

the RATCATCHER

The Solo Adventure Game



RULEBOOK
VERSION 2

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



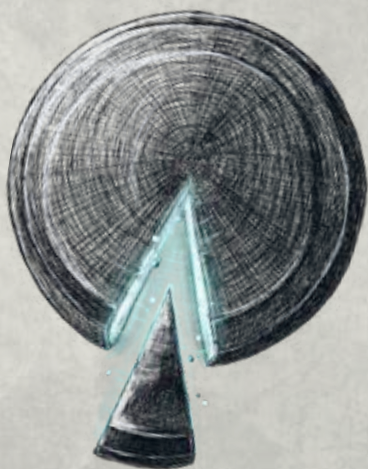
13 x Peculiar Rats & Tokens



3 x Reference Cards



40 x Township Cards (Card stand)



The Tail so far...

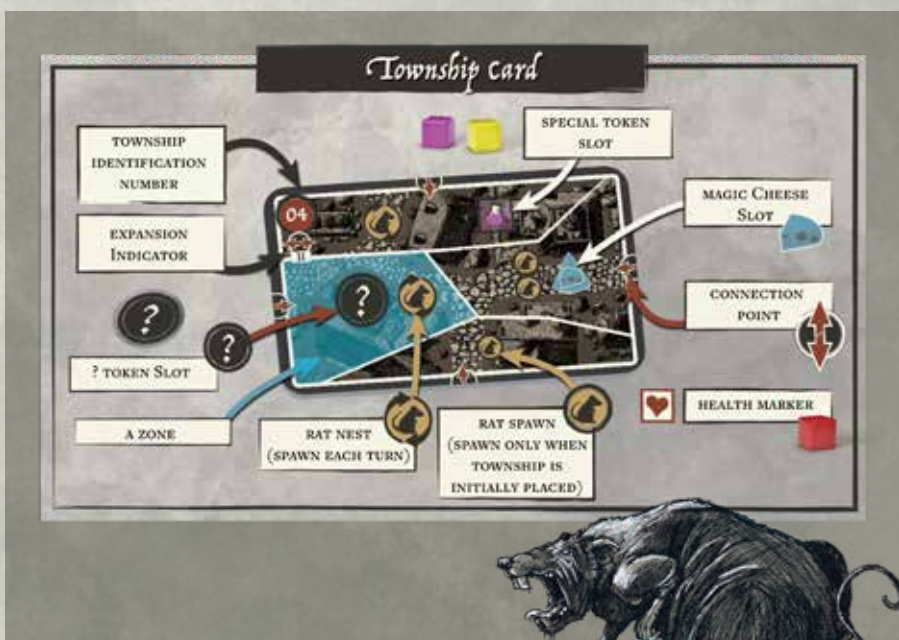
The Kingdom of Brie has made a breakthrough of stunning proportions in the field of magic cheese! This new cheese seems to be able to do anything and everything, including attracting the attention of every rat from across the world.

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 cheese makers 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





Nemesis Rat Board

HEALTH TRACKER

MUTATION: Whenever a MUTATE token occurs on the Rat Tracker, roll a single die and assign a + or Upgrade Token to the relative attribute of this Nemesis. As the result of + will cause this Nemesis to deal a single wound.

SPECIAL ABILITY. VARIED ON EACH NEMESIS

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

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

RAT TRACKER

ABILITY: MUTATE X 1

SPAWN: PECULIAR RAT

ABILITY: MUTATE X 1

SPAWN: RAT GUIN + 1 DEF

ABILITY: MUTATE X 1

SPAWN: PECULIAR RAT

ABILITY: MUTATE

WHITE RATS GUIN + 1 DEF

NAME

	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		
	TARGET PRIORITY INDICATOR		WHITE RAT ICON		

Peculiar Rat

TYPE OF RAT

BITE

RAT TYPE

DEFENCE

MOVEMENT

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

MOVE THIS RAT TOWARDS ITS LISTED TARGET

THE RAT

4

5

4

CARD (10 PIPS) - when a card is destroyed, the player is awarded a reward (see the bottom of the card)

Token Index

	MAGIC CHEESE TOKEN
	SPECIAL TOKEN A
	SPECIAL TOKEN B
	HEALTH TOKEN
	MOVEMENT TOKEN
	TRAP TOKEN
	MYSTERY TOKEN
	RATCATCHER TOKEN
	RAT TOKENS (RATPLES)
	UPGRADE TOKENS
	ATTCK DICE



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.*

Game Setup



GAME SETUP



For your first game, we recommend using Madam Cage as the Ratcatcher and the Rat King as the Nemesis.



THE RATCATCHER

Choose a **Ratcatcher** pawn and **Character** board, then place them in front of you. From now on, the term “you” in this document is a synonym for your chosen Ratcatcher.

Set up the **Character** board as follows:



- Using the Reset icon (⊛) as a guide, place the indicated game components on the Character board:
- Place the indicated number of Attack Dice on the Attack Track, filling the track up to the slot.
- Place the black Movement cube on the indicated (⊛) slot on the Movement Track.
- Place a single red Health Cube on the slot on the Health Track.
- Place a number of Trap tokens equal to your Trap attribute in the upper right-hand corner of the Character board.



GAME SETUP



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.



NEMESIS

Choose a **Nemesis Rat**! Place the corresponding **Nemesis pawn** and **Nemesis board** within easy reach. Place a red **Health cube** on the  slot on the **Nemesis' Health Track**.



TOWNSHIP CARDS

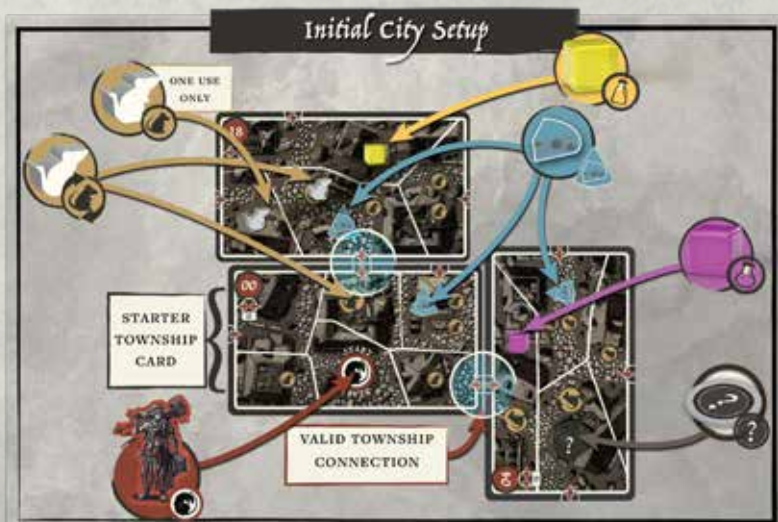


The **City** is made up of a series of connected **Township cards**. Find and place the **Starter Township card** marked #00, “**Normal Mode**” side up (the side with the **cheese icon**) in the center of the play area.

HARD MODE

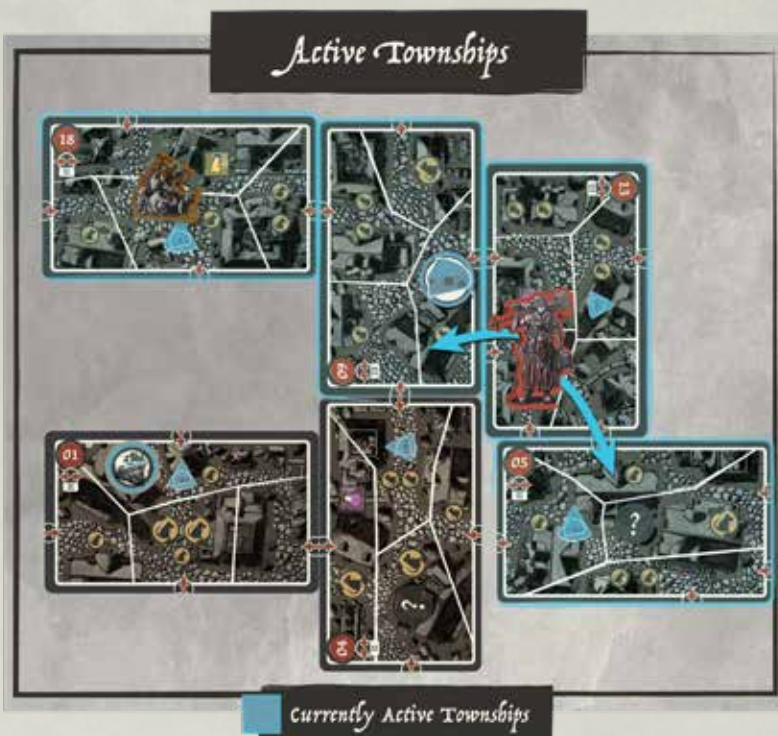
For a tougher challenge, you can flip the **Starter Township card** on the “**Hard**” side. Shuffle all remaining **Township cards** to form the **Township deck** and place it within easy reach.

GAME SETUP



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.

GAME SETUP



Each Township card is divided by white lines into a number of distinct areas called “Zones”.



As indicated by the starting township card, Draw two (or three for hardcore mode) cards from the Township deck and connect all of them to any of the Starter Township card’s available Township Connectors.



To connect a Township card to the City, the Connector Icon  on the newly drawn card must touch a  of another card in the City.

The orientation of a Township card does not matter, nor do any zone outlines need be lined up. Township cards may never overlap.



POPULATE THE CITY

Place your corresponding Character token in the Start Zone of Township card #00.



Magic Cheese Icon– place a single Magic Cheese token on each cheese slot.



Mystery Icon: For each of them, draw a random Mystery token with its Mystery Token side face up. Flip the token, place it on the corresponding slot on the township card and perform the following actions:



Special ability: Health and Magic Cheese tokens: Place the corresponding physical components (cubes, magic cheese) on top of the tokens.



Spawn a Peculiar Rat: Draw the top card from the Peculiar Rat deck and place the corresponding token.



Rats’ Nest: Spawn a Rat token in the affected Zone (see below).

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.

GAME SETUP

Special Ability Icons: for each Special ability (yellow and/or purple) icon place a corresponding ability Cube in the Zone with the icon.



Spawn Rats: Once all tokens are placed, the initial Rat Spawn occurs. Fill the Rat sack with all 64 Rat tokens (34 White, 18 Brown, 12 Black) and shake it well.

Draw a single Rat token 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 Spawn: slots  are filled with Rat tokens only once after the initial placement of a Township card.

Rats' Nests:  (varied icon with rotating arrows) are filled after the initial placement of a Township card and again in each of the Rats' Turns.

Every time you draw a Black Rat during a spawn you **must** immediately spawn another rat at the same location.

There is no limit to the number of rats spawned in this manner.

Place all the remaining tokens (**excluding** Rats) into piles; these are henceforth called the Reserve.

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



GAME PLAY



OVERVIEW

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



THE RATCATCHER'S TURN:

1. **Refresh:** return any used Attack Dice from the previous turn, regain Movement Points and Traps.
2. **Perform Actions:** Perform as many actions as you can (move, attack, set traps, collect Magic Cheese, etc.).



3. **Expand the City:** If there are fewer than 2 Magic Cheese tokens within the City, it will grow by adding Township cards.



THE RATS' TURN

The actions Move and Bite are performed in the following order of Rat types: Nemesis > Peculiar Rats > Brown, Black, White.



GAME PLAY

In priority order Rats on active Townships cards will take the following actions in order:



1. Rats Move
2. Traps Trigger (Ratcatcher's Action)
3. Rats Bite
4. Rats consume Magic Cheese
5. Common Rats Spawn
6. Expand the City



CLEAN UP

- Return all Ability cubes, which were placed in the City for their effects in the current round, to the Reserve.
Do not remove uncollected Ability cubes.
- Remove Common and Peculiar Rats from inactive Townships cards.



The status: active/ inactive of a Township Card will only ever change at the end of either your or the Rats' turn.



THE RATCATCHER

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?

Character Board Setup



ATTRIBUTES

You, as the Ratcatcher, have a range of unique attributes representing your skills, strengths, and weaknesses.

 **Attack:** The number of Attack Dice available to you each turn.

 **Movement:** The number of Movement Points you can spend to either move around the City or to deploy traps on your turn.

 **Traps:** The number of Trap tokens you can deploy each turn.

 **Accuracy:** Only Attack Dice results which are equal to or exceed your Accuracy count as hits.

 **Defence:** Whenever the number of hits from a Rat's Bite exceeds your Defence by one or more you will suffer one or more wounds, depending on the type of Rat. Refer to the Bite sections of each Rat type for details.



Since each type of Rat (Nemesis, Peculiar, Common) bites individually, you can suffer multiple wounds in a single Rat's turn.

 **Health:** This represents your current Health. Reduce it by 1 for each wound suffered, and increase it by 1 when a Health Token is collected. The Health attribute can never exceed your maximum Health.



If your Health is ever reduced to zero, you die and lose the game.

ATTRIBUTE UPGRADES



Located on your Character board, these slots indicate the amount of Magic Cheese required to unlock an upgrade to their respective attributes.

Whenever you gain a Magic Cheese token, place it on any available designated slot on your Character board.

Whenever all depicted slots for a particular attribute upgrade are filled (the ones in blue), the attribute gets an upgrade. Black slots are not available for upgrade.



Most attributes can only be upgraded once, a few others even twice. You can distinguish them by the small cheese icons inside the attribute icons:



Pla
Cc
an
ret

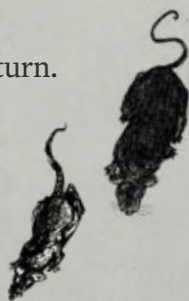
In the example above the first piece of Magic Cheese unlocks the first additional Attack dice (A). The next Attack dice upgrade requires two pieces of Magic Cheese (B).



Each upgrade can only be unlocked once.

Each attribute upgrade will have a different effect:

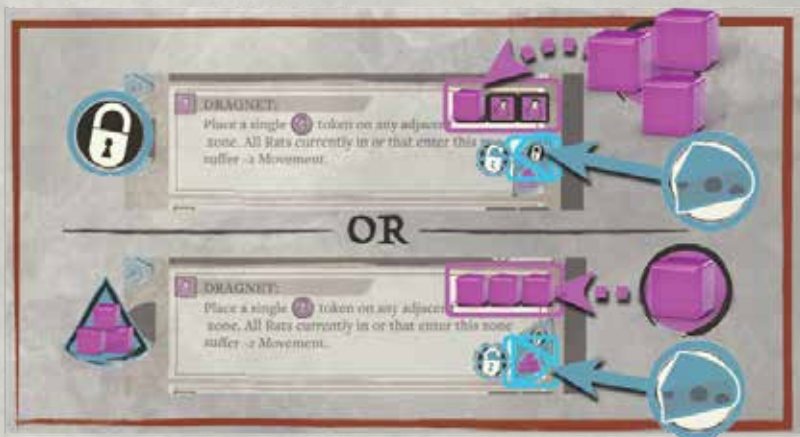
- A Health upgrade  increases your maximum Health. This also immediately increases your current Health by +1. Move the red health cube up by one.
- A Movement upgrade  will grant you an additional Movement point to spend each turn.
- An Attack upgrade  will grant you an additional Attack dice to use each turn.





- (C) A Trap upgrade  will not change the number of Traps you have available but rather unlock the UPGRADED ability shown in the text box. As a reminder, use the alternative side of the Trap tokens.
- (B) A Defence upgrade  will increase your current stat by +1. Pick the appropriate token and place it to cover the old stat.
- (A) An Accuracy upgrade  will increase the likeliness to hit with an Attack Roll. In this case an upgrade will decrease the stat by -1.
Instead of hitting with a result of 4, 5 or 6, you will now hit on a 3, 4, 5 or 6.

Special Abilities  &  are not upgraded but must be unlocked before they can be used.



- The first Magic Cheese placed on the Unlock Slot of one of the two abilities (yellow or purple) unlocks the matching ability and you immediately receive the maximum number of Ability Cubes shown next to the ability description:
- The slot below the unlock slot is a refill slot. When you place a Magic Cheese there you may immediately reclaim all spent cubes and place them in their respective ability box (see figure above).
You can only refill each ability once per game so manage your resources wisely.

THE RATCATCHER TURN



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

1. REFRESH



This step will be skipped for your first turn.

- Place all unlocked Attack Dice on your Character board.



- Reset your Movement points by placing the Movement cube to the maximum unlocked value.



- Reclaim your maximum number of Trap Tokens  from the Reserve.
- Health  and Ability Cubes ( & ) are NOT reset during the Refresh step.



Health may be increased by either

- collecting Health tokens from the City **or**
- purchasing them from the Tallyman.



Ability Cubes are gained by either

- collecting Ability tokens from the City **or**
- spending Magic Cheese to unlock a refill slot **or**
- purchasing them from the Tallyman.

You automatically collect a cube by entering a Zone containing the cube. You may never have more than the maximum number of Ability cubes as shown on the Character board.



You may only collect or gain Abilities cubes for unlocked abilities. Ignore cubes for locked Abilities.



2. PERFORM ACTIONS



MOVE



Move your Ratcatcher pawn by spending Movement points. For each point spent you may move from one Zone to an adjacent, connected one.



When your pawn moves out of a Zone containing Rats with the 'Bitey' attribute, they will immediately perform attacks against you.



DEPLOY TRAPS



You may place a single trap in your current Zone and/or any adjacent connected Zone. Only one Trap can be placed in any single zone.

In order to place a Trap, you must spend a number of Movement points as indicated next to the Coins icon .

Each Ratcatcher has a limited number of Trap tokens to be placed each turn as shown on the Character board.



ATTACKING RATS



You can only attack rats in your Zone.

(A) To start an Attack, roll any number of available Attack Dice from your Character board. (B) Any results **equaling** or **exceeding** your Accuracy attribute score hits, all other results are misses. (C) Allocate scored hits to one or more Rats within your Zone.

CATCHING RATS: Once a Rat has been allocated a number of hits greater than its Defence  attribute, it is captured and immediately placed in the Tallyman Cage.

If you catch a Peculiar Rat , take its card and keep it next to your Character board.

Common and Peculiar Rats have only 1 Health Point each.



MORTAL WOUNDS: (D) Each rolled 6 scores an automatic hit and causes a single wound regardless of the target's Defence attribute.

After resolving an Attack, all dice rolled are returned to the Reserve. Each attack must be fully resolved before performing another attack.

3. USE SPECIAL ABILITIES



These unique Abilities represent skills that will give you the edge necessary for victory.

After unlocking an Ability (see pg 16.) you can spend its Ability cubes at any time during your turn. Ability cubes are either spent for an effect and returned to the Reserve afterwards or placed on a Township card for an ongoing effect.

* If an ability uses Attack dice, take them from the Reserve.

* You **cannot** collect Ability cubes from a Township card before you have unlocked the matching Ability on your Character board.

* If you have no Cubes for a given Ability, it cannot be used.

* Ability Cubes placed on Township Cards are removed during the Clean Up phase of the same turn. If no more Ability Tokens are available in the Reserve during an expansion, no Tokens are placed.

4. COLLECT MAGIC CHEESE



If you share a zone with a Cheese Token and no Rats are present, you will automatically collect it for free and place it on your Character Board.

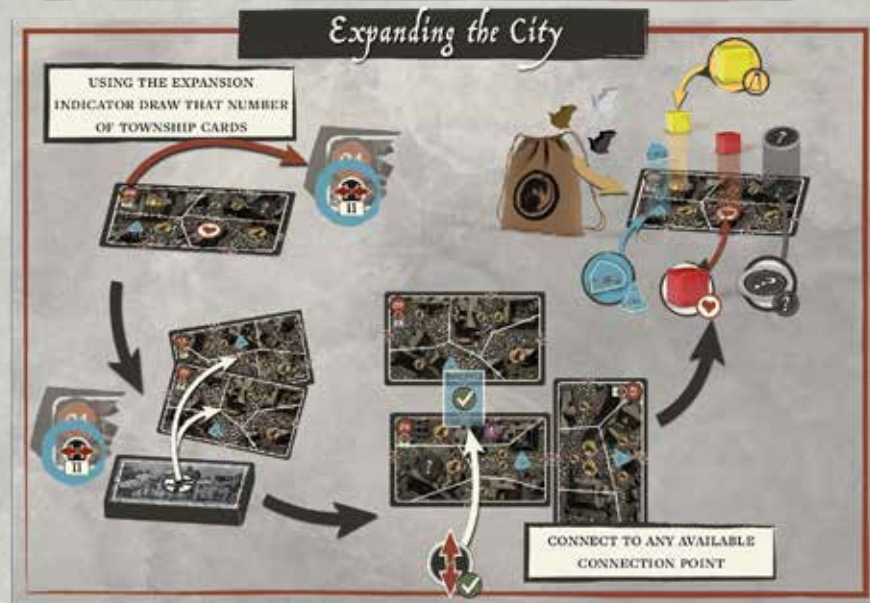
You may allocate this Token to any available upgrade slot, immediately triggering any unlocks, upgrades, or refill effects.

5. PURCHASE FROM THE TALLYMAN



Anytime during your 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, you may claim any of the listed rewards.

6. EXPAND THE CITY



Only if there are **fewer than two** Magic Cheese tokens in the City, you must take an Expand action by adding 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 your pawn.

PLACE TOWNSHIP CARDS



Each card drawn from the Township Deck must be placed in a way that one of the new card's Connectors aligns with any unused Connector within your City following these rules:

- New Township Cards must be connected to the Township Card your pawn occupies, if possible.
- If this is not possible, connect new Township Cards to any active Township Cards, if possible.
- If there are still no viable connections, a new Township card may be connected to any available Connector in the City.
- There is no limit to the number of connections a single Township may have.
- Township cards may *never* overlap.
- **Zones** across two Township cards are considered adjacent only when their Connectors align.



Place any Mystery Token tokens required.

Revealing each Mystery Token token and placing any relevant cubes onto them when required.

Place a Magic Cheese Token on each denoted space on the newly placed Township Cards.

Populate the Township with Rats. During the initial placement of a Township Card all Rat Spawn icons,  &  are used to spawn Rats.





THE RATS TURN

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

Rats perform steps 1 and 3 of each turn in the following order:



1. 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. Some Rats target you, some target Magic Cheese.

Rats move a number of spaces equal to their movement attribute .

For each type of Common Rat, you can find their target and movement attributes on the **Rat Reference card**.



The stats for Peculiar and Nemesis Rats can be found on their distinctive Profile Cards & Nemesis Board respectively.

Rats starting their turn in a Zone containing their specified target will not move away.

MULTIPLE VALID TARGETS:

If a Rat has two or more equidistant target destinations to choose from, use the following rules to determine priority:

1. The destination Zone closest to your pawn.
2. The destination Zone in the Township card with the highest number.

If still tied, the player chooses the destination.

2. TRAPS TRIGGER



After all Rats have moved, check if there are Rat(s) sharing a zone with a Trap Token. That Trap is triggered according to the trap's stat box on the top right of your Character board.



For each Trap, perform a Trap Attack by rolling Attack Dice taken from the **Reserve**.

Apply any special effects listed in the Trap's description text.

3. RATS BITE



Rats in the same Zone as your pawn will perform a Bite attack.

You may face multiple wounds in a single turn, from Nemesis, then Peculiar Rats, and finally Common Rats.



NEMESIS RAT: See “Nemesis Bites”, page 29.



PECULIAR RATS: If any single Peculiar Rat in your Zone has a Bite attribute that exceeds your Defence, you suffer one wound.



COMMON RATS: If the sum of all Bite attributes of all Common Rats in your Zone exceeds your Defence, you suffer one wound.



When successfully attacked by **Common** or **Peculiar** Rats, you will only take a **maximum of one wound** each, regardless of the number of each type of Rats in your Zone.



4. RATS CONSUME MAGIC CHEESE



Starting with the lowest numbered Township Card, check each Zone with a Cheese Token. If there are 5 or more Rats sharing the Zone with the Magic Cheese, they will “consume” it.

For the purpose of counting Rats:

- Common Brown Rats do not count at all (○).
- Common White and Black Rats count 1 each.
- A Peculiar Rat counts as 3 Rats
- The Nemesis Rat counts as 5 Rats

When Rats consume Magic Cheese remove the Token from the Zone and adjust the Magic Cheese token on the **Nemesis Board** up one slot, immediately resolving any listed effects before continuing to the next Zone.

Finally, return all Black and White Rats from the affected zone to the Rat Sack.



Since Brown Rats do not consume Cheese, they remain on the Township Card.



Rats will consume Magic Cheese even if your Ratcatcher is in the same Zone.

5. COMMON RATS SPAWN



Common Rats Spawn from Rats’ Nests on active Township Cards and from Black Rats. Resolve spawning in this order:

1. Rats’ Nests : draw Rat Tokens from the Rat Sack and place one in each Zone with a Rats’ Nest in the City.

Note: Do not fill any Rat Spawns ; these are only resolved when a Township Card is placed for the first time.

2. **Black Rats:** Each Black Rat on an active Township Card counts as a single Rats' Nest. Spawn new Rats from the Rat Sack in the same manner as above.

Whenever you place a Black Rat you must 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, you must return Rats to the Rat Sack in the order below, until you are able to complete all spawns for the turn:

1. All Rat Tokens from **inactive** Township Cards.
2. All Rat Tokens currently in the Tallyman Cage. The player may choose a single reward (if the required number of Tokens are returned to the Rat Sack).
3. All Rat Tokens from the active Township Card with the lowest number of Rats present (not containing your pawn)

6. EXPAND THE CITY



See step 3 Of the Ratcatcher's Turn (p. 20) on how to check for and perform an expansion of the City.

7. CLEAN UP



- Remove any Common and Peculiar Rat tokens as well as uncollected Ability and Health Cubes from **inactive** Township Cards (see "Active Townships", page 9).
- Return Rats to the Rat Sack and Cubes to the **Reserve**.
- Remove and return all Ability Cubes placed for their effect on active Township Cards during this turn to the Reserve.
- Return all Trap Tokens to your Character board.
- Remove all Mystery Tokens (🔍) from inactive Township cards except for Rats' Nests from the game.

Inactive Township cards remain in the City, since you might return to them in future rounds and reactivate them by doing so.

Once reactivated, Rats will again spawn from Rats' Nests (printed icons and Tokens). All other steps performed after the initial placement of a Township card are skipped.



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.



PECULIAR RATS SPAWN

Peculiar Rats spawn from the Rat Tracker or Mystery 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 place it in the Zone where the Magic Cheese was consumed from.
- When spawning from a Mystery Token place it in the Zone where the Token was revealed.
- Peculiar Rats are not Common Rats.



PECULIAR RATS MOVE

Peculiar Rats move after the Nemesis, but before Common Rats.

Check the Peculiar Rat's Profile Card to determine its movement attribute as well as its target.



PECULIAR RATS BITE

If any single Peculiar Rat in your Zone has a Bite attribute that exceeds your Defence attribute, you suffer one wound.

Note: If two Peculiar Rats successfully Bite you in the same turn, you will suffer a wound from each Peculiar Rat.



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

CAPTURING / REWARD



Captured Peculiar Rats are not placed in the Tallyman Cage. Instead, you gain the captured Peculiar Rat's Stat 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 the Reserve. Discard the captured Peculiar Rat's Stat Card.

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

If a reward is chosen and the number of Tokens gained would exceed the listed Token limit, any excess Tokens are returned to the Reserve. All rewards/tokens are taken from the Reserve.

UNIQUE ABILITIES



Each Peculiar Rat has a unique ability, listed on its profile card. The ability text will indicate when and how the ability resolves.

EXAMPLES

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

When a Peculiar Rat lists a Mystery Token  as a reward, this Mystery Token  is placed in your currently occupied Zone at the time the reward is claimed.

If a Peculiar Rat's reward contains one or more Attack dice, these dice are added to your Character board and must follow all the rules and restrictions for Attack dice.

If, for any reason, a reward is no longer viable, discard the Peculiar Rat profile card with no effect.





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.

NEMESIS Board



The Nemesis Board tracks the Rats' progress during the game and gives 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 Card, and you must adjust the tracker up one slot on the Rat Tracker.

- Any abilities or effects trigger immediately.
- If an attribute increase (or Mutation) is indicated, place the corresponding +1 Token on the appropriate space on the Nemesis Board.

NEMESIS RAT SPAWNS



Once the Rat Tracker reaches the “Spawn Nemesis” space, spawn the Nemesis Rat by placing the appropriate Nemesis pawn on any Rats’ Nest icon found on the Township Card containing your pawn.

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

NEMESIS RAT MOVES



The Nemesis Rat moves before all other Rats. Each Nemesis Rat moves in the same manner: Roll an Attack Dice (Plus any upgrades) and move the Nemesis that number of Zones towards its target.



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

NEMESIS RAT BITES



If the Nemesis is in the same Zone as your pawn during the Rats Bite phase, the Nemesis will attack you.

Roll a number of dice equal to the Nemesis Rat’s Bite attribute. Any results greater than or equal to the Nemesis’ Accuracy attribute score successful hits.

For each hit **exceeding** your Defence , you suffer 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 Die result of 6 will automatically inflict a wound on you, regardless of your Defence.

WOUNDING A NEMESIS RAT



To wound a Nemesis Rat, the number of hits allocated to the Nemesis during your turn must exceed its Defence attribute. For each hit exceeding the Nemesis’ Defence attribute, 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 COMMON RATS

Each Nemesis Rat 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.



UNIQUE ABILITIES

Each Nemesis Rat has its own unique abilities described on its corresponding Nemesis Board.



THE MAW + GUT TRACKER

In addition to its **Nemesis Board**, the Maw also has an associated card known as the **Gut Tracker**. This card lists the bonuses this Nemesis receives during the game as it consumes various tokens.



CREDITS

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Editing: Ironclad Writing – Mark, Holm Kräusche, G. Uitz (Version 2).

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.

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Don't forget to check the Ratcatcher Q&A on the www.platypusIndustries.com.au website from time to time.



TURN OVERVIEW

1. REFRESH

Skipped for your first turn.

- Place all unlocked **Attack Dice** on your **Character Board**.
- Reset your **Movement** points by placing the **Movement Cube** to the maximum unlocked value.
- Reclaim your maximum number of Trap Tokens from the Reserve.

2. PERFORM ACTIONS



MOVE

Move your Ratcatcher Pawn by spending Movement Points. For each point spent you may move from one Zone

to an adjacent, connected one.



DEPLOY TRAPS

You may place a single trap in your current Zone and/or any adjacent connected Zone. Only one Trap can be placed in any single zone.



ATTACK RATS

You can only attack rats in your Zone.

To start an attack, roll any number of available Attack Dice from your Character Board. Any results equaling or exceeding your Accuracy attribute score hits, all other results are misses.



MORTAL WOUNDS:

Each rolled 6 scores an automatic hit and causes a single wound regardless of the target's Defence attribute.



USE SPECIAL ABILITIES

Ability Cubes are either spent for an effect and put back into the Reserve afterwards or placed on a Township Card for an ongoing effect.

**If an ability tells you to use Attack Dice, take them from the Reserve.*



COLLECT MAGIC CHEESE

If you enter a Zone containing a Magic Cheese Token and no Rats are present, you may collect that Token for free

and place it on your Character Board.



THE TALLYMAN

Anytime during your 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, you may claim any of the listed rewards.

3. EXPAND THE CITY

Only if there are fewer than two Magic Cheese Tokens in the City, you must take an Expand action by adding additional Township Cards.



TURN OVERVIEW

THE RATS' TURN

1. RATS MOVE

Move all of the Rats on active Townships Cards from Zone to adjacent Zone, directly towards their target priority.

2. TRAPS TRIGGER

After all Rats have moved, check if there are Rat(s) sharing a zone with a Trap Token. That Trap is triggered according to the trap's stat box on the top right of your Character Board.

3. RATS BITE

Rats in the same Zone as your Pawn will perform a Bite attack. You may face up to three distinctive Bite attacks in one single turn, from the

- The Nemesis Rat = 5 Rats

After consuming a Magic Cheese Token, return only Black and White Rats from the affected zone to the Rat Sack.

5. COMMON RATS SPAWN

Common Rats Spawn from Rats' Nests and from Black Rats on active Township Cards.

Whenever you place a Black Rat you must spawn an additional Rat. Multiple Black Rats may be spawned in this manner.

6. EXPAND THE CITY

PLACE a number of TOWNSHIP Cards equal to the number shown on the top left corner of the Township Card your pawn currently

Nemesis, then Peculiar Rats, and finally Common Rats.

When successfully attacked by Common, you will only take a maximum of one wound each, regardless of the number of each type of Rats in your Zone.

4. RATS CONSUME MAGIC CHEESE

Starting with the lowest numbered Township card, check each Zone with a Cheese token. If there are 5 or more Rats sharing the Zone with the Magic Cheese, they will "consume" it.

- Common Brown Rats = 0.
- Common White and Black Rats = 1 each.
- Peculiar Rats = 3 Rats each

occupies. Connectors must be aligned, Cards must not overlap.

Place all tokens (Magic Cheese, Ability Cubes, Mystery tokens) as shown. Populate the Township with Rats.

After the initial placement of a Township Card all Rat Spawn icons are used to spawn Rats.

7. CLEAN UP

Return everything (Cubes, Common and Peculiar Rats, Tokens) except for Rats' Nests (flipped Mystery-Tokens) from inactive Townships cards. Remove and return all Ability Cubes placed for their effect on active Township Cards during this turn to the Reserve.