

# THE CITY OF NEW ORLEANS

GUIDE BOOK



# WHAT'S IN THE BOX

Guide Book

Scenario Book

x9 Character Dashboards

Story Book



x54 mini  
Poker cards



x81 Skill  
cards



x100 Loot  
cards



x20 Event  
cards



x17 Foe  
cards

Buck Coin  
(heads /  
tails)



Round  
marker



x6 Objective  
tokens



x6 Depleted  
tokens



x12 Wound  
tokens



x8 Stun  
marker



x4 Vulnerable  
marker



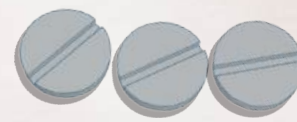
x8 Loot  
tokens



x12 Zombie  
tokens

x4 Stinkbomb  
tokens

x2 Smoke  
tokens



x18 Plastic  
standees

Adventure Log

x5 Summon  
markers

x? Civilian  
markers

x9 Cat  
markers

x10 Bayou  
Mosquito  
markers

x14 Vermin  
markers

x23 Cardboard  
standees

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# LAWS OF THE TOWN

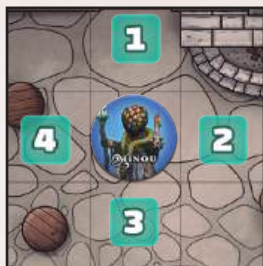
Get used to these Laws quickly newcomer —They are frequently referenced throughout this Guide Book. They are presented here up front so that no misunderstandings arise later.

## ACTION POINTS (AP)

**Action Points (AP)** are used in the game to perform various actions, such as moving or attacking. Both heroes and vermin have varying amounts of APs.

## ADJACENCY

Many laws in *The Cats of New Orleans* use the term “adjacent.” This term specifically refers to **orthogonal** adjacency. So, for example, a vermin is adjacent to a hero if it is in one of the four squares to the immediate left, right, in front of, or behind the hero.



The squares numbered 1-4 are adjacent to the hero Minou.

## CHEAT A DRAW

Whenever a card is **drawn** for whatever reason, the heroes may discard a card from their **Party Card Hand (PCH)** to replace the drawn card with it. Treat the discarded card as the drawn card for all purposes.

## CONFLICTING RULES

If there is ever a contradiction of laws, the Scenario Book rules take precedence over any card material, and the card material over the Rulebook. If you are ever unsure how to resolve a rules ambiguity, decide as a group.

## DIFFICULTY LEVEL

Select a difficulty level you feel comfortable with. **Easy** for players new to tactical gaming, **normal** for players with experience, and **hard** for the most hardened veterans. If playing on **easy**, a Wound reduces your hero's Lives by 1.

If playing **normal** or **hard**, the colour of the drawn card decides how many Lives the hero loses: Red cards reduce your hero's Lives by 1; while Black cards reduce your hero's Lives by 2 instead. When playing on **hard**, boss vermin cannot be stunned.

## FIGURES

When on a scenario map, whatever is used to represent a hero or vermin is referred to as a figure — whether it be a marker, standee, or miniature.

## GAME STRUCTURE

In *The Cats of New Orleans*, you will alternate between playing a scenario and visiting the Riverboat. In the Riverboat stage, you'll perform a little housekeeping, and your heroes might get the chance to recuperate.

## HEROES

Whenever you see the keyword **heroes**, it refers to all characters and all other allied figures.

## POKER CARDS

*The Cats of New Orleans* is played using a poker deck of 54 cards. Each card is mapped to a draw result number — From Ace (1) to King (13) in ascending order. Players may be required to **DRAW** or **FLIP** one or more cards to resolve an action or effect. If multiple cards need to be drawn or flipped, the result of each card is read separately.

## SURROUNDING

**Surrounding squares** include all eight squares around a single square. This includes both the four orthogonally adjacent squares and the four diagonally adjacent square.

## SQUARES ON THE MAP

As you look at the map you can see that there are **small squares** outlined in a thin black line. Those small squares are grouped into sets of 4 forming the **big squares**, outlined in a thick black line. Small squares are used for movement and range when attacking. Big squares are used for area of effect weapons, skills and powers.

## TIES IN THE GAME

Any time there is a tie in the game, the active player chooses which option is used.

## VERMIN

These are the villains in the game, and their side is sometimes referred to as the Vermin Army. They include mosquitos, rats, snakes, birds, and other kinds of creatures.

# DRAMATIS PERSONAE

Before proceeding any further, let's get a broad overview of your Character dashboard.

## LIVES TRACK

Track your hero's Lives here. Every time you take a Wound, reduce your Life total by 1. At the start of the campaign, you have 9 Lives. Place a Wound token on the 9. You can never exceed 9 Lives.

## SKILL SLOT

Place the Skill cards your hero has trained here. Cards selected for the upcoming scenario are placed face-up and the rest face-down.

## THE HERO PORTRAIT AND NAME



## UNARMED ATTACK

Use these stats when attacking without a card.

## WEAPON SLOTS

Equip your Weapon cards here. You can have up to 2 Weapon cards equipped.

## CHARACTER FLAW

Each hero has an inherent character flaw. Always apply its effect.

## LOOT SLOT

Place Loot cards in this section.



## SCENARIO 1:

# BAD TIMES AT THE BON TEMPS

Let us start setting up the play area. Open the Scenario Book on page 4. Instructions for the scenario and any special rules are contained on the left-hand page. The map on which your heroes will traverse (and complete objectives) is depicted usually on the right-hand page, but occasionally extends over both pages.

The following steps are for the standard scenario setup. If any scenarios have deviating rules for either **Setup** and / or **Spawn**, they will be featured in their respective section headers.

## CHOOSE YOUR HEROES

This game is designed to be played normally with 4 heroes. Distribute them among all players as you see fit. So, for example with 2 players, each player will control 2 heroes. You can even play solo, controlling all four heroes.

If you want less overhead controlling multiple heroes, you can alternatively play with only 2 heroes. In that case, each hero has 3 Action Points (APs) instead of 2.

## STANDARD SETUP

- 1 Open the Scenario Book to the scenario you are going to play. In this case it is *Scenario 1: Bad Times at the Bon Temps*.
- 2 Place your Character dashboards close to the Scenario Book.
- 3 In the **vermin pool** section of a scenario the vermin markers needed for the scenario are listed. Place those face down in a designated area near the map — the vermin pool — and shuffle them. Any vermin listed in **orange** is not added to the vermin pool. How to place those vermin is explained in the Setup or Special Rules section.
- 4 Place your hero figures on or adjacent to the square marked **G**.
- 5 Draw and place one vermin marker from the vermin pool face down on each of the squares marked with an **H**.
- 6 Place one **blue** Objective token on each square marked **H**.
- 7 Place two Loot tokens on each square marked **L**.
- 8 Shuffle the level 1 Loot cards and place them face down near the Scenario Book. Later scenarios will feature Loot cards of higher levels. Level 1 Loot cards have a **bronze** title bar, level 2 have a **silver** title bar, and level 3 have a **golden** title bar.

1

## SCENARIO 1:

# BAD TIMES AT THE BON TEMPS (Loot 1)

Mosquitos have been swarming over The Bon Temps all night, charging out of the bayou simply to drive the city nuts. You're about to have your pistol take up your complaints with them when a gunshot cracks out, halting every raised glass in midair. Then everyone's favorite bartender — Foussaint "Thumper" Barre — staggers into the center of the room with a hole in his chest. He licks his lips as if searching for the right words before croaking, "Sorry, folks. Bar's closed."

Thumper collapses onto the floor, face first, and his wife screams and rushes over to his bleeding body. The young rat who fired the

shot stands near the door, stunned, pistol smoking. "He wouldn't back down. I — I thought he had a weapon."

An older rat grabs the kid by the shoulder and hustles him out the doorway. "First time, eh? We're just getting started."

You and a few other grizzled patrons nod at each other, wordlessly agreeing on one hard fact. Someone needs to pay for this. You just need to slip past all these mosquitos first.

## FORCES

VERMIN ARMY POOL: Bloodsucker x4

## SETUP

Standard

## SPAWN

Standard

## OBJECTIVES

- ◆ Avoid the Bloodsuckers.
- ◆ Check on Thumper at square **H**.
- ◆ Exit via the green arrow.

## SPECIAL RULES

**HOT PURSUIT:** If all cats have not exited the map when the round counter reaches the end of the track, the vermin responsible for Thumper's shooting escape. Replay the scenario.

**GUARD THE BLOODSUCKERS:** If a Bloodsucker activates beside a hero they sound an alarm, and a swarm of mosquitos descends upon the place. The scenario ends. Replay the scenario.

**NO FIGHTING:** The heroes cannot attack.

**CHECK ON THUMPER:** Investigate square **H** to see how Thumper is holding up. When you do, read entry #1.

**LOOT CARDS:** Remove all the weapons from the loot deck.

## EXIT

Having grabbed what supplies you could find, you and your companions make your way outside. Armed rats and mosquitos swarm the streets. Cats howl in anguish in the distance, and spires of smoke rise over the horizon. Whatever's going down in New Orleans today, it's a lot bigger than one bartender.

Play Scenario #2: Fighting in the Streets next.

## BETWEEN SCENARIOS

- ◆ Each hero gets to pick one of its preferred weapons. You can find these in Loot Deck 1. Play scenario #2 Prêt au Combat, next.



- 9 Place the Round Track marker on the first space of the round track.
- 10 Designate an area next to the Scenario Book as your **vermin discard**. You'll place the markers of eliminated vermin here.
- 11 Take the Poker cards and set aside all 4 **King** cards. Shuffle the remaining 50 cards and place the deck close to the Scenario book. Some special rules from scenarios or hero skills might modify the Poker deck during **Setup**.

## READ STORY SNIPPETS

At various points during a scenario, you may be instructed to read a **Snippet** — you can find Snippets in the story book. please only read the designated entry and follow its instructions as direction.



## SCENARIO BOOK RULES LAYOUT

Here is a summary of the rules that you will find on the left-hand page.

- A INTRODUCTION TEXT:** You can read this now.
- B (LOOT #):** This number indicates which Loot cards will be included in the Loot deck.
- C VERMIN POOL:** The vermin that will be used in the scenario.
- D SETUP:** If the setup for the scenario differs from the **standard setup rules**, details will be written here.
- E SPAWN:** If spawn rules for the scenario differ from the standard spawn rules, the specific rules for when and where vermin will spawn on the map are listed here.
- P OBJECTIVE(S):** The Objective(s) that needs to be completed to finish the scenario. Unless otherwise specified, your heroes must also exit the map via a **green arrow**. Once on a square with a **green arrow**, a hero must spend 1AP to leave the map.



**C SPECIAL RULES:** Any rules that apply to this particular scenario.

**H ROUND TRACK:** The round track is used to keep track of the number of rounds played. In the End segment of each round, advance the Round Track marker one position to the right. When the Round Track marker would move off the end of the round track, place it into the first space of the track instead.

Each time the Round Track marker moves onto a space marked with a letter, spawn vermin in the indicated squares.

**I EXIT:** Read this after you have successfully completed the scenario. The instructions will also indicate which scenario you will play next. Sometimes you have a choice between different scenarios. Select one to play next.

## SCENARIO 1

The scenario is set up! Let's get started. This scenario focuses on learning how to move your heroes and the vermin. How to perform attacks will be introduced in the second scenario. For now your goal is to evade the menacing mosquitos.

# SEQUENCE OF EVENTS

## TURN SEQUENCE

The game is played over a series of rounds. Each round is comprised of the **Initiative segment**, where it is determined which side will take the first turn; then two **Turn segments**; and lastly, an **End segment**, where certain scenario effects may be triggered.

### □ 1. INITIATIVE SEGMENT

This segment determines who will take the first turn, heroes or vermin. Flip a single Poker card from the top of the poker deck for the heroes and one card for the vermin. Subtract 4 from the vermin's card value.

The higher value flip gains the initiative and chooses whether the heroes or the vermin will take the first turn.

If the vermin flipped the higher value, they always choose to go first.

In the event of a tie, flip two more cards and compare the new values.

### □ 2. TURN SEGMENTS

This segment is split into one hero turn and one vermin turn. One at a time, activate all of the figures of one side's turn then repeat for the other side.

Once you complete both turns, the round proceeds to the End segment.

### □ 3. END SEGMENT

Advance the Round Track marker by one space, spawn new vermin if indicated, and perform any scenario specific tasks.

## HERO TURN

When the hero turn starts, remove any Status markers, except Stun markers, from each **hero**.

Activate each hero one at a time, completing all of their actions, before moving on to the next hero of your choice.

When a hero is activated, perform any number of actions in any order up to or equal to the hero's **Action Points (AP)**.

Each hero has 2 AP when playing with 4 heroes and 3 AP when playing with 2 heroes.

The actions can be performed in any order and the same action can be performed more than once, if its AP cost can be paid.

**Prowl**, **Stride**, and **Pounce** actions grant heroes **Movement Points (MP)** to traverse the map via its small squares. Big squares are only used for special scenario rules and certain effects.

## HERO ACTIONS

### HERO ACTION POINT COSTS

Action	AP Cost
Prowl — 1 MP	1
Stride — 3 MPs	1
Pounce — 6 MPs	2
Attack	1
Reload	1
Investigate	2
Pick up or drop items	1
Transfer items	1
Remove stun marker	1
Leave Map	1

### □ GENERAL MOVEMENT ACTION RULES

To move your hero, you need to spend MPs.

Moving 1 **adjacent** small square costs 1 MP.

Moving 1 **diagonal adjacent** small square costs 2 MP.

Entering a small square with **hindering terrain** costs 1 additional MP.

Your hero **cannot** perform a Stride **or** Pounce action, if a vermin is in an adjacent small square. Ignore stunned vermins for this rules. Heroes can move into squares occupied by bayou mosquitos, but not into squares occupied by other figures.

### □ PROWL

Your hero gains 1 Movement Point.

### □ STRIDE

Your hero gains 3 Movement Point.



## POUNCE

Your hero gains 6 Movement Point, may ignore hindering terrain and may jump over occupied squares during this action.

Then, your hero may perform a free Attack action with a Range 1 attack following the normal attack rules.

Lastly, place a Vulnerable marker on your hero. We will explain attacks and vulnerable in the next scenario.

## INVESTIGATE

Your hero may search a Loot token or an Objective token in a surrounding square. Remove the Loot or Objective token once the action is complete. If the hero investigates a loot token, remove it and draw a card from the loot deck. If it's an objective token, remove it and follow the scenario's special rules for it.

## PICK UP / DROP ITEMS

Your hero can either pick up any items in the small square they occupy or drop any items from their inventory into the small square they occupy. Place any picked up item cards in your hero's Loot slot or equip them to your Weapon slots. Cards may be freely re-organized between these slots during this action.

## TRANSFER ITEMS

Transfer any amount of items between your hero and any other adjacent hero. You may only transfer items if both players involved agree.

## REMOVE STUN MARKER

If your hero is stunned, you have to spend 1 AP to remove the Stun marker before you can perform any other actions.

## LEAVE MAP

If your hero is on a **green arrow**, they can exit the map by removing their figure from the map.



### HERO MOVEMENT EXAMPLE:

Minou can Prowl into green squares, Stride into green and blue squares and Pounce into green, blue, and orange squares. Notice that the squares outlined in red have no shading as they cannot be moved into.

## TERRAIN

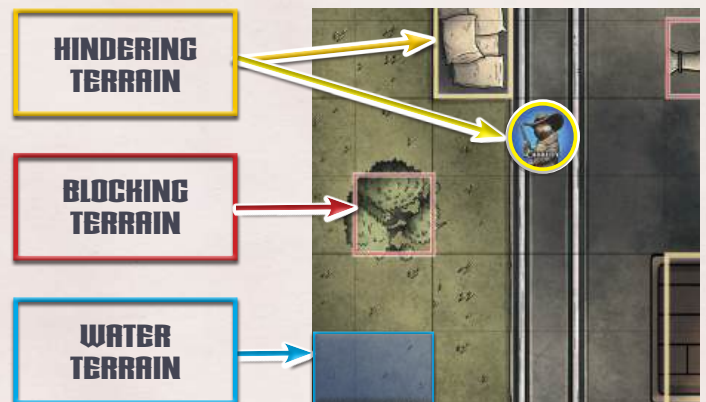
Outlined squares and colored square edges indicate either **blocking terrain** in **red**, **hindering terrain** in **yellow**, or **water terrain** in **blue**.

Figures **cannot** move into or through squares with blocking terrain, walls or closed doors.

Hindering terrain has an effect on attacks, which will be covered in the next scenario. Figures are also considered hindering terrain.

Figures entering water terrain must end their activation immediately. When any figure activates in water terrain, their AP are reduced to 1.

An AOE attack hitting a small square with water terrain automatically misses. No attack roll is made.



## LOOT CARDS AND THE LOOT DECK

As you play the game you will investigate Loot squares marked with an **L** to obtain Loot cards.

To search a Loot square, perform the Investigate action in the square of the token, or an adjacent small square. When you do, draw a card from the Loot deck and remove one Loot token from the searched square. Each hero may search each Loot square only **once**.

Level 1 Loot cards have a **bronze** title bar, level 2 have a **silver** title bar, and level 3 have a **golden** title bar.

The Loot deck contains weapons, bucks, ammunition, other useful items, and event cards. Each type of card has its own set of rules. Unless specified, there is no cost to use a non-Weapon card.

When you pick up a Loot card, either equip it into your weapon slot or place it onto the Loot space of your Character dashboard for later use.

Loot cards share three common **keywords**:

When you use a Loot card with **Exhaust**, turn the card sideways. As long as a Loot card is exhausted, it **cannot** be used.

Some Loot cards can **Refresh** themselves or other cards. When a card is refreshed, turn that card upright to its normal state.

Loot cards with **Discard** can be discarded for an effect. You can use this, even when the card is exhausted.

## EXAMPLES OF LOOT CARDS

### WEAPON CARDS



Allow your hero to perform better attacks than their unarmed attack. You can equip up to 2 Weapon cards into your weapon slots.

### ITEM CARDS

Have various effects that aid your hero in many situations. They usually can be used without a cost unless specified.

The most common item card is **Ammunition**, which allows you to reload your weapons.



## EVENT CARDS

When you draw an Event card from the Loot deck, immediately read it aloud and resolve its effect. Then discard the Loot card.



## WEAPON LOOT CARDS

Below is an example of a Weapon Loot card. In the next scenario we will go into the details how to use them and how to perform Attack actions.



#### A PRICE

The purchase price of this Loot card in the Riverboat Lounge. Loot cards can be sold for half their price.

#### B ATTACK DRAWS

The number of Attack Draws (AD) you will do when you perform an Attack action with this weapon.

#### C RANGE

The distance in small spaces an attack with this weapon can hit a vermin.

#### D STUN VALUE

The draw result you must equal or exceed with your Attack Draw to inflict a Stun with this weapon.

#### E WOUND VALUE

The draw result you must equal or exceed with your Attack Draw to inflict a Wound with this weapon.

#### F SPECIAL RULES

Any special rules pertaining to attacks with this weapon.

# BREEDING GROUNDS

## VERMIN ACTIONS

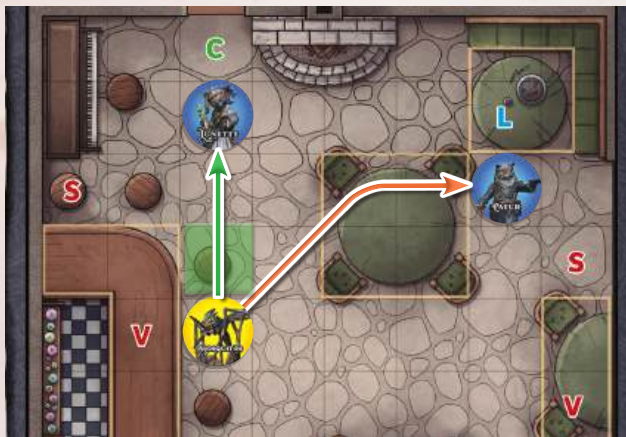
During their turn you will activate each vermin one at a time starting with the one closest to any hero. When a vermin is activated, it may perform actions equal to the APs that vermin has.

### VERMIN ACTION POINT COSTS

Action	AP Cost
Move to a surrounding square	1
Perform an Attack	1
Reload Weapons	All
Remove a Stun Marker	All

In scenario 1, the only vermin present are the Bayou Mosquitos. They have a total of 1 AP and for this scenario, they will only perform movement actions.

During their movement, they will always move towards the closest hero, which is the one that they could reach with the smallest number of moves. Vermins may move to **any surrounding square** for 1 AP.

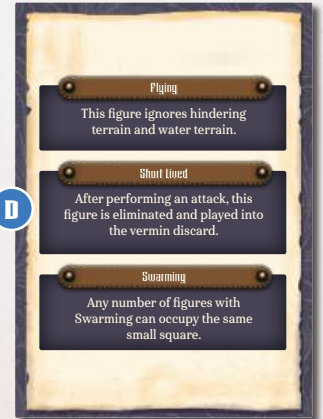


### MOSQUITO MOVEMENT EXAMPLE:

When moving the mosquito, it must move towards the hero which is the shortest distance of small squares away. To move towards Nera (**green path**) it would require moving 2 small squares. To reach Patch (**orange path**) it would require moving 3 small squares. So the mosquito would move into the green square to get closer to Lunette.

## BAYOU MOSQUITOS

The Mosquitos form a crack team of vicious and well-trained Bloodsucker buzzing and ready to fight for the Vermin Army. Alone, a single Mosquitos might not be much of a threat, but the bayous around New Orleans teem with swarms of them.



### A HEALTH

The number of Wounds needed to eliminate this figure. Mosquitos also get eliminated when they suffer a Stun.

### B ATTACKS

The names of possible attacks and their Attack Draw(s), Stun Value and Wound Value.

### C ACTION POINTS

The amount of AP available to spend on vermin actions.

### D VERMIN POWERS

The names of their abilities and their game effects.

Each vermin has different **vermin powers**. The Swamp Mosquito's powers are Flying, Short Lived, and Swarming.

**Flying** allows them to ignore hindering terrain and water terrain.

**Short Lived** makes sure that even if you do not manage to kill them before you got stung, that they don't stick around forever. They happily return to their nest once they are satiated.

**Swarming** allows them to end their move on the same small square as another figure. There is no limit to the number of Mosquitos that can be on a small square. Yikes!

## VERMIN SPAWNS

The **standard spawn** rules are as follows:

When the Round Track marker advances to a space on the round track that indicates a letter (S, S1, S2, or S3), spawn new vermin.

For each square marked with that letter, draw a vermin marker from the vermin pool and place it face down in that square.

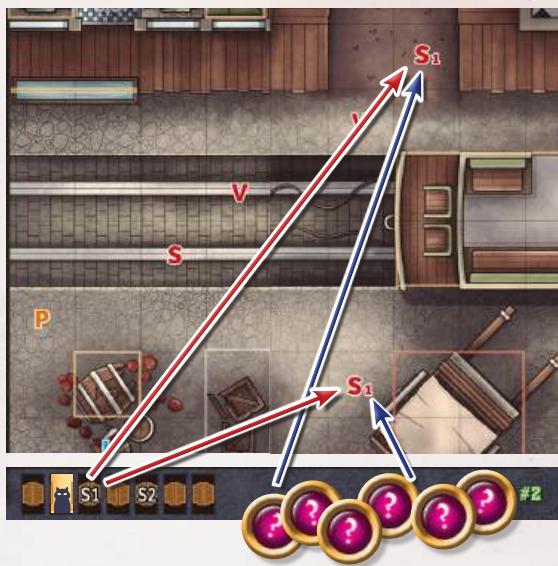
If you need to spawn a vermin and there are no markers left in the vermin pool, take all the vermin markers in the vermin discard, shuffle them, and place them face down into the vermin pool. Then perform the spawn.

If no vermin markers remain in the vermin discard or vermin pool, skip the spawn.

If a spawn location is occupied by a figure, spawn the vermin in the closest empty small square.

Even when the Round Track marker resets, continue to spawn as normal in the indicated spaces of the round track.

Some scenarios will also instruct you to place a specific vermin that was set aside during setup (the ones whose names are coloured **orange**), rather than draw one from the pool. Place them face up in the specified square.



### VERMIN SPAWN EXAMPLE:

In the End Segment of the second round, the Round Track marker advances to the third space. The space indicates the letter **S1**. Draw two vermin markers from the vermin pool and place one face down on each square marked with an **S1**.

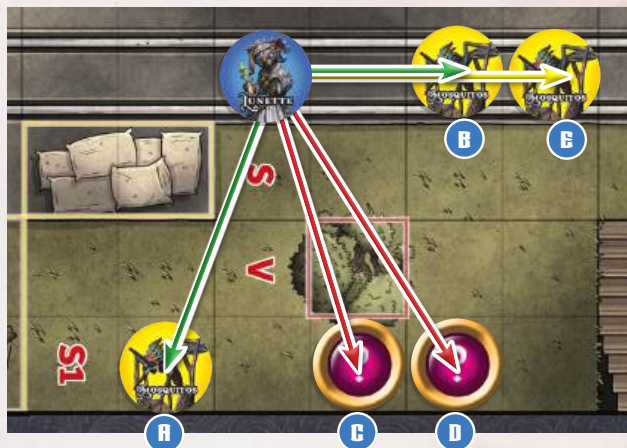
## LINE OF SIGHT

**Line Of Sight (LOS)** is used to reveal face-down vermin and to perform attacks for vermin and heroes.

To determine LOS, trace a straight line from the **center** of a small square to the **center** of a different small square. If the line is **uninterrupted** by blocking terrain, LOS can be established between the two squares.

Closed doors, walls, squares outlined in red, and red lines between squares are considered blocking terrain for LOS. The corners of squares are not **considered** for LOS, so if the straight line touches only the corner of blocking terrain, you still have LOS.

In the next scenario we will delve into more details on how LOS interacts with attack actions.



Lunette has LOS to mosquito A, B, and E, but not to either vermin marker C or D due to the red outlined square. Attacks targeting mosquito A are not impeded by terrain, but targeting mosquito E, due to the other vermin, the line of sight has to cross through.

## UNREVEALED VERMIN MARKERS

During setup and whenever vermin spawn, their markers are placed face down (question mark side) onto the map.

Unrevealed vermin still count as figures and follow all normal rules for vermin.

Unrevealed vermin have always 1 AP.

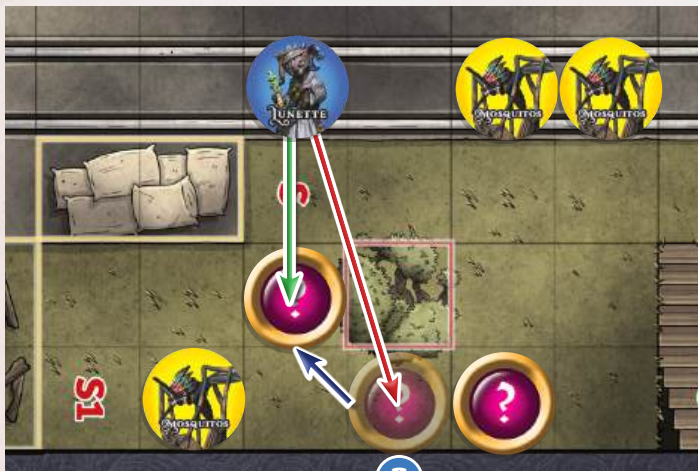
Unrevealed vermin have **no** vermin powers.

When an unrevealed vermin marker is affected by any effect **or** attacked for whatever reason, immediately reveal it, before resolving the effect or attack.

## REVEALING VERMIN

As soon as any hero has LOS to a face-down vermin marker, regardless of when it occurs, immediately flip the marker face-up. This can be during spawning, during movement, or due to a scenario effect.

When a vermin is revealed, replace its marker with the appropriate standee or miniature and place the vermin marker face-up near the map. If that vermin is eliminated, move its vermin marker into the vermin discard.



Vermin C moves during its activation 1 small square towards Lunette into her LOS. Immediately flip the vermin marker face up and replace it with the appropriate standee or miniature.

## PLAY SCENARIO 1

You are now armed with all the necessary information to play to the end of scenario 1. Give it a try.

## FINISHED SCENARIO 1

Have you escaped the stinging mosquitos? If so, congratulations! Read the exit text and either put away the game for a later play or continue to scenario 2: Prêt Au Combat.

If you failed, or are unclear about any rules, feel free to replay this scenario as many times as you need.



## SCENARIO 2:

# FIGHTING IN THE STREETS


Welcome to scenario 2. The setup of this scenario is nearly identical to the first scenario. Go ahead, open the Scenario Book to scenario 2 on page 6, and lay it out flat in front of you. Follow the setup instructions as you did in the first scenario.


This scenario will teach you how heroes and vermin attack, how terrain interacts with attacks, and how to acquire new skills. Also you will encounter new foes (see page xx for details).


## THE POKER DECK


### DECK COMPOSITION

The Poker deck consists of 52 cards in 4 suits: Diamonds, Hearts, Clubs, and Spades and the 13 denominations: Ace, 2-10, Jack, Queen, King. In addition, the Poker deck features a black and a red Joker.

 **Diamonds** and **Hearts** are considered **red cards**.


 **Clubs** and **Spades** are considered **black cards**.


 **Aces** are considered a value of 1. When drawn, they are considered an **automatic miss**. As a small favor of fortuna, whenever a hero **draws** an Ace, the party may draw a card into their **Party Card Hand (PCH)**, if they do not have 3 cards in their **PCH** already.


 **Numbered** cards are simply their own value.

 **Jacks, Queens and Kings** are considered **face** cards.

 **Jacks** are considered a value of 11.

 **Queens** are considered a value of 12.

 **Kings** are considered a value of 13, but usually do not start within the Poker deck at the beginning of a scenario. Certain effects may add them to the deck.

 Whenever **any Joker** is drawn or flipped, shuffle it and the Poker discard pile back into the deck.

The **black Joker** when drawn or flipped is considered a value of 1 and has the special effect that all heroes suffer 1 Wound.

The **red Joker** when drawn or flipped is considered a value of 13 and has the special effect that all heroes recover 1 Life.



### DRAWING CARDS

Attacks and other effects in the game instruct you to **DRAW** a card from the poker deck to use the value, suit, or color of the card. The value of drawn cards can be modified by **Draw Result Modifiers (DRM)** and also be cheated by using cards from the **PCH**.

### FLIPPING CARDS

Many effects in the game instruct you to **FLIP** a card from the poker deck to use the value, suit, or color of the card. The value of the flipped card **cannot** be modified in any way.

### THE PARTY CARD HAND (PCH) AND CHEATING CARDS

At the beginning of a scenario the party draws a card into their **PCH**. Certain effects allow the party to draw additional cards into the **PCH**. If your **PCH** ever exceed 3 cards, immediately discard down to 3 cards.

As a reminder — the most common effect to draw one card into the **PCH** is by drawing an **Ace (1)**.

They may spend cards from the **PCH** to cheat a **DRAW** by discarding it. The drawn card's value and suit are replaced by the cheated card.

## ATTACK ACTION

To perform an Attack action with your hero, follow these steps:

Select any available attack on your dashboard, equipped Weapon Loot card, or equipped Skill card.

Pick a target within your **LOS** and within **Range** of the selected attack.

Draw a Poker card for each **Attack Draw (AD)** of the attack.

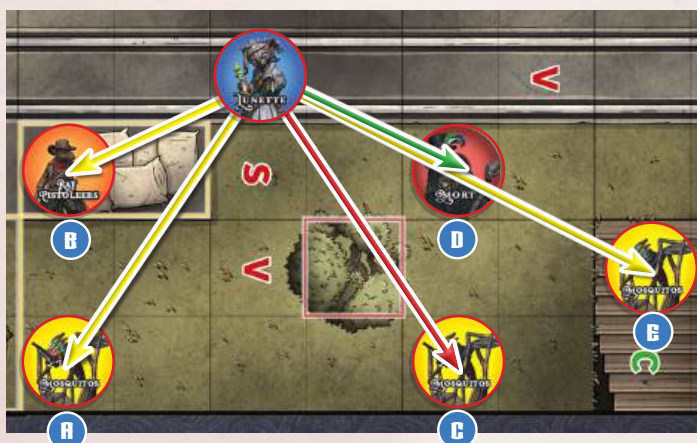
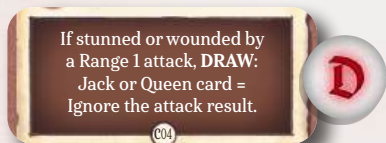
Add any **Draw Result Modifiers (DRM)** to the card value.

Apply any **bonus effects**, based on the type of card drawn, from the attack used or any pertinent skills.

Determine if the attack was a success or miss by comparing the final value of the drawn Poker card against the **Stun** and **Wound** values of the attack.

Apply any **Stuns** or **Wounds** from successful hits of the attack to the target.

After performing an attack with **Deplete** and revealing a Poker card with the indicated value of Deplete, place a Depleted token on the Weapon card. You need to spend a **Reload action** to be able to use the attack again.



### LINE OF SIGHT FOR ATTACKS:

Lunette **cannot** attack C (mosquito), because her LOS crosses a red line. She can attack D (Mort) unimpeded with a straight Attack flip. Attacking A (mosquito), B (pistoleer), and E (mosquito), traces her LOS through a square occupied by a vermin D (Mort) or a yellow line, thus the attack is impeded (with a -2 DRM).

## RELOAD ACTION

Discard a **Stash of Ammunition** Loot card to remove a Depleted token from an equipped Weapon card. Now you may use it again to perform Attack actions with it.

## COUNTING RANGE

Attack actions, certain vermin powers, and certain skills require to determine the Range to the target of the attack or effect. Range is counted in the **number of small squares** between the figures; including the square of the targeted figure.

When calculating Range, use the following guide:

**RANGE 1** = The target is any adjacent small square **or** in your own small square.

**RANGE 2** = The target is up to 2 small squares orthogonally counted away.

**RANGE 3** = The target is 3 small squares orthogonally counted away.

**RANGE 4** = The target is 2 to 4 small squares orthogonally counted away. Range 4 attacks **cannot** target anything within Range 1.

Any higher Range value follows the same pattern. So, for example Range 8 can target 2 to 8 small squares orthogonally counted away.

## RANGE EXAMPLES



**Range 1** covers all squares marked in **green**.

**Range 3** covers all squares marked in **yellow** and **green**.

**Range 6** covers all squares marked in **yellow** and **orange**, but **not** the squares marked in **green**.

## DRAW RESULT MODIFIERS (DRM)

Various factors can make it harder or easier to hit a target. The following circumstances apply a **Draw Result Modifier (DRM)** to an Attack action:

### DRM MODIFIERS

Circumstance	DRM
Attacking into / through <b>hindering terrain</b>	-2
Attacking a <b>stunned</b> target	+3
Attacking a <b>vulnerable</b> target	+1
Modifiers from skills, powers, and weapons	various

#### GENERAL DRM RULES

DRMs are added or subtracted from the result of each **Attack Draw (AD)** of the attack.

Modifiers are cumulative.

A result of 1 is always a miss, regardless of any DRMs.

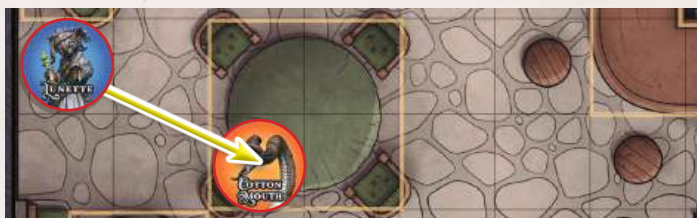
#### ATTACKING INTO / THROUGH HINDERING TERRAIN

Any attack into or through a small square with **hindering terrain** outlined in **yellow** suffers a -2 DRM.

If the attacker is in hindering terrain, **do not** apply a DRM for the small square the attacker is in.

The maximum DRM for hindering terrain is -2, regardless of how many **yellow** lines the LOS of the attack passes through.

Remember, you can attack through other figures, but they count as hindering terrain.

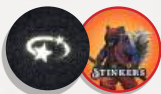


#### STUN MARKERS

Stunned markers are mainly placed on figures through Attack actions.

A figure can have a maximum of 1 Stun marker at the same time. Further stun results do not have any effect on stunned targets.

Each attack targeting a stunned figure gains a +3 DRM on each AD.

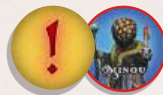


#### STUNNED FIGURE

#### VULNERABLE MARKERS

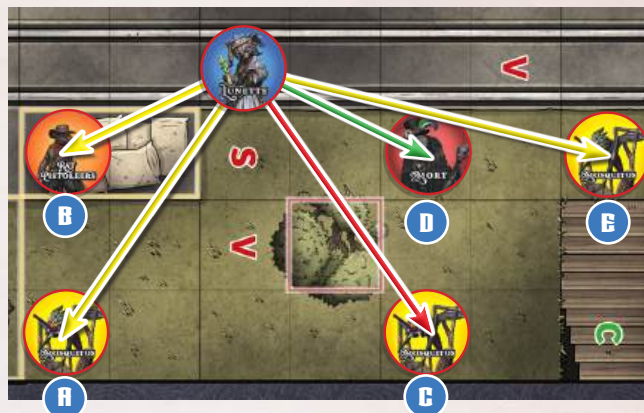
Vulnerable markers are mainly placed on heroes when they perform a Pounce action.

While a Vulnerable marker is on any figure, that figure can be hit more easily by attacks. Each attack targeting a vulnerable figure gains a +1 DRM on each AD.



#### VULNERABLE FIGURE

### DRM EXAMPLE



Lunette can attack D (Mort) without suffering any negative DRM from hindering terrain. Attacking either A (mosquito), B (pistoleer), or E (mosquito) would inflict a -2 DRM her attack. Lunette cannot attack C (mosquito) due to LOS.

Attacking B (pistoleer) would grant her a positive DRM of +3 as the figure is stunned, and attacking E (mosquito) would grant her a +1 DRM as the figure is vulnerable.

## ATTACK RESULTS

Once all DRMs were applied to each AD result, compare the results to the Stun and Wound values of the used attack.

Remember that drawing an Ace (1) is an automatic miss.

If **any** of the results is equal or higher to the Stun value, the target is stunned. For **each** result that is equal or higher to the Wound value, the target suffers 1 Wound.



**WOUND-MARKER**



**STUN-MARKER**

For each Wound a vermin receives, place a Wound token next to the vermin.

If a vermin's Health is reduced to 0, it is eliminated. Remove its figure from the map and place its marker in the vermin discard.

If a **mosquito** is stunned, remove its figure from the map and place its marker in the vermin discard.

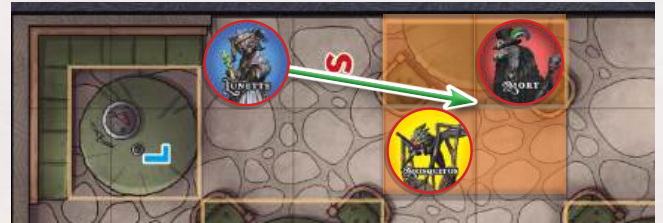
If any **other vermin** is stunned, place a black Stun marker beside it. Any further Stun results against a stunned target have no effect — do not add additional Stun markers.

If playing on **hard**, boss vermins cannot be stunned.

## AREA OF EFFECTS (AOEs)

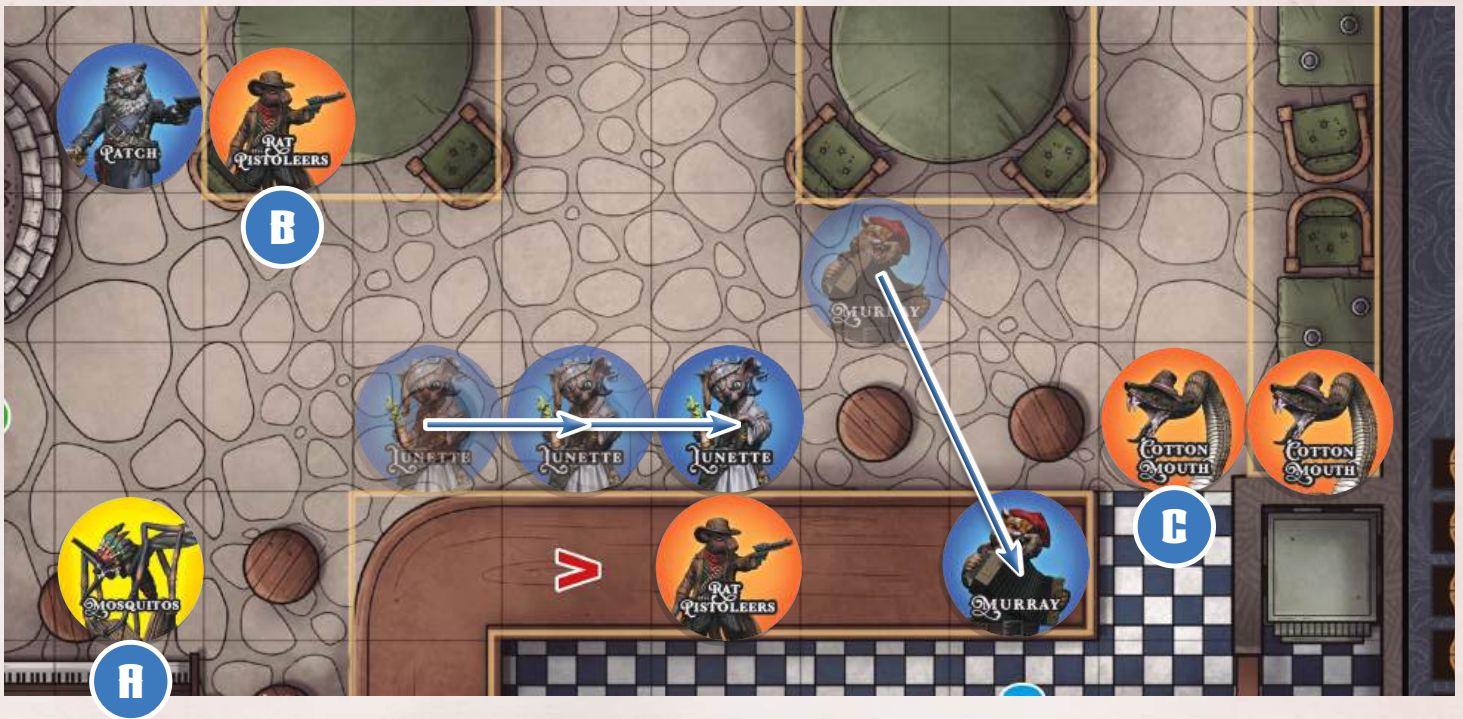
Any attack or skill that has an **Area Of Effect (AOE)**, affects all figures in the targeted **big square**. Resolve the effect or attack separately for each figure in the targeted big square (roll AD for each affected figure individually).

Figures **cannot** use the power **dodge** to avoid this attack or skill.



Lunette uses an attack with an AOE and can target both the mosquito and Mort. She draws for each target separately.





**PATCH** has decided to use both of his AP to attack during his activation.



With his Pepperbox he attacks the mosquito (**A**) at Range 3. He draws an **5 of Hearts** which stuns the mosquito.

The stunned mosquito is removed from the map and placed facedown in the vermin discard.



Next, with his Cavalry Saber he attacks the Pistoleer (**B**), who is at Range 1. Since his attack crosses a **yellow** line he must apply a -2 DRM to his attack. He flips a **10 of Clubs** and subtracts the 2 giving him a final result of 4, which inflicts both a stun and wound onto the vermin. As the Pistoleer only has 1 Health, remove it from the map.



**MURRAY** uses his first AP on a Stride action to move closer to the Bayou Biter (**C**).



Murray then spends his second AP to attack with his Old Navy Cold Revolver. His LOS passes through a **yellow** line, but because he occupies the square, he does not apply the DRM for hindering terrain to this attack. He draws a **Queen of Diamonds** which inflicts a Wound and a Stun on the Bayou Biter (**C**). This vermin has 2 Health, so it is not yet eliminated. Place a Wound token and Stun maker next to it.



**LUNETTE** is up last and spends her first AP to use her Skill Dance of Blades to Prowl closer to the Bayou Biter (**C**), then Perform a free Attack Action with her Throwing Knives.



As the vermin she is attacking is stunned she gains a +3 DRM. She draws a **5 of Spades** for a total of 8 which stuns the vermin. Because it is already stunned the attack has no effect.

She decides to use her second AP to use the Skill: Dance of Blades again, moving closer, then attacking again. This time she draws the **Red Joker** for a total of 16. The attack inflicts a Stun and a Wound — as the Bayou Biter (**C**) only has 1 Health remaining, it is eliminated. Remove it from the map and place its marker in the vermin discard. Additionally because the Red Joker was drawn, all heroes recover 1 Life and the poker deck discard is shuffled back into the deck.

## VERMIN ATTACKS

During the vermin's turn they will activate one at a time, starting with the vermin closest to a hero. When each vermin is activated, it may perform any number of actions equal to the amount of APs that vermin has in the following order:

- ❑ **1**) If the vermin has a target in Range and LOS, it will spend 1 AP to attack.
- ❑ **2**) If the vermin has no target in Range or LOS, it will spend 1 AP to move towards the closest hero.
- ❑ **3**) If the vermin has any remaining AP, repeat the two steps above until it has no more AP to spend.

Similar to heroes, vermin have different weapons and powers to perform attacks with.

Each vermin attack lists its AD, Range, Stun value, Wound value, and any special rules.

If they have multiple attacks, they will use the one with a fitting Range value, then one with the lower Wound value, or if tied, the one with the lower Stun value.

Draw the indicated amount of AD for each target of the attack separately. Note that the party here could potentially cheat the vermin draw, by using a card from their party card hand to change the result.

Any draw result, that meets or exceeds the Stun value, inflicts a Stun. Place a **black** Stun marker next to the target of the attack. Further Stun results against a stunned target have no effect - do not place additional Stun markers.

Any draw result, that meets or exceeds the Wound value, inflicts a Wound. If playing on **easy**, a Wound reduces your heroes Lives by 1. If playing on **normal** or **hard**, flip the buck coin: If Heads, reduce your heroes Lives by 1; if Tails, reduce your heroes Lives by 2 instead.

## VERMIN ELIMINATION

When a the vermin loses its last Health, it is eliminated. Remove its figure from the map and place its marker into the vermin discard area. They will be returned to the vermin pool once the vermin pool is empty.

## PLAY SCENARIO 2

You are now armed with all the necessary information to play to the end of scenario 2. Time to pepper these vermins with steel!





PISTOLEERS

TOOTH & CLAW	
1	8+   10+
PISTOLS (Deplete: Ace)	
1	4   7+   10+
Conceal - Precision	

During the vermin turn, the **Pistoleer (A)** activates first, as it closest to a hero. Due to its power **Cornered** it cannot use its Pistols attack, but instead uses **Tooth & Claw**. It attacks Lunette and draws a **Jack of Spades** for a result of 11 which stuns and wounds Lunette. If you would play on hard difficulty the attack would inflict an additional wound for drawing a black card.

Next the **Bayou Biter (B)** activates. It will attack Murray with **Spit Venom** twice. Both attacks will suffer a -3 DRM as Murray is in hindering terrain (**yellow**). The first attack draw is a **7 of Diamonds** for a result of 4, not inflicting any wounds or stuns. The second attack is a **10 of Clubs** for a total of 7, inflicting a stun on Murray.



BAYOU BITERS

FANGS	
2	6+   9+
SPIT VENOM	
1	4   7+   10+
CORNERED	

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# RENT A SAFEHAVEN

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## FINISHED SCENARIO 2

Congratulations on vanquishing the vanguard of the vermin horde. Before continuing with scenario 3 let us explain the concept of safehavens to you!

### ESTABLISHING A SAFEHAVEN

Despite playing in a rowdy and chaotic setting, the Cats of New Orleans as a game tries to be as open and friendly as possible. To ensure that there will be no frustration during a particularly challenging scenario or due to a bad sequence of draws, this game is using a safe and load feature.

Even if you fail a scenario due to its conditions or goals, or all your heroes died, the campaign doesn't have to end like that. After each successful scenario you can establish a **Safehaven** within the town. A fixture of your current progression you can return to, in case things go sideways.

To establish a Safehaven, record your current status of your party, their health, their current Loot and Skill cards, and your Adventure Log. You can simply take some pictures, or record it on a sheet of paper, however works best for you.

Make sure to also record after which scenario you established the Safehaven, so it is easier to pick up from there.

## RETURNING TO A SAFEHAVEN

At any time you can return to a previously established Safehaven by reconstructing the state of your party according to your notes. Set their health to the recorded values, rearrange their Loot and Skill cards, shuffle any unneeded Loot cards back into the Loot deck, and adjust your Adventure Log accordingly.

Read the exit text of the scenario the Safehaven was established at to refresh your memory and to pick your next scenario to play. This allows you to also explore different choices within the story and to encounter new bits of the overarching narrative that you might have missed.



## SCENARIO 3:

# RIVERBOAT HIJACKED

Welcome to scenario 3. Here we introduce the last morsel of rules that we did not cover yet. Go ahead, open the Scenario Book to scenario 3 on page 8, and lay it out flat in front of you. Follow the setup instructions as you did in the first and second scenario.

As a new concept for the scenario let us introduce Hero Skill cards.

## HERO SKILLS

Each Skill card is assigned to a specific level (1, 2, or 3). Usually higher level skills are more powerful, but also more pricier and a bit more situational. Each hero can look through their level 1 card and pick one of them to gain for free.

Training further skills will be possible after scenario 3. With the following costs:

**Level 1:** 20 bucks.

**Level 2:** 40 bucks.

**Level 3:** 65 bucks.

Skill cards share two common **keywords**:

When you use a Skill card with **Exhaust**, turn the card sideways. As long as a Skill card is exhausted, it **cannot** be used.

Some Skill cards can **Refresh** themselves or other cards. When a card is refreshed, turn that card upright to their normal state.

## SKILL SELECTION

At the start of each scenario each hero may select up to three level 1 skills, two level 2 skills, and one level 3 skill to bring into the scenario. Put any remaining skills aside.



## LARGE VERMIN MOVEMENT

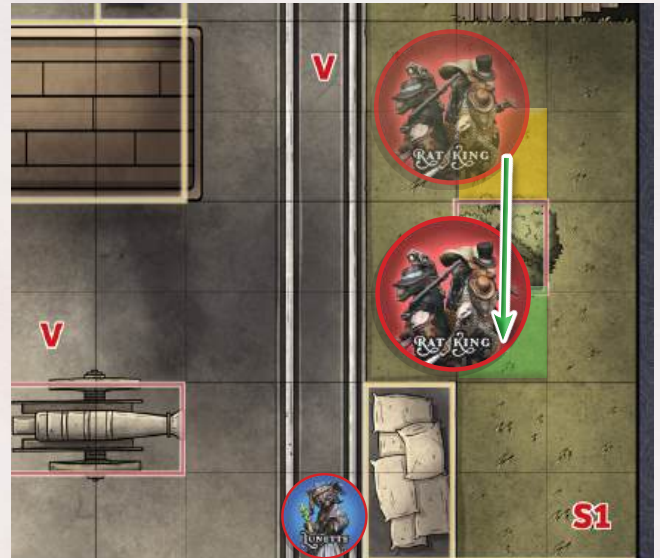
Vermin figures with the power **Large** such as the Rat King and Viceroy have special rules how to move them:

**Large** figures always occupy 2 by 2 small squares.

Large figures may ignore 1 small square of **blocking terrain** during movement and when placing their figure.

For the purposes of movement, choose the small square, that is closest to any hero to move the figure from.

Keep the orientation and rotation of the figure the same during the movement.



The Rat King moves towards Lunette with 2 APs. They choose the closest small space to Lunette to start their movement (**yellow**) and move from there towards the closest small square of Lunette (**green**). During the movement the Rat King can ignore one small square of blocking terrain (**red outline**).



# HORDES OF VERMIN



**BAYOU BITTERS**

FANGS  
 2 | 1 | 6+ | 9+

SPIT VENOM  
 1 | 4 | 7+ | 10+

CORNERED

**Cornered**

If adjacent to a party member, this figure must attack with a Range 1 attack.

## Bayou Bitters, Cottonmouth Snakes

When it comes to the rulers of the bayou, none are tougher and meaner than the cadre of cottonmouths that slither through those swamps and into the streets of New Orleans.

The Bayou Bitters work for the Viceroy, who uses them to oversee everyone else under his rule — and to poison any who stand in his way.



**BAYOU MOSQUITOS**

STINGING BITE  
 1 | 0 | ALWAYS | ALWAYS

Flying - Short lived - Swarming

**Flying**

This figure ignores hindering terrain and water terrain.

**Short lived**

After performing an attack, this figure is eliminated and played into the vermin discard.

**Swarming**

Any number of figures with Swarming can occupy the same small square.

## Bayou Mosquitos, Bloodsuckers & Bloodtakers

Before the mammals rose from the muck — before even the first reptiles sunned themselves on riverside rocks — the mosquitoes were there. Angry about the city shouldering aside their habitat, they're happy to have the opportunity to drain any mammal dry. Blood for the bloodsuckers!



**CROC**

JAWS  
 2 | 2 | 7+ | 9+

Boss - Camouflage - Swimmer - Thick-Skinned

**Boss**

When this figure is eliminated, remove its figure and marker from the scenario.

**Camouflage**

Whenever no party member has LOS to this figure, replace this figure with its facedown Vermin-marker.

**Swimmer**

This figure ignores Water terrain. If this figure activates in Water terrain, it gains 1 additional AP at the start of its activation.

**Thick-Skinned**

This figure cannot be stunned.

## Croc, Alligator, Bayou Enforcers

Croc has never been able to fill his belly, despite endless efforts to do so. He is a glutton who works as the Viceroy's lieutenant solely so he can feast on what the great turtle leaves behind. He prefers to hunt by ambushing his prey, lying in wait till they draw too close for any hope of escape.



**GEORGE BURR**

STILETTO

PISTOLS (Deplete: Ace)

Boss - Dodge - Precision

**Boss**

When this figure is eliminated, remove its figure and marker from the scenario.

**Dodge**

If this figure would be stunned or wounded, FLIP - 9 or higher: Ignore the attack result. This power cannot be used if this figure is stunned or was attacked by an AOE attack.

**Precision**

Will move to gain LOS to any party member, but not closer if possible. Attacks the closest party member in LOS, but not through hindering terrain.

### George Burr, Cornish Rex, the Cat-Catcher

During the Civil War, Burr worked for both sides as a spy, selling his services to whichever was the higher bidder at the time. Most cats refuse to work with vermin out of principle, but Burr cares far less for his kind than for cold cash. He tries not to ask questions about the purpose of his work, for fear that he would not like the answers.



**MORT**

BEAK

Bokor - Boss - Glider - Leadership - Mending Charm

**Bokor**

When a vermin is eliminated, FLIP - 7 or higher: that vermin recovers all health and is now zombified. Bosses or zombified vermins cannot be affected by this power. Zombified vermins cannot be stunned and cannot use weapons.

**Boss**

When this figure is eliminated, remove its figure and marker from the scenario.

**Glider**

This figure may spend 1 AP to move to any small square in an adjacent big square, ignoring Water terrain and hindering terrain.

**Leadership**

All vermin with 1 AP gain +1 AP. During the initiative roll, ignore the -4 DRM penalty of the vermin.

**Mending Charm**

When this figure activates and either Viceroy, Mort, Sacreblue, the Rat King, or Roux Poubelle is wounded, this figure spends 1 AP to heal the first one in the listed priority to full health.

### Mort, Black Vulture, Bokor

Mort has been fascinated with death his entire life. He studied at Marie Laveau's home until she kicked him out for creating zombies all on his own. He cut a deal with the Viceroy to keep him supplied with bodies so that he can continue his research, with which he plans to take over the entire city.



**PISTOLEERS**

TOOTH & CLAW

PISTOLS (Deplete: Ace)

Cornered - Precision

**Cornered**

If adjacent to a party member, this figure must attack with a Range 1 attack.

**Precision**

Will move to gain LOS to any party member, but not closer if possible. Attacks the closest party member in LOS, but not through hindering terrain.

### Pistoleers, Gutter Rats

Many of the rats of New Orleans moved there for the easy pickings the city life offers, but the cats of New Orleans drove them out of the gutters and into the sewers and even back into the bayou itself. They've been waiting for someone to help them quench their thirst for revenge, and now that they have it, they're going to go down shooting.



**ROUX POUBELLE**

RAZORBLADE

1 | 1 | 9+ | 5+

Boss • Counterattack • Frenzy • Terrifying

**Boss**

When this figure is eliminated, remove its figure and marker from the scenario.

**Counterattack**

After this figure is attacked by a party member within range 1, perform an attack against the attacker.

**Frenzy**

If this figure performs an attack, DRAW two cards and choose the better result.

**Terrifying**

Any figure entering an adjacent small square to this figure must DRAW - 6 or lower. That figure must immediately move 1 small square away from this figure.

### Roux Poubelle, Rabid Possum

*Poubelle makes his living by ordering around the Bayou Bitters for the Viceroy. He's been bitten so many times that he's become immune to snake venom, but at the cost of his sanity. Not only can he no longer "play possum" by faking his death — he can barely get any normal sleep either, driving him stark-raving mad.*



**SACREBLEU**

STABBY BEAK

2 | 2 | 8+ | 7+

Boss • Dodge • Flying • Glider

**Boss**

When this figure is eliminated, remove its figure and marker from the scenario.

**Dodge**

If this figure would be stunned or wounded, FLIP - 9 or higher. Ignore the attack result. This power cannot be used if this figure is stunned or was attacked by an AOE attack.

**Flying**

This figure ignores hindering terrain and water terrain.

**Glider**

This figure may spend 1 AP to move to any small square in an adjacent big square, ignoring Water terrain and hindering terrain.

### Sacrebleu, Blue Heron, Thrillkiller

*While Mort studies death, Sacrebleu makes an art of murder. She uses her beauty to draw her victims close and then spears them with a strike of her sharpened beak. She doesn't care what Mort does with the bodies — only that he gives her a good excuse to keep producing them.*



**STINKERS**

TOOTH & CLAW

1 | 1 | 6+ | 9+

SABER

1 | 1 | 5+ | 8+

Stinkblast

**Stinkblast**

When this figure is stunned, place a Stinkblast-Marker in the small square it is in.

All figures other than Stinkers in surrounding squares suffer a -3 DRM to any attacks they perform.

End Segment: For each Stinkblast-Marker, FLIP - 6 or lower. Remove that Stinkblast-Marker.

### Stinkers, Mercenary Skunks

*Few folks can stand being around the skunks, but the Stinkers have turned that to their advantage. They can sometimes clear a room just by walking into it, but if anyone is brave enough to stand against them, the Stinkers are happy to make the implied threat of their gaseous attack all too real.*



**VICEROY**

SNAPPER

2 | 2 | 5+ | 8+

Boss - Large - Leadership - Shell-Armor - Swimmer

**Boss**

When this figure is eliminated, remove its figure and marker from the scenario.

**Large**

This figure occupies two adjacent small squares in the same big square. This figure can move freely within the small squares of a big square and it may spend 1 AP to move 1 big square.

**Leadership**

All vermin with 1 AP gain +1 AP. During the initiative roll, ignore the -4 DRM penalty of the vermin.

**Shell-Armor**

This figure cannot be stunned. Attacks targeting this figure suffer a -2 DRM.

**Swimmer**

This figure ignores Water terrain. If this figure activates in Water terrain, it gains 1 additional AP at the start of its activation.

## The Viceroy, Alligator Turtle, Bayou Lord

The Viceroy is older than anyone knows. He claims he was lord of the bayou before the mammals invaded to build their “safe and dry” city, and he plans to rule over its ruins when he’s done. His savagery is surpassed only by his spite for those with warm blood.



**RAT KING**

Boss - Conjoined - Large - Revolving Personality

**Boss**

When this figure is eliminated, remove its figure and marker from the scenario.

**Conjoined**

When this figure is eliminated, shuffle its remaining Aspect cards, remove 1 at random for the remainder of the campaign.

**Large**

This figure occupies two adjacent small squares in the same big square. This figure can move freely within the small squares of a big square and it may spend 1 AP to move 1 big square.

**Revolving Personality**

**Scenario Setup:** Shuffle the remaining Aspect cards and form a deck with them. If the Aspect deck runs out, reshuffle it. When this figure activates, draw 1 Aspect card. It will use only the Attack and Powers of the current card.

## The Rat King, Gang of Six, Mob Leader

A collective of six of the most powerful rats in the city, who are conjoined by their tangled tails. They rarely agree on anything, and they put all points of contention to a vote. At one point, they got tired of having tied votes, so they killed the weakest one. They still drag its mindless zombie corpse around with them, keeping it well fed enough that it never turns on the rest of them.



**RAT KING - THE PSYCHO**

CUTLASS

3 | 3 | 6+ | 8+

Power

**Power**

If this figure performs an attack, DRAW two cards and choose the better result.



**RAT KING - THE PIMP**

CANE

3 | 3 | 4+ | 9+

Counterslash

**Counterslash**

After this figure is attacked by a party member within range 1, perform an attack against the attacker.



**RAT KING - THE CORRUPTED**

SPITEFUL TONGUE

3 | 3 | 5+ | 12+

Leadership

**Leadership**

All vermin with 1 AP gain +1 AP. During the initiative roll, ignore the -4 DRM penalty of the vermin.



**RAT KING - THE BANDIT**

TWIN PISTOLS

2 | 2 | 4 | 7+ | 10+

Indge

**Indge**

If this figure would be stunned or wounded, ELIP. If an higher figure the attack result. This power cannot be used if this figure is stunned or was attacked by an ACE attack.



**RAT KING - THE ASSASIN**

SCOPED RIFLE

1 | 1 | 8 | 9+ | 6+

Precision

**Precision**

Will move to gain LOS to any party member, but not closer if possible. Attacks the closest party member in LOS, but not through hindering terrain.



**RAT KING - THE DECAYED**

SCRAPE & CRUNCH

2 | 2 | 1 | 6+ | 9+

Interring

**Interring**

Any figure entering an adjacent small square to this figure must DRAW 1 card lower. That figure must immediately move 1 small square away from this figure.

## VERMIN POWERS

### □ **Bokor**

When a vermin is eliminated, **FLIP** - 7 or higher: that vermin recovers all health and is now zombified.

Bosses or zombified vermins cannot be affected by this power. Zombified vermins cannot be stunned and cannot use weapons.

### □ **Camouflage**

Whenever no party member has LOS to this figure, replace this figure with its facedown Vermin-marker.

### □ **Conjoined**

When this figure is eliminated, shuffle its remaining Aspect cards, remove 1 at random for the remainder of the campaign.

### □ **Cornered**

If adjacent to a party member, this figure must attack with a Range 1 attack.

### □ **Counterattack**

After this figure is attacked by a party member within range 1, perform an attack against the attacker.

### □ **Coward**

At the start of each of this figures activation, if it is within Range of any heroes attack, it will move to any square outside of the Range of these attacks, if possible, otherwise moves as far away from any hero as possible.

### □ **Dodge**

If this figure would be stunned or wounded, **FLIP** - 9 or higher: Ignore the attack result.

This power cannot be used if this figure is stunned or was attacked by an AOE attack.

### □ **Drain Life**

When this figure activates, it spends 1 AP to try to drain the life of every hero on the map. Roll a die for each hero (and for George Burr if he is there). On a 7+, this figure inflicts a wound on that hero and gains 1 Health.

In this way, it can have more Health than its normal maximum, up to a limit of 9 Health. The figure cannot attack on any turn they use this power. Figures wounded by this power are not stunned.

### □ **Flying**

This figure ignores hindering terrain and water terrain.

### □ **Frenzy**

If this figure performs an attack, **DRAW** two cards and choose the better result.

### □ **Glider**

This figure may spend 1 AP to move to any small square in an adjacent big square, ignoring Water terrain and hindering terrain.



### □ Large

This figure occupies a full big square and. This figure can move freely within the small squares of a big square and it may spend 1 AP to move 1 big square.

### □ Leadership

All vermin with 1 AP gain +1 AP. During the initiative roll, ignore the -4 DRM penalty of the vermin.

### □ Mending Charm

When this figure activates and either Viceroy, Mort, Sacreblue, the Rat King, or Roux Poubelle is wounded, this figure spends 1 AP to heal the first one in the listed priority to full health.

### □ Precision

Will move to gain LOS to any party member, but not closer if possible. Attacks the closest party member in LOS, but not through hindering terrain.

### □ Revolving Personality

**Scenario Setup:** Shuffle the remaining Aspect cards and form a deck with them.

If the Aspect deck runs out, reshuffle it. When this figure activates, draw 1 Aspect card. It will use only the Attack and Powers of the current card.

### □ Shell-Armor

This figure cannot be stunned. Attacks targeting this figure suffer a -2 DRM.

### □ Short Lived

After performing an attack, this figure is eliminated and played into the vermin discard.

### □ Stinkblast

When this figure is stunned, place a Stinkblast-Marker in the small square it is in. All figures other than Stinkers in surrounding squares suffer a -3 DRM to any attacks they perform.

**End Segment:** For each Stinkblast-Marker, **FLIP** - 6 or lower: Remove that Stinkblast-Marker.

### □ Swarming

Any number of figures with Swarming can occupy the same small square.

### □ Swimmer

This figure ignores Water terrain.

If this figure activates in Water terrain, it gains 1 additional AP at the start of its activation. This figure is immune to AOE attacks as long as they are in Water terrain.

### □ Terrifying

Any figure entering an adjacent small square to this figure must **DRAW** - 6 or lower: That figure must immediately move 1 small square away from this figure.

### □ Thick-Skinned

This figure cannot be stunned.



# THE NATCHEZ REOPENED

When you return to the riverboat, Captain Gilles Garnier — a rangy tomcast with ruffled black fur — is already there. He grabs you each and kisses you on both sides of your whiskers in turn. “My friends! I cannot believe it! You managed to steal back my riverboat from those rats! You are kings among cats!”

You try to explain that you were just being neighborly, but he’s not having any of it. “I know what you are doing — how you are leading the resistance against the Rat King and his kind — and I insist you let me help. Allow my Natchez to serve as both your transport and your place of rest.

“I have already arranged for Mister Thumper and his wife Stella to join us here to serve meals and drinks for as long as this conflict endures. You can take what time you need to rest, recuperate, and — most importantly — plan.

“On top of that, that old rascal Leonidas has promised to scour the black market to procure those kinds of special things that might help you in this work. He can even find people to help train you in whatever wiles you need to know — also if you need some information, few cats have ears as sharp as him.”

His smile falters for a moment. “We cannot let these vermin destroy all that we have fought so hard to build. As the French like to say, ‘Liberté, égalité, fraternité!’ For our New Orleans!”

## VISITING THE RIVERBOAT

Between scenarios your heroes are able to rest and visit the riverboat Natchez. Perform the following steps in order:

### 1) LISTEN FOR RUMORS AND GOSSIP IN THE LOUNGE.

Always filled with many visitors the lounge is the perfect place to mingle with other visitors of the Natchez.

After every scenario the thing to do when visiting the riverboat is to see if there is anything particularly interesting happening on board. Draw a Riverboat Event card, read it aloud and follow its instructions.

### 2) VISIT THE BAR AND CANTINE.

Thumper and Stella offer a host of flavors and spirits.

Each hero may visit the bar for a round of free drinks to heal 1 Wound. They may purchase additional drinks or meals for 5 bucks each to heal 1 additional Wound for each purchase.

### 3) PURCHASE NEW GEAR.

Leonidas brings in a procurement of wares every day to peruse. Selling them is a steady income but he is way more prone to gain money in illicit ways. Most days he is up for a game of cards, sometimes even more than one!

The smuggler Leonidas has a revolving offer of items to purchase and sometimes even gambling opportunities, in which you can engage in.

Draw 5 cards from the Loot deck of the last scenario, set aside any **Event cards** and any **Stash of Ammunition** cards, and continue to draw until a total of 5 cards is available. Weapons, items, and any set aside Stash of Ammunition cards may be purchased for their price in the top left of the cards.

Any revealed Buck cards represent voluntary gambling opportunities if you are strapped for cash. Simply follow their instructions to either lose some bucks or to win some.



Leonidas also buys unwanted leftover gear from your heroes. You may sell any Loot card you have for half its purchase price rounded down.

### 4) TAKE TIME TO HONE YOUR SKILLS.

Captain Gilles Garnier knows quite a few people in town. For a fee, he will ferry you to the right places and introduce you to the right persons.

Each hero may spend bucks to acquire new Skill cards belonging to them at the following prices:

- Level 1: 20 bucks.
- Level 2: 40 bucks.
- Level 3: 65 bucks.

## ONWARDS!

You are ready to continue your crusade to rid this city of vermin. Continue to the next scenario!