WILD IN THE STREETS

QUICK START RULES

SET UP

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

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

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

ACTIVATING MODELS

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

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

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

ATTACKING

There are two types of attacks, fighting and throwing.

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

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

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

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