

Minion Hunter

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This package includes
Minion Nation,
the **Minion Hunter**
Expansion.

Dice. One six-sided Dice and one ten-sided Dice (not included).

Sample file

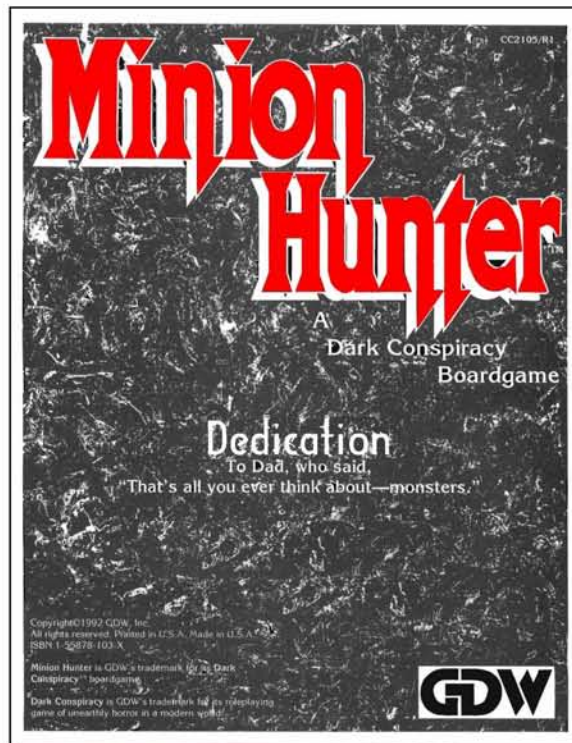
Minion Hunter

1

1 Rules.

Nine pages of Rules.
Includes Grimmer Options Chart.
Print this file on white paper.
The backs are plain.

Sample file





INTRODUCTION

The time: the near future.

The place: the USA.

It is a country under siege by dark forces. Vast tracts of rural America have been declared Out-Law—places too wild to be governed any longer. Whole cities have been taken over by business cartels that parcel out life and death by the profit margin. Bandit tribes haunt the rural roads. Heavily armed street gangs fight virtual wars against corporate security forces within the decaying suburbs. Pollution has run wild: The land is festering with toxic waste dumps steaming in the sun. Demogrounds—regions of monstrously mutated plant and animal life—dot the country like spots of leprosy.

However, these are only symptoms of the disease. The true cause of the nation's illness is something even worse. It is an evil from the dawn of time, involving entities which feast on human suffering. Their minions are the creatures that spawned humanity's darkest legends—legends of blood drinkers, flesh eaters, shape changers, and soul stealers. Those minions have inspired our stories of vampires, zombies, ogres, ghosts, and ghouls, but they are even worse than we could have imagined. Now they stalk our land as plotters and hunters, driving humanity to madness and despair.

But sometimes the hunters become the hunted. Sometimes the prey stands up and fights back. Even in these dark times there are individual humans who uncover the plots behind the nation's slide into ruin and work against them.

In **Minion Hunter**, you take the part of one of those individuals. While the Dark Minions pursue their evil plots, you direct the growth of your character, guiding him or her through a career that yields skill in stealth and combat, a collection of helpful contacts, a variety of equipment, and (perhaps most importantly) an empathic sense of the Earth's own powers to oppose the dark. Thus armed, you send that character to root out and destroy the Dark Minions. The best among you will become the most famous minion hunter. But you have to act quickly, or the minions will bring their plots to fruition and the country will fall completely into their hands.

COMPONENTS

Minion Hunter includes the following components:

Rulebook: This eight-page rulebook you are holding

contains the necessary rules and descriptions for playing **Minion Hunter**.

Board: The game board consists of several different areas. The track of spaces around the edge of the board is where characters start the game and pursue their careers. (In these rules it will be referred to as the Career Track.) The map of Dark America is for travel between the metroplexes where the Dark Minion plots are being hatched. If injured, your character will move along the Hospital Track while recovering. Finally, there is a Plot Cards Track along which the Plot Cards move, and a Plot Points Track for keeping score of the total Plot Points achieved by the minion races.

Cards: There are two decks of cards: Plot Cards and Equipment Cards. The Plot Cards determine what plots are occurring in which cities at what time, and some of them, when revealed, move the minion pawns along the Plot Points Track. The Equipment Cards detail the cost and abilities of various types of equipment the characters can purchase. They also provide a means for the characters to obtain money (which is spent on equipment and/or public transportation on the Dark America map).

Encounter Charts/Character Sheets: The players will be directed to the charts on this card in order to play out the different encounter possibilities in the game. On the reverse side is a page of character sheets suitable for photocopying when the tablet is exhausted. (See below.)

Pawns: There are 10 pawns in all; six for the players' characters (to be moved about the Career Track, map of Dark America, and Hospital Track) and four for the primary minion races in the game (to be used on the Plot Points Track).

Stickers: The game contains 20 individual stickers, two for each pawn. The first time you play, you will have to remove these stickers from the sheet and put them on the pawns. Put the two "ETs" stickers on the front and back of one pawn, the two "Morlocks" stickers on another, the two orange character stickers on another, and so on.

Character Sheets Tablet: The tablet of character sheets is to be used for keeping track of characters' four attribute ratings. As a character gains points in an attribute, hash marks are added in the appropriate space. If a character loses points in an attribute, hash marks are erased.

Paper Money: As characters pursue careers, they can gain money to spend on equipment and travel. The paper money provides an easy way to keep track of gains and expenditures.

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Dice: There are two dice included in the game. One is a standard six-sided die and is used primarily for movement around the Career Track. The other has 10 faces (numbered 0-9, the 0 representing 10) and is used for determining success or failure at tests of a character's attributes and for most encounter rolls. In the rules and tables, the six-sided die is referred to as D6 and the 10-sided die as D10.

ITEMS NEEDED FOR PLAY

You will need at least one pencil and an eraser for marking and removing attribute points on the character sheets.

SET UP

Assign one player to be the Plot Card mover, another to keep track of Plot Points, and another to be the banker.

Lay out the board so that the two people responsible for the Plot Cards and Plot Points have easy access to those sections of the board.

Have the banker separate the the money into its various denominations and set the piles to one side of the board. *All players begin the game with no money.*

Have the person responsible for the Plot Points Track take charge of the four minion races pawns and place them somewhere handy (such as on the board near the GDW logo for instance).

Have the person responsible for the Plot Cards shuffle that deck, set aside 12 cards (without looking at them—their use out of play), and place the remainder of the deck face down on the appropriate starting place on the Plot Cards Track. For example, if there are three people playing, the deck should be placed on the blue start space (marked "3-4 Players"). (**Note:** Setting 12 cards aside assures that each game played will have a slightly different mix of cards, thereby enhancing suspense.)

Shuffle the Equipment Cards and set that deck face down beside the board.

Give a character sheet to each player. Each player should mark 1 point in each of the attributes listed on the sheet (see "Attributes," page 5) and name his or her character (use your own name, or make one up—this is only for flavor).

Have each player roll the D10. The highest roller chooses a character pawn and starts the game first, and players will take their turns in clockwise order from that person.

GAME TURNS

Each Game Turn in Minion Hunter consists of two smaller turns: a Player Turn, followed by a Plot Card Turn. During the Player Turn, a single player performs actions for his or her character. During the Plot Card Turn, a Plot Card advances along the Plot Cards Track.

PLAYER TURN

Exactly what actions a player performs depends upon which portion of the game board that player's pawn occupies at the beginning of the turn. In any case, after movement has been completed and any resulting effects have been resolved, the player's turn ends.

First Turn

On each player's first turn of play, the player's pawn actually begins the turn off the board. To start, then, the player chooses one of the four corner spaces on the Career Track and places his or her pawn there. These four corners represent basic skills of the four different types of careers: Empathic, Street, Corporate, and Security. (Notice how the other spaces of the Career Track are grouped to reflect experiences appropriate to the career of the corner they are closest to.)

Upon choosing a corner and placing the pawn on it, the player records on the character sheet the attribute adjustments listed on that corner (see "Attributes," page 5) and draws an Equipment Card if instructed to do so.

Note: The corner marked "Security Training" lists an attribute adjustment of +1 Combat; it should be "+2 Combat."

Career Track

If the player's pawn begins the turn on one of the spaces of the Career Track, the player *must* roll the D6 and move that many spaces (either clockwise or counterclockwise) around the track. The player chooses which direction to go, but the pawn must be moved the exact number of spaces indicated on the die. (Note that the pawn can be moved either direction every turn, but it cannot move in both directions in the same turn.)

The player then follows the instructions listed on whatever space the pawn ends movement upon, as explained more fully in the paragraphs that follow.

Note that nothing prevents players from moving their pawns completely around the board, through any or all of the career areas over the course of several turns of play. (In fact, players are encouraged to change careers often to receive a good mix of attribute points, equipment, and money.)

Contact Space: The character gains a contact. See "Attributes," page 5.

Equipment Space: The character gains the indicated number of Equipment Cards. See "Equipment," page 6.

Dark Encounter Space: The character encounters one of the Plot Cards currently in play (either the one atop the deck on the start space, or the one moving along the Plot Cards Track). See "Effects of Plot Cards," page 7.

Proto-Dimension Encounter Space: The player follows the



directions on the Proto-Dimension Encounters table on the encounter sheet. First, a test is made versus the character's Empathy attribute to determine if the character can somehow control the portal into the proto-dimension. (See "Testing Attributes," page 6, for an explanation of how to make this test.) A successful roll means that the player can roll the D6 rather than the D10 on the Proto-Dimension Encounters table. This is advantageous because the most beneficial encounters are grouped together at the low end of the range of numbers on the table.

Attribute Test Space: Many of the spaces on the board have text beginning with the words "Easy vs." or "Average vs." followed by an attribute. When the character is on one of these spaces, the player makes a test of the appropriate attribute, as explained under "Testing Attributes." If the test is successful, the character receives the benefits listed on the space; if it is a failure, the character suffers the penalty listed.

Corner Space: When a pawn moves to a corner space from elsewhere on the Career Track, the player has the choice of either taking the attribute adjustments and any Equipment Cards listed on the space (even if the character has been on that space before), or ignoring those things and moving to any one of the metroplex (city) spaces on the Dark America map instead. (Remember, the "Security Training" corners should say "+2 Combat," not "+1 Combat.")

If the pawn is moved to a metroplex listed on one of the Plot Cards currently in play, the character encounters the appropriate Plot Card (see "Effects of Plot Cards," page 7).

Dark America Map

If the player's pawn begins the turn on one of the spaces of the Dark America map, no roll is made for movement. Instead, the player may either move the pawn about the Dark America Map or to any one of the four corners of the Career Track. How far the pawn moves on the Dark America map will depend upon a number of factors, as explained in the next few paragraphs.

Travel Routes: The red lines on the Dark America map are travel routes. They run from metroplex to metroplex, sometimes crossing stretches of Out-Law and/or Demonground as they do so. Normal movement along these routes is from metroplex to metroplex, but occasionally characters may be forced to end movement on an Out-Law or Demonground space (and therefore begin their next turn on that space).

Map Encounters: Each time a character passes over a space marked as Demonground or Out-Law, the character's player must make a roll on the appropriate encounter table. If the result is "No encounter," the character ignores the space and continues moving.

If, on the other hand, an encounter is rolled, the character halts in the space and can go no farther this turn. (The

exception to this is if the encounter specifically instructs the character to move somewhere else—to the Intensive Care space of the Hospital Track, for instance).

Note that a character may be forced to make several encounter checks in one turn. (For instance, a character moving directly from Seacouver to the Twin Cities on the map would have to roll twice for Out-Law, once for Demonground, another time for Out-Law, and a final time for Demonground, before reaching the destination.)

Also note that if a character is using a personal vehicle or public transportation, the character may gain a bonus to the die roll for map encounters. However, the method of travel the player declares at the beginning of the character's turn will define what bonuses (if any) the character receives for any map encounters that turn. For example, if a character named Scirocco owns an aircraft but is declared to be riding his Harley this turn, he cannot use his aircraft bonus for map encounter rolls, but must use the bonus listed for his Harley instead.

Movement Rate: Characters on the Dark America map do not roll for movement. Rather, they move according to their movement rate, as follows.

On Foot: A character with no vehicle is considered to be walking or hitchhiking and is characterized as "on foot." Characters on foot move a maximum distance of one metroplex away from their current position.

Personal Vehicle: Some of the Equipment Cards are vehicles. If a character owns one of these vehicles (see "Equipment Cards," page 7), that character can move a number of metroplexes distance up to the "Map Movement" rate listed on the card, instead of travelling on foot. (They need not move the entire rate.) Personal vehicles also give a bonus to Map Encounter rolls, thereby making travel across Out-Law and Demonground more safe.

Public Transportation: Characters with or without personal vehicles may opt to use public transportation, assuming they have sufficient money to pay for the ticket. The "Public Transportation" table on the encounter charts sheet lists the Map Movement rates (maximum distance) and map encounter modifier for each type of transportation.

To use public transportation, characters must begin the turn in a metroplex, must declare which type of public transportation they are using (train or aircraft), how far they intend to travel (up to the type's listed Map Movement rating), and exactly which routes they will follow, and they must pay the resultant price before beginning to move.

For example, a character who began the turn in Denver and wished to move to West Erie might choose to travel by train from Denver to the Quad Cities, to Chiwaukee, then to West Erie. The character would pay \$750 (\$250 times three metroplexes' distance) before moving, and would roll for a



Demonground encounter (adding the train's encounter modifier) between Denver and the Quad Cities. If a Demonground encounter resulted, the character would end movement on the Demonground space, but the money would still be spent.

Multiple Rates: Characters who own personal vehicles are never required to use those vehicles. They may, at their option, travel on foot or by public transportation. On the other hand, their vehicles are considered to be available at any metroplex, which means that on one turn they could travel on foot, on another by personal vehicle, on another by public aircraft, on another by a different personal vehicle, etc.

Characters who begin a turn on an Out-Law or Demonground space must move on foot; they may not use public nor personal transportation.

Minimum Rate: Characters on the Dark America map may choose not to move at all during a particular turn. They may do so to remain in a metroplex where a Plot Card has just come into play, for instance. Characters who decide to remain on an Out-Law or Demonground space must roll for a map encounter, of course.

Plot Card Encounters: Characters on the Dark America map who move to a metroplex listed on a Plot Card that is currently in play may—at their option—encounter that card (see "Effects of Plot Cards," page 7). They are not required to do so, however.

Hospital Track

If the player's pawn begins the turn on the Hospital Track, the pawn will generally advance exactly one space along that track (i.e., from Intensive Care to General Ward, from General Ward to Outpatient Care, or from Outpatient Care to any metroplex on the Dark America map or any corner space on the Career Track). However, the player must roll the D10 for a hospital encounter *before* moving the pawn—see the encounter charts sheet—and must follow the directions given for that die roll.

PLOT CARD TURN

In each Game Turn, immediately after the Player Turn is finished, the player responsible for the Plot Cards Track conducts a Plot Card Turn. During this turn, a single Plot Card is moved one space farther from the initial "Start" space and consequently one space closer to the "Discard" space. Once it reaches the discard space, the card is turned face up and the text on its face takes effect (see "Effects of Plot Cards," page 7). Then another Plot Card is taken from the top of the deck at the start space and begins its trip to the discard space.

There is one special case in which two Plot Cards are moved during the Plot Card Turn. When a card reaches the discard space and takes effect, another card is *immediately* taken from the start space and moved one space along the track. The purpose of this rule is to ensure that there are always two Plot Cards in play at the end of the Plot Card Turn—the one atop the

deck on the start space, and another moving along the Plot Cards Track (see "Effects of Plot Cards," page 7).

Example: Imagine a three-player game in progress with players named Abbot, Belinda, and Conroy, playing in that order. The Plot Cards deck has been placed face down on the blue ("3-4 Players") space of the Plot Cards Track. Conroy has volunteered to be responsible for the Plot Card Turn.

Abbot takes the very first turn of the game. Following that, during the Plot Card Turn, Conroy moves a Plot Card from the top of the deck to the green space.

Next, Belinda takes her turn. During the Plot Card Turn that follows, Conroy moves the single Plot Card along the track to the yellow space.

Now Conroy takes his own turn. Following that, he moves the single Plot Card to the orange space.

Abbot takes a turn again. Then, during the subsequent Plot Card Turn, Conroy moves the single Plot Card to the red, discard space and turns it face up so that its effects (if any) can be applied to the game. Following that, he immediately moves another card from the start space to the green space so there are two cards in play at the end of the turn.

Now it is Belinda's turn again.

ATTRIBUTES

Each character in *Minion Hunter* has four attributes: Empathy, Combat, Stalking, and Contacts. Empathy is a supernatural attribute, representing the character's psychic or spiritual power. Combat is expertise with weapons and attack forms. Stalking represents stealthiness and research ability. And Contacts indicates the ability to call on friends and business associates for help.

Recording Attribute Points

The character sheets included in the game are designed for players to keep track of attribute points by recording hash marks. In the illustration at right, Scirocco has 7 points of Empathy, 2 points of Combat, 13 points of Stalking, and 5 Contacts.

Name Scirocco	
Empathy 	Stalking
Combat 	Contacts

Initial Attribute Points

Each character begins the game with 1 point in each attribute.

Gaining Attribute Points

Many of the spaces on the Career Track list bonuses to