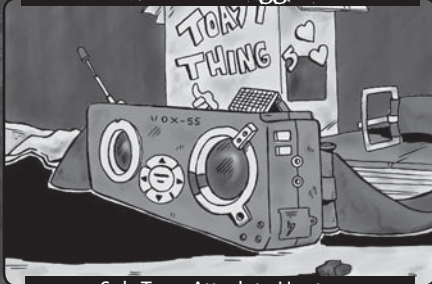
Armor

Add +2 to the hunter's Life Tokens score (to both sides of his card). The hunter immediately receives two extra Life Tokens as well.

Heavy armor can help a hunter shrug off even the most grievous damage.

Illustration by Patrick Sullivan

Infrared Goggles



Sub-Type: Attach to Hunter

Gear

Add +1 to the hunter's Search score.

Darkness creeps its way all throughout the city, manifesting in every nook and cranny. It goes without saying that any device that allows a hunter to spot living things within the shadows is a good thing.

Illustration by Patrick Sullivan

Heat Detector



Sub-Type: Attach to Hunter

Gear

Add +2 to the hunter's Search score.

"You can run but you can't hide!"

Illustration by Patrick Sullivan

Climbing Claws



Sub-Type: Attach to Hunter

Gear

Add +1 to the hunter's Pursuit score.

Being capable of climbing over the many obstacles scattered about the combat zone is a huge advantage.

Illustration by Patrick Sullivan

Jump Pack



Sub-Type: Attach to Hunter

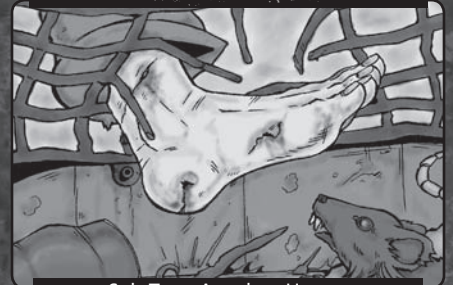
Gear

Add +2 to the hunter's Pursuit score.

Jump Packs are rare, making them highly sought after by virtually every hunter in the world.

Illustration by Patrick Sullivan

Twisted Ankle



Sub-Type: Attach to Hunter

Wound

Subtract -1 from the hunter's Pursuit score (down to a minimum of 0).

"Ankles ain't s'posed to bend that way."

Illustration by Patrick Sullivan

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Broken Arm



Sub-Type: Attach to Hunter

Wound

Subtract -1 from the hunter's Combat score (down to a minimum of 0).

When a hunter's arm is broken, opportunistic crims will try to take advantage of it.

Illustration by Patrick Sullivan

Injured Eye



Sub-Type: Attach to Hunter

Wound

Subtract -1 from the hunter's Search score (down to a minimum of 0).

You can't hit a target unless you can see it.

Illustration by Patrick Sullivan

Insight



Sub-Type: Attach to Hunter

The hunter's Hand score is increased by +1.

A brilliant idea is worth a thousand rounds of gunfire.

Illustration by Patrick Sullivan

Sharpshooter



Sub-Type: Attach to Hunter

The hunter gains the "Marksman" Descriptor.

Precision and patience are the two most important traits a sniper could have.

Illustration by Patrick Sullivan

Street Fighter



Sub-Type: Attach to Hunter

The hunter gains the "Brawler" Descriptor.

Guns are okay and all, but there's nothing like getting up close and personal.

Illustration by Patrick Sullivan

Tough Guy



Sub-Type: Attach to Crim

Add +1 to the crim's Combat Target Number.

"Not all of them are weaklings, you know."

Illustration by Patrick Sullivan

Fast Runner



Sub-Type: Attach to Crim

Add +1 to the crim's Pursuit Target Number.

"Look at him go!"

Illustration by Patrick Sullivan

Sneaky



Sub-Type: Attach to Crim

Add +1 to the crim's Search Target Number.

"It's in their criminal nature to hide, so it's not surprising that most of them are very good at it."

Illustration by Patrick Sullivan

Persistent



Sub-Type: Attach to Crim

All of the hunter's Target Numbers are increased by +1. Hunters located at the same site as this crim may not willingly relocate unless his player discards a random card from his hand.

"Why won't you die?!"

Illustration by Patrick Sullivan

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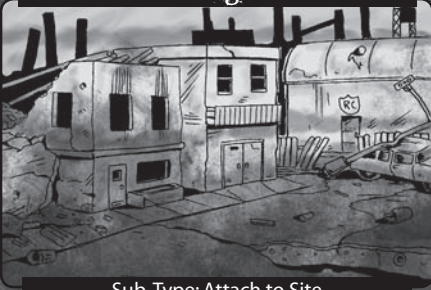
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Fog



Sub-Type: Attach to Site

This card may only be played on a site with the "Exterior" Descriptor. All Target Numbers of crims located at this site are increased by 2. In order for a hunter to willingly relocate from this site, his player must take two consecutive Relocate actions.

"It just rolled in all of a sudden, reducing visibility to zero."

Illustration by Patrick Sullivan

Mutated Fang-Fish



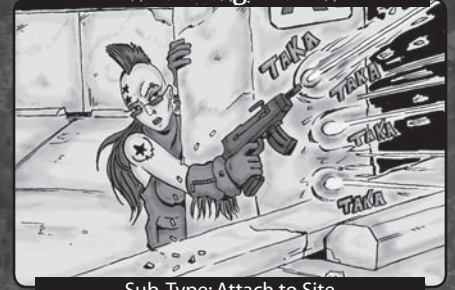
Sub-Type: Attach to Site

This card may only be played on a site with the "Water" Descriptor. Every time a hunter takes an action while located at this site, a coin must be flipped. If heads, the action is carried out as normal. If tails, the action cannot be carried out and the hunter loses a Life Token.

They're like piranhas on steroids.

Illustration by Patrick Sullivan

Interesting Terrain



Sub-Type: Attach to Site

All crims located at this site gain +1 to their Value score.

Fans love battles that take place at intriguing locales, and they often give bonus points for eliminations occurring at such sites.

Illustration by Patrick Sullivan

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