

When throwing, the attacker rolls a d10 and adds it **THROW**. The defender rolls a d10 and adds its **DODGE**. If the attacker's total is greater than the defenders total, the defender takes a wound. There are no gang up bonuses for throwing.

If you throw into one or more models that are touching then shuffle the cards of the touching models and draw one. This determines who the projectile will hit then proceed normally.

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

Some models have more than one wound. When the model is wounded mark the model with some sort of wound marker to indicate it has been wounded then remove the model from the table once it has taken all of its wounds. When a model is removed from play its card is no longer shuffled into the deck.

HIDING

A model ending its movement next to something it could hide in such as a dumpster, port-a-potty, phone booth, shipping crate, etc can hide in it. A hiding model cannot be attacked nor can it attack, throw or benefit from any event cards. On its next activation that model comes out of hiding and can be activated normally. A model that comes out of hiding cannot immediately hide again.

PUBLIC TRANSPORTATION

You can place subway stations and bus stops on the board. If your miniature ends its move touching an entrance, they hop on a bus or subway and that miniature is off the board until the next turn that their card comes up. When the card is activated during the next turn that miniature must exit from any other subway station or bus stop on the board and activates normally. You can only travel from subway to subway or bus to bus not subway to bus or vice versa. You cannot exit from the same station that you entered. Unless the scenario states

otherwise, four public transportation areas are recommended for a standard game.

CHOOSING YOUR GANG

When putting together a gang you first need to pick a leader and this determines the main faction for your gang. You can recruit members of any faction to your gang but you only gain the gang up bonus for factions that match. Some scenarios will only allow objectives to be completed if the gang members faction matches that of the leader. You and your opponents should decide on a point value and your gang members and event cards should be equal to or under the point value decided.

EVENT CARDS

Event cards are paid for like gang member cards. Players cannot take duplicates of the same card and can only play one card per turn. Once a card is has been used it is discarded for the rest of the game. An event card can be played at any time during the game turn unless specified on the card. Any event card that modifies a die roll must be played before the die is rolled.

SCENARIOS

You can find scenarios on the Wild In The Streets website, Facebook group and Tooth Chipper fanzine and we encourage you to make up your own.

CONTACT INFO

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