

the RATCATCHER

The Solo Adventure Game

RULEBOOK



SOLO
PLAY



30-45
MINS



AGES
12+

Game Contents



6 x Character Tokens



6 x Character Boards



10 x Six Sided Dice



17 x Special Tokens



1 x Tallyman Cage



8 x Magic Cheese Tokens



17 x Trap & Action Tokens



30 x "R" Tokens



4 x Nemesis Tokens



64 x Rat Tokens (Ratpiles)



4 x Nemesis Boards



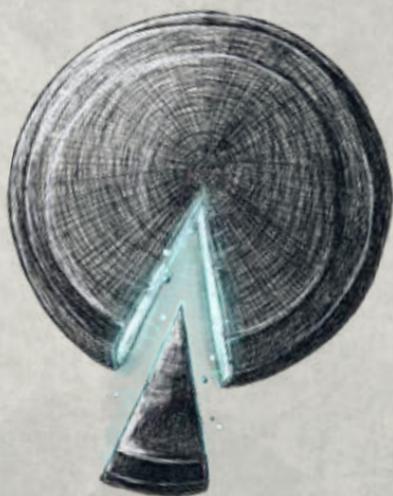
13 x Peculiar Rats & Tokens



2 x Reference Cards



35 x Township Cards (Cardboard)



The Tail so far...

The Kingdom of Brie has made a breakthrough of stunning proportions in the field of magic cheese! This new cheese seems to be able to do anything and everything, including attracting the attention of every rat from across the world.

The Kingdom is now suffering a rat plague ~ it is infested from top to bottom with a ravenous horde of ill-tempered rodents, all hunting for the magic cheese.

You, are the Ratcatcher, the only person capable of dispelling the plague suffered by Brie; not to mention that the cheesemakers will pay highly for any magic cheese returned to them. You know the ways of the rats and must use all your skills, bravery, and cunning in order to defeat them. But beware, something is happening with the rats and it's not good, so you must hurry!





GAME ANATOMY

Character Board



- | | | | | | |
|--|---------------------|--|-----------------------|--|--------------------------|
| | MAGIC CHEESE SLOT | | ATTACK / ATTACK DICE | | UPGRADE COST |
| | UNAVAILABLE SLOT | | ACCURACY VALUE | | UNLOCK MARKER |
| | HEALTH SLOT | | DEFENCE VALUE | | REFILL - SPECIAL ABILITY |
| | HEALTH UPGRADE SLOT | | TRAP ICON | | REFILL - SPECIAL ABILITY |
| | DEATH INDICATOR | | SPECIAL ABILITY TOKEN | | UPGRADE |
| | MOVEMENT TRACK | | SPECIAL ABILITY TOKEN | | COST ICON |

Township Card



Nemesis Rat Board

HEALTH TRACKER

SPECIAL ABILITY. VARIED ON EACH NEMESIS

IF THE RATS EVER CONSUME 10 CHEESE THEN THE PLAYER HAS LOST

PLACE THE FIRST CONSUMED CHEESE TOKEN ON THE TRACK AND MOVE IT UP THE TRACK WHEN REQUIRED

NO SYNDROME
Whenever a RATS/STE event occurs on the Rat Tracker, roll a D6 and assign a 1-10 Chee Token. A result of 1 will place this token on a single mouse.

- RAT MOVEMENT VALUE
- NEMESIS ICON
- BROWN RAT ICON
- RAT BITE VALUE
- RESET ICON
- BLACK RAT ICON
- ACCURACY VALUE
- MAGIC CHEESE SLOT
- DICE
- DEFENCE VALUE
- MUTATION ICON (RAT KING)
- GUT CARD - THE MAW ONLY
- SPAWN VALUE
- PECULIAR RAT ICON
- WHITE RAT ICON
- TARGET PRIORITY INDICATOR

Peculiar Rat

TYPE OF RAT

BITE

RAT TYPE

DEFENCE

MOVEMENT

HEALTH

WHEN DESTROYED, KEEP THE CARD. RETURN THE CARD TO THE DECK, GAIN THE LISTED REWARD

MOVE THIS RAT TOWARDS ITS LISTED TARGET

Token Index

- MAGIC CHEESE TOKEN
- SPECIAL TOKEN A
- SPECIAL TOKEN B
- HEALTH TOKEN
- MOVEMENT TOKEN
- TRAP TOKEN
- ? TOKEN
- RATCATCHER TOKEN
- RAT TOKENS (RATPLRS)
- UPGRADE TOKENS
- DICE



SETUP

OBJECTIVE



As the Ratcatcher, your objective is to rid **The City** of as many rats as you can. Whilst on your way, gather as much **Magic Cheese** as possible.

YOU WIN IF:

You collect 10 **Magic Cheese** tokens

OR

You slay the **Nemesis Rat**

YOU LOSE IF:

The Rats consume 10 **Magic Cheese** tokens

OR

Your health is reduced to zero 

** The WIN and LOSE conditions are instantaneous and will immediately trigger the end of the game.*



For your first game, we recommend using Madam Cage as the Ratcatcher and the Rat King as the Nemesis, as pictured in Game Setup (opposite)



GAME SETUP

1. THE RATCATCHER



Choose a Ratcatcher **Character Token** and **Character Board**, then place them in front of you. Set up the **Character Board** as follows:

Using the **Reset Icon**  as a guide, place the indicated number of tokens on the **Character Board**.

- Place the indicated number of dice on the **Attack Track**, filling the track up to the  slot.
- Place the **Movement Token** (black cube) on the indicated  slot on the **Movement Track**.
- Place a single **Health Token** (red cube) on the  slot on the **Health Track**.
- Place a number of **Trap Tokens** equal to the Ratcatcher's **Trap Attribute** in the upper right-hand corner of the **Character Board**.

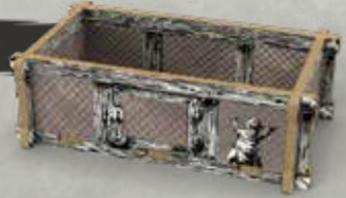




2. TALLYMAN CAGE

Take the **Tallyman Cage** and place it to the side of the **Character Board**, within easy reach.

This is where captured rats will be kept.



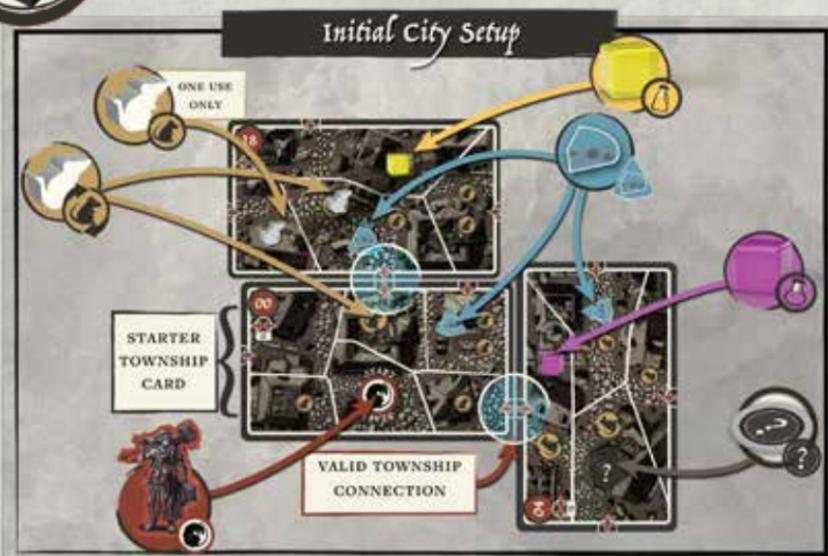
3. NEMESIS



Choose a **Nemesis Rat**! Place the corresponding **Nemesis Token** and **Nemesis Board** within easy reach. Place the **Health Token** (red cube) on the slot on the Nemesis' **Health Track**.



SETUP



4. TOWNSHIP CARDS:

Find and place the Township Card marked #00 "Normal Mode" side up (the side with the cheese icon) in the center of the play area. Shuffle all remaining Township Cards to form the Township Deck, and place it within easy reach. All Township Cards in play are referred to collectively as the City.

To connect a Township Card to the City, the Connector Icon  on the newly drawn card must be touching a  of a card in the City. The orientation of a Township Card does not matter, nor do the zone outlines need be lined up. Township cards *may never overlap*.

Each Township Card is separated by white lines, into a series of spaces called "Zones".

Draw a single Township Card, and connect it to any available Township Connector  on the starting Township Card. Then, repeat this process, such that you have 2 Township Cards connected to the starting Township Card.

5. POPULATE THE TOWNSHIP CARDS:

Take your chosen Ratcatcher's corresponding Character Token, and place it in the Start Zone, on Township Card #00.

- **Magic Cheese** - place a single Magic Cheese Token on each cheese slot.

- “?” Token - If necessary, draw a random “?” Token. “?” side is face up. Flip the Token and resolve the icon shown.



Special, Health, and Magic Cheese Tokens: add any corresponding Token to the zone with the “?” icon.



Spawn a **Peculiar Rat:** Draw the top card from the **Peculiar Rat Deck**, and place the corresponding Token within the affected zone.



Rats’ Nest: Spawn a Rat within the affected zone. Repeat this process for each unique “?” slot.

- **Special Tokens** - for each Special Token icon place the corresponding **Special Token** to the **Zone** with the icon.
- **Spawn Rats** - Fill the **Rat Sack** with all 64 **Rat Tokens**, then shake the sack to mix them up. Draw Rat Tokens at random from the Rat Sack to fill each empty **Rats’ Nest** and **Rat Spawn** on every **Active Township Card** in the City.



RAT SPAWNS VS. RATS’ NESTS

Rat Spawns are filled with a Token from the **Rat Sack** only when a **Township Card** is first placed in the **City**.

Rats’ Nests are filled during the **Rats’ Turn**.

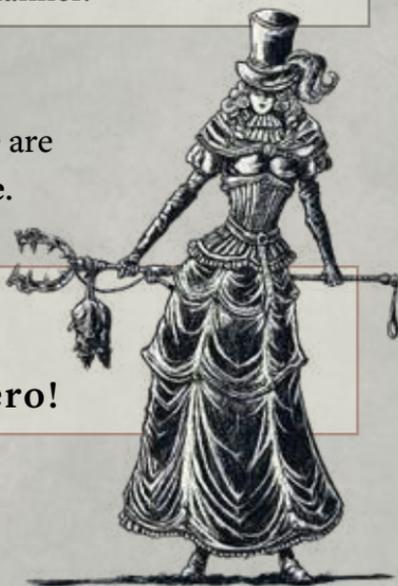


When a **Black Rat** is spawned, immediately spawn an additional rat at the original **Black Rat’s** location. There is no limit to the number of rats spawned in this manner.



- Place all the remaining Tokens (except Rats) into piles; these are henceforth called the **Reserve**.

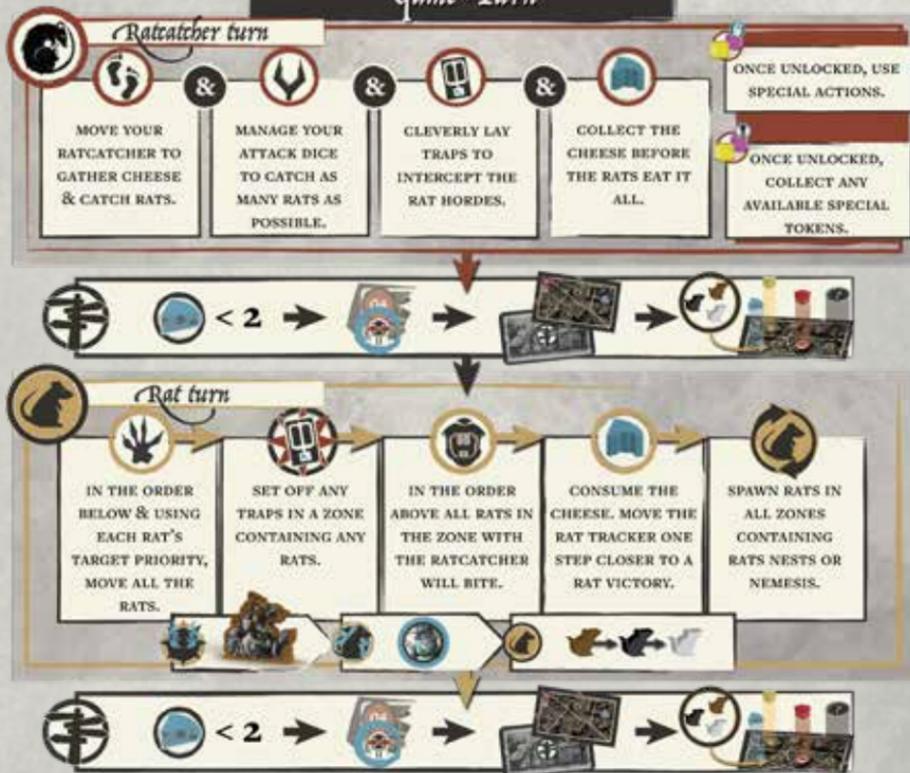
Now ready yourself, Ratcatcher, for today you could become a hero!





GAME PLAY

Game Turn



GAME OVERVIEW



The game takes place over a series of turns, alternating between the Ratcatcher and the Rats. Play continues until a WIN or LOSE condition has been met.

The Ratcatcher's Turn:

- Refresh Attack Dice, get back any used Attack Dice from the previous turn, regain **Movement Points** and **Traps**.
- **Actions:** Perform as many actions as you can (moving, attacking, setting traps, collecting **Magic Cheese**, etc.).
- **End of Turn: Check for expansion.** *If there are fewer than 2 Magic Cheese Tokens within the City, then an Expand action is taken, expanding the City with additional Township Cards.*

The Rats' Turn:

Rats on active **Townships Cards** (see page 11) are activated, in the following order:

- **Nemesis Rat** then **Peculiar Rats**, and finally **Common Rats** (Brown, Black, White)

Rats take the following actions, in this order:

- Move
- Trigger Traps
- Bite
- Consume
- Spawn
- **End of Turn: Check for expansion.**



Clean Up (end of Rats turn):

- Remove all placed **Special Tokens** within the **City** returning them to the **Reserve**.
- Remove **Common** and **Peculiar Rats** in inactive **Township Cards**.

ACTIVE TOWNSHIPS

A **Township Card** is **ACTIVE** if any of the following criteria are applicable;

- Your **Ratcatcher** is present on the **Township Card**.
- The **Township Card** is adjacent to the **Township Card** containing the **Ratcatcher**.
- At least a single **Magic Cheese Token** is present.
- A **Nemesis** is present.





THE RATCATCHER

RATCATCHERS

Ratcatchers are experts in their field, having spent years hunting the rodents and their nests through towns and cities, near and far. These mercenaries and peddlers of rodent disposal now stand on the precipice of fame and glory; all they have to do is their job, right?



ATTRIBUTES

Each Ratcatcher has a range of unique attributes representing their skills, strengths, and weaknesses.



Attack: The number of Attack Dice available to your Ratcatcher on your turn.



Movement: The number of Movement Points the Ratcatcher can spend on moving around the City or deploying traps on your turn.



Traps: The number of Trap Tokens the Ratcatcher receives at the start of the game.



Accuracy: When rolling for an attack, any dice with a result that is greater than or equal to the Ratcatcher's Accuracy counts as a hit.

Defence: If the number of hits during a Rat's Bite exceeds the Ratcatcher's Defence, they suffer a single wound.



Your Ratcatcher will only ever take a single wound when Common Rats Bite. Each Peculiar Rat will Bite individually.



Health: This represents the current Health of the Ratcatcher. It is reduced by one when a wound is suffered, and increased by one when a **Health Token** is collected (except if Health is full).



If the Ratcatcher's Health is reduced to 0, the Ratcatcher is dead and you lose the game.

ATTRIBUTE UPGRADES:



Located on the Ratcatcher's **Character Board**, these slots indicate the amount of **Magic Cheese** required to unlock an upgrade to their respective attributes.



Whenever your Ratcatcher gains a **Magic Cheese Token**, place it on any available designated slot on the **Character Board**.

If placing a **Magic Cheese Token** would fill all the slots for a particular attribute, place the relevant +1 Token in the available upgrade slot. A **Health upgrade** increases the Ratcatcher's maximum Health. This also immediately increases your Ratcatcher's current Health by 1.



Other available slots upgrade your traps with more powerful attacks or unique abilities.

Players may also choose to allocate a **Magic Cheese** to one of the **Special Ability** refill slots, which will instantly refill an ability's Tokens.

Each upgrade can only be unlocked once.

ACCURACY UPGRADE TOKEN:

When the Ratcatcher's Accuracy is upgraded, the result required to hit is decreased.

For example, an Accuracy of 4+ would be upgraded to 3+; this would mean that instead of needing a 4 or higher to hit, the Ratcatcher would only need 3 or higher.



SPECIAL ABILITIES



These unique abilities represent skills that will give the Ratcatcher the edge necessary for victory.

Your Ratcatcher can use these abilities at any time during their turn, simply by discarding or placing (depending on the ability) the appropriate coloured Token. If your Ratcatcher has no Tokens for a given ability, it cannot be used.

Ability Tokens are a finite resource and will need to be carefully managed during the adventure so they are not wasted.





THE RATCATCHER TURN

REFRESH MOVEMENT POINTS & DICE



This step can be skipped for the Ratcatcher's first turn.

- Reset the Attack Dice on your **Character Board**. Include any new dice unlocked through upgrades.



- Reset your Movement points. Add additional **Movement Points** unlocked through upgrades.



- Reset up to your Ratcatcher's maximum number of **Trap Tokens**.

Some tokens are **NOT** reset at the beginning of the Ratcatcher turn:

- **HEALTH:** Wounds are recovered through collecting **Health Tokens** from the **City** or purchasing them from the **Tallyman**.
- **SPECIAL ABILITIES:** May be refilled by collecting from the **City**, purchasing from the **Tallyman**, or unlocking a refill upgrade on the **Character Board**.



Collect a **Token** by entering a **Zone** containing a **Token**. Your Ratcatcher may never have more than their maximum number of **Special Tokens**.



During your Ratcatcher's Turn, you'll be seeking to vanquish Rats, and collect **Magic Cheese**, using the various actions and abilities available to the Ratcatcher.

AVAILABLE ACTIONS

MOVEMENT



The Ratcatcher moves by spending **Movement Points**.

Each **Township Card** is separated by white lines, into a series of spaces called "**Zones**".



For each **Movement Point** spent, the Ratcatcher may move into an adjacent (connected) **Zone**.



When moving out of a zone containing any **Brown Rats**, those Rats will immediately perform an attack against the Ratcatcher.





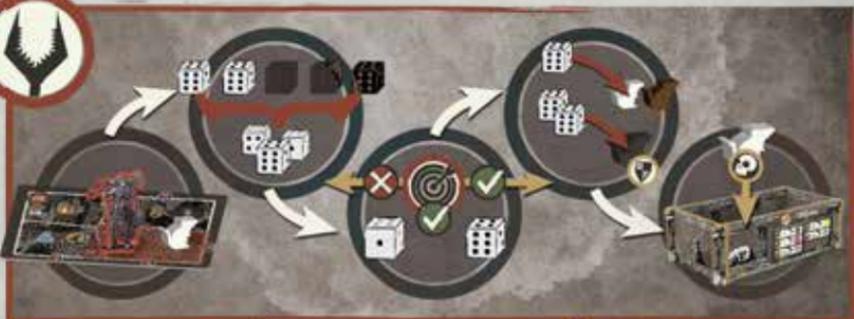
DEPLOYING TRAPS



Each Ratcatcher's trap has an associated cost, in Movement Points. By spending the number of Movement Points indicated on the Ratcatcher's **Character Board**, you may place a single trap of that type in the character's current zone or any connected adjacent zone. *Only one trap can be placed in any single zone.*



Each Ratcatcher has a limited number of **Trap Tokens** that can be placed each turn. This is listed on each **Character Board**.





ATTACKING



Attacks target the Ratcatcher's currently occupied zone. First, choose one or more dice to roll in the attack. Any results rolled that are greater than or equal to the Ratcatcher's Accuracy are successful hits. Each hit is allocated to one or more Rats within the target zone. Any die result **lower** than the Ratcatcher's current Accuracy are misses, these dice are placed in the **Reserve**.

CATCHING A RAT: Once a Rat has been allocated a number of hits that is greater than its Defence value, that Rat is captured; immediately add it to the **Tallyman Cage**. If you catch a **Peculiar Rat**, take its card and keep it close by.

All Common and Peculiar Rats have only 1 Health.

MORTAL WOUNDS: Any 6s rolled in an attack will automatically hit and cause a single wound regardless of the target's **Defence** attribute.



An attack must be fully resolved before rolling for any additional attacks.



SPECIAL ABILITIES



Special Abilities are unlocked by placing a **Magic Cheese Token** in the appropriate slot on the Ratcatcher **Character Board**. Once it is active, the Ratcatcher gains the maximum number of Tokens for that Special Ability.



Special Abilities can only be activated during the Ratcatcher's turn. Each time you use a **Special Ability**, take one of its Tokens and place it on a Township, or return it to the **Reserve**, depending on the effect.

- *Attack Dice required by a Special Ability are taken from the available dice pool in the Reserve.*
- *You cannot use a Special Ability if there are no Tokens remaining for it.*
- *All placed Special Ability Tokens are removed during the clean up phase.*
- *Tokens cannot be collected for Special Abilities that have not yet been unlocked.*



COLLECTING CHEESE



If your Ratcatcher is in a **Zone** containing a **Magic Cheese Token** and no Rats, you may collect that Token, and place it on your Ratcatcher **Character Board**. You may allocate the Token to any available upgrade slot, immediately triggering any unlocks, upgrades, or refill effects.



THE TALLYMAN



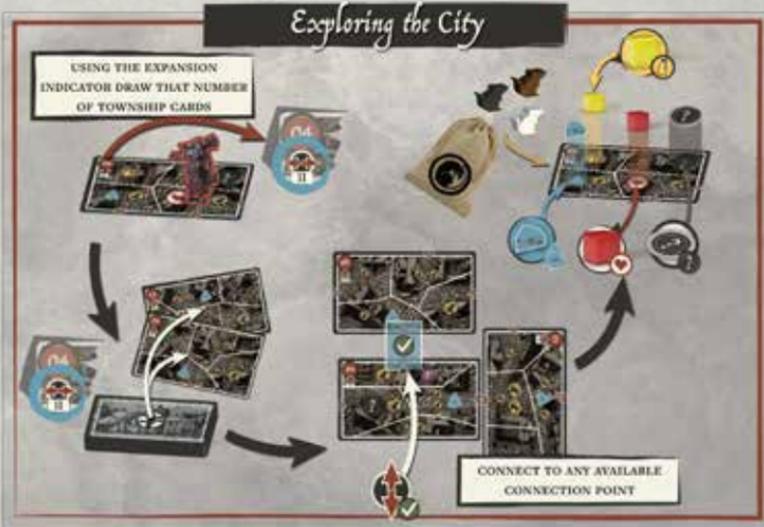
During the Ratcatcher's turn, you may trade in Rat Tokens from the **Tallyman's Cage** for rewards. By returning the indicated number of Rats to the **Rat Sack**, the Ratcatcher may claim any of the listed rewards.

CHECK FOR EXPANSION



If there are fewer than two **Magic Cheese Tokens** in the **City**, then a mandatory **Expand** action is undertaken. This will expand the **City** using additional **Township Cards**.

The number of newly placed **Township Cards** is indicated by the expansion indicator (I - IV) in the top left corner of the **Township Card** currently occupied by the Ratcatcher.



PLACING A TOWNSHIP CARD



Target any available **Connector**. Make sure that the **Township Card** will fit with at least a single connection made.

Draw the top card from the **Township Deck**, and place it such that one of the new card's **Connectors** aligns with the targeted connector.

- *Townships must first be connected to any active Township. If there are no viable connections, the Township may be connected to any available connection in the City.*
- *There is no limit to the number of connections a Township may have.*
- *Township cards may never overlap.*
- *Only when two connections meet is a zone counted as adjacent.*



RATS

RATS' TURN (A.I. TURN)

During the Rats' Turn, Rats seek out **Magic Cheese** to bring to their malevolent master.

Rats perform their Turn in the following order:



RATS MOVE

Move all of the Rats on active **Townships Cards** directly towards their target priority.



Rats will move from **Zone** to connecting **Zone** towards their closest specified target.



Rats move a number of spaces equal to their movement value, located on the **Rat Reference Card**.



Rats in a zone containing their specified target will not move away from that zone.

IF A RAT HAS MULTIPLE VALID TARGETS:

If a Rat would have two or more valid target destinations, use the following rules to determine where the Rat will go:

1. The destination **Zone** closest to the Ratcatcher.
2. The destination **Zone** in the **Township Card** with the highest number.

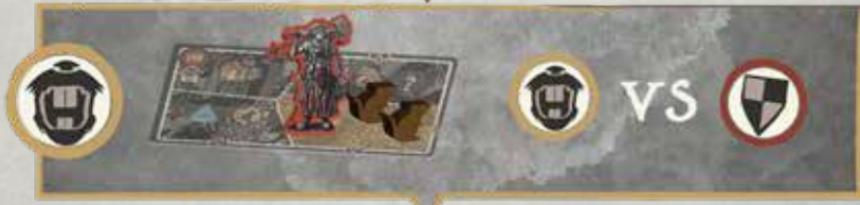
If these do not resolve the move, the player chooses.

TRAPS (TRIGGERED)

Once all Rat movement is completed, if a Rat shares a zone with a **Trap Token**, that trap is triggered according to the trap's ability on the Ratcatcher **Character Board**.

Treat the resolution of a trap's ability as an attack, rolling dice from the **Reserve**.





Rat turn complete



RAT BITE



Rats in the same zone as the Ratcatcher will make a Bite attack. Your Ratcatcher may face up to three different attacks in one turn, from the Nemesis, then Peculiar Rats, then Common Rats.



NEMESIS RAT: See "Nemesis Bites", page 26.



PECULIAR RATS: If any Peculiar Rat in the Ratcatcher's zone has a Bite value that exceeds the Ratcatcher's Defence, the Ratcatcher suffers one wound.



COMMON RATS: If the total Bite values of all Common Rats in the Ratcatcher's zone exceeds the Ratcatcher's Defence attribute, the Ratcatcher suffers one wound.

When successfully attacked by Common or Peculiar Rats, your Ratcatcher will only take a maximum of one wound, regardless of the number of such rats in the Ratcatcher's zone.



RATS (cont.)

RATS EAT (CONSUME)

Starting with the lowest numbered **Township**, inspect each zone with a **Cheese Token**. If there are 5 or more rats sharing the zone with the cheese, then the rats will “consume” the **Magic Cheese**.



For the purposes of counting rats for consuming:

- *Peculiar Rats count as 3 Rats*
- *the Nemesis Rat counts as 5 Rats*
- *Brown Common Rats do not count at all*



When Rats consume **Magic Cheese**, remove the Token from the **Zone** and place it on the lowest empty level of the **Rat Tracker**, resolving any listed effects immediately before continuing.

Then, return all Black and White Rats that were in the affected zone to the **Rat Sack**.



Rats will consume a **Magic Cheese** even if your Ratcatcher is at the same zone.



Brown Rats do not count towards the required number of Common Rats for the consuming of Magic Cheese. As a result Brown Rats are not returned to the Rat Sack for the purposes of consuming.



SPAWN: COMMON RATS

Common Rats **Spawn** from **Rats' Nests** and Black Rats. Resolve spawning in this order:

- 1. Rats' Nests**  : draw a Rat Token from the Rat Sack and place it on each zone with a **Rats' Nest** in the City.
(Note: Do not fill any Rat Spawns  now; these are only resolved when a Township Card is first placed.)
- 2. Black Rats:** Each Black Rat within an active Township counts as a single **Rats' Nest**. Spawn new Rats from the Rat Sack in the same manner as above.



When placed, Black Rats always spawn an additional Rat, multiple Black Rats may be spawned in this manner.

RUN OUT OF RATS?

If you are unable to spawn a Rat because the **Rat Sack** runs out of Rat Tokens, perform each step below in order, stopping once you are able to complete all spawning for the turn:

- **Return all Rat Tokens from inactive Township Cards.**
- **Return all Rat Tokens currently on the Tallyman Cage.** The player may choose a single reward (if the required number of Tokens are returned to the **Rat Sack**).
- **Return all Rat Tokens from the Township Card with the lowest number of Rats present** (not containing your Ratcatcher)

CHECK FOR EXPANSION

Check to determine if a mandatory **Expand** action is required. (See "Check for Expansion" on page 18.)

CLEAN UP PHASE

- Remove any Common and Peculiar **Rat Tokens & Special Tokens** from inactive **Township Cards**. (See "Active Townships", page 11.) Return any Rats to the **Rat Sack** and any **Special Tokens** to the Reserve.
"?" Tokens are not removed in this manner.
- Remove and return all **Special Tokens** placed during this turn to the Reserve.
- Return any **Trap Tokens** to your **Character Board**.





PECULIAR RATS

PECULIAR RATS

Magic Cheese can have wonderful and miraculous effects. These are not limited to humanity only; the rats are eating the cheese, and it is having some peculiar effects on them.

Possessing a malevolent intelligence, various Peculiar Rats have begun to appear in the City, with some very strange mutations.



SPAWNING PECULIAR RATS

Peculiar Rats spawn from the **Rat Tracker** or "?" Tokens.

When a Peculiar Rat spawns, draw the top card from the **Peculiar Rat Deck**, and place the corresponding Token as follows:

- When spawning from the **Rat Tracker**: in the zone where the **Magic Cheese** that triggered the Rat Tracker was consumed.
- When spawning from a "?" Token: in the zone where the Token was.

Peculiar Rats are not Common Rats.



MOVING PECULIAR RATS

Peculiar rats move after the Nemesis, but before Common Rats. Check the Peculiar Rat's card to determine its movement.



PECULIAR RAT TARGETING

A Peculiar Rat will move towards the closest target indicated on its card.



PECULIAR RAT BITES

If any Peculiar Rat in the Ratcatcher's zone has a Bite value that exceeds the Ratcatcher's Defence, the Ratcatcher suffers one wound.



CAPTURING/REWARD

Any time a Peculiar Rat is Captured, do not add it to the **Tallyman Cage**. Instead, you gain the captured Peculiar Rat's card; you may claim the reward listed on the card at any time during your Turn.





Claiming the reward: Return the **Captured Rat's** Token to Reserve. Discard the **Captured Peculiar Rat's** card.

If the card offers a choice of several rewards, pick one.

If a reward is chosen and the number of Tokens taken would exceed capacity, any excess Tokens are returned to the Reserve.

SPECIAL ABILITIES

Each Peculiar Rat has a unique ability, listed on its card.

Each card will indicate when and how the ability resolves.



EXAMPLES

If a **Peculiar Rat** has no tokens on its card when captured, then no reward is available when claimed.

When a Peculiar Rat lists a "?" Token as a reward, this "?" Token is placed at the Ratcatcher's current location when the reward is claimed.



"Rat-O-Nine tails" KS Backer rat. Credit: Foster



NEMESIS RATS

NEMESIS RATS

Nemesis Rats are true horrors of their species. The Magic Cheese has twisted their minds and bodies into something spawned from the most terrible of nightmares. As catalysts of the Rat infection, destroying them is of the utmost importance and seems the only logical path to freeing the Kingdom.



THE NEMESIS BOARD

The **Nemesis Boards** are used to track the Rats' progress during the game, and give a quick overview of the Nemesis' statistics and abilities.



RAT TRACKER

Each time a piece of **Magic Cheese** is consumed by the Rats, it is removed from the Township, and placed on the lowest empty space on the Rat Tracker. Any abilities or effects occur immediately.

If an increase (or Mutation ) is indicated then place the corresponding +1 Token on the appropriate space on the **Nemesis Board**.



SPAWNING THE NEMESIS



When the Rat Tracker reaches the "Spawn Nemesis" space, spawn the **Nemesis Rat** by placing the appropriate **Nemesis Token** on any Rats' Nest icon found on the Township containing the **Ratcatcher Token**.

The **Nemesis Rat** will always activate first during the Rats' Turn.



MOVING THE NEMESIS



The **Nemesis Rat** moves before all other Rats. Each Nemesis moves in the same manner: roll a die, and move the Nemesis that number of **Zones** towards its target.



NEMESIS TARGETING



The **Nemesis Rat** will move towards the target indicated on its **Nemesis Board**.



NEMESIS BITES



If the Nemesis is in the same zone as the Ratcatcher during the Rat Bite phase, the Nemesis will attack the Ratcatcher.

Roll the number of dice indicated by the **Nemesis Rat's Bite**. Any results greater than or equal to the Nemesis' Accuracy is a successful hit. For each hit that exceeds the Ratcatcher's Defence, the Ratcatcher suffers one wound. Unlike other Rats, the **Nemesis Rat** can inflict more than one wound in a single attack.



MORTAL WOUNDS (NEMESIS RAT ONLY) - Each Attack Dice result of 6 automatically inflicts a wound on the Ratcatcher, regardless of their Defence.



WOUNDING A NEMESIS



All **Nemesis Rats** have a Defence value. To wound a Nemesis, the number of hits allocated to the Nemesis must exceed its Defence.

For each hit that exceeds the Nemesis' Defence, it receives one wound. Track the Nemesis' total Health on the **Nemesis Board**.



If the Nemesis Rat's Health is reduced to 0, the Nemesis Rat is dead and you win the game!"



NEMESIS RAT SPAWNS

Each Nemesis has a Spawn attribute. During the Rats Spawn phase, treat the Nemesis Rat as a **Rats' Nest** in its current zone, and **Spawn** a number of Rats equal to its Spawn attribute.



SPECIAL ABILITY

Each Nemesis Rat has its own unique special abilities, described on its corresponding board.

WINNING AND LOSING:

If the Ratcatcher collects 10 **Magic Cheese Tokens**, or manages to slay the Nemesis Rat, you win the game!

If your Ratcatcher's Health is reduced to 0, or the Rat Tracker is filled with **Magic Cheese**, you lose the game.

CREDITS:

Game Design and Development, Illustration, and Graphic Design: Matthew Aslin

Editing: Ironclad Writing - Mark , Holm Kräusche

Plastic/3D elements: Kyle Jarratt

The Designer would like to thank:

- My spouse Sonja without whom this project and many others would have never been, I love you.
- My girls and baby boys thank you for putting up with daddy's madness.
- The many, many play testers who gave their time and effort - without a doubt you made this game better.
- My fellow game designers in Australia, whose great work and advice have helped motivate and inspire me, you all know who you are and thank you so much!



