THE GANGS ARE OUT, AND YOU ARE....

SURROUNDED!

WITH A SHOTGUN

INTRODUCTION

It is a bad day to be you. You're tired. You're hungry. You're in a small abandoned building, and it's surrounded by hoodlums. And they've just noticed you.

But you have a shotgun and a lot of ammo. So I guess it's not all bad.

Surrounded! With a Shotgun is a 1 to 4 player game in which you fend off hordes of hoodlums.

COMPONENTS

The game contains the following:

    This manual

    2 Double-sided game boards

4 player pawns

25 cards

50 Hoodlum counters

4 Barricade tokens

5 six-sided dice

Table of Contents

DEFEAT

You lose the game if there are ever any Hoodlums in the building during the Check for Victory/Defeat phase of a turn.

VICTORY

There are two ways to win.

Survival Victory

You win a Survival Victory if get through all 25 cards without losing.

Slaughter Victory

You win a Slaughter Victory if you are able to destroy all the Hoodlums.

SETUP

1. Determine the number of players and select the appropriate board as indicated in the upper right corner of the board under the game logo. See the callout to the right.

2. Place the selected board on a convenient flat surface.

3. Shuffle the cards, and place them face down near the board.

4. Assemble the Hoodlum Pool by placing a selection of Hoodlum counters equal to 10 plus 10 per player. To make this easier the Hoodlums come in five art varieties, each of which has ten copies.

Note: This means in a single player game you will have 20 Hoodlums, in a 2 player game you will have 30 Hoodlums, in a 3 player game you will have 40 Hoodlums, and in a 4 player game you will have 50 Hoodlums.

5. Place one Barricade token for each player near the board.

6. Each player places a player pawn in one of the rooms on the board.

7. Place one Hoodlum on each of the Spawn Points (indicated by the letters A thru E)

8. Make sure you have 5 six-sided dice ready.

9. Begin play.
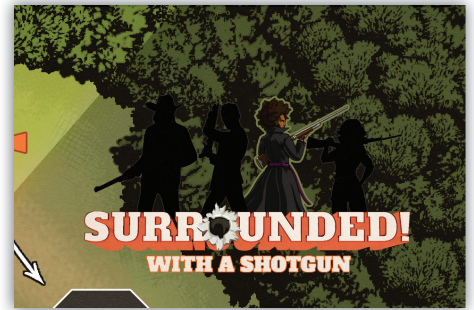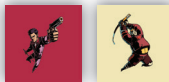
1 Player Board
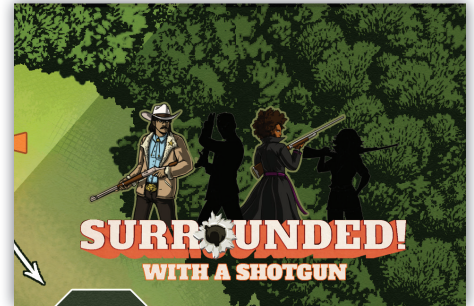
2 Player Board


3 Player Board

4 Player Board

THE SEQUENCE OF PLAY

The game is played in rounds. Each round consists of the following phases:

Draw a card

Spawn

Advance

Actions

Check for Victory/Defeat

DRAW A CARD

Draw the top card from the Draw Pile, then you use that card to carry out the rest of the phases.

These cards are always read and resolved from left to right. In the example below, that would mean you must resolve spawns at the E positions before spawns at the B position. Likewise, all C a dvancements would happen before any D advancements.
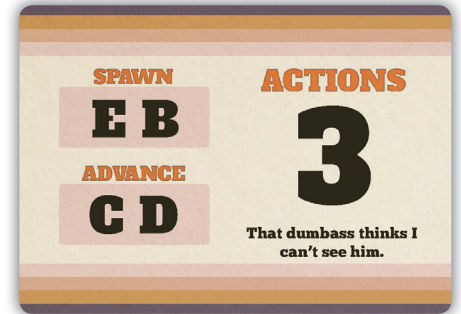
SPAWN

The section of the card labeled **Spawn** will display a number of letters ranging from A to E. For each letter indicated, starting with the letter on the left, place one Hoodlum on each space marked with that letter. If there are not enough Hoodlums in the pool to spawn at all indicated positions, the players decide how to divide them, with priority determined left to right.

Note: There is no limit to the number of Hoodlums in a single space.
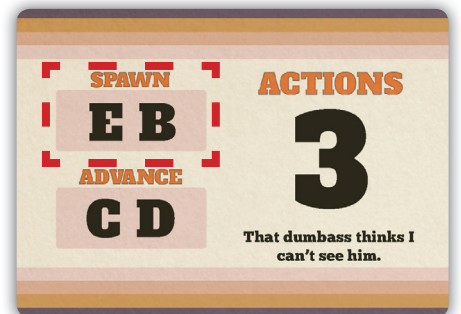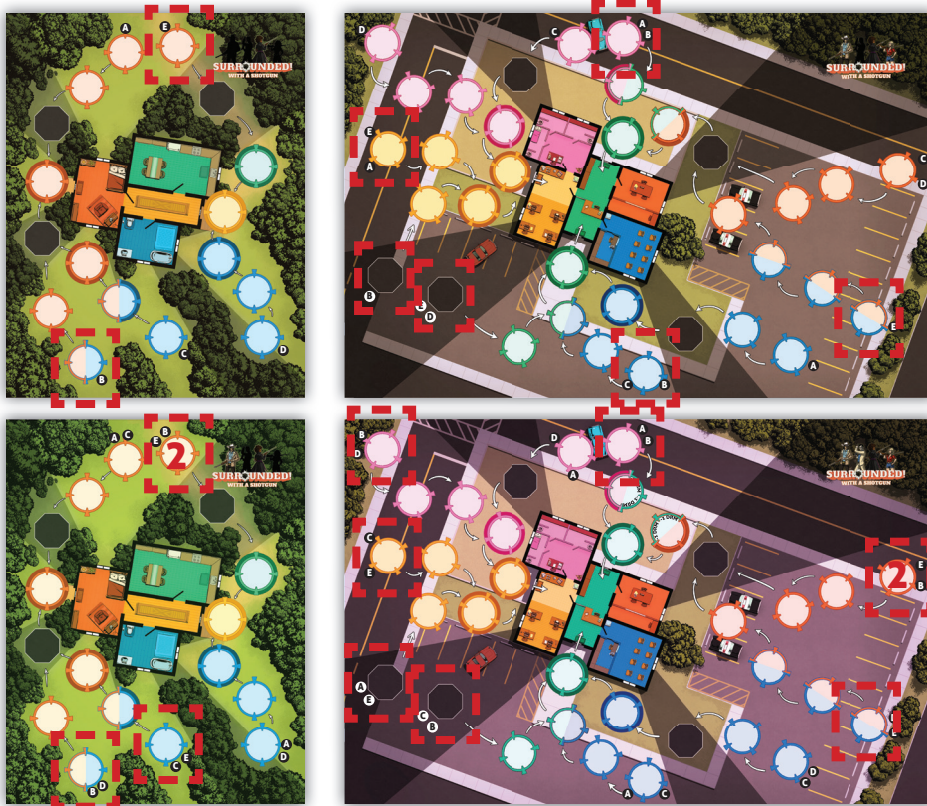
ADVANCE

The second section of the card, labeled **Advance**, indicates how Hoodlums will advance. For each letter indicated, starting with the letter on the left, move all Hoodlums who can trace a path back to a spawn point with that letter one space closer to the building.

Hoodlums should be moved from the closest space to the building first.

Hoodlums that occupy the same space should be moved together.

Note: Some tracks overlap as they get closer to the building. Hoodlums in these spaces will advance if either of the overlapping tracks need to advance. And if multiple overlapping tracks need to advance this can result in multiple advances for the same Hoodlums.

Barricades

If one or more Hoodlums need to move into a room blocked by a Barricade token, place them on the token until all movement is complete. Then push the Hoodlums back onto the space they came from and read and obey the text on the Barricade token. When directed to Discard the Barricade token, it is removed from the game.

Sample of Advancement

As the Hoodlums get closer to the building they will move into positions that are affected by more letters. For example, on the solitaire map pictured above, when a Hoodlum that spawned on B advances for the second time, it will begin being affected by advances on C. If that second advance was a BC advance it would immediately be affected by the C advance and end up right outside the building and in position to advance into the building on an A, B, or C.

Because the highe r player count boards have spawn points with multiple letters, the advancement on those boards can be more difficult to figure out. The following example traces the advancement indicated on a sample card on the 4-player board.

In this example, all of the Hoodlums which can trace a path back to an E advance first, then all the Hoodlums who can trace a path back to the A advance. This results in a double move from the spawn point in the lower left with both E and A.
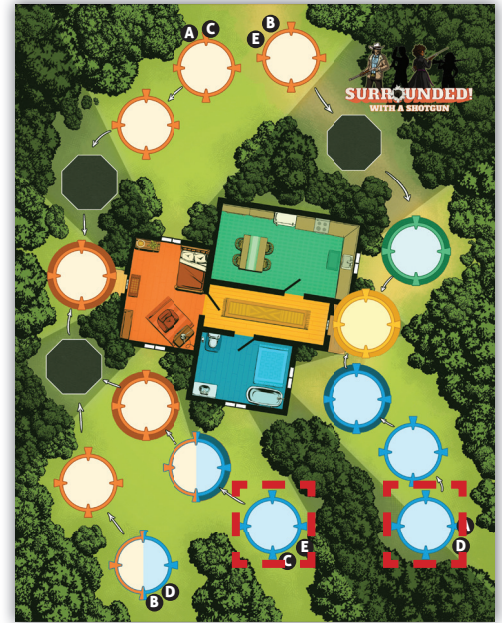
ACTIONS

The third section of the card, labeled **Actions**, indicates the number of actions each player may take on their turn. Players may take their turn in any order. They do not have to spend all of their actions but each player must complete all their desred actions before the next player takes any of theirs.

For each action, you may either **Change Position**, **Shoot**, **Barricade,** or perform an **Aimed Shot**.

Change Position

For one action, you may move your pawn from your current room to any other room in the building.

Shoot

To shoot Hoodlums, follow the following procedure:

Choose a Target

You may target any group of Hoodlums in a space with a border that matches the color of the room you are in. You may also target any rooms connected to the room you are in by a door or Hoodlums in the same room as you.

You may not target Hoodlums in spaces without colored borders as they are outside the line of sight of any room.

Get your Dice

The number of Hoodlums in the target space is the number of dice you may roll (to a max of 5).

Roll Dice

Roll the dice and look at the results.

Apply Results

Apply results for each dice based on the table on the back of this book. Possible results are:

- No effect
- Scared - Push a Hoodlum away from the player one space down a connected track. If the Hoodlum is already in the spawn space there is no effect.
- Run Off - Remove a Hoodlum and place it back in the Hoodlum Pool.
- Kill - Remove a Hoodlum and put it back in the box. It cannot come back into the game.

Note: When you push a Hoodlum away, sometimes there are multiple viable positions into which the Hoodlum could move. In these cases, the player may choose which direction to push the Hoodlum.

Barricade

For one action, this allows you to place one of the Barricade tokens "Flip After Clear" side up over one of the doors the Hoodlums are trying to enter through. You must be in the room attached to this entry door. Hoodlums trying to move into the building through this Barricade will be delayed.

Aimed Shot

For two actions, you may make a Shoot action and use one an Aimed columns of the combat result table.

CHECK VICTORY / DEFEAT

If there are any Hoodlums in the building, you lose.

If there are no Hoodlums on the board and no Hoodlums in the Hoodlum Pool, you win a Slaughter Victory.

If there are no Hoodlums in the building and you just played the last card, you win a Survival Victory.

CREDITS

Game Design and Development

Nathan Hansen

Art

Chelsea Autio

Playtesters

Doug Andrews, Jack Bodem, Byron Campbell, Sacha Cauvin, Roger Deal, Phil Fleischmann, Aaron Gleason, Conor Gorey, Olivier Jahchan, Scott Johnson, Trevor Just, Wayne LaBanca, Timothy Lashley, Tobias Lok, Deborah Malmud, Brendon McGuire, Michael McLean, JT McNally, Andrew Nicholas, Andrea Peery, John Prewitt, Kevin Seufert, David Stokes, Tommy Thystrup, Neil "Santa" Topolnicki, Erik Walton

Proofreaders

Stephen Barber, Byron Campbell, Matt Deuber, Avalon Emrich, Simon King, JT McNally, Karen Wolterman

CHARACTER SUMMARIES

Peg

Peg moved to the Bronx only a few years ago and set up shop as a private detective. She quickly established a reputation for closing dificult cases. Often cases that the police had all but given up on. It was working one of those cases that got her into this current mess. The son of a victim asked her to find the man who was supposed to testify in his mothers case.

Nubez

Nubez is just a small town Sheriff from a quiet little town you've never heard of. And he likes it that way. But, a couple months back a hot headed man who was clearly from the city moved into town. He caused more that a few bar fights and ended up in one of Nubez's most comfortable cells. And that is when hell broke lose.

Andolini

Andolini is a con of the highest order. At least he thinks so. If you were to ask one of his former associates they would likely disagree. There are at least three bounty's on his head, and not the kind you get for skipping bail. Although he has one of those to. All because he saw something even he wasn't comfortable with. He wasn't going to testify or anything, but he sent an anonymous tip. Trouble was, that when the arrest came, everyone figured he talked. After the first attempt on his life, he did talk. He was even scheduled to appear in court then be wisked away to some dump in Florida to be forgotten. After the second attempt on his life he decided the Feds couldn't keep him safe and skipped town.

Shannon

Shannon graduated from the Police Academy with some of the highest marks that any student had ever recieved. Given her high marks, when she reported to her first station she was surprised to find that she was basically expected to take on a more or less secretarial role. She finished up the month, collected her paycheck, and registered as a bounty hunter. She hasn't looked back. Her latest bounty is off the books. She was contacted by a Federal Marshal who was looking for a less than cooperative witness.
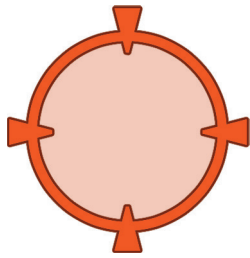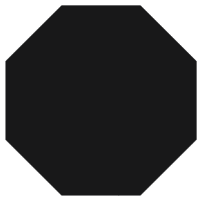
Long Range Space

If a Hoodlum or group of Hoodlum is in a space that looks like this, use the Long or Long Aimed Shot column of the table.
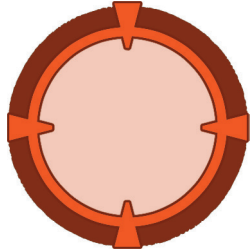
Close Range Space

If a Hoodlum or group of Hoodlum is in a space that looks like this, use the Close or Close Aimed Shot column of the table.

Hidden Space

If a Hoodlum or group of Hoodlum is in a space that looks like this, they are hidden from site and you can't shoot at them.

Roll	Close	Close Aimed Shot	Long	Long Aimed Shot
1	No Effect	No Effect	No Effect	No Effect
2	No Effect	No Effect	No Effect	No Effect
3	No Effect	Scare	No Effect	No Effect
4	Scare	Run Off	No Effect	Scare
5	Run Off	Dead	Scare	Run Off
6	Dead	Dead	Run Off	Dead

SCARE - Push a Hoodlum away from the player one space down a connected track. If the Hoodlum is already in the spawn space their is no effect.

RUN OFF - Remove a Hoodlum and place it back in the Hoodlum Pool.

DEAD - Remove a Hoodlum and put it back in the Box. It cannot come back into the game.