Constantine Kevorque's

MONSTROCITY
BOARDGAME

ALPHA DOG
GAMES

VESUVIUS
MEDIA

Table of Contents

Credits

Help & Support
If you have any issues with your game's components, contact our Support Team at the following email address:
support@vesuviusmedia.com

In your email, please be sure to include photos of your game and your full shipping information in case we will need to send you a
missing/damaged component.

Components

4 Monsters

12 Police Cars
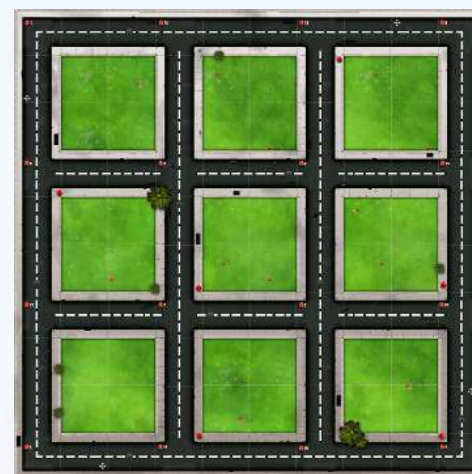
1 Game Board

1 Police Station Board

1 City Board

4 Two-sided Player Boards

6 Mystery Cards

16 Custom Dice
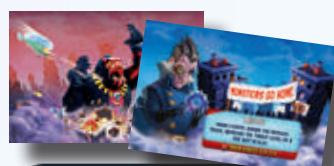
60 Damage Counters

4 Rage Markers

7 Reinforcement Cards

4 Event Cards

1 Threat Level Marker

4 Health Markers

24 Buildings

10 Retaliation Cards

16 Obstacles

1 Round Counter
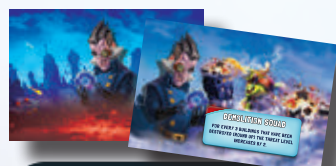
16 Turret Tops

Introduction

In this epic city-smashing game, the evil genius **Dr. Spotnik** has hidden his secret lab somewhere in the city! Assemble your squad of giant monsters and smash the villain's buildings, crush his defenses, and foil his evil plans of world domination!

ROAR!

MonstroCity is a co-operative, real-time action game in which players assume the roles of members of a squad of monsters sent to foil **Dr. Spotnik's** plans to conquer the world by leveling a fake city that the evil mastermind is using as a front for his secret laboratory! The game supports various modes of play including a turn-based variant where the game becomes a challenging puzzle, a solo mode, and a competitive mode where players are divided in teams to compete against each other.

Turret Assembly

Before playing the game, you may attach the turrets to their corresponding buildings by using the tabs/slots shown below.
Look at the images below to help match each turret to its top.
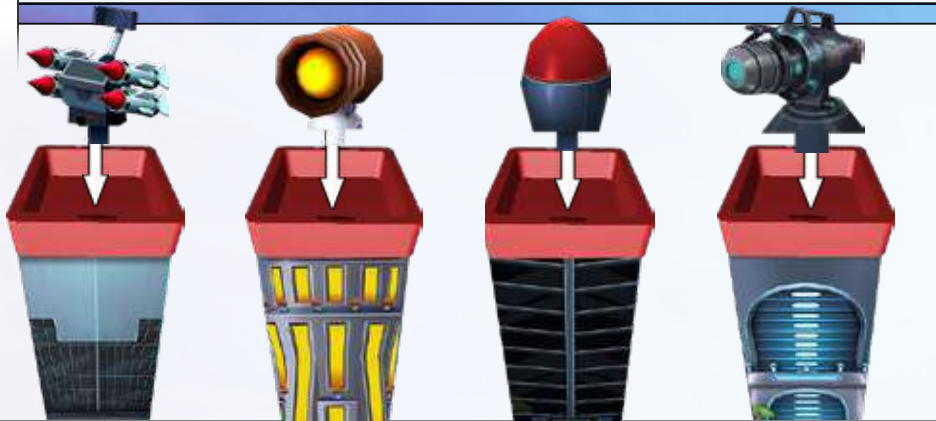
Building Types

There are three types of buildings each separated
by the color of their rooftops:
12 x Common (Grey), 4 x Special (Purple) and 8 x Turrets (Red).

Turrets

Special

Common

Overview

City Board

1. City Threat Track
2. Turret Damage
3. Round Track
4. Threat Icon

Player Board

1. Monster Name
2. Speed
3. Health Track
4. Rage Track
5. Rage Ability

Timer App

When playing MonstroCity, you will need to keep track of time during each Rampage Phase. To help you do that, we have created a really cool and useful mobile app, which you can download from either the App Store or Google Play:

App Store (iPhone/iPad)

🗋 Scan me

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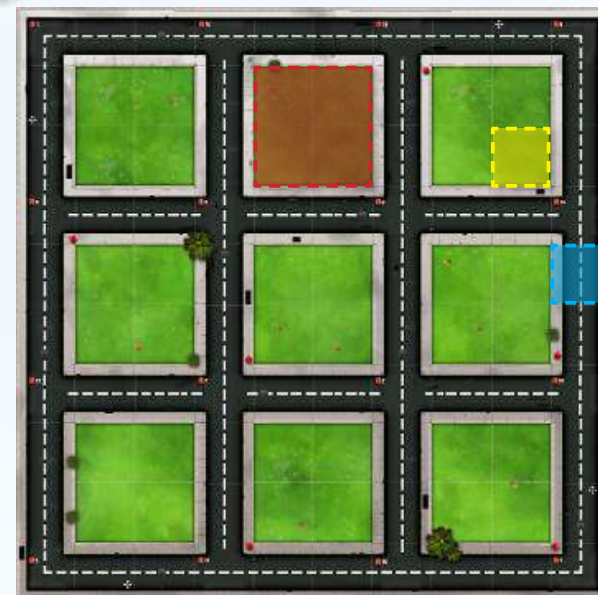
Google Play (Android)

🗋 Scan me

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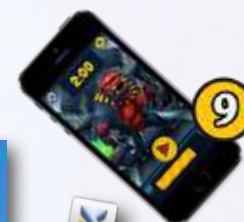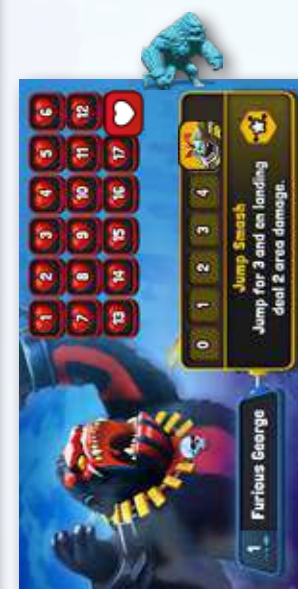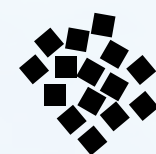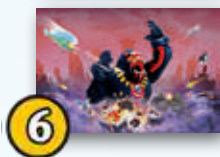
Game Setup

1. Place the Game Board in the middle of the table. This board depicts the various blocks of the city that your monsters will be attacking. The city is divided into a **10x10** grid of spaces marked with dashed lines. In the city there are **9** blocks, each of which consists of 4 lots where buildings are placed to form the city.

2. Place the City Board adjacent to the Game Board. Place the Threat Level Marker on the first position of the city's Threat Track, and the Round Marker on the first position of the Round Track.

3. Place the Police Station Board adjacent to the Game Board. Place one Police Car on each of the positions on this board.

4. Shuffle the Reinforcement Cards and place them in a face down deck on the table.

5. Shuffle the Retaliation Cards and place them in a face down deck on the table.

6. Shuffle the Event Cards and place them in a face down deck on the table.

7. Starting with the youngest player and proceeding clockwise, each player chooses a monster to play and takes its miniature, Player Board, a Health Marker, a Rage Marker, 4 custom dice and **15** Damage Counters. Place the Player Board face up, so that it shows the Standard mode of the monster (not the side that has the "Enhanced" icon in the top left corner), then place the Health Marker at the maximum number shown on your monster's Health Track, and the Rage Marker at the maximum number of your monster's Rage Track. Place the Damage Counters beside your Player Board.

8. Place Obstacles in a pile next to the Game Board.

9. You will need a clock to keep track of the time during the game's Rampage Phase. We recommend you download the MonstoCity Timer app on your phone (available for both iOS and Android).

10. To build the city, first locate the City Hall Building and place it in one of the four lots in the city block in the center of the Game Board. Follow the guidelines below to construct the rest of the city.

    a) When placing any type of Building (Common, Turret, or Special) in a city block, you choose both the building and its lot at random.

    b) You always start by placing a Turret in the same city block as the City Hall.

    c) Continue placing Turrets, until eight of the nine city blocks have at least one Turret in them, you may NOT place them in any city block that already has a Turret in it.

    d) Once all Turrets have been placed, if there is a city block that has no building in it, place one random Common Building in it first. After that, add one Common Building in each of the 9 city blocks. Once all city blocks have at least one Common Building in them, you can place the remainder of the Common Buildings randomly throughout the city.

    e) Special buildings are placed last. Place them randomly in any free lots keeping in mind that you can not place two Special Buildings in the same city block.

    If the placement of a Building is disputed for any reason, the youngest player decides!

- 🟥 City Block
- 🟨 Building Lots (Space)
- 🟦 Road (Space)

City Threat Level

ROUND

Max Horn

Monstrous Charge
Run in a straight line and deal
4 damage to an adjacent target.

Bobzilla

Roaring Blaze
Deal 3 damage ... to a
range of 2 in a ... t line.

Furious George

Jump Smash
Jump for 3 and on landing
deal 2 area damage.

Police Station

Torty Shell

Turtle Power
Deal 2 area damage.
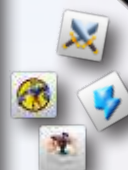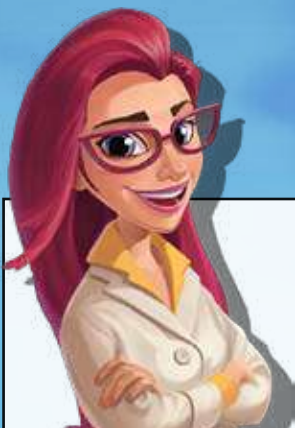
Gameplay

With the city concealing Dr.Spotnik's secret base setup, your monsters stand ready to become the last line of defense against Spotnik's plans for world domination! With the help of fellow genius, Maddie Newton, it is time to unleash your monsters' wrath!

MonstroCity is a co-operative game played over a series of five rounds. All the players will work together as they attempt to level the city before time runs out and Dr. Spotnik escapes.

Each round is divided into five phases: Spawn Phase, Police Phase, Retaliation Phase, Rampage Phase and Clean-Up Phase.

Spawn Phase

During this phase, if your monster is not on the board, you need to place it in one of the spawning positions on the board marked with the symbol ✛

Starting with the youngest player and moving clockwise, each player places their monster on the board.

If your monster was killed in the previous round, before spawning it, reset its health track to full, and its rage to zero.

Police Phase

During the Police Phase, you spawn a number of Police Cars equal to the number of players in this game on the Intersections of the Game Board. When spawning a Police Car, you must select the rightmost car from the Police Station Board. If there are two cars that are tied for the rightmost position, you must pick the bottom one.

Police Station Board

Police Spawning Spot

Police Threat Level

8

The game board features sixteen Intersections, each marked with this symbol and numbered from 1 to 16. Starting at 1, check each Intersection in turn until you find the first one without a Police Car on it, then place the Police Car taken from the Police Station Board on that Intersection.

Various cards and effects may require you to spawn Police Cars during the course of the game. Follow this process any time you need to spawn a Police Car during the game. If the Intersection is occupied by an Obstacle or a Monster, you spawn the Police Car to the closest adjacent free road space.

Example: If Intersections 1, 2, 3 and 5 are all occupied by Police Cars, then the Police Car you just picked up from the Police Station Board is placed on Intersection 4.

Police Threat Level: As you move Police Cars from the Police Station Board to the Game Board, numbers are revealed beneath them. The highest number visible determines the current Police Threat Level.

If at any time a Police Car is returned to the Police Station Board, either because a monster destroyed it or an Event Card tells you to, you must always place the returning Police Car on the leftmost free position on the Police Station Board.

Retaliation Phase

During the Retaliation Phase, you must resolve a number of cards from the top of the Retaliation Deck equal to the number indicated by the City Threat Level. The city's current City Threat Level is indicated by the position of the Threat Level Marker on the City Board. The higher the City Threat Level rises, the more Retaliation Cards must be resolved and the more damage its Turrets do.

Example: A City Threat Level of 7 does not require any Retaliation Cards to be resolved, but the city's Turret deal 2 Damage. A City Threat Level of 13 means that you need to resolve 1 Retaliation Card, while the city's Turrets now deal 3 Damage. A City Threat Level of 33 means that you need to resolve 2 Retaliation Cards, and the city's Turrets now deal 4 Damage.

Retaliation Card

Turret Damage

Retaliation Card

1. Name

2. Effect

REPEL BEAM

MOVE ALL MONSTERS 3 SPOTS AWAY FROM BUILDINGS.

If you need to draw more than one Retaliation Card, you must resolve one card before drawing the next.

To resolve a Retaliation Card, simply follow the instructions in its effect. If the card's effect instructs you to do something "X" times, then "X" is equal to the number of players.

Example: In a 3-player game, if a Retaliation Card effect reads "Spawn X+2 tokens", then you would spawn 5 tokens.

Once resolved, Retaliation Cards are discarded face up next to the deck. If at any time the Retaliation Card deck is empty, shuffle all the cards from the discard pile and place them face down to form a new deck.

Rampage Phase

The time has come to use your monsters and smash the city to rubble!
During the Rampage Phase, all players play simultaneously, rolling their 4 dice and resolving them, roll after roll, as fast as they can, until the time is up.

Unless otherwise stated, the Rampage Phase lasts exactly 2 minutes. Use the MonstroCity Timer App to keep track of time during this phase of the game.

Each dice has 5 different outcomes:

City

If your monster is in range of a Turret, then you reduce your monster's Health Track by the city's current Turret Damage. A Turret is considered to be in range if it is located in a city block adjacent to a monster. If your monster is at an Intersection, then it could be adjacent to up to four city blocks and have up to four Turrets targeting them. If your monster is not in range of any Turrets, they reduce their Health Track by 1.

Police

You must reduce your monster's Health Track by a number of points equal to the current Police Threat Level.

Combat

You may deal 1 point of damage to a target adjacent to your monster. Place one of your Damage Counters on the target. If the target is a Building, you place the Damage Counter on its rooftop. If you inflict enough damage to completely destroy the target, then immediately remove it from the Game Board and place it next to your own Player Board. Any Damage Counters on it become available to be used again immediately for subsequent attacks.

Energy

You may do one of the following:

• Increase your monster's Health Track by 3.
• Increase your monster's Rage Track by 1.
• Deal 1 point of damage to an adjacent target.
• Move your monster.

Rage

You increase your monster's Rage Track by 1.

Monster Movement: When moving your monster, it moves up to a number of spaces on the Game Board equal to its Speed. Unless otherwise stated, your monster can NEVER:

1. Move diagonally.
2. Enter or pass through spaces that are occupied by Buildings, monsters, or Obstacles.

General Rules:

Unless otherwise stated, the following rules apply:

• If your monster is overwhelmed (their Health reaches zero) during the Rampage Phase, immediately choose a spawn location in which to re-spawn them, resetting their Health Track to maximum, but their Rage Track to zero.

• Once you roll your dice, but BEFORE you start resolving any of them, you may move your monster up to one space. This rule does not apply in Enhanced Mode (see page 16).

• You must always resolve ALL your dice, starting with any "City" and "Police" dice first. If you have multiples of these, you may choose the order in which you resolve them. If your monster is overwhelmed between resolving these dice, you must first re-spawn it before continuing to resolve the rest of your dice.

• Police Cars have 1 Health and are always considered Obstacles for the purposes of monster movement

Monster Special Abilities: After resolving the City and Police rolls, if your monster's Rage is at its maximum at any time during the Rampage Phase, you may immediately (even between resolving dice) move your Rage Marker to zero to activate your monster's special ability.

Building/Obstacle Health:

Buildings and Obstacles have a different amount of Health depending on the number of players, shown in the following table:

Players	Turret	Special	Common	Obstacles
1–2	8	7	6	6
3	10	9	8	10
4	12	11	10	12

Adjacent, Area Damage and Turret Range

Adjacent

An adjacent space is any space that your monster can reach by moving **1** space in an orthogonal direction (Up, Down, Left, or Right). Since monsters cannot move diagonally, your monster can be adjacent to a maximum of 4 spaces at any given moment, as shown here.

When you deal damage to an adjacent target, this refers to a target located in any one adjacent space.
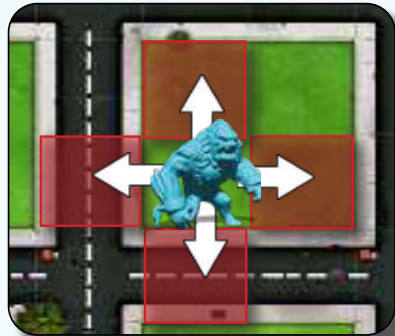
Area Damage

If your monster has an ability with an effect that is described as "area", such as **Furious George's** or **Torty Shell's** special ability, they deal damage to all adjacent spaces, including those that are diagonally adjacent to the monster's location.

Turret Range

A Turret is capable of targeting any monster that is located in any space within or around the city block in which it is placed, including the surrounding Intersections.

CAUTION: It is possible for your monster to be within range of up to 4 Turrets if they are standing at an Intersection of 4 city blocks that have Turrets in them!

Dice Roll Examples

Example 1

Before resolving any of his dice, John first moves Torty Shell **1** space for free to gain a better position. John then resolves his City dice; because his monster is in range of **1** Turret, he reduces Torty's Health Track by **3** (the city's current Turret Damage). John resolves his Rage dice next, increasing Torty's Rage Track by **1** to its maximum. Then John activates Torty's Turtle Power special ability to place **2** Damage Counters on each Building around him and moves his Rage Marker to **0**. Resolving his second Rage Dice, John increases Torty's Rage Track to **1**. Finally, John resolves his Energy dice to increase his monster's Health Track by **3**.

Example 2

Jack must first resolve his City dice. Furious George is in range of 1 Turret, so Jack reduces his monster's Health Track by 3 (the city's current Turret Damage). Then Jack decides to resolve his Rage dice, increasing George's Rage Track by 1 to its maximum. Then Jack activates his monster's Jump Smash special ability to jump forward 2 spaces to land between the Building and the Police Car, dealing 2 damage to each. The Police Car is immediately destroyed because it has only 1 Health, while the 3 Buildings around him each receive 2 Damage Counters. Unfortunately, Furious George now finds himself in range of 2 Turrets! Jack decides to resolve his first Energy dice to move Furious George 1 space backwards and his second Energy dice to increase his monster's Health Track by 3.

Example 3

Silvia must first resolve her City and Police dice. Because her monster's Health Track is only at 1, she decides to resolve the City dice first, reducing Max's Health Track by 3. Max is immediately overwhelmed, so Silvia must respawn him at full Health, but 0 Rage. Now Sylvia resolves her Police dice, reducing her monster's Health Track by 1. Silvia resolves her Rage dice to increase Max Horn's Rage Track by 1. Finally, she resolves her Energy dice to move Max 2 spaces to get him back into the battle.

Clean-up Phase

During the Clean Up Phase, you perform each of the following actions in the following order:

1. Adjust City Threat Level

Each Building has a Threat Level Modifier based on its type, as shown in the table on the right. Turrets have a Threat Level Modifier of 2 for example. For each Building that you destroyed during the Rampage Phase, remove it from play by placing it back to the box and increase the City Threat Level by the Building's Threat Level Modifier.

Type	Threat Level
Common	1
Special	2
Turret	2

Everytime the Threat Level Marker goes through or rests on a number with Dr. Spotnik on it, you must immediately draw and resolve a Retaliation Card. If the Threat Level Marker goes through or rests on a number featuring Maddie Newton, you must immediately draw and resolve a Reinforcement Card.

Event Card

Reinforcement Card
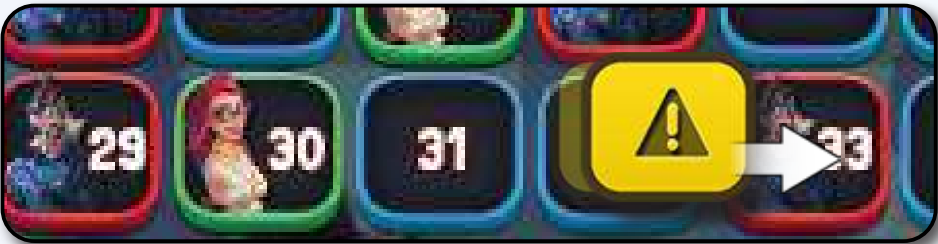
Retaliation Cards must be resolved immediately, while Reinforcement Cards are given to the player who can best resolve them based on their type. Each player may have any number of Reinforcement Cards at any given time.

If there is a disagreement on who should resolve a card, the youngest player decides.

If a card's effect requires you to spawn items on a board, then you must place the precise number required by the card.

If a card's effect requires you to apply "X" damage, or spawn "X" items etc, then "X" is equal to the number of players.

There are three types of Reinforcement cards:

Instant: These cards can be resolved at any time during play, even during the Rampage Phase! Once resolved, these cards are discarded.

Ongoing: These cards can be activated at any time during a round and their effects last until the end of the round. Once resolved, these cards are discarded.

Spawn: These cards can only be resolved during the Spawn Phase. Once resolved, these cards are discarded.

There are various Obstacles that you might have to spawn on the Game Board as a result of Reinforcement, Event or Retaliation Cards. You CANNOT pass through an Obstacle unless you first deal it enough damage to destroy it and remove it from the Game Board. Some Obstacles have an ongoing ability that is active for as long as they remain on the Game Board, which is described on the card that spawns them. Police Cars are also considered to be Obstacles for the purposes of monster movement.

2. Spawn Events

If the Round Counter is on a number featuring the Threat Icon, ⚠ you must immediately draw and put into play the top card of the Event deck.

Event Cards will require you to spawn a number of Obstacles on the Game Board. As long as these items remain in play, certain effects may also apply. To keep track of an Event Card's effects, keep it face up near the Game Board.

All items spawned by Event Cards are Obstacles. If you need to spawn an Obstacle in a space that is not empty, then the Obstacle spawns in an adjacent road space that is both empty and closer to the center of the city. When in doubt, the youngest player decides.

If all obstacles associated with an event are removed from play, the event's card is discarded.

It is possible that you could have more than 1 Event Card active at once if the previous card is still in play because of Obstacles that are still present on the Game Board when you need to spawn a new one.
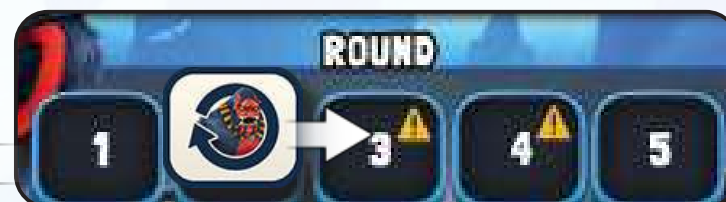
Event Card

1. Name
2. Effect
3. Spawning Position

3. Check Win/Lose Conditions

If this was the 5th round or you have managed to destroy all the buildings of the city then you move to the Game End.

4. Begin the Next Round

Move the Round Counter to the next position on the Round Track and start a new round.

ROUND 1 | 3⚠ | 4⚠ | 5

Game End

Depending on how well your squad of monsters performed, you may unlock Victory Stars. To achieve a complete victory, you will need to have collected 3 Victory Stars. Victory Stars are earned based on specific milestones that you may have reached during the game. These are as follows:

⭐ You gain 1 Victory Star if you destroyed the City Hall

⭐ You gain 1 Victory Star if you destroyed all the Buildings on the Game Board.

⭐ You gain 1 Victory Star if you managed to finish the game before the end of Round 4

Calculate your Victory Stars to see what your final outcome is.

If the Round Counter reaches the end of the Round Track and you have not earned any Victory Stars, then your mission to foil Dr. Spotnik's plans for world domination has failed and the wily mastermind escapes the city.
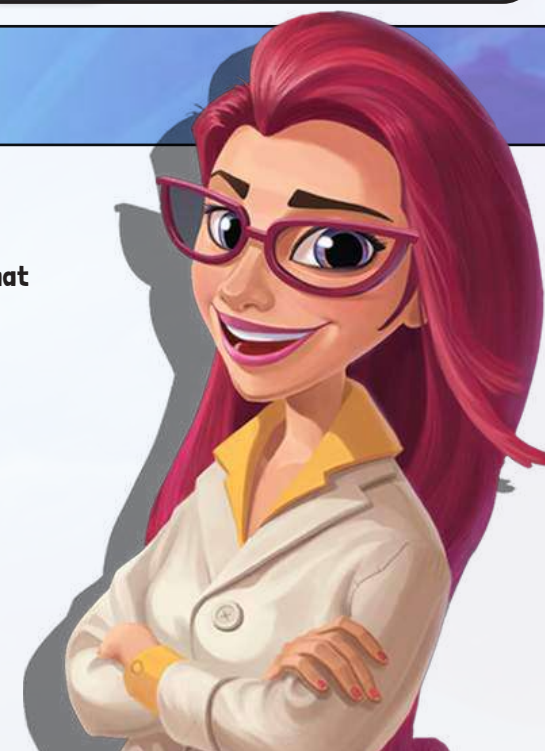
Variant Rules

The rules described so far explained the Standard Mode; however, MonstroCity supports various different game modes depending on the level of challenge you want and the number of players you have.

The following variant rules introduce several different game modes.

Turn-Based Mode

Playing MonstroCity without the timer/real-time element of the game turns it into a strategy/puzzle solving game. If you want to play MonstroCity in Turn-Based Mode, then apply the following changes to the rules:

a) During the Rampage Phase, do not use the MonstroCity Timer App. Instead each player gets to roll all four of their dice (we call this a "set") 6 times before this phase is considered complete. You can roll the dice, make your decisions and execute your actions at your own pace, before making your next roll. Once you have resolved your 6th set, the Rampage Phase of that round is finished.

b) You can play MonstroCity in Turn-based mode with more than one player. In this case, all players should be rolling and resolving their dice at the same time. Once all players have finished resolving their actions for one set, they should move on to their next set.

c) You can use a six-sided dice (not included in this box) to keep track of the number of dice rolls that have been resolved so far

TUTORIAL TIP: The best way to teach MonstroCity to new players is to play the first round using this Turn-Based Mode, before playing the rest of the game using the MonstroCity Timer App.

Competitive Team Mode

MonstroCity can be played in a Competitive Team Mode, in which the players form two teams of equal numbers. Each team then plays one game where they try to defeat the city that the opposing team has set up and controls.

Randomly determine which team goes first. This team then chooses the monsters they are going to be using, while the other team sets up the board. The rules for Competitive Team Mode games remain the same, with the following exceptions:

a) When spawning Police Cars, you may place them anywhere on the Game Board, so long as they are at least 2 spaces away from any other Police Cars.
b) When you are spawning Obstacles, you may place them anywhere on the Game Board, so long as they are at least 2 spaces away from any other Obstacle (of the same type or a different one) or monster.

While one team resolves its Rampage Phase, the other team should make sure that everything is run smoothly and everyone follows the rules of the game.

At the end of the game, you should:
• Record the number of Victory Stars the team unlocked.
• Record the City Threat Level.
• Record the number of Obstacles that were destroyed.

After the end of the first game, the teams change roles. The first team now sets up the game and the second team chooses monsters and prepares for battle.

The winning team is the one that manages to unlock the most Victory Stars, in case of a tie the team that had the highest City Threat Level wins and if this is also tied, the team that destroyed the most Obstacles are declared the winners.

Enhanced Mode

To play MonstroCity in Enhanced Mode, you need to start by flipping the Player Boards for all monsters to their Enhanced side. This side is clearly marked with a special 'ENHANCED' icon in the top left corner. When using an Enhanced Player Board, you need to pay attention to the following changes:

1. Speed: Each monster's Speed is represented by two numbers separated by a slash "/". The number on the left indicates the number of spaces your monster moves whenever you resolve an Energy dice. The number on the right indicates how many spaces your monster may move for free before you resolve any of the dice you have rolled.

2. Damage: This number indicates the number of Damage Counters your monster deals every time you resolve a Combat dice. This number has no effect when resolving an Energy dice to deal damage as in these instances, you always inflict 1 point of damage (unless otherwise stated by a rule or effect).

3. Attribute: Each Monster has a special attribute that gives them a special advantage or disadvantage in the field. Look at the table below for each attribute's effects.

Attribute	Attribute Ability
Trample	When you move in a space occupied by a Police Car, you destroy it.
Heavy	You are immune to Pushback Attacks.
Fast	You are immune to Freeze Attacks
Regenerate	You increase your Health Track by 1 every time you roll all 4 of your dice.

When playing in Enhanced Mode, Turrets also have special effects that may affect certain monsters:

Freeze Ray

Freeze: All monsters in range of this Turret roll 1 less dice during the Rampage Phase.

Mortar

Heavy Duty: Monsters with the Heavy attribute in range of this Turret reduce their Health Track by an additional 2 whenever they resolve a City dice during the Rampage Phase.

Plasma Cannon

Pushback: All monsters in range of this Turret are pushed away from it by 1 space each time they resolve a City dice during the Rampage Phase.

Rocket Launcher

Anti-air, Anti-speed: Monsters with the Flying or the Fast attribute in range of this Turret reduce their Health Track by an additional 2 whenever they resolve a City dice during the Rampage Phase.

Bank

City Hall

Police Station

DNA Lab

Enhanced Mode also brings the Mystery Card deck into play.

Remove the cards with the Mission Icon 🎯

from the Mystery Cards before shuffling the remaining cards and placing them in a face down deck beside the Game Board.

Whenever your monster destroys a Special Building, you immediately reveal the top card of the Mystery Card deck and resolve it. Some Mystery Cards give you Health or Rage, and some deal damage or lower your Rage.

Mystery Card

Monster Index

FURIOUS GEORGE

Furious George is the ideal all-rounder in the monster lineup. He has a strong balance between attack and defense, able to deal a reasonable amount of damage, while capable of taking a few hits before being overwhelmed. His Jump Smash ability also makes him highly mobile, allowing him to deal damage quickly and efficiently, though using it can often put him in harm's way.

Special Ability: Jump Smash – George's Jump Smash allows him to jump over Obstacles and Buildings in his path, while dealing damage to everything in the area in which he lands. He jumps up to 3 spaces in a straight line (orthogonally, not diagonally) to an empty space (a space not currently occupied by a Building, monster or Obstacle).

Enhanced Mode Attribute: Trample – When walking or using his Jump Smash ability, George may go through or land on a space occupied by a Police Car or an Obstacle with 1 Health left, destroying it completely and removing it from the game.

Special Ability Example

TORTY SHELL

Torty Shell is the Tank of any monster squad. While the amount of damage he can deal is much lower than other monsters, he can take more hits than them thanks to his armored shell. He moves slowly and awkwardly, but his Turtle Power ability makes him capable of redeploying quickly to deal damage to any Buildings nearby.

Special Ability: Turtle Power – Torty may roll to a space up to 2 spaces away from his current location in a straight line (orthogonally, not diagonally), before dealing 2 area damage. While rolling, Torty may pass through up to 1 space occupied by a Police Car, destroying it and removing it from the game.

Enhanced Mode Attribute: Regenerate – Torty has a great metabolism allowing him to regenerate at great rate. Everytime you make a new roll (all 4 dice) your monster heals immediately 1 HP (before resolving any dice).

Special Ability Example

MAX HORN

Max Horn is a compact bruiser that smashes through problems in his way and punches them to rubble. No building can stand against him for long, but he will ignore Turrets in favor of destroying larger Buildings if they offend him with their size. Max's Monstrous Charge ability allows him to smash through Obstacles at supersonic speeds, until he finally slams into something too big for him to handle.

Special Ability: Monstrous Charge - Max runs in a straight line (orthogonally, not diagonally) until he reaches a Building or Obstacle that has **3** or more Health then he stops immediately and deals **4** Damage Counters to it. While running, any Obstacle or Building in Max's path with **2** Health or less is destroyed without stopping his movement. He can not run through or damage other monsters in this way.

Enhanced Mode Attribute: Fast. - Max is super fast making him immune to the Freeze effect of the Ray Turrets.

Special Ability Examples

or

BOBZILLA

Bobzilla is a beefy behemoth, a monarch of mayhem who can eradicate entire cities by himself (with Teddy's help). He will attack anything and nothing will stand between him and his title of King of the Monsters!

Special Ability: Roaring Blaze – Bobzilla targets up to 2 spaces in a straight line (orthogonally, not diagonally) and deals **3** damage to anything occupying them.

Enhanced Mode Attribute: Heavy – Due to his massive size, Bobzilla is immune to the Pushback attacks of Plasma Cannon Turrets, but he takes more damage from Mortar Turrets.

Special Ability Example

FAQ

Q1: Does the Riots Event Card affect the minimum damage you get even if there are no turrets in range?

A1: Yes it does, so if there are roadblocks in play, you always get a minimum of 2 damage even when there are no turrets in range.

Q2: If the timer ends, and I haven't finished resolving all my dice from my last roll, can I finish resolving them?

A2: Yes, but remember to follow all the rules of resolving dice. If your monster dies in the process, you cannot re-spawn them.

Q3: Can I use my monster's special ability before I resolve any dice?

A3: No, you must first roll your dice, resolve any City or Police dice, and then you may activate your monster's ability at any time before/between or after resolving the rest of your dice.

Q4: If an Obstacle or a Building only has 1 Health left, can I use Max Horn's special ability to pass through it and destroy it without stopping?

A4: Yes you can. Max Horn's ability and the Trample attribute allows you to move through targets with 1 Health destroying them in the process, although you can never pass through other monsters.