

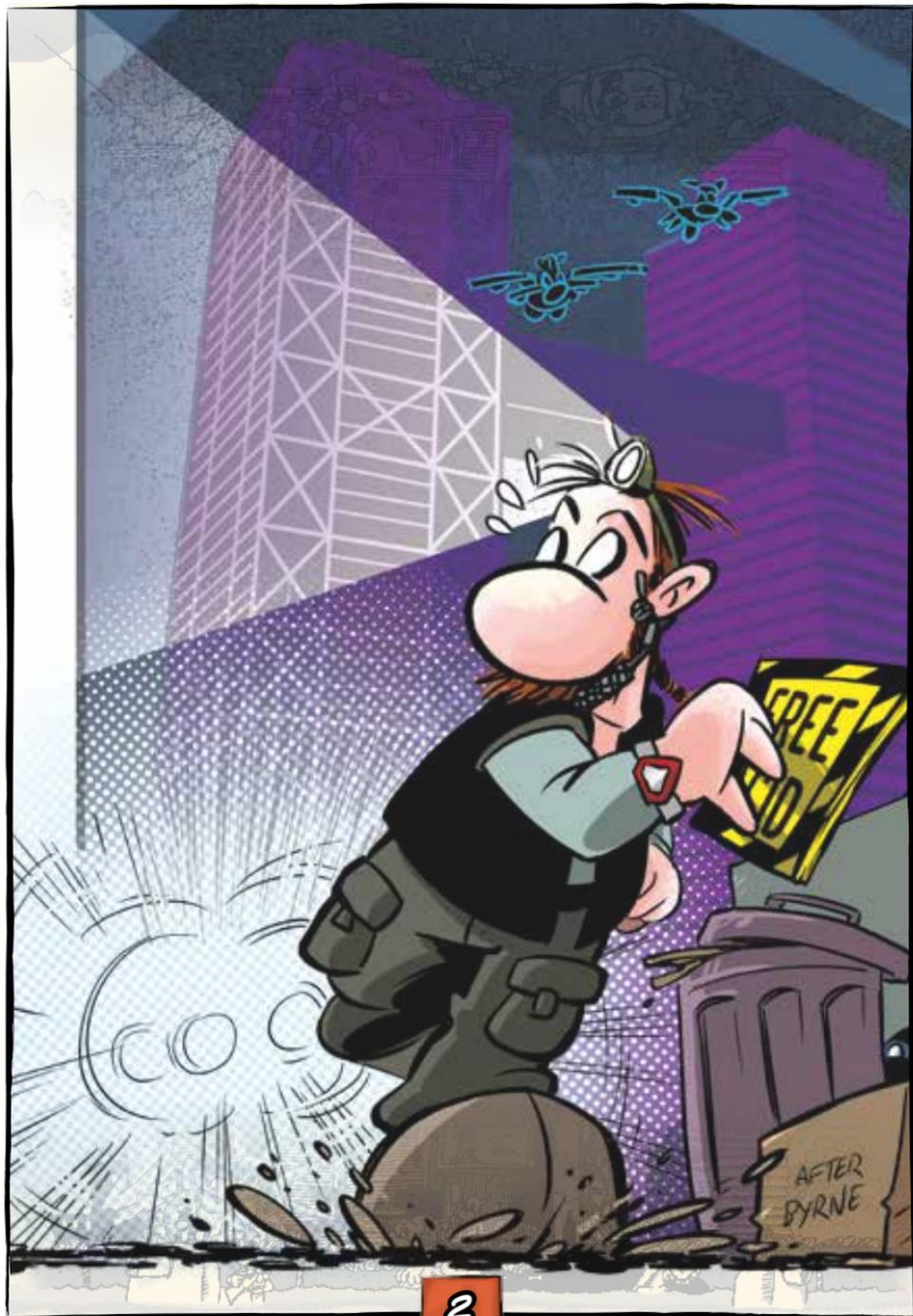


# FANHUNTER

## A S S A U L T

RULEBOOK





# FANHUNTER

## A S S A U L T

ALEJO CROW, A FORMER BOOK STORE OWNER WHO LOST HIS MIND, BELIEVES THAT HE HAS BEEN POSSESSED BY THE SPIRIT OF THE DECEASED SCIENCE FICTION AUTHOR, PHILIP K. DICK. HE HAS PROCLAIMED HIMSELF POPE AND INSTIGATED OPERATION CAUSEISAYSO, WHICH AIMS TO SINK HUMANITY INTO COMPLETE TEDIUM, APATHY AND STUPOR.

HIS PLAN BASICALLY CONSISTS OF BORING US TO DEATH, AS THIS IS THE ONLY WAY TO STRIP US OF ANY WILL TO COUNTER-ATTACK THE INVASION. FANHUNTERS (CYBORGS) AND MACUTES (CLONES) HUNT DOWN THOSE WHO OPPOSE THE REGIME. ALL FORMS OF ENTERTAINMENT, FUN AND CULTURE IS PROHIBITED. AND ANYONE WHO BREAKS THESE RULES IS RUTHLESSLY PUNISHED.

BUT IN BARNACITY, THE CAPITAL OF HIS PAPAL EMPIRE, THE RESISTANCE CAME TOGETHER TO... WELL, RESIST. THIS GROUP OF UNSTABLE, POORLY ORGANIZED FANS, ARMED ONLY WITH THEIR GEEK KNOWLEDGE, FIGHT AGAINST THE FORCES OF EVIL.

NEVERTHELESS, A GROUP OF DIEHARD FANS IS NOT GOING TO LET THEM GET AWAY WITH THIS DASTARDLY SCHEME AND THEY ARE DEAD SET ON SAVING THE MOST VALUED OBJECTS FROM CENSORSHIP: COMICS, GAMES, SIGNED POSTERS... THE QUEST BEGINS NOW!

## THE GOAL OF THE GAME



During the game we have **to look for and recover a series of relics and forbidden objects** while evading and fighting the guards that are protecting them. We sneak through the papal regime's dragnet and put up with irksome potshots launched by our opponents, all the while trying to accomplish the missions assigned to us by our superiors.

Through capturing guards, recovering objects, and completing missions we gain victory points, and the **player with the most victory points at the end of the game wins.**

# COMPONENTS

## 6 BIG SCHNOZ CARDS



These represent us during the game. Each one of these six archetypes has an ability depending on their personal preference and gives us a points bonus at the end of the game. For example, The Gamer Schnoz gets 2 victory points for each of the Games objects that he accumulates in his collection.

## 59 GOOD STUFF CARDS

There are two kinds. The first kind are our fellow fans, the **Non-Player Schnozes (NPS)** who will give us a hand. The second kind are cool **Tricks** that we learn and use during our adventures. Next to the deck of Good Stuff Cards we set aside space for a discard pile.



**NPS (Non-Player Schnozes):** They help guard our objects and fight off the guards. They have a strength value at the bottom left of the card. If played simultaneously, the strength value of various NPSes is combined. The NPSes usually have special abilities that can be played during your turn.



**Tricks:** These give us some advantages, often by disturbing other players. Among these cards are **Weapon Cards**, which modify the strength of the NPSes and can be played at any moment in the game **without** using up an action. We also have the plain and simple **Trick Cards** that allow you to do several cool, fun things in your turn.

## 78 PHASE CARDS



These cards represent the treasures we find, and also the opposition that we will run into during our adventures. We split them up by phase number and shuffle them into separate decks. Next to each phase deck we leave a space for a phase-specific discard pile.

When the cards in a phase deck run out, shuffle the cards from the discard pile and turn them face down as the new phase deck. Phase cards can be of any of the following types: **Objects, Guards, or Events.**



**Object:** These give us abilities that we can use when we have played the card. They also have a value in the lower left corner of the card that indicates the victory points these objects give us if we have them in our collection at the end of the game. The icons show what kind of fanbase each object corresponds to.

**FANBASES** The object cards are split up into different categories. Combining fanbases of the correct archetype can create a splattering of victory points at end of the game. So pay attention to them! Consult the categories and their icons below:



GAMES



MOVIES



MERCHANDISING



COMICS



CARDS



**Guard:** Guards protect the objects we are looking for. When a guard appears, he may attack us or block the phase deck where he is, until we are able to defeat him. Once taken down, the guards are placed in the collection of the player that took him out (as hostages). At the end of the game that same player will receive victory points equal to the number of the guard's strength value.



**Event:** As soon as one of these cards is revealed, its effects are immediately played out and then it is discarded.

## PREPARATION

OK. Now you know all the cards that you are going to run into during the game, so the next step is to set them up.

- 1) Each player draws a **Big Schnoz Card** at random and places it in front of himself.
- 2) Shuffle the **Good Stuff Cards** and leave them in a deck on the table. Each player then draws 3 cards from the Good Stuff deck.
- 3) Shuffle each of the phase decks separately and then place them on the table, in order and leaving room for their separate discard piles, so that they form a row.
- 4) If you want to play in "Story" mode, take the **Mission Cards** corresponding to the story that you want to carry out and follow the instruction in the Story mode text box.



## STORY MODE

This is an optional, but very interesting way of playing the game. We recommend that you play the first couple of games without this rule and then bring it into the games as soon as you have the hang of things. Stories tell an adventure divided into chapters with 3 missions in each. The first card in each story will tell you how to set up your Phase decks and their locks. Read the

first card as an introduction to the story, and leave the rest on their place with the instructions to unlock them facing up.



UNLOCK ICON

The Phase decks will remain locked until the objectives on the Mission Card covering it have been achieved. When a player meets the requirements for the Mission, he then picks up that card and turns it over. After reading it, he keeps the card in his collection. This card will give him victory points at the end of the game. With that bit of the Mission completed, the lock on that Phase deck is eliminated and the players can now go through the deck.

- 5) The player who is able to remember the most catch phrases from famous movies begins (in case of a tie, it is the player who has seen the most c-beams glitter in the dark near the Tannhäuser Gate will start). If this takes too long, then the player who woke up earliest this morning starts and then proceeds clockwise around the table through the other players.

## GAME SETUP

NPS



Big Schnoz CARD  
PLAYER 1



CARDS  
CAPTURED



PHASE I



PHASE II



PHASE III



Good Stuff  
DECK



GUARD (ELOQUINE)



CARDS  
CAPTURED



Big Schnoz CARD  
PLAYER 2



NPS



OBJECT CARD  
PLAYED

## HOW TO PLAY

It's finally time to get down to brass tacks. When it is your turn to play, you must carry out the following steps: first, **move the adventure forward** and, then, **play up to 2 actions**. Finally, **draw cards until you have 3 Good Stuff cards** in your hand. Let's take a closer look at how this works

### MOVING THE ADVENTURE FORWARD

At this moment of the game you can discard a card from your hand or play one of your **Good Stuff Cards**.

- 1) If you put an **NPS** into play, leave it on the table next to your Big Schnoz card. You can use its abilities during the game and it also allows you to keep cards in your collection and face off against guards.
- 2) If you play a **Trick Card**, you can apply its effects immediately.



### PLAY UP TO 2 ACTIONS

Now you can perform up to **two** of the following actions, in whatever order you prefer (if you like, you can do the same action twice). The actions available are: **Reveal a Phase Card**, **Play an Ability**, **Store Cards in your Collection**, and **Attack Guards**.

- **Reveal Phase Card:** reveal the top card of a phase that is not locked by guards or adventure cards. **Attention:** To reveal the cards in a specific phase, you must have at least one card on the table from the phase right before the phase you wish to reveal. *For example, you must have a card from phase 2 in play on the table in order to reveal cards from phase 3.*



1) If the card that is revealed is a **Guard**, then it will immediately attack you. You can defeat it by discarding one or more of your **NPSes** that are already in play for a total combined strength value that is equal to or greater than that of the guard. Remember that you can use the objects you have on the table and weapon cards in your hand to increase the strength value of your NPSes. If you defeat the guard, then place his card in your collection. If you failed to defeat him, discard all your Good Stuff cards from your hand and leave the guard face up on top of the Phase deck, locking that deck until someone is able to defeat him.



2) If the card is an **Object**, grab it right away and leave it on the table next to your Big Schnoz. Remember that when placed in that area, you can use its abilities as we will detail later.



3) If the card is an **Event**, apply its effects immediately and discard it next to the phase deck.



- **Play Ability.** Apply the effects of the card's ability (**object, NPS or Big Schnoz**) in your game zone. Remember that you cannot play the same ability twice in the same turn.
- **Store Cards in your Collection.** During your turn you can use the **NPSes** you have in play on the table to store objects you have on the table in your collection. Simply discard the character that you want to use for that from the table, and place the object face down in your Collection pile. From that moment on, the abilities of the object will cease to be available, but the card will be protected from any other game effect and it will remain in your Collection until the end of the game.
- **Attack Guards.** To do this, use one or more **NPSes** that are in play on the table, along with as many weapon cards from your hand as you choose to use. If you are able to bring together a **strength value** that is equal to or greater than that of the guard, you can remove the guard (and thereby unlock the phase deck) and place it in your collection. Then put the NPSes and the weapons used in the Good Stuff Cards discard pile.

## DRAWING GOOD STUFF CARDS

At the end of your turn, draw Good Stuff cards until you once again have 3 such cards in your hand.

**Note.** Remember that while playing in Story mode, if at any time during your turn you meet the requirements of an **Mission Card**, you must pick it up to unlock the deck. Turn it over and read the text out loud and then keep the card in your collection. This will give you more victory points at the end of the game.

## END OF THE GAME

The game ends as soon as the last card is drawn from the Good Stuff deck. At that time, the players look through their collections and - taking into consideration the abilities of their Big Schnozes - count up the victory points they have earned. Remember that the guards give as many victory points as the strength value they have. **The winner is the player who has the most victory points.** If there is a tie, the one who has the most cards in their collection between the tied players wins.



A GAME BY PAK GALLEGO  
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# FANHUNTER

## URBAN WARFARE

JOIN THE RESISTANCE!  
FIGHT THE TYRANNY!  
(ALSO, WE HAVE COOKIES!)



FANHUNTER: URBAN WARFARE  
THE MINIATURE COMBAT GAME



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