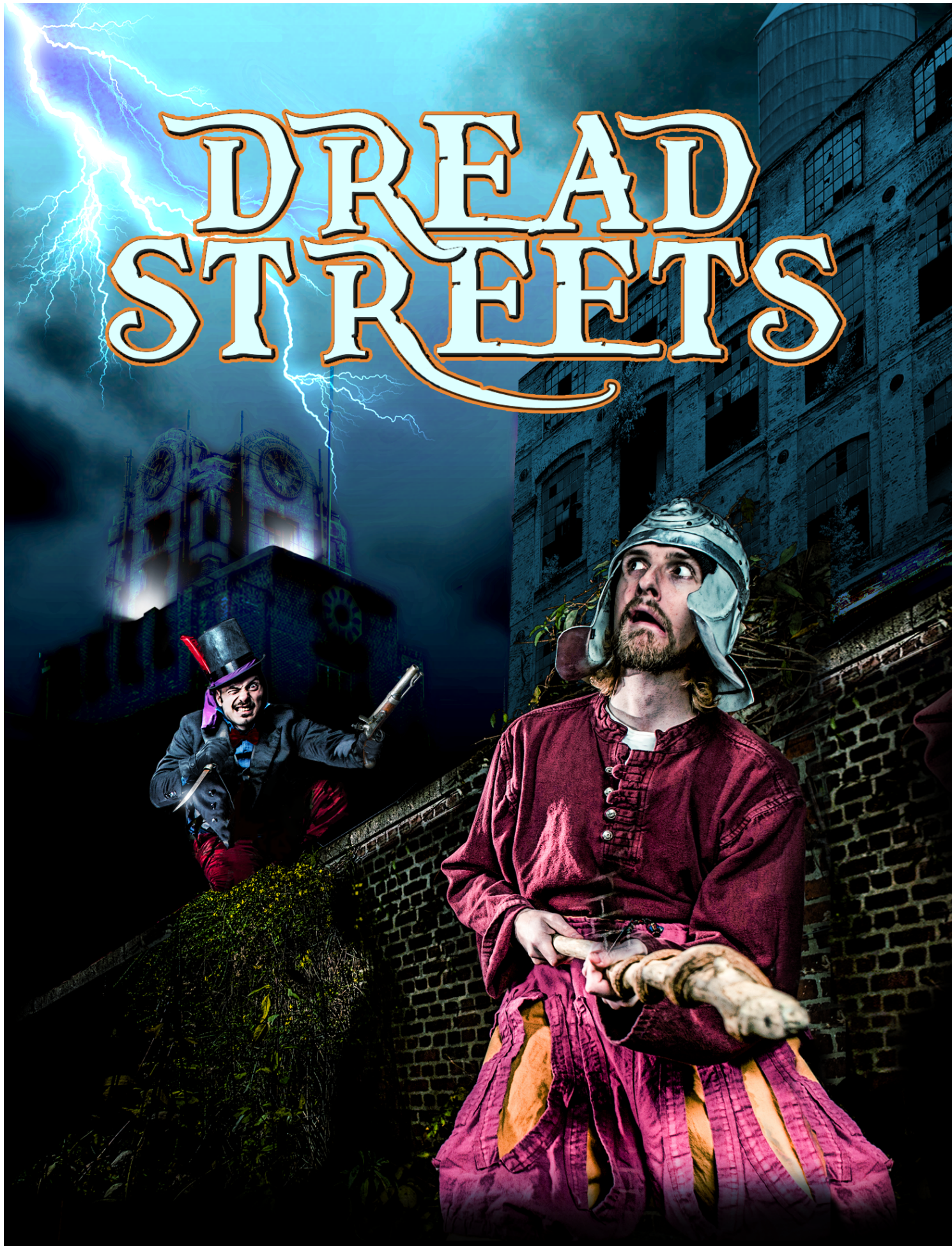


DREAD STREETS



A Swaschbuckling Tabletop Game by Bjarke Christensen and Rasmus Whichmann



Table of Contents

3 Gangs each consisting of 5 Heroic Miniatures.

The Players must control one Gang each and direct it to victory.

3 Dice Pools consisting of 3 Crimson and 1 White Die.

The Dice Pools are rolled in order to determine the Heroes Potential to Perform Stunts.

3 Pressure Meters complete with 3 Pressure Counters; 1 Blue, 1 Yellow, 1 Red.

The Pressure Meters are used to keep track on who is winning the Game.

3 Mission Decks each consisting of 4 cards; Swashbuckler, Brawler, Trickster, Shooter.

Missions are the Heroes personal agendas, they are part of the Winning Conditions.

5 Liquor Objective Markers.

Liquor can be used to Perform Tricks and Occupying it are part of the Winning Conditions.

1 Battle Map

The Battle Map is where you will set up for play and where the fighting will take place

9 Buildings; 6 two Store Buildings, 2 Three Store Buildings and 1 one Storey Building.

Buildings adds an extra dimension to your Battle Map and helps to shape the Streets.

6 Comeback Zone Markers.

These are placed on the Half Zones at the edge of the Battle Map.

3 Starting Zone Markers.

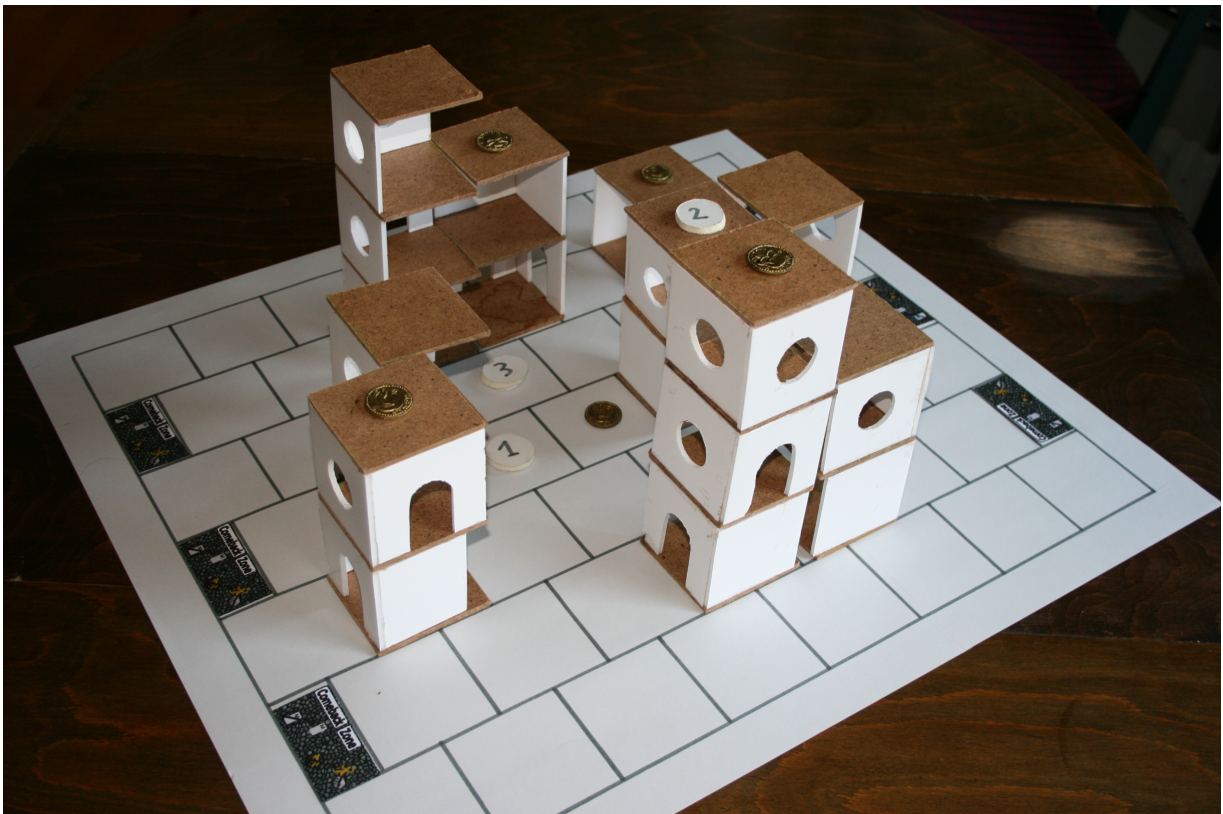
These are placed on the starting Zones to help you remember where it is.

5 Action Tokens.

Are used during play to keep track on, which of your Heroes who has been activated.

4 double sided reference Sheets.

Are used during play to keep track on all the Stunts your Heroes are able to Perform.



DreadStreets Introduction

As far as the eye can see it stretches on and on; the cobbled alleyways and tiled rooftops that shape the immense cityscape known only as - the DreadStreets.



DreadStreets is a game about swashbuckling combat encounters in a low fantasy urban environment. As one of the mysterious Directors your Goal is to guide a Gang of Heroes. Their main concern in this world is to "show off" and - and then head to the Inn and brag about their epic triumphs and scars.

Direct your Gang of 5 Heroes and use them to perform all kinds of daring Stunts. Find ways to make your Heroes cooperate, to optimize their performances, keep your Gang on the offensive to avoid losing the game, and to improvise solutions according to the outcome of your die rolls.



As the fight unfolds, you must direct your Heroes actions in order to pursue the 3 main Goals of the Game: causing Bloodshed, control Objectives and obtain the Heroes' personal Missions. Successfully pursuing Goals will put pressure on your Opponents and ultimately break their will to fight; making you Win the game.



Scenario Introduction

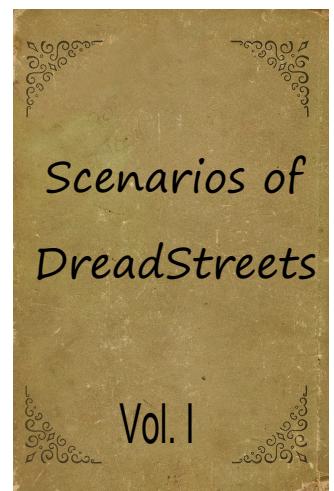
Finally the years of training at the Heroes Academy came to an end - as the newly fledged Gangs of Heroes emerged onto the Streets, they headed straight for the tavern district; ready to indulge in the old initiation rituals of drinking and Brawling.

The Initiation

The Scenario is one of the fundamentals in any game of DreadStreets. A scenario provides a background story for each individual game in order to put the Directors in the right mood. For a good introduction game play the Scenario "Initiation".

A Scenario will also contain a Map for game setup; use it to find out where the different buildings and counters should be placed and where the different Gangs will begin the Game. This way the game board can easily be subject to different setups.

Finally each Scenario will have specific rules regarding the 3 main Goals. This means the exact ways your Heroes needs to perform and interact with the gameboard in order to Win the game, will vary from game to game, according to the scenario being played.



Game Setup

Pick a Scenario and Place the Buildings, Objective Markers and Comeback Zone Markers as shown on the map. If you are playing the Initiation (recommended if this is your first game) use the map below for Setup. This will transform the gameboard into the part of the DreadStreets, where the Scenario is about to take place. The Starting Zones are where the Gangs will enter the Game Board, and are not used during setup.

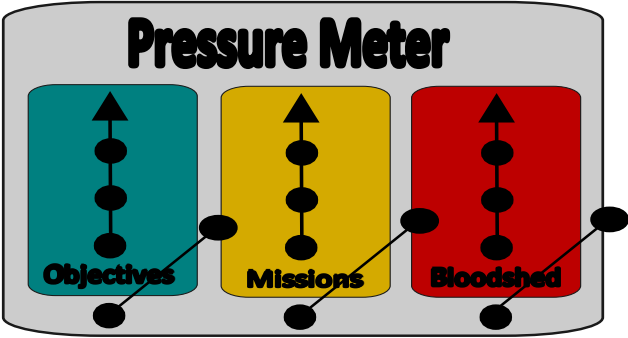
- Building
- 1,2,3 Storey height
- Objectives
- Starting Zones
- Comeback Zone

To complete Setup all Directors must take the following items from the box.

One Gang of Heroes



One Pressure Meter



Introduction to the Gang

"You there - what is your profession?" - "Uh - the 10 foot longbow didn't tip you off?"

The Gang is another fundamental of the game. Each Director controls a Gang of 5 Heroes. Controlling your Heroes' to make them pursue the right Goals, is the key to victory.

The 5 Heroes in your Gang each represents a unique Arch-Type, with its own tactical use, although the Leader is effectively a copy of one of the other Arch-Types. (this allows Directors to customize their team, even without use of the Campaign Rules)

In order to see which Arch-Type a miniature represents, you have to look at its Armament. The colours on the Miniatures are to tell the Gangs from one and other.

Swashbuckler



Iconic Armament: Blade Weapon or Weapons; Sword, Dagger, Scimitar, Cutlass, Saber etc.

Tactical Use: The Swashbuckler can get to the right place at the right time; to occupy a remote Objective or to Assault an Opponent and get a chance to secure the Bloodshed Goal.



Trickster



Iconic Armament: Improvised Weapon or Weapons; Staff, Spear, Odd Prob, unarmed, claws etc.

Tactical Use: The Trickster is unnaturally lucky, and there able to hold onto Objectives on their own. They can also easier trigger Objectives, to gain advantages for their team-mates.



Shooter



Iconic Armament: Ranged Weapon or Weapons; Pistol, Crossbow, Sling, Throwing Star, Bow etc.

Tactical Use: The Shooter is Great at co-operating with other Gang members. It's special attacks has great reach, and can help you take control of any situation that might come up.



Brawler



Iconic Armament: Brutal Weapon or Weapons; Axe, Morning Star, Two-handed, Blunt, Exotic etc.

Tactical Use: The Brawler excels at pursuing the Bloodshed Goal. It has a better change to Perform the most devastating Brawl Stunts and bother less about the Opponent's defence.



Playing DreadStreets

"We weren't the best because we killed quickly. We were the best because the Gods' were pleased to watch us in action; please the Gods and you will win your encounters."

The game mechanisms of DreadStreets is inspired by the cinematic action genre known as Swashbuckling or Cloak & Dagger; only in DreadStreets the action is the reality. Important elements of the genre include: Jumping around during fights, a lot of taunting comments - and the constant need for the Heroe, to "show off" in a teatrical, over the top manner. Therefore we made all of these things a part of the winning conditions.

In DreadStreets there are also spectetors; the Gods themselves are watching the fights as entertainment, alongside the nobility of the city - and perhaps some unlycky locals who did not evacuate in time, before all hell broke loose.

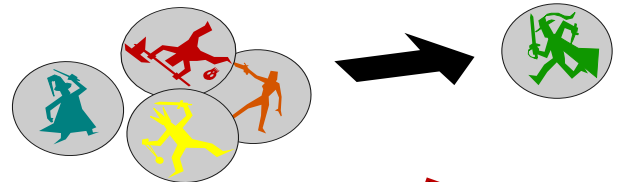
As for your role; you are a created by the Gods to act as a Director. Without a script and only with the the narrative frame and winning conditions offered by the Scenario and Dice Pool of Fate in your palms, you must direct your Gang of Heroes trough every encounter; always painfully aware that - the Gods are watching.

The Turn Sequence

DreadStreets is a turn based game. Even though there is no time limit, the Directors are expected to think and act as fast as a Hero would do in a real time action sequence.

A turn consists of 3 steps:

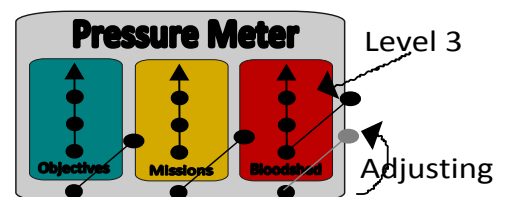
The Director must activate the 5 Heroes one at a Time, by passing the appropriate action token on to the next Director in line.



Immediately after a Hero has been activatited: make an Action Roll and Perform Stunts with the Active Hero, before the next Hero is activated. On a Hero's first turn use the starting Zones in order to let them enter the Game.



Once all Heroes have been activated, check how well the Gang did on pursuing the 3 Goals this turn, and adjust the Pressure Meter accordingly. The Winner is the first player to reach level 3 on all Goals.



Each scenario details which Director should go first. In the Initiation scenario, it is the Director whose Leader is a Swashbuckler, then the Trickster and last is the Brawler. The Gangs will enter from the Starting Zones named A (first Director), B (Second) and C (Third). To begin the game, give the action tokens to the first Director - and go!

Making Action Rolls

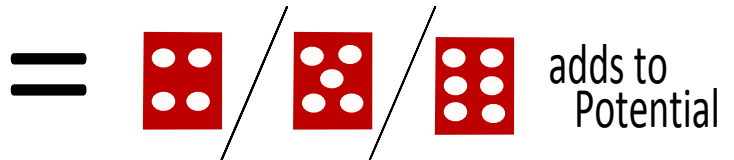
When a barrel rolls towards you, will you get out of its way like a commoner - or will you jump epicly upon it, and steer it into the fray?

For the Heroes in DreadStreets, failure is not an option. But their performances may differ in quality. Two factors effects this quality; a Hero's Potential and a Directors skill to transform that potential - great or poor as it might be - into a game winning Stunt. The Action Roll is what determines a Hero's potential, and it is only after the Dice Pool has been rolled the Director has to make the tactical decision on how to make use of it.

The Director must make an Action Roll as soon as a Hero has been Activated : this is done by rolling the Dice Pool; consisting of a single, white Dread Die and the 3 Crimson Dice.



To determine the Hero's Potential, look at each die individually: if it shows as a 4, 5 or 6 it adds to a Hero's Potential.



A high Potential will grand access to a greater choice in Stunts.

One die shows a 4, 5 or 6 is a: **Common** 

Two dice show a 4, 5 or 6 is a: **Heroic** 

Three dice show a 4, 5 or 6 is an: **Epic** 

As failure is not an option; any Action Rolls with no Dice showing 4, 5 or 6 may be re-rolled. This rule does not account for Modifiers.

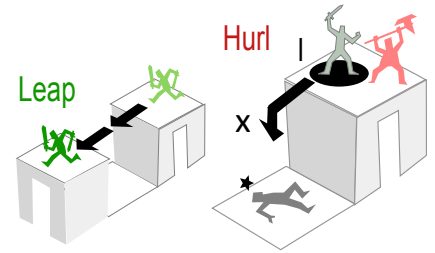


This is a Basic Action Roll. In addition there are 2 ways to Modify Dice Rolls, a positive and a negative, which will be covered on the next page.

Choosing and Performing Stunts

"Sometimes you need to punch a man in the face, and sometimes you just need to show him you can drink a Black Pox Ale three times faster than he can. Don't get carried away by your own Potential out there!"

After the Hero's Potential has been determined it is time for the Director to choose a Stunt for the Hero to perform. A Stunt is a Specific action like Hurling an Opponent off a tall building, or Leaping from one rooftop to another.



The more than 24 available Stunts have been divided into 4 categories called Courses of Action: Trick Stunts enables the Hero to Interact with elements on the game board, Brawl Stunts are for close Combat, Shoot Stunts are for ranged Combat, and Parkour Stunts are for Movement.



During play use the 4 Stunt Reference Sheets to maintain an overview of the many choices.

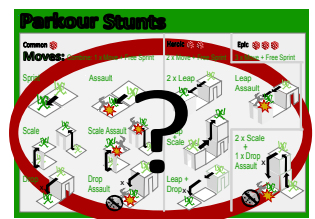
During play use the 4 Stunt Reference Sheets to maintain an overview of the many choices.



Remember that the main reason to Perform Stunts is to pursue Goals; choose the Stunts that will help you with those.

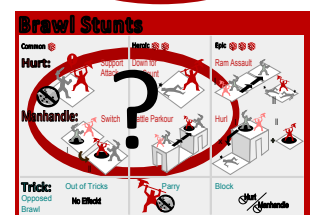
An Epic Potential will give your Hero access to perform any Stunt, but you may experience situation where the Epic Potential only applies to the Hero's Preferred Action (see modifiers on the next page)

Epic



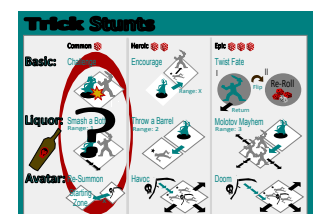
A Heroic Potential will only give your Hero access to Heroic Stunts and alternately Common Stunts; it is always possible to Perform a Stunts that takes less Potential.

Heroic



If you are unlucky, you will only roll a Common Potential or sometimes a Dread Effect will downgrade a Heroic Potential to a Common (see modifiers on the next page). In these cases, your Hero will only be given access to the Common Stunts.

Common



The Modifiers

"I reckon you can send me into the mud - but I am still the best Brawler in this part of the Streets. Taste my fist!"

The Modifiers are another thing that can influence which Stunts a Director may or will let it's Hero Perform. There are exactly Two modifiers in DreadStreets. The positive modifier is called the Preferred Action and it's depends on which Heroic Arch-Type the Hero is. The Negative Modifier is the DreadEffect and its use is circumstantial.

Each Hero has one of the 4 Courses of Action as their Preferred Action: When choosing Stunts from the Preferred Course of Action, Add 1 to the Hero's Potential for each die that shows a 3.

Preferred Action
ModEffect

$$+ \text{ [Red Die with 3s] } = \text{ Preferred Potential}$$

A reference to the Preferred Actions for each Heroic Arch-Type can be found here below and on the cards in the Mission Deck.



Sometimes a Course of Action will suffer from a negative Modifier called the Dread Effect: When this happen you may **Not** count in the Dread Die when determining Potential. Below is a list of the situations that course Dread Effects.

The Dread Effect

$$- \text{ [Dread Die] } = \text{ Dreaded Potential}$$

Be aware that sometimes DreadEffects will only affect one Course of Action, and sometimes all.

Starting the Turn being Down

Parkour

Starting the Turn in the Comeback Zone

Starting the Turn being Down

Brawl

Target Performs the Opposed Trick: Parry

Starting the Turn being Down

Trick

Target of a Drop Assault or any kind of Support Stunt

Starting the Turn being Down

Shoot

Target Performs the Opposed Trick: Take Cover



Parkour Stunts

"The Streets are a pack of deadly beasts; and Parkour is the means to dominate them ."

Parkour Stunts are Performed in order to move the active Hero from one Zone on the Gameboard to another. The Director creates a flow of moves by combining Sprint, Leap, Scale and Drop Moves into a single Stunt.

Parkour Stunts can be used to pursue Goals in 3 ways: Moves can bring your Hero into position on an Objective. Assault can bring your Hero into contact with an Opponent's Hero in order to follow up with a Brawl Stunt. Also Swashbuckler Missions will often be related to Parkour.

Depending on the Heroes Potential a Parkour Stunts will consist of a Free Sprint and 1, 2 or 3 moves in any combination the Director finds fitting for the situation.

On the Reference Sheets the length an directions of the Moves are pictures with an arrow; each arrowhead indicates that an additional move is needed to Perform the Stunt.

The Moves on this page are all Stunts in their own rights, but they can also be combined with each other or repeated 2 or 3 times to perform Heroic or Epic Stunts.

The Sprint Move enables the Hero to move from it's current Zone into an adjacent Zone, without changing Storey or moving trough the air. All Parkour Stunts may contain a free Sprint.

The Scale Move enables the Hero to change Storey. Move the Hero into an adjacent Zone containing a building and place it on any accessible Storey or move it from a a lower Storey to a higher Storey in the same Zone. Movement requirements for Scaling equals 1 move for each Story Scaled, so Scaling a one Storey building in an adjacent Zone does still count as only one move.

The Drop Move enables the Hero to move down quickly. Move the Hero of a building and into an adjacent Zone, then move the Hero downwards untill it hits solid ground. The X next to the arrowhead indicates that the Hero can move downwards any number of Storeys as a single move.

Parkour Stunts:

Common 

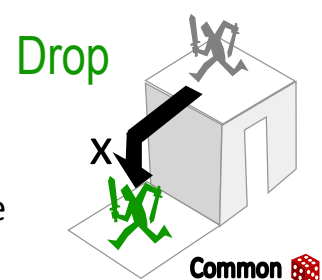
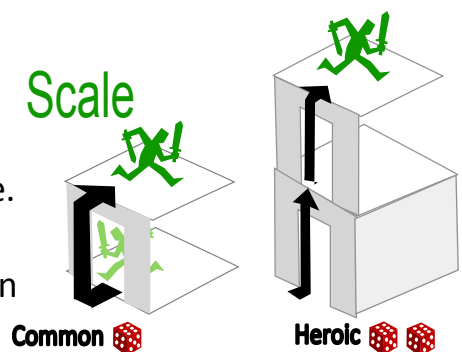
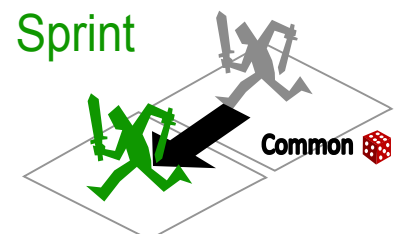
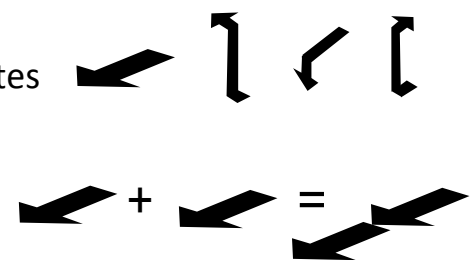
Combine a Free Sprint Move
+1 Move of you own choice

Heroic 

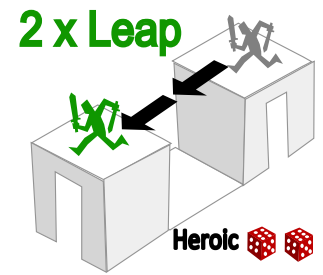
Combine a Free Sprint Move
+2 Moves of you own choice

Epic 

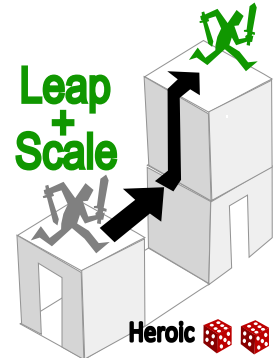
Combine a Free Sprint Move
+3 Moves of you own choice



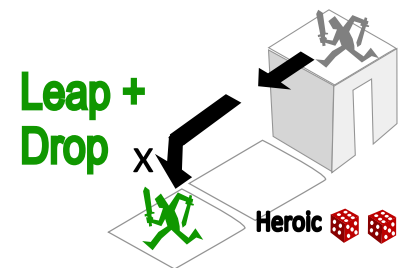
The Leap enables the Hero to make a Move from one building to another. During the Leap, the Hero does not need solid ground under its feet, but it must end its Move in another building and at the same Storey as it's starting point; the Leap will always consist of at least 2 moves in combination but it can be increased to a 3 Move Epic Leap.



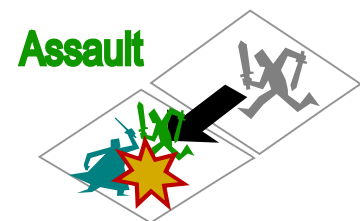
This Stunt combines the Leap and Scale Moves. In this combination the Leap does not have to end at the same Storey as the Hero's starting point, but it enables the Hero to move without solid ground under its feet before Scaling. As with a Scale the Hero must be moved to an accessible Storey. The combination can contain a 3rd move to create an Epic Stunt.



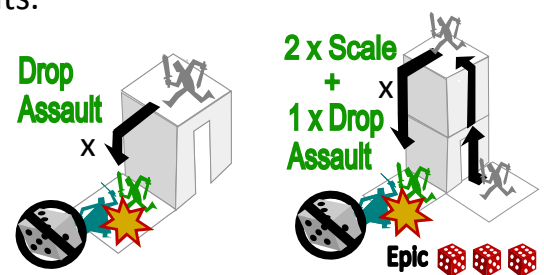
This Stunt combines the Leap and Drop Moves. In this combination the Leap does not have to end at the same Storey as the Hero's starting point, but it enables the Hero to move without solid ground under its feet before dropping. It can be combined with a 3rd move to create an Epic Stunt.



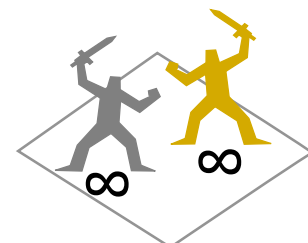
The Assault Move option enables the Hero to move into a Zone and subsequently Perform a Brawl Stunt on an Opponent who is also positioned in that Zone. The Yellow star with the Red frame indicates that your Hero must perform a Brawl Stunt immediately after the Assault Move. There are no special requirements for making Assaults.



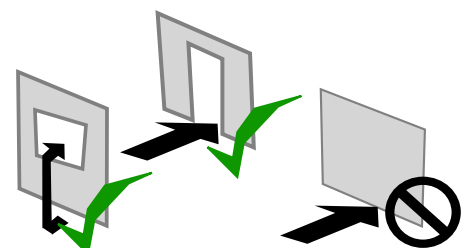
The Drop Assault is a superior form of Assault. If the last move in your Hero's combination was a Drop Assault, the Opponent will suffer from the DreadEffect on its subsequent Opposed Trick Roll. Your Hero must be positioned on a rooftop or on a balcony in order to perform a Drop Assault.



In theory there is no limit to the number of models who can be positioned in a Zone at one time, nor can a model block another's ability to move through a Zone.



Furthermore all Buildings can be Scaled from any side even if there is a "missing wall". A model can move through any opening in a building; Window, doorway or "missing Wall". But a model can never move through solid walls (walls with no openings).



The Brawl

"Ah the Brawl; nothing inspires ones creativity so much, as finding ways of inflicting pain."

Brawl Stunts are performed in order to engage an Opponent in close combat. Although we imagine the Heroes to fight back and forth, the outcome of the Brawl will always be that the active Hero does something harmful to the Opponent Hero. Also be aware that Shooters cannot Perform Brawl Stunts.



Brawl Stunts can be used to pursue Goals in 3 ways:
 Manhandle Stunts are used in order to take control of Objectives currently held by an Opponent Hero.
 Hurt Stunts are used to take Down Opponents, which will help you pursue the Bloodshed Goal.
 Also, Brawler Missions will often be related to Brawl.

Brawl in order to Pursue Goals

Hurt = Bloodshed

Manhandle = Objectives

In Order to engage an Opponent Hero, your active Hero must be positioned in the same Zone as the one you wish to engage; use an Assault Move to meet that requirement. Remember: You can still use the Free Sprint Move to do this.



Immediately before a Brawl Stunt is chosen, the Opponent must make an Opposed Trick Roll. Opposed Trick Rolls are made exactly like action Rolls but their purpose is to see if the Opponent has a Trick up its sleeve to help it defend itself.



Opposed Tricks differ from Stunts, because the Potential of the roll defines the Opposed Stunt. You can elect to Perform a Trick which has a lower Potential.

Common Heroic Epic

Trick: Out of Tricks Parry Block
 Opposed Brawl No Effect ~~Hurt~~ ~~Manhandle~~

The Epic Trick allows the defender to Block the Attackers ability to choose from either Hurt or Manhandle Stunts; this will influence the Attackers ability to pursue specific Goals.



The Heroic Trick allows the defender to Parry, which applies the DreadEffect on the Attackers Brawl Potential; adjust for this immediately. If an Epic is rolled, you may choose Parry instead of Block if you prefer so.



The Common Trick does not have the Potential to affect the attackers ability to choose a Brawl Stunt; it has no effect.

Out of Tricks
 No Effect



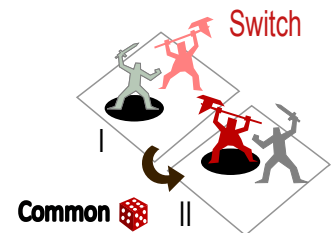
Brawl Stunts

"You should have seen me, I picked him up over my head while he was screaming like a pig, and then I..."

This Common Stunt enables the Hero to call on aid from a Friend. Immediately activate a new Hero. If it Performs a Brawl Stunt on the same Opponent, it's Opposed Trick Roll will suffer from the Dread Effect.



This Common Stunt enables the Hero to Switch place with the defender; in order to take over the Objective, the defender was currently occupying.



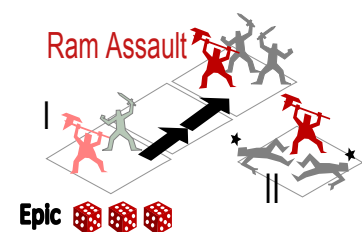
This Heroic Stunt lets the Hero Knock its Opponent Down for the Count; Lay the miniature presenting it down. until the beginning of its next turn. A Hero who begins its turn being Down, will suffer from the Dread Effect on all Stunts for the Turn being.



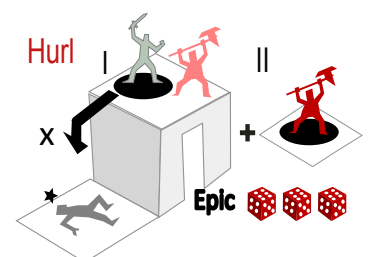
Battle Parkour is a Heroic Stunt that enables the Hero to Perform 2 Parkour Moves together with its Opponent; none of which can be an Assault. The additional Moves can be used to occupy an Objective or just to re-position.



Ram Assault is an Epic Stunt that enables the Hero to Perform 2 Parkour Moves together with its Opponent, in order to Assault a Second Opponent. As you Ram the one Opponent into the other, they will both go Down for the Count. The additional Moves can **not** be used to occupy an Objective.



Hurl is an Epic Stunt that enables the Hero to pick up its Opponent and Hurl of a Building. Move the Opponent downwards any number of Stores until it hits solid ground; the Opponent is considered to be falling, and will go Down for the Count as soon as it hits the ground. Finally if the Opponent occupied an Objective, you may move onto it.



Shooting

"If shooting at the enemy is considered unmanly, then by all means make a woman do it!"

Shooting Stunts are Performed in order to harm an Opponent without having the trouble of engaging them in hand combat first.



Shoot Stunts differ from Brawl attacks in many ways, one of which are, that only the shooter is considered to have the proper equipment to perform them. On the downside, the shooter cannot perform Brawl Stunts at all.

Shoot Stunts can be used to pursue Goals in 3 ways:

Shoot in order to Pursue Goals

Panic Stunts are used in order to move Opponents off Objectives and reposition them at disadvantaged positions. Harass Stunts are used to take Down Opponents, which will help you pursue the Bloodshed Goal.

Panic = Objectives

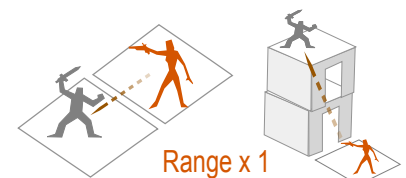
Also, Shooter Missions will often be related to Shooting.

Harass = Bloodshed

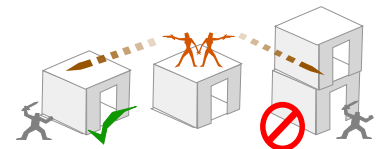
In Order to Shoot at an Opponent Hero, your active Hero must be positioned within Range, and it's line of fire may not be blocked by a building. Like Movement, Range is measured in Zones. Range is dependent on the Hero's Potential but it is not affected by Opposed Trick Rolls. Heroes may not make Parkour Stunts before they Shoot, but they do have a Free Sprint.

- Common** Range x 1 + Free Sprint
- Heroic** Range x 2 + Free Sprint
- Epic** Range x 3 + Free Sprint

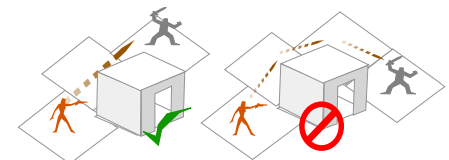
When calculating Range only count the actual number of Zones between your Hero and the Opponent; things like being positioned on different Storeys does not affect Range.



It is Impossible to shoot through a Building, but your Hero can shoot over buildings as long as their full number of Storey are equal to or lower than the Storey the Shooter Occupies.



Finally shots must always follow the shortest route possible towards the Opponent Hero; so projectiles cannot move around Buildings either.



Immediately before a Shoot Stunt is chosen, the Opponent must make an Opposed Trick Roll.



This works in the exact same way as an Opposed Brawl Trick Roll, though some of the names are changed for flavour purposes.



Shoot Stunts

"It was quiet - too damn quiet - then we heard the crackling sound, and we saw him fall..."

This Common Stunt enables the Hero to call on aid from a Friend. Immediately activate a new Hero. If it Performs a Brawl Stunt on the same Opponent, its Opposed Trick Roll will suffer from the Dread Effect.



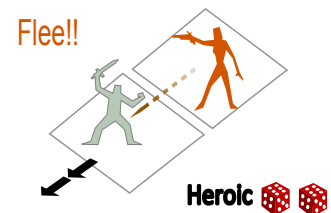
Cower is a Common Stunt that force the Opponent to leave an Objective it was currently occupying; move the opponents to of the Objective Marker, but leave it in the same Zone.



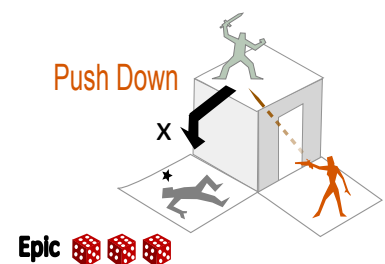
This Heroic Stunt can only target an Opponent who occupies an Objective. The Opponent will be go Down for the Count; Lay the miniature presenting it down. untill the beginning of its next turn. A Hero who begins its turn being Down, will suffer from the Dread Effect on all Stunts for the Turn being.



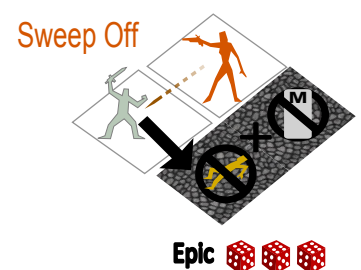
The Flee! Stunt is a Heroic Stunt that forces the Opponent to Perform 2 Parkour Moves; none of which can be an Assault. How and where to move is decided by the Director who controls the active Hero (the shooter).



Push Down is an Epic Stunt that force the Opponent to move of a Building. The Director who controls the active Hero (the shooter) must move the Opponent of the building and downwards any number of Storeys untill it hits solid Ground; the Opponent is considered to be falling and will go Down for the Count as soon as it hits the ground.



This Epic Stunt forces the Opponent Hero to flee the field of battle. The model is not Down for the count, instead it must be moved to a Comeback Zone of the Attackers choice and its Mission Card Must temporarily be removed from play. In the Opponents following turn: Return the Mission Card to play as soon as the Hero is activated. The hero must move onto the Gaming Board from the Comeback Zone and its Parkour Stunts will suffer from the Dread Effect this turn.



Trick Stunts

"I lost a lot of blood together with my good sword, so the situation was dire - but then I heard the sweet sound a cork leaving a bottle Black Pox Ale, and I found my second wind."

Trick Stunts are used to interact with the scenario specified features on the game board. They may differ for each Scenario, and there is no general telling on how they can help you to pursue Goals. Trickster Missions are usually related to the Performance of Trick Stunts.

In order to perform a Trick Stunt, the Hero must occupy an Objective. If the Hero just used a Brawl stunt like Switch to Occupy an Objective, it cannot activate it in the same turn.

The Trick Stunts covered by this section are used for the Initiation and are good examples of some basic Trick Stunts.

Challenge is a common Stunt that enables you to pick an Opponent in the same Zone as your active Hero and Brawl it Immediately, while keeping to Occupy the Objective.

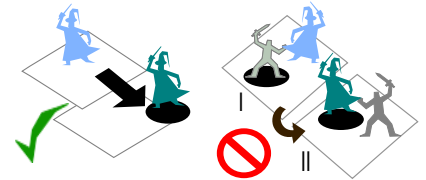
Smash a bottle is a Heroic Stunt that forces the Opponent to Perform 2 Parkour Moves; none of which can be an Assault. How and where to move is decided by the Director who controls the active Hero. The Stunt has Range 1.

Encourage is a Heroic Stunt, which can only target a Gang member who is Down for the Count; Immediately stand up the Miniature. This Stunt has an unlimited Range.

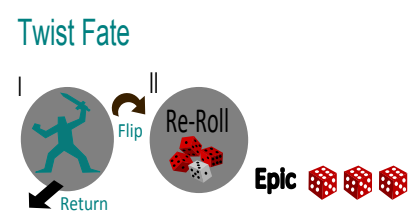
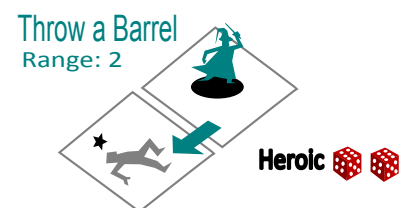
This Heroic Stunt has a Range 2. The Opponent will be go Down for the Count; Lay the miniature presenting it down untill the beginning of its next turn. A Hero who begins its turn being Down, will suffer from the Dread Effect on all Stunts for the Turn being.

Twist Fate is an Epic Stunt that grants the Director a Re-Roll option, which can be used at any time during this turn. Return the Heros Action Token to the active player, but turn it with the Re-Roll side upwards. When used pass it on to the next Director in line and immediately re-roll a Dice Pool.

Molotov Mayhem is an Epic Stunt that forces All Heroes in a Zone to Perform 2 Parkour Moves; none of which can be an Assault. How and where to move is decided by the Director who controls the active Hero. The Stunt has Range 3.



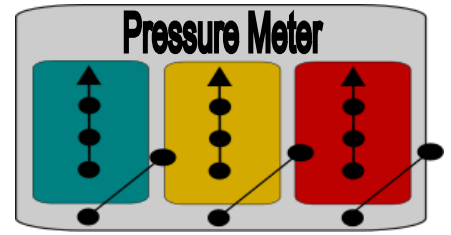
Basic: Liquor:



Adjusting the Pressure Meter

"Come on, break their will to fight, but don't forget to give me something to brag about!"

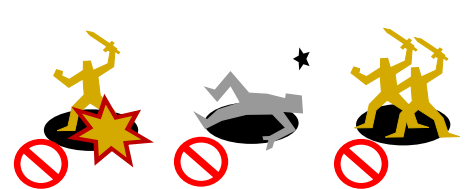
The Pressure Meter is used for keeping track on how well you and you Opponents are on pursuing Goals and Win. At the end of Each Turn, the Director checks up on the status of the 3 Goals; that can either be won, lost or even. If its a Win add one point to that Goal on the meter, if its a Loss deduct one, an Even means no adjustments are made.



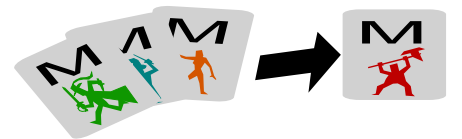
Objectives: The Gang needs to Occupy at least one Objective to call it Even. 2 Objectives is a Win, as long as no other Gang singlehandedly holds 3. If no Objectives are occupied it is a Loss.

Lost = 0 Objectives
 Even = 1 Objective
 Won = 2/3 Objectives

You can Occupy an Objective by moving a Hero upon an Objective Marker. Only One Hero can Occupy an Objective at a time. A Hero cannot use an Assault Move to Occupy an Objective. A Hero who goes Down for the Count can no longer Occupy an Objective.



Missions are described on the mission deck that fits the Scenario. Play the Mission cards as the Missions are done. Any mission cards played must stay on the board until the beginning of the Directors following turn.

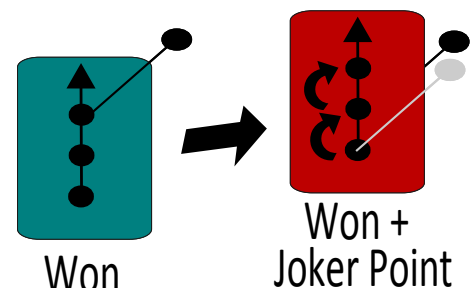


Lost = 0 Missions
 Even = 1 Mission
 Won = 2/X Missions

The Gang needs to play at least one Mission Card to call it Even. 2 Cards means a Win, unless an Opponent played 3+ cards in their last turn: in this case the active Director needs to match that number in order to win. If no Cards are played it is a Loss.

Lost = 0 Down
 Even = 1 Down
 Won = 2 X 1 Down

Bloodshed is pursued by taking Opponent Heroes from other Gangs Down for the Count. At least one Opponent must be Down to call it Even. To Win, your Gang needs to take Down a Hero from to different Opponent Gangs. If no Opponents are taken Down it is a Loss.



The Joker: If at least one Goal reaches the third step on the Pressure Meter, a Win on one such Goal may be converted into an extra point on one of the Other Goals. To allocate a Joker to a Goal you must also have won this Goal this turn. You can max. gain 1 Joker point each turn.

Winner!

The first to Gain 3 Point on all 3 Goal is the:

