

Townsfolk Tussle  
**Rules & Results**  
Booklet



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# AN INTRODUCTION

“What is Townsfolk Tussle?”



Say it ain't so—the sheriff of Eureka Springs has been murdered! With no one guarding its gates, Ruffians are coming in droves to take advantage of the defenseless town! Is this the end for Eureka Springs?

## OF COURSE NOT!

In Townsfolk Tussle, you'll be playing as a ragtag group of townsfolk doing their civic duty to wallop these troublemakers into oblivion. And who knows—one of you may prove worthy of becoming the new sheriff along the way! Will you be able to overcome the odds and defend Eureka Springs? We certainly hope so!

# GAME COMPONENTS

**In the works!**

# SETUP & PREPARATION

“For quick setup, check the back of this booklet!”



**1** Lay out the main board and place the sideboard to the right, Town Phase face up.

**2** Keep the game box nearby to grab components when needed. We recommend keeping **Town Events, Feats, and half the Peddler gear** nearby for easy access.

**3** Flip all Ruffian tokens face down, then select four at random and place them on the Town Map.

**4** Each player chooses a townsfolk and receives their townsfolk card. Place a counter on the highlighted starting number on each stat bar.

**5** Each player receives 10 Coins and the starting gear listed at the bottom of their townsfolk card.

**6** Place each townsfolk's corresponding token on the Buyin'/Beatin' Order bar in the order of your choice. We recommend a clockwise rotation.

**Make sure Town Events, Peddler gear, and Feats of Mettle are shuffled, and you're all set to play! Continue reading to learn the basics, or begin the Town Phase on Pg. 10!**

# CHOOSING A TOWNSFOLK

“Who will stand against the Ruffians?”

Players begin the game by picking a townsfolk, each having their own unique quirks, stats, and starting gear. Some townsfolk are sturdier than others, or provide benefits to the team rather than pack a wallop. Don't stress too much over your choice; the gear you find along the way will let you change your play style. Each two-sided townsfolk card has the following information:

## 1. Townfolk Introduction

The back of each townsfolk card gives some insight into who the townsfolk is. We recommend using this backstory to guide your decision in picking a townsfolk!

## 2. Gear Slots

Gear slots line the edge of the townsfolk card. Equipping gear strengthens your townsfolk and provides new abilities.

## 3. Stat Bars

These bars are used to mark your stats throughout the game.

**A townsfolk's starting stats are highlighted in their color.**

### Health (HP)

Your townsfolk's health. Taking DMG (damage) lowers your HP. Once this goes below 1, your townsfolk is knocked out and removed from the fight.

### Movement (MVMT)

This stat represents the MVMT you have available to use on each of your turns. It takes **one point of MVMT** to move to **one orthogonal square**. Townsfolk cannot move diagonally.

**You should not adjust your MVMT stat when moving**, since it simply represents the MVMT you have available on each of your turns.

### Moxie (MOX)

This stat represents the MOX you have available to use on each of your turns. All actions (attacking, interacting with terrain, etc.) have a MOX cost, so higher MOX means a more effective turn.

**You should not adjust your MOX stat when taking actions on your turn**, since it simply represents the MOX you have available on each of your turns.

### Accuracy (ACC)

This **modifier** affects the townsfolk's chance to land an attack. This number is **added to your accuracy roll** when attacking with any weapon. Low ACC means the townsfolk is less likely to be effective in combat.

## 4. Townsfolk Abilities

Each townsfolk has two unique abilities to aid them on their journey. Some abilities provide a bonus during the Town Phase, while others can be activated during a fight to provide support for the team. Be sure to utilize your abilities well!

## 5. Starting Gear

The gear this townsfolk will receive at the start of the game.



**1** "CARE TO HEAR YOUR FORTUNE?"  
The Blopsy Twins aren't from Eureka Springs, but rather the far-off town of Biformia. Fleeing their hometown to escape their cruel parents, the Blopsy Twins became traveling entertainers, roaming from town to town performing their ever-changing variety act. They do it all: singing, dancing, mind-reading, you name it—all in search of some coin.  
Normally the Blopsy Twins would book it at the first sign of trouble, but Eureka Springs has proven to be a goldmine for entertainment. The townsfolk can't get enough of the Blopsy Twins! Sensing the chance to make it big, the twins have decided to aid the town of Eureka Springs.

**2** **3** **4** **5**  
10 10 10 5  
9 9 9 4  
8 8 8 3  
7 7 7 2  
6 6 6 1  
5 5 0  
4 4 4 -1  
3 3 3 -2  
2 2 2 -3  
1 1 1 -4  
HEALTH MOVEMENT MOXIE ACCURACY  
**MIND READER** **4** Lower your MVMT, MOX, or ACC by 1 for the fight: Reveal the next card in the Ruffian action deck. You may put it at the top or bottom of the deck.  
**PERFORMER** You may purchase any instrument from the Peddler for 5 Coins. Your instruments cannot be sold or discarded for any reason.

**5** Starting Gear: Boasting Bullhorn, Traveler's Shiv, Crystal Ball

# GEAR

“Don’t go running into battle naked, fella!”

Gear is a core mechanic of Townsfolk Tussle, and the main method for strengthening your townsfolk. Most gear alters a townsfolk’s stats or grants them new abilities, making them into a more efficient murdering machine!

Each townsfolk has the same gear slots: **Left Hand, Right Hand, Head, Chest, Leg, and Accessory**. Gear can be equipped in town by placing it next to your townsfolk card in its corresponding slot.

## Starting Gear

Each townsfolk begins the game with a small stash of gear, which is shown at the bottom of their character card. Starting gear can be identified by its gray border. **As with all gear, starting gear can be destroyed.**

## Unlockable Alternative Starting Gear

Each townsfolk has an alternative set of starting gear which can be unlocked by completing **special objectives** during the Final Fight (Pg. 21). Once it is unlocked, it is added to the normal starting gear deck. A townsfolk’s alternative starting gear will have their name written along the left side of the card, and a thumbs-up in the top right corner. At the start of the game, a townsfolk can choose to start with their unlocked alternative gear **instead of** their normal starting gear.

## Peddler Gear

Gear available for purchase from the Peddler. Peddler gear can be identified by its blue border.

## Ruffian Gear

Once your team has successfully murdered a Ruffian, you get to loot their supple corpse for some Ruffian gear! Ruffian gear often has powerful stat bonuses and abilities. Achieve some Feats of Mettle (Pg.10) and earn a piece for yourself! Each Ruffian has 3 pieces of gear that can be rewarded; they are indicated at the bottom of their Ruffian card. Ruffian gear can be identified by its purple border.



## Unique Gear

Unique gear cannot be bought, and is only rewarded under special circumstances. Unique gear can be identified by its yellow border.

## Equipping Gear

Equipping gear allows you to use the gear in battle, and increase your stats before the fight begins. To equip gear, place it in its corresponding gear slot next to your townsfolk card. **A single piece of gear can be equipped to each slot at a time.** Gear may be equipped freely before the Fight Phase begins, but changing gear during a fight costs 2 MOX (Pg.18 for details).

### 1-Handed and 2-Handed Gear (Weapons)

Gear marked as 1-handed or 2-handed are considered **weapons**, and are held in your hand slots. **If an equipped piece of gear is 2-handed, you cannot have another piece of gear in your other hand slot.**

### Head, Chest, Leg Gear, and Accessories

This gear is equipped to their corresponding slots and provide a variety of stat bonuses and abilities.

### Consumable Gear

Consumable gear acts the same as any other gear and must be equipped to use. They are normally discarded (**consumed**) and lost forever upon use, but give your townsfolk a one-time—but often game-changing—bonus.

### Special Gear

Some gear has the tag ‘Special Gear’. This gear cannot be equipped. Its **passive abilities are always active for your townsfolk, and can be activated without being equipped.**

## Stashing Gear

There is no limit to the amount of gear a townsfolk can hold. Any gear a townsfolk does not have equipped can be swapped in during a fight. A townsfolk does not receive the benefits of gear it does not have equipped, **unless it is Special Gear.**

## Discarding Gear

Certain Ruffian actions or events will cause gear to be discarded. If a piece of gear is discarded, it is lost forever! It is removed from the townsfolk and returned back to the game box. If you no longer need a piece of gear and would like to discard it yourself, it can be sold to the Peddler (Pg.11).

## Unlockable Gear

**Not all gear is available when you begin playing Townsfolk Tussle;** you’ll need to earn them! A plethora of gear is hidden in the game box, and can be earned by completing special objectives during Final Fights (Pg.21).

## Trading Gear

Townsfolk **cannot** trade gear with one another, although some Town Events will allow townsfolk to exchange gear.

## Gear Breakdown & Sample Equipment

**SLINGSHOT**  
Ranged, 2-handed, Thrown

**BASEBALL CAP**  
Head Gear

**Gear Name** —————→

**Gear Description** —————→ Indicates the slot the gear can fit into, as well as weapon information.

**Gear Cost** —————→

**Weapon Stats** —————→ **Stat Bonus** —————→

**Gear Ability** —————→

As long as gear is equipped, you can activate its ability!

**TURTLE SHELL**  
Chest Gear

**+1 MOX**

1 MOX: You take no DMG from the Ruffian until your next turn. May be activated once per fight.

This Turtle Shell increases your MOX by 1, and is shown by sliding your MOX counter up by 1 point.

**NORMAN FISHBOY**  
THE ENTICING FISHERMAN

Head Gear

Chest Gear

Leg Gear

Accessory

Left Hand

Right Hand

HEALTH MOVEMENT MOXIE ACCURACY

Starting Gear: Reliable Rod, Fishy Cap

**LENGTHY LIMBS**  
Thanks to Norman’s long arms, he gains +2 range with all melee weapons.

**STRANGE ATTRACTION**  
When you hit a Ruffian with any weapon, you may pull them up to 2 squares towards you.

**RELIABLE ROD**  
Melee, 2-handed, Spear

2 MOX 6+ ACC 1 DMG  
Range: 2

This weapon is 2-handed, meaning you cannot use your other hand slot while it’s equipped.

Make sure to update your stat counters when equipping and unequipping gear!

Gear not currently equipped to your townsfolk is considered stashed, and can be kept nearby your townsfolk card.

**FISHY CAP**  
Head Gear

**SALESMEN**  
Chest Gear

**MONEY MAGNET**  
Special Gear

The effects of ‘Special Gear’ (like this Money Magnet) are always active, even when stashed!

# THE TOWN PHASE

“Prepare while you still can!”

A game of Townsfolk Tussle consists of 4 rounds, split between a Town Phase and a Fight Phase. If the townsfolk manage to take down all 4 Ruffians invading Eureka Springs, they win!



The game begins in the Town Phase, where the townsfolk get a chance to prepare for the battles to come. In the Town Phase:

1. Each townsfolk draws back up to 3 unaccomplished Feats of Mettle. In the first Town Phase, each townsfolk simply draws 3 Feats of Mettle.
2. Each townsfolk receives a Town Event card and resolves them out loud in Buyin' Order.
3. Shop with the Peddler. Lay out 10 items from the Peddler deck onto the Town Phase board. Each player may buy or sell one item on their turn (in Buyin' Order). This continues until no players wish to buy or sell.
4. Prepare to fight! Once all townsfolk are done purchasing, put all unpurchased gear on the bottom of the Peddler deck and begin the Fight Phase.



## Buyin'/Beatin' Bar

The Buyin'/Beatin' Bar determines the turn order during the two phases of the game. From top to bottom is the Beatin' Order, which is used during the Fight Phase. Bottom to top is the Buyin' Order, used during the Town Phase. After the end of each fight, the order rotates, and the townsfolk token at the top is moved to the bottom. Note that the Ruffian is always first in Beatin' Order, meaning they always go first!



Beatin' Order goes top to bottom.

Buyin' Order goes bottom to top.

## Feats of Mettle

Feats of Mettle (Feats) are valiant deeds the townsfolk can accomplish to receive a boost of Coins or fightin' power. Feats are drawn at the start of the Town Phase, and kept face-down until they are accomplished. Each Feat has a goal written on it: if a townsfolk accomplishes one of these goals, they reveal it and immediately receive the reward dictated by the Feat. Accomplished Feats of Mettle are kept face-up in front of their accomplisher. At the end of each Fight Phase, the townsfolk who accomplished the most Feats during the round earns a precious piece of Ruffian gear from the defeated Ruffian!

In the first Town Phase, each player will draw 3 Feats of Mettle. At the end of each Fight Phase, players may discard any unaccomplished Feats they do not wish to keep. At the start of every Town Phase beyond the first, each player will draw back up to 3 unaccomplished Feats. For example, if you enter the Town Phase with 2 unaccomplished Feats from the previous round, you will only draw 1 new Feat.



## Becoming the New Sheriff

Before the Final Fight, the player with the most Feat points will be declared the new sheriff, and receive vital gear for the final encounter. But be careful, there's a lot of weight on the sheriff's shoulders. If they are knocked out in the Final Fight, the game is over!

## Town Events

During the Town Phase, each player receives one Town Event card and resolves them out loud in Buyin' Order. If the event requires you to roll, a single D10 is used. The result may be affected by your stats; for example, if the event says 'Roll (+Max MVMT)', your MVMT is added to the result. Town Events can have both positive and negative effects. Secret events, labeled with a red bar at the top of the card, are not revealed to other players, but instead are activated when a certain goal on the card is met. Players cannot discuss their secret Town Events with other players, and they still activate when the townsfolk is knocked out if possible!



Secret Town Events are marked with a red bar on top. Do not reveal them when drawn!

## The Peddler

The Peddler is a traveling saleswoman that frequents Eureka Springs. She carries a vast range of gear that can help you in a pinch, as long as you can afford it. During the Town Phase, 10 pieces of gear from the Peddler deck are laid out on the Town Phase board. Each townsfolk can buy and sell gear in Buyin' Order. A townsfolk may either buy or sell one piece of gear on their turn. This order repeats until everyone is done buying and selling. All unpurchased gear is returned to the bottom of the Peddler gear deck.

## Shop Reset

Don't like anything available in the shop? Not to worry; the Peddler always has more gear in stock. After laying out Peddler gear, townsfolk may pay a collective 2 Coins per townsfolk to have the Peddler reset her shop. It is up to the group to decide how much each person contributes, but all players must be in agreement to reset the shop. If they do, discard all gear in the shop and replace it with new Peddler gear. This must be done before any townsfolk shops, activates abilities, or activates Peddler-specific Town Events.

## Buying

The cost of an item is labeled on the right edge of the gear. Players need to pay that much Coin to acquire that gear from the Peddler.

## Selling

Players may opt to sell gear they no longer need. If they do, they receive half of its value, rounded down. For example, a piece of gear valued at 15 Coins can be sold for 7 Coins. Starting gear cannot be sold.



## The Town Map

The Town Map holds the four Ruffians you'll need to defeat to win the game. Four Ruffian tokens are placed facedown on this at random at the start of the game. Ruffians will have different abilities depending on when you run into them!

Once the Town Phase ends, you'll be flipping and fighting the next facedown Ruffian token on the Town Map, from top to bottom.



Pay 2 Coins per townsfolk (collectively) to Reset the Peddler's Cart

# THE FIGHT PHASE

“Quit cryin’ and stay sharp, there’s a battle brewing!”



**When the Town Phase ends, the Fight Phase begins! Here, you have one goal: Take down the Ruffian! To set up the Fight Phase:**



- 1 Flip the sideboard to reveal the Fight Phase board.
- 2 Reveal the next Ruffian from the Town Map (top to bottom). Place them on top of the Beatin' Order.
- 3 Place the corresponding Ruffian card onto the Fight Phase board.
- 4 Shuffle the Ruffian's action deck and place it below the Ruffian card.
- 5 Use the back of the Ruffian card to set up the landscape, placing terrain pieces on the board where they are shown. Squares marked (FF) are terrain pieces that are only placed during the Final Fight.
- 6 For each terrain piece on the landscape, place their matching terrain card below the landscape.
- 7 Townsfolk choose their starting position in Beatin' Order. Available positions are marked with a (T).
- 8 Place the Ruffian on the position marked (R), facing the townsfolk closest to them.
- 9 Mark the Ruffian's starting health (HP) and movement (MVMT). The amount is shown on the front of the Ruffian card, changing depending on the number of players.
- 10 If this is the Final Fight, follow the additional setup directions on the back of the Ruffian card.

**Once setup is complete, the fight begins with the Ruffian's turn!**

# THE LANDSCAPE

“Pay attention to your surroundings or it'll cost ya!”



Each Ruffian can be found in their own unique section of town, dictated by the back of their Ruffian card. This will determine the obstacles and features of the landscape, as well as the townsfolk's starting positions. Use the back of this rulebook if you need help matching terrain pieces with their cards!

## Terrain Pieces & Terrain Cards

Terrain will dramatically alter your strategy when taking on a Ruffian. Some terrain will prevent movement, while others can provide a variety of beneficial effects if used wisely. Each terrain piece has a corresponding terrain card that explains its effects. The card for each terrain piece on the landscape should be placed below the landscape before each fight begins.



The Buzzying Hive and its matching terrain card.

## Terrain Type

A piece of terrain is marked as either an **obstacle** or **feature** on its terrain card. Their differences are listed below.

### Obstacles

Obstacles block the movement of both townsfolk and Ruffians, and cannot be traveled through. A townsfolk must be standing adjacent to an obstacle to interact with it (diagonal is not considered adjacent). Some obstacles require specific positioning for interaction; the terrain card will state if this is necessary. For example, a townsfolk must be standing at the door of the Rickety Farm to interact with it.

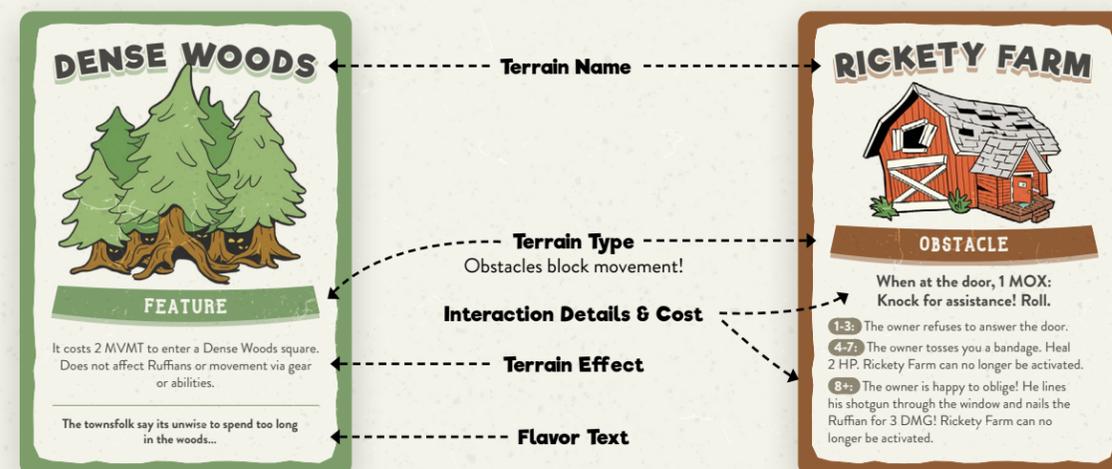
### Features

Features do not block the movement of townsfolk or Ruffians, and can be freely traveled through. A townsfolk must be standing inside of a feature to interact with it.

### Interacting with Terrain

Some terrain features and obstacles are interactive. A townsfolk must pay the MOX or Coin cost shown on the terrain card in order to interact with it. Townsfolk can interact with each piece of terrain once per turn.

## Terrain Card Breakdown



# RUFFIANS

“Golly, these chums are out for blood!”



In the Fight Phase, the Ruffian and townsfolk take their respective turns, navigating the landscape and doing their best to rip each other apart. **The Ruffians actions and skills are determined by their Ruffian card and action deck.**

Ruffian cards give the player some insight towards the battle ahead. In addition to some lore, each **two-sided** Ruffian card shows the following information:

## 1. Ruffian Abilities

Depending on when you encounter a Ruffian, their abilities and fighting habits can change. When the Ruffian is revealed on the Town Map, their ability level will be shown underneath; this ranges from ‘Chump’ to ‘Final Fight’. **The Ruffian gains the corresponding ability shown on their Ruffian card for the entirety of the fight.**

## 2. Ruffian Movement (MVMT)

The Ruffian’s movement (MVMT). A Ruffian’s MVMT changes depending on the number of players. **This stat determines how far a Ruffian can move when taking an action.**

## 3. Ruffian Health (HP)

The Ruffian’s starting health (HP). A Ruffian’s HP changes depending on the number of players. A Ruffian cannot gain HP beyond their starting HP.

## 4. Ruffian Weakness

Each Ruffian has a weakness that can be activated if the right conditions are met—normally during a Ruffian action. If you succeed, be sure to mark the weakness as activated and keep track of the effect!

## 5. Ruffian Loot Rewards

If you manage to defeat the Ruffian, a lucky townsfolk will grab a piece of gear off their corpse. That gear is listed at the bottom of the Ruffian card.

## 6. Landscape Setup

Shows the terrain to be placed on the board before the fight begins.

## 7. Final Fight Rules

Describes the unique setup for the fourth Fight Phase, also known as the Final Fight! **Do not read this information unless it is the Final Fight!** Read more about Final Fights on page 21.

**PEPIN MILKFROG**  
THE DAIRYBOY

**1 CHUMP**  
Pepin Delivery Boy: Nothing special about this long-legged fellow, should be a cinch!

**2 HOOLIGAN**  
Milk Toss: At the start of Pepin's turn, he deals 1 DMG to the closest townsfolk within 5 squares.

**3 TROUBLEMAKER**  
Chug and Chuck: At the start of Pepin's turn, he restores 1 HP and deals 1 DMG to the closest townsfolk within 5 squares.

**4 FINAL FIGHT**  
Pepin Milkfrog is all that's left! Flip this over for the Final Fight rules.

MVMT	6	6	7	7
HEALTH	9	12	15	18

**WEAKNESS**  
Melly Milk-back: Pepin takes +1 DMG when attacked from the 2 squares directly behind him.

**5 Ruffian Gear:** Rewards: Milk-Soaked Limb (☹️), Frog Eyes, Milkman's Hat

**6**

**7 THE DAIRYLORD TAKEOVER**  
FINAL FIGHT  
Pepin took advantage of the chaos in Eureka Springs, transporting his precious milk into the town. He's setting up shop by the town moat, dragging giant milk jugs in his wake. Pepin's milk has led to a number of deaths in the past—if the townsfolk don't get this guy out of town, it'll surely be the end of Eureka Springs. But it won't be easy...Pepin is nearly unstoppable in the presence of his milk!

**SETUP**  
1 Place 1 Giant Milk Jug on the board per townsfolk (in numerical order).  
2 Appoint a new sheriff! The newly appointed Sheriff befriends the local stray, and give the unique gear Jerry the Cat!

**RUFFIAN ABILITY:** QUICK CHUG  
**TERRAIN:** GIANT MILK JUG

# RUFFIAN'S TURN

“What doesn’t kill you probably won’t make you stronger.”



**On the Ruffian’s turn, all you need to do is play and discard the next card in the Ruffian action deck.** Each Ruffian has 15 action cards, each with their own way to make your lives miserable! Follow the actions on the card from start to finish to resolve the Ruffian’s turn. Each action has the following information:

**WIND GUST**  
Umbrello spins round and round, forming a wall of wind.

**Target:** All townsfolk within 3 squares

All targets takes 1 DMG. Move towards the farthest townsfolk.

**Aftereffect:** Push each target 5 squares towards the Town Pond.

UMBRELLA

## Action Name & Flavor Text

The name and description of the action.

## The Target

Determines who the Ruffian will aim for with their action. **If there is a tie for targeting, townsfolk roll to determine the target.**

## Move/Act

Determines the movement and main action of the turn; this often involves moving and attacking the target.

## Aftereffect

The aftereffect is a bonus effect that is triggered **if the target takes DMG, or is otherwise stated.** Not all actions have aftereffects.

**Actions come in various forms. Not all of them will deal damage to your team; some aim to cripple and disorient you instead!**

## Targeting

The target for an action can be a single townsfolk, a group of townsfolk, or no one at all! Targets are determined before the rest of the action is played, and the distance to a target is measured the same as movement: by adjacent squares, never diagonally. If there is a tie for a single target action, the townsfolk roll to determine the target; the lowest roll is targeted. An action plays out in its entirety even if there is no valid target.

## Moving the Ruffian

A Ruffian’s MVMT determines the max amount of squares they may travel during each action. Each point of MVMT allows the Ruffian to move to one **adjacent set of squares** (Ruffians themselves cover 4 squares). Ruffians, like townsfolk, cannot move diagonally. **When a Ruffian moves, they will face the target and try to take the shortest route possible to reach them.** If the Ruffian can take multiple paths to reach their target, all which take the same amount of MVMT, **the players may choose the path the Ruffian takes. If one of those paths would involve taking DMG, the Ruffian must avoid that path.**

## Placing VS. Moving

When a Ruffian is **‘moved’** (move towards the target, move completely into target, etc.), they will use their indicated MVMT to move through squares across the board. When someone is **‘placed’**, their character is placed directly on the indicated position, regardless of distance—no

actual moving is done. If a unit already occupies a space where a character would be placed, the character is placed in the next nearest possible location. When there are multiple ways to place the Ruffian, players may decide; use it to your advantage! If there are no valid targets for a placement action, the townsfolk or Ruffian does not move.

## Ruffian Movement & Terrain

When it comes to terrain, Ruffians follow the same movement rules as townsfolk. **They can move through most terrain features, but not obstacles.** But, unlike townsfolk, **Ruffians can deal DMG with ranged attacks even if an obstacle is blocking the way.**

## Colliding with Townsfolk

Some actions require the Ruffian to move onto a square with a townsfolk on it. When they do, the townsfolk is pushed out of that square, and into an adjacent square of their choice. This can occur multiple times per action, and allow the townsfolk to strategically navigate to a better position on the board. If a Ruffian would collide with a townsfolk and there are no suitable adjacent squares for the townsfolk to move into, they are placed in the nearest possible square not occupied by a townsfolk, Ruffian, or obstacle.

## Reshuffling the Action Deck

If the action deck is empty, shuffle the discard pile and add it to the action deck. Some Ruffian actions cause the action deck to be reshuffled; shuffle in all cards from the discard pile when this occurs.

## Ruffian Actions Breakdown

### Common Ruffian Targets

- Closest townsfolk:** The townsfolk that would require the least movement (MVMT) for the Ruffian to reach. *Note: Even if the target is too far away to reach, the Ruffian will still move towards them.*
- Farthest townsfolk:** The townsfolk that would require the most movement (MVMT) for the Ruffian to reach. *Note: Even if the target is too far away to reach, the Ruffian will still move towards them.*
- Weakest townsfolk:** The townsfolk with the least remaining health (HP).
- All townsfolk within 2 squares:** The action will target all townsfolk within 2 squares of the Ruffian. This distance is measured by **adjacent squares**, and never diagonally.
- None.** Some actions have no target! Just follow the action as it is described.

### Common Move/Acts

- Move towards the target. If you reach them, deal 1 DMG.** The Ruffian would turn and move towards the target, attempting to end the movement **adjacent** to them in the **least squares possible**. If they reach the target, the target would take 1 DMG. **If they cannot reach the target, no DMG is dealt.**
- Deal 1 DMG to all targets. Move towards the farthest townsfolk.** The Ruffian would deal 1 DMG to all targets, then move towards the farthest townsfolk, aiming to end their turn adjacent to them.
- Keep this card in front of the townsfolk...** Actions with this clause usually have an effect later in the fight. Until they are activated, they sit in front of the group, rather than discard pile.

## Ruffian Movement Examples



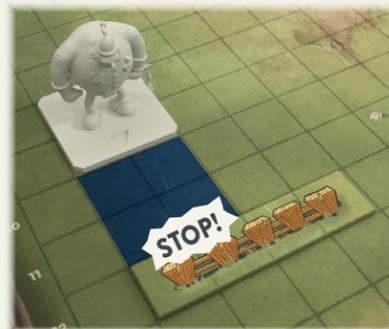
The squares highlighted in **blue** are considered adjacent to the Ruffian.



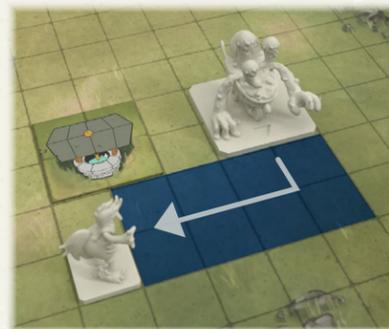
The area in **blue** highlights how far the Ruffian can move in a straight line with **3 MVMT**.



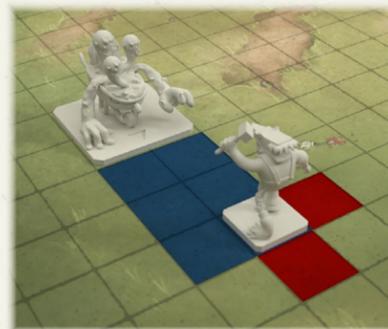
The area in **blue** highlights ALL squares the Ruffian can move to with **3 MVMT**.



If a Ruffian would specifically **move forward** and collide with terrain they cannot pass through, the movement ends.



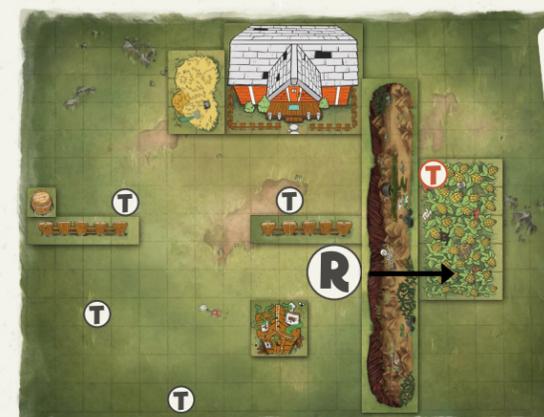
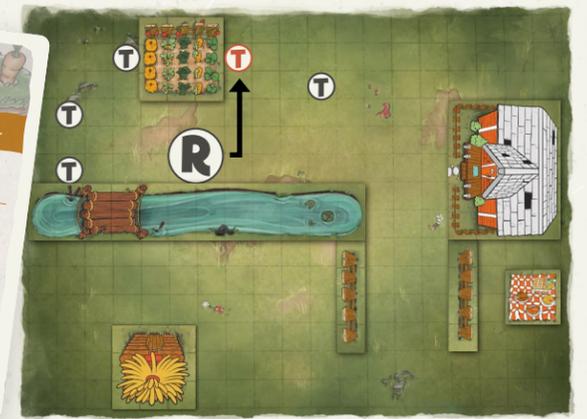
Ruffians will always attempt to take the **shortest path** to their target.



While moving, Ruffians will push townsfolk out of their path and into the closest possible square. In this situation, the townsfolk can choose to be placed in the **red** square of their choice.

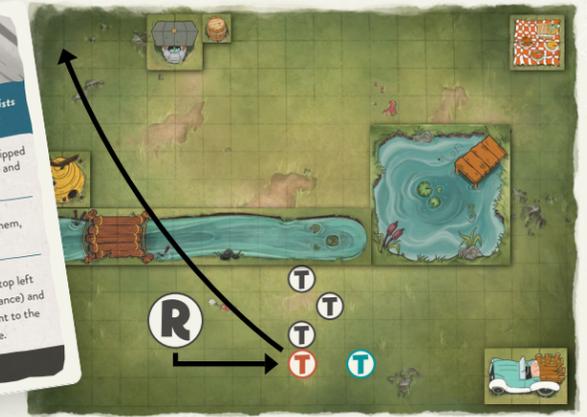
## Ruffian Action Examples

Let's pretend the townsfolk marked in red has 2 HP; the lowest of the group. In this action, The Bundits will move to them and deal 1 DMG. **Since the target of the action will take DMG, the aftereffect will trigger**, and the target will be removed from the board. Until The Bundits take DMG from a melee weapon, that townsfolk stays removed from the board.



For this action, Strawman will make his way into the target—the target being the Overgrown Cornfield. He's able to reach it in this case, which causes the aftereffect to trigger. **Even if Strawman can only end his turn partially inside the cornfield, the aftereffect will still trigger.** The aftereffect restores 2 HP to Strawman, and the townsfolk marked in red will take 2 DMG for his poor positioning!

The target of this action is the closest townsfolk with leg gear equipped. The red and blue townsfolk are the only ones with leg gear equipped, but since the red townsfolk is closer, they will be the target. Umbrello will move towards the target, reaching them and triggering the aftereffect. The red townsfolk is **placed** on the top left corner of the board and takes 1 DMG. Umbrello is then **placed** adjacent to that red townsfolk. **Keep in mind that when a character is 'placed' rather than moved, it is done regardless of distance (the character's MVMT does not matter).** *If a character already occupied these squares, the units are placed in the next nearest possible location instead.*



# TOWNSFOLK TURN

“Now’s your time to shine!”



On a townsfolk’s turn, they have some decisions to make! **The following options are available**, as long as they have the moxie (MOX) and movement (MVMT) to do so. If you find yourself getting lost in battle, use the two-sided cheatsheet to keep your thoughts in order! It’ll serve as a reminder of the options you have on your turn.

## Moving

A townsfolk’s movement (MVMT) determines how far they can move on each of their turns. It takes **one MVMT** to move to **one orthogonal square**. **Townsfolk and Ruffians cannot move diagonally.**

For example, if your townsfolk has 4 MVMT, you can move up to 4 squares each turn. **Moving can be split**; for instance, a townsfolk can move 3 squares, attack, then move another 3 squares. **Townsfolk can move through each other, but not through the Ruffian.**

## Interacting with Terrain

A townsfolk can interact with a terrain piece by paying its required MOX or Coin cost (dictated by its terrain card). A townsfolk must be **adjacent to an obstacle** or **inside of a feature** to interact with it. Townsfolk can interact with each piece of terrain once per turn. Note that some terrain requires more specific positioning (ex. You must be at the front door of the Rickety Farm to interact with it).

## Activating Gear Abilities

Some pieces of gear have abilities that can be activated to give you the upper hand in combat. An activated ability can be found at the bottom of a piece of gear, and usually cost *X* MOX to activate. **Each ability can be activated once per turn, unless otherwise stated.** If you activate a piece of gear that can only be used once per fight, it is recommended you turn the gear sideways to indicate it has already been used.

## Activating Townsfolk Abilities

Townsfolk abilities that cost MOX can be activated during their turn, but only **once per turn**.

## Changing Gear (During a Fight)

For 2 MOX, a townsfolk can select one gear slot, then exchange gear from their stash with their equipped gear in that slot. You can change gear as many times as you’d like in a single turn. **Gear in your hand slots may be changed simultaneously.** Ex. You may unequip a 1-handed dagger and a 1-handed mace to equip a 2-handed spear for only 2 MOX.

## Things to Consider when Changing Gear

Unequipping a piece of gear that raises max HP does not cause you to take DMG: If unequipping a piece of gear would lower your **max HP**, your HP is lowered down to that new maximum. You do not gain HP when equipping gear that increases max HP mid-fight.

Equipping a piece of gear that grants MVMT, MOX, or ACC **immediately grants the additional stats on that turn.**

## Attacking

A townsfolk’s main goal should be to defeat the Ruffian, and that can be done by attacking. **Each weapon can only attack once per turn, unless otherwise stated.** Making an attack consists of three main steps: get in range to make the attack, pay your weapon’s MOX cost, then roll a D10 for accuracy (adding your townsfolk’s ACC to the total). If that number is greater than or equal to your weapon’s ACC requirement, the attack hits! **Check the next page for an in-depth attack example.**

## Critical Hits & Whiffs

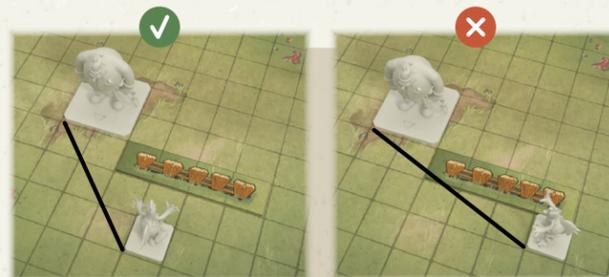
A critical hit occurs whenever a townsfolk rolls a symbol while making an attack on the Ruffian. This results in an **automatic hit** and **a bonus to your attack** (Pg.20 for details). A whiff occurs whenever a townsfolk rolls a **natural 1** when attacking the Ruffian. This results in an **automatic miss**, regardless of a weapon’s ACC requirement.

## Melee Weapons

Most weapons in Townsfolk Tussle are melee weapons. A townsfolk can only attack the Ruffian with a melee weapon when standing in an adjacent square (in all circumstances, diagonal is **not** considered adjacent).

## Ranged Weapons

Ranged weapons can attack from a distance. The range is specified in the ability text (**Range: X**). This is how many squares away a townsfolk can be from the Ruffian when attacking, measured in the same manner as movement (orthogonal squares). **Obstacles block ranged attacks for townsfolk, but not Ruffians.** To determine if an obstacle would block a ranged attack, imagine drawing a straight line from any point of the townsfolk’s square to any point on the Ruffian’s squares. If the line does not touch an obstacle square, the attack can be made.



**In the example on the right, a ranged attack would be blocked by the obstacle. Plan your ranged attacks carefully!**

## Weapon Breakdown



### Gear Description

This tells you if the weapon is ranged or melee, if its 1-handed or 2-handed, and its weapon type.

### Moxie (MOX) Cost

How much MOX it costs to attack with this weapon.

### Accuracy (ACC) Requirement

How high a townsfolk needs to roll to hit with this weapon. This is modified by the townsfolk’s ACC stat.

### Damage (DMG)

How much DMG the weapon will do on a successful hit.

### Gear Ability

Some weapons have a bonus ability. They can be **passive** (ex. Range: 4) or **activated** (ex. 1 MOX: Take 1 DMG and gain +1 ACC).

## Making an Attack



**Let’s pretend a townsfolk is making an attack on the Ruffian, and is equipped with the weapons to the left. Attacking the Ruffian will resolve as follows:**

1. Make sure the townsfolk is in **range** of the Ruffian to swing with their selected weapon.
  - This townsfolk plans to attack with the Floppy Scimitar. Normally, since the scimitar is a melee weapon, the townsfolk would need to be adjacent to the Ruffian to attack. But since they also have the Extend-O-Pole equipped, their scimitar has a range of 5 squares. With no obstacles blocking the way, the townsfolk is in position to attack!
2. Pay the weapons MOX cost to swing with the selected weapon.
  - The cost to swing with the Floppy Scimitar is 1 MOX. This townsfolk has 2 MOX, so they will still have 1 MOX remaining after the attack.
3. Roll a D10 for accuracy, then add their character’s ACC modifier to the result. If that number is greater than or equal to the weapon’s ACC requirement, the attack hits!
  - The Floppy Scimitar requires an accuracy roll of 4+ to hit, and the townsfolk rolls a 3. This would usually be a miss, but since this townsfolk has an ACC of +1, the roll is increased to 4 and counts as a hit!
4. On a successful hit, **the Ruffian takes DMG** equal to the weapon’s DMG.
  - The scimitar deals 2 DMG to the Ruffian. Well done, townsfolk!

**Make sure you take all factors into consideration before attacking. Can you get in range to attack? Do you have enough MOX to swing? What are your chances of landing the attack?**

# COMBAT FACTORS & VICTORY

“Learn the finer details of battle to ensure success!”

## Critical Hit

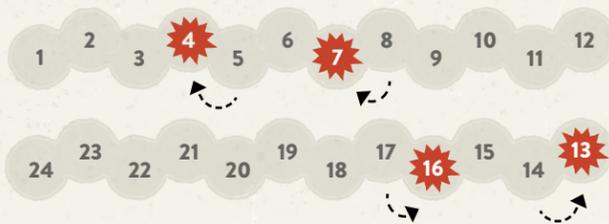
A critical hit occurs whenever a townsfolk rolls a  symbol while making an attack on the Ruffian. A critical hit is considered a roll of 10, and always counts as a hit. If you roll a critical hit when attacking the Ruffian, immediately make an additional roll on the Crit Hit chart; this will add a bonus to your attack! The DMG from your attack is dealt simultaneously with the critical hit bonus. The Crit Hit chart can be found on the back of this rule book, and on the poker-sized Crit Hit card.



Well done, you rolled a critical hit! Just make sure you follow through; a poor follow-up roll can be disastrous!

## Triggering Breaking Points

Once a Ruffian's HP drops to a certain amount, they hit their breaking point. These thresholds are marked with a  symbol on the Ruffian's HP bar at 4 HP, 7 HP, 13 HP, and 16 HP. If DMG causes a Ruffian's HP to drop to or below these points, the Ruffian reaches their breaking point, causing them to lash out with vigor! If this occurs during a Townsfolk's turn, their turn immediately ends and the Ruffian takes an action. Turn order then continues normally. If this occurs during the Ruffian's turn, they take a bonus action after their turn ends. Breaking points can trigger multiple times if the Ruffian heals back over a threshold, so tread carefully!



Be careful when making an attack; if you trigger a breaking point, your turn will immediately end, and you'll be at the mercy of the Ruffian!

## Removed from the Board

Some actions and gear can remove characters from the board. While a townsfolk is removed from the board, they cannot be targeted, nor can they activate gear or abilities. While a Ruffian is removed from the board, they cannot be targeted or take DMG.

## Lowering Stats

Some Ruffians cause a townsfolk's stats to be lowered. When this happens, simply lower your townsfolk's stat bar by that amount. Stat losses from Ruffians are removed at the end of each fight.

## Getting Knocked Out

If a townsfolk's health (HP) goes below 1, they are knocked out and removed from the board. Knocked out townsfolk still receive Coins if the Ruffian is defeated, but are not eligible to receive the Ruffian loot, regardless of how many Feats they've accomplished this round. As long as one fellow townsfolk survives the fight, all townsfolk are restored back to full health at the beginning of the next Town Phase!

## Losing the Game

Players lose the game if all townsfolk are knocked out during a fight, or if all remaining townsfolk are removed from the board with no way to return. If this occurs, the game is over!

## Defeating the Ruffian

If a Ruffian's HP would go below 1, they are defeated and the fight is over! Upon defeating the Ruffian, the townsfolk will do the following:

1. Townsfolk may discard any unaccomplished Feats they do not want for the next round.
2. Each townsfolk receives 6 Coins, courtesy of the Ruffian's wallet.
3. Search their mutilated corpse for goodies to help you on your journey! Each Ruffian has their own 3 pieces of Ruffian gear; they are listed at the bottom of their Ruffian card. The townsfolk who achieved the most Feats (not most Feat points) this round receives one of these at random. Knocked out townsfolk are not eligible for the reward! In case of a tie, roll; highest roll earns the gear.
4. Restore each townsfolk's stats. Stat effects from actions, Town Events, and terrain are removed. Only stat changes from your gear should remain.
5. Rotate the townsfolk order on the Buyin'/Beatin' Bar. The townsfolk on top is moved to the bottom.
6. Return to town and recuperate! Flip the sideboard and begin the next Town Phase.



Use the Fight Phase sideboard as reference for starting or finishing the Fight Phase!

# THE FINAL FIGHT

“Alright...which one of y'all is our new sheriff?”

The last Ruffian you encounter won't be as easy to take down as the others, and will fight by their own set of rules in the Final Fight! But have faith, if you manage to take them down, you and your companions win the game!

The back of a Ruffian's card (below the landscape set up) tells you the specifics of your final encounter. Here you will find details on how to set up any Final Fight terrain and defeat the Ruffian using their explicit Final Fight rules.

## 1. Final Fight Setup

After reading about your Final Fight predicament, the Setup section will tell you any additional steps you need to take. This usually involves placing additional terrain pieces, and most importantly, naming a new sheriff!

## New Sheriff in Town

The position of sheriff is awarded to the townsfolk with the highest total Feats of Mettle points (not just quantity of Feats)! In case of a tie, the townsfolk may collectively decide the best option between the tied townsfolk. If they cannot come to a decision, the tied townsfolk roll; the highest roller becomes the sheriff! They'll receive a unique piece of gear to aid them in the Final Fight. The other townsfolk will need to work together with their new symbol of justice; if the sheriff is knocked out during the Final Fight, they lose!

## 2. Final Fight Factors Terrain

Some Final Fights require you to place additional terrain pieces on the landscape, which will be described in the setup. Their positions on the landscape will be labeled FF (for Final Fight). If there are multiple terrain pieces, they may be labeled FF1, FF2, FF3, and so on, to dictate placement order. The amount of Final Fight terrain pieces is often determined by the number of players.

## Townsfolk/Ruffian Abilities

Final Fights may bolster the Ruffians or townsfolk with special abilities. Be sure to keep them in mind during the fight!

## 3. How to Win

This section describes the necessary win conditions to defeat the Ruffian, as well as a special objective. Completing the special objective will reward you with an alternate ending to your journey, as well as bonus gear to use in future playthroughs!

## 4. The Results

Each Final Fight can result in 3 different endings; one if you win, one if you lose, and one if you complete the special objective. When the fight has concluded, read the corresponding results passage (starting on Pg. 22) to find your ending!



## THE HOSTILE HAND HIJACKING

The group finds the outskirts of town oddly quiet...didn't a bunch of townsfolk run out this way? You hear a strange shrieking noise in the distance when a hiding citizen grabs your arm from behind a barrel. "You gotta save us," he whispers, "It's Handsy! The tales are tr—" At that exact moment, a monstrous creature leaps out of the shadows and pecks at the poor man's wrists, sending his hands flying. Ouch! Y'all better take care of this thing before there's no one left in town!



**1 SETUP**

**1** Place 5 Hiding Citizens on the board.

**2** Appoint a new sheriff! The newly appointed Sheriff receives the Warning Whistle unique gear.

**TERRAIN: HIDING CITIZENS**

When an action with '1000' in its name is drawn, immediately move Handsy 8 squares towards the closest Hiding Citizen. If she ends her movement adjacent to one, they are killed and removed from the board. Then, resolve the action as normal.

1 Slain: Handsy gains +1 MVMT.  
2 Slain: Handsy restores 2 HP.  
3 Slain: Handsy restores 2 HP.  
4 Slain: Handsy gains +1 MVMT.  
5 Slain: The townsfolk lose!

**TOWNSFOLK ABILITY: RUN!**

The townsfolk need to help the Hiding Citizens escape from Handsy's reach!

On a Townsfolk's turn, they may use any amount of their MVMT to move a Hiding Citizen instead of themselves.

**3 HOW TO WIN**

Defeat Handsy! But keep an eye on those citizens... You lose if all townsfolk are knocked out, the new Sheriff is knocked out, or if all Hiding Citizens are killed.

Special Objective: While Handsy is in the Dense Woods, deliver the final blow with Yancy.

**WEAKNESS**  
Frazzled Bird: Reshuffle the action deck.

**4 THE RESULTS**

If you defeat Handsy, read 35

If you also completed the special objective, read 24 instead.

If you lose, read 18

The new sheriff is granted a piece of unique gear for the Final Fight. It often holds the key to taking down the final Ruffian!



# THE RESULTS

“Let’s see how your tale comes to an end...”

**These pages contain the final results of your journey. Only read the entry dictated by your Final Fight results!**

## 01.

Strawman takes his time slicing the team into mincemeat with his garden shears. He takes the newly appointed sheriff and impales them onto a wooden pole. Looks like they’ll be the new town scarecrow!

One would assume this was the end for Eureka Springs, but that wasn’t the case! As it turns out, your little group of townsfolk accounted for 90% of the pollution in Eureka Springs, and Strawman became his old, lovable self with y’all out of the picture. The surviving citizens decided to let bygones be bygones, even electing Strawman as the new sheriff! The town has never been cleaner. **Sorry, but you lose; better luck next time!**

## 02.

Umbrello hovers low overhead, bloody and bruised. The new sheriff grabs him by the foot and slams him to the ground. Norman Fishboy shoves a fish straight down Umbrello’s throat, sealing his fate. The town is saved! Unfortunately, that giant wave he summoned caused a bit of damage.

Eureka Springs spent the next month partially submerged in water, but luckily they’re adaptable folk. Norman Fishboy in particular made a swell time of it! The water critters from the nearby lake followed Norman around all month—they couldn’t get enough of him. Once the flooding dissipated, he decided to keep one as a pet.

With the town returning back to normal, the townsfolk can rejoice in a job well done. **Congratulations, you win the game!**

**You’ve unlocked Norman Fishboy’s alternative starting gear! Search the secret gear deck (check under the table!) for Looong Eel and Fish Stick. When selecting Norman as your townsfolk in future games, you may choose to use this gear instead of his traditional starting gear.**

## 03.

All the gear in the world couldn’t protect Qing and Kween from the thrashing they received! They wrap their arms around each other, trying to defend against the pummeling townsfolk. The newly appointed sheriff grabs Qing’s claymore from the ground and delivers a devastating blow, cutting Qing and Kween straight down the middle. Hooray, the battle is over!

The future looks bright for Eureka Springs. You didn’t just save the town after all; you saved the entire continent! Tourists flood in from all over the countryside to see the fellas who took down the Conquering Twins—as well as their corpses, which hang from separate gallows in the town square. The citizens of Eureka Springs have never felt safer with the new sheriff in charge. **Thanks to their hard work and a dedication to violence, you’ve won!**

## 04.

The townsfolk are no match for Umbrello. Your team lays defeated on the ground as water rises all around you. The last thing you see through the rain is Umbrello floating above you with a dastardly grin.

Fast forward a few weeks and Sprinkle Falls is doing great! Tourism is thriving thanks to the new lakeside view (courtesy of Eureka Springs). In the center of the lake, Umbrello had a lovely little fountain installed: It’s the corpse of that newly appointed sheriff, posed in a ballerina’s stance. It was a valiant and violent effort by your group, **but you lose!**

## 05.

The townsfolk land a fatal blow on Pepin, sending him flying backwards into a puddle of his spilled ‘milk’. He screams in agony as his skin melts on contact with the vile fluid. Pepin howls in denial, “It’s not even that bad, my milk doubles as a moisturizer, I swear!” Within seconds, all that remains is a green pile of goop with a milkman’s hat resting on top. With Pepin’s milk off the streets, Eureka Springs can finally rest easy. The other townsfolk will forever remember your valiant and violent murders. **Congratulations, you win the game!**

## 11.

What a scene! The townsfolk are surrounded by towering flames, beating on a clearly motionless pile of hay. Samuel Strawman has been defeated! The new sheriff lights the pile of hay on fire just to be certain. Other townsfolk start to crawl out of their hiding places, but instead of joy, their faces are white with grief. An older fella known as Old Man Gooby speaks up. “What in tarnation...what have you done? Those crops were supposed to feed the town through winter! You’ve doomed us all to death by starvation!” As Gooby begins to tie himself a noose, the new sheriff speaks up. “Quit yer bellyachin’, we’ll be fine. Look!” The new sheriff digs through some ashes and reveals a delicious-looking potato—freshly baked. It seems Strawman was hiding the tasty spuds deep inside the cornfield for his own eating pleasure!

After that eventful day, Eureka Springs learned to embrace the humble potato. It became their symbol of hope, and even graced their new town banners. The prosperity that followed was credited to none other than the new sheriff, along with their team of valiant (and murderous) townsfolk. **Congratulations, you win!**

**You’ve unlocked new Peddler gear! Search the secret gear deck (check under the table!) for Banner of Unity and Surplus Spuds, then shuffle them into the Peddler Deck. Keep an eye out for them in future games!**

## 17.

The new sheriff throws Jerry at Pepin’s face and he latches on tight. Pepin falls to the ground and croaks in terror as Jerry claws his eyes out! The team concludes that Jerry has things covered, and they head over to Pepin’s milk truck to make sure all of his fetid milk is disposed of. Before they can get inside, the Peddler scurries out, clearly hiding something behind her back. The new sheriff let’s her slide; she’s been a huge help and deserves her own reward...whatever that may be. The Peddler takes her leave and the team heads inside the van. They quickly dump the milk jugs inside, ensuring the town has seen the last of Pepin’s vial substance. Upon returning to the battleground, all that can be found is a single frog leg and an extremely engorged cat.

The citizens of Eureka Springs can rest easy with heroes like Jerry and the new sheriff. Your group will be honored for years to come for their valiant and violent deeds. **Congratulations, you win the game!**

**You’ve unlocked new Peddler gear! Search the secret gear deck (check under the table!) for Charm Handbook and Secret Ingredient, then shuffle them into the Peddler Deck. Keep an eye out for them in future games!**

## 21.

What a scene! The townsfolk are surrounded by towering flames, beating on a clearly motionless pile of hay. Samuel Strawman has been defeated! The new sheriff lights the pile of hay on fire just to be certain. The town is...saved?

Unfortunately, the rest of the town did not approve of your ‘burn everything to the ground’ method. It will take months, maybe years to rebuild and regrow all that corn. The next day, the town holds an emergency meeting, where it is decided that your group is to be exiled from Eureka Springs forever. Look on the bright side—at least you won’t have to deal with the famine that’s sure to follow! Your little group leaves the town together, looking forward to the journey ahead. Maybe they’ll visit Sprinkle Falls; they’ve heard decent things. **Congratulations are in order; you win the game!**

## 28.

The townsfolk are left running around half naked with no hope for victory. Qing & Kween make short work of them, leaving the landscape littered with discarded trinkets and bloody body parts. It is safe to say that Eureka Springs has been conquered by the Conquering Twins.

The town is a ramshackled mess by the time Qing & Kween finish their ransacking. They collect every coin they can find before heading back to their throne in Biformia. They deliver one final order to the remaining citizens: have your bodies collectively sewn into a townsfolk-skin rug, which will adorn their Eureka Springs summer home. It was a valiant and violent effort, **but you lose!**

## 34.

The Blopsy Twins stand over Qing and Kween with a malicious grin on their faces. The team has never seen the duo so worked up! They decide to let the Twins handle it from here. Sensing the hatred radiating from the Twins, Kween puts on a nervous smile and speaks up. “Come on now you too, you know your parents love you very mu-” WHACK! Before Kween can finish her sentence, the Twins grab Qing’s claymore from the ground and slices its owner in twain. The other townsfolk look on in terror as one twin continues to swing at the lifeless corpse and the other picks through its pockets. Have the Blopsy Twins awakened their violent side? Or was it always there?

Although it was rather unpleasant to watch, that death signifies a victory for Eureka Springs! It’ll be a long time coming before another Ruffian steps foot in town with a crew like y’all protecting it. **Congratulations, you win!**

**You’ve unlocked the Blopsy Twins’ alternative starting gear! Search the secret gear deck (check under the table!) for Bloody Gem and Tag Team. When selecting the Blopsy Twins as your townsfolk in future games, you may choose to use this gear instead of their traditional starting gear.**

## 33.

Umbrello hovers low overhead, bloody and bruised. The new sheriff grabs him by the foot and slams him to the ground, where the other townsfolk beat him mercilessly. The clouds above seem to dissipate with each punch. Citizens hiding nearby peek out from their hiding spots to see a splendid rainbow hovering above your team, who are taking turns stomping on what appears to be an old rickety parasol. Jolly day, you’ve prevented Eureka Springs from going under! May the new sheriff enjoy the clear weather for years to come. **Congratulations, you win!**

## 36.

Pepin incapacitates your party with ease. He melts down your bodies with his acidic milk, then quickly rebottles it as not to waste any of the precious liquid. Over the next few days, Pepin goes door-to-door in Eureka Springs, peddling that same vile ‘milk’. Surprisingly, sales are good! Of course, there are no repeat customers; they tend to disintegrate after the first bottle. By weeks end, Eureka Springs is nothing but a goop-filled ghost town. It’s safe to say you’ve been thoroughly defeated by the protein-peddling Milkfrog. It was a valiant and violent effort by your group, **but you lose!**

**In the works!**

**In the works!**

**In the works!**

## Extra Bits

### Random FAQs

#### In what order do abilities and action effects occur?

Actions and abilities are reactionary; if you have an ability that is triggered by a Ruffian moving, targeting, etc., that ability happens immediately. For example, if a Ruffian would take DMG from **targeting** a townsfolk, that DMG is dealt before the rest of the action takes place.

#### In what order are Feats of Mettle resolved at the end of a fight?

First come, first served!

#### What if I run into a conflicting interaction between my gear/townsfolk and the Ruffian?

You may run into a situation where two rules conflict one another. Choose a resolution that benefits the Ruffian if possible; if there is none, players may use their best judgment.

#### How many dice do I roll?

A single D10 is used for all rolling situations. This includes Town Events, attacking, and Ruffian actions.

#### What happens if I land a critical hit on the Ruffian, and the attack's DMG would push the Ruffian over a breaking point?

The DMG from your attack is dealt *simultaneously* with the critical hit bonus, so the breaking point would trigger after the crit hit bonus resolves.

#### Why do certain pieces of Ruffian gear have a ★ symbol on them?

Ruffian gear marked with a ★ can be earned during a fight with a well-placed critical hit!

#### How do I measure distances for ranged weapons, targeting, etc.?

ALL distances are measured in the same manner as movement: by orthogonal squares, never diagonally.

### Solo Variant

Looking to play Townsfolk Tussle alone? Although it's **not the intended way to explore Eureka Springs, we've got a solution for ya.** For the solo variant, you control 3 townsfolk at once. All rules and setup remain the same, **but secret events are removed from the Town Event deck at the start of the game.**



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Check out [Panicroll.com](http://Panicroll.com) to sign up for our newsletter and to keep up-to-date on Townsfolk Tussle.

For general inquiries or missing or broken game pieces, email us at [Panicrollgames@gmail.com](mailto:Panicrollgames@gmail.com)

## Quick Lookup

✦: A critical hit. Considered a roll of 10.

**ACC:** Accuracy. Determines your chance to hit the Ruffian. *Pg.7*

**Adjacent:** Any character in an orthogonal square (not diagonal) is considered adjacent.

**Attacking:** You may attack with a weapon once per turn, unless otherwise stated. Pay your weapon's MOX cost, roll for accuracy, then add/subtract your townsfolk's ACC modifier. If the result is equal or greater than the weapon's ACC requirement, it's a hit! *Pg.18-19*

**Breaking Point:** Marked with a ✦ on the Ruffian's HP. Reaching these causes the current townsfolk's turn to end and the Ruffian immediately takes an action. *Pg.20*

**Changing Gear:** Townsfolk may swap gear in a single slot (or both hands) for 2 MOX on their turn. *Pg.18*

**Colliding:** If the Ruffian would collide with a townsfolk, they are pushed to the nearest adjacent square. *Pg.15*

**Critical Hit:** If you roll a ✦ for ACC when attacking the Ruffian, this is considered a critical hit. Immediately make a roll on the Crit Hit chart and gain the corresponding bonus. *Pg.20*

**Discarding Gear:** If a piece of gear is discarded, it is lost forever! It is removed from the townsfolk and returned back to the game box. *Pg.8*

**DMG:** Damage. Dealing or taking DMG lowers HP.

**Feats of Mettle:** Valiant deeds the townsfolk can accomplish to receive a reward. They are kept face-down until they are accomplished. *Pg.10*

**Features:** Terrain that can be passed through. Must be inside to interact. *Pg.13*

**Final Fight:** The last Ruffian encounter. Final Fight details are found on the back of each Ruffian card. *Pg.21*

**Gear Abilities:** May be activated by paying the associated cost (usually MOX, but could be Coins, lowering stats, etc.). Each gear ability can be activated once per turn, unless otherwise stated. *Pg.18*

**Gear Slots:** Found on the outer edges of a townsfolk card. There are 6 slots in total: 2 hand slots, a head slot, chest slot, leg slot, and accessory slot. *Pg.8*

**HP:** Health. When HP is reduced to 0, the townsfolk is knocked out. *Pg.7*

**Knocked Out:** When HP is reduced to 0, you are knocked out. If knocked out, remove your townsfolk from the board. *Pg.20*

**Landscape:** Where you'll battle the Ruffian. Landscape setup is found on the back of each Ruffian card. *Pg.13*

**Lowering Stats:** When a Ruffian or Town Event causes one of your stats to be lowered, simply lower your townsfolk's stat bar by that amount. Stat losses are removed at the end of each fight. *Pg.20*

**MOX:** Moxie. Used to attack, activate abilities, or interact with terrain. *Pg.7*

**Moving the Ruffian:** Each point of MVMT allows the Ruffian to move to one adjacent set of squares. Cannot move diagonally. When a Ruffian moves, they will face their target and try to take the shortest route possible to reach them. *Pg.15*

**MVMT:** Movement. One point of MVMT allows a townsfolk to move to one adjacent square. You cannot move diagonally. *Pg.7*

**Obstacles:** Terrain that cannot be passed through. You must be adjacent to obstacles to interact with them. *Pg.13*

**Peddler Gear:** Gear sold by the Peddler, marked with a blue border. *Pg.8*

**Place:** When a character is 'placed' rather than moved, it is done regardless of square distance. *Pg.15*

**Removed from Board:** While a townsfolk is removed from the board, they cannot be targeted, nor can they activate gear or abilities. Ruffians cannot be targeted or take DMG while removed from the board. *Pg.20*

**Restoring Stats:** If an action, Town Event, or terrain causes your stats to change, they are reset at the end of the Fight Phase. Only your bonuses from gear should remain. *Pg.20*

**Results:** The final resolution of your journey, found at the back of this booklet. *Pg.22*

**Ruffian:** The bad fellas attacking Eureka Springs! *Pg.14*

**Ruffian Abilities:** Listed on the front right side of a Ruffian card. Each Ruffian has a different ability depending on where you find them on the Town Map. *Pg.14*

**Ruffian Actions:** A Ruffian's actions are determined by their action deck. On the Ruffian's turn, they play one action card from their deck. *Pg.15*

**Ruffian Gear:** Gear rewarded for defeating a Ruffian. *Pg.8*

**Selling:** Townsfolk receive half the cost of gear when selling, rounded down. *Pg.11*

**Starting Gear:** Initial townsfolk equipment. Listed at the bottom of each townsfolk card. Marked with a gray border. *Pg.8*

**Stashing Gear:** Any unequipped gear is considered stashed. There is no stash limit. *Pg.8*

**Target:** Determines who the Ruffian is aiming for with an action. *Pg.15*

**Terrain:** Objects scattered across the landscape that can help or hinder the townsfolk. Can be categorized as a feature or an obstacle. *Pg.13*

**Town Events:** Encounters that the townsfolk will have while in town. *Pg.11*

**Town Map:** Shown on the lower left of the main board. Tracks the Ruffians attacking Eureka Springs. The level of the Ruffian is displayed underneath their token, and determines their ability for the fight. *Pg.11*

**Townsfolk:** That's you! *Pg.7*

**Unique Gear:** Gear that can only be gained by special means. Marked with a yellow border. *Pg.8*

**Weaknesses:** Can normally be activated through certain Ruffian actions, and often make it easier to take down the Ruffian. Some weakness will instantly end the fight when conditions are met. *Pg.14*

**Weapons:** Any gear held in your hand slots is considered a weapon. Not all weapons can deal DMG. *Pg.8*

**Whiff:** A whiff occurs whenever a townsfolk rolls a natural 1 when attacking the Ruffian. This results in an automatic miss, regardless of a weapon's ACC requirement. *Pg.20*

# CRIT HIT!

Upon landing a critical hit on the Ruffian, roll!

1

Your attack sends the Ruffian into a fit of rage! Your turn ends immediately after the attack, and the Ruffian takes an action.

2-3

Your hit leaves the Ruffian flustered; their anger makes them predictable! Reveal the next Ruffian action.

4-5

You crush the Ruffian's walky-bits! Lower the Ruffian's MVMT by 1.

6-7

You're invigorated by your hefty hit! Increase your MVMT, MOX, or ACC by 1 for the fight.

8

A brilliant blow! Your attack deals +1 DMG.

9+

Holy moly, you send bits of the Ruffian flying! Immediately receive the Ruffian's Gear marked with a (★) on their rewards. If this has already been activated this fight, the attack deals +1 DMG instead.

## Terrain Guide



Murky Moat



Town Pond



Rickety Farm



Dangerous Ditch



Dense Woods



Overgrown Cornfield



Vegetable Patch



Doc's Hut



Wooden Fence



Hidey Haystack



Deserted Picnic



Old Jalopy



Tool Shed



Wishing Well



Buzzing Hive



Foul Outhouse



Mushroom Grove



Big Barrel



Bear Trap



Dynamite & Detonator

## Quick Play Guide

1

Each player chooses a townsfolk, receives their starting gear and 10 Coins, and places themselves on the Buyin'/Beatin' Bar.

2

### Town Phase

Flip the sideboard to the Town Phase.

Each townsfolk draws back up to 3 unaccomplished Feats. In the first Town Phase, simply draw 3 Feats.

Each townsfolk receives and resolves a Town Event.

Shop with the Peddler.

3

### Fight Phase

Flip the sideboard to the Fight Phase.

Reveal the next Ruffian on the Town Map. Place their token on top of the Beatin' Order.

Place their Ruffian card and action deck onto the sideboard. Mark their HP and MVMT.

Use the back of the Ruffian card to set up the terrain pieces and cards. Players position themselves and the Ruffian on the landscape.

The fight begins, starting with the Ruffian's turn.

4

### On Ruffian Defeat

Townsfolk may discard any unaccomplished Feats they do not want for the next round.

Each townsfolk receives 6 Coins.

The townsfolk who achieved the most Feats this round receives a piece of Ruffian gear. In case of a tie, roll; highest roll earns the gear.

Restore each townsfolk's stats. Only your bonuses from gear should remain.

Rotate the Buyin'/Beatin' Bar order.

Return to the Town Phase.