GUTTER SCUM

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DIY // CRAFT FAIR GAMES // 2020

SHIT IN THE BAG:
3 circles // 8 squares
6 line cutters // 16 travel sized
1 snipe

**********READ THIS FIRST**********

The 2nd Edition of ***TRASH LORDS*** comes with ***GUTTER SCUM*** built-in, but if you bought/stole this expansion separately, you'll need a copy of ***TRASH LORDS*** for any of this shit to work. This rulebook is written for people who already know how to play the original game, so if you don't, you need to get your shit together. *This ain't some corporate cash-grab expansion full of fancy plastic shit, man!* This is ***GUTTER SCUM***—a full-on *revolt* against the competitive format of the original game, so it takes longer to play and the difficulty of the A.I. enemies will vary because sometimes you just get lucky (and also because we don't understand math. I mean, what are we? Space wizards?) But we think you'll have fun anyway, 'cuz the world is literally hell, and simulated Mutual Aid straight-up *fucks*. **REMEMBER:** The original rules for ***TRASH LORDS*** apply to everything in ***GUTTER SCUM*** unless this rulebook says otherwise .


GUTTER SNIPE


SPOKES-FUCKER TOKEN



MEALS


SCUM CARDS


HATEPOINT TRACKS


SCUM TOKENS

NEW VENUES

FOOD NOT BOMBS



Good people.
Free food.

88 DIVISION ST.



Fuck this place.
Burn it down.

Dark days are upon us... The spirit of punk is fading. Global fascism is on the rise. The ***Gutter Snipe*** has taken control, casting its scraggly-ass shadow over our hometown. His minions and enablers bought a doublewide trailer down by the tracks and turned it into a shitty bar—**a haven and a beacon for the *scum of the fucking earth.*** They're turning the neighborhood into a cesspool of hate, and somebody's gotta clean out the gutters before it's too late. You know the liberals won' t do *shit,* so it's time to pool our quarters, snag some 40's, and *take it to the fuckin' streets...* **'cuz shit just got *cooperative!***

SETUP

1. **Arrange the venues like this.** You can mix it up, but this layout works best. Save room for the **Communal Stash** next to the Squat.

2. **Put the Meal cards in a stack next to Food Not Bombs.**

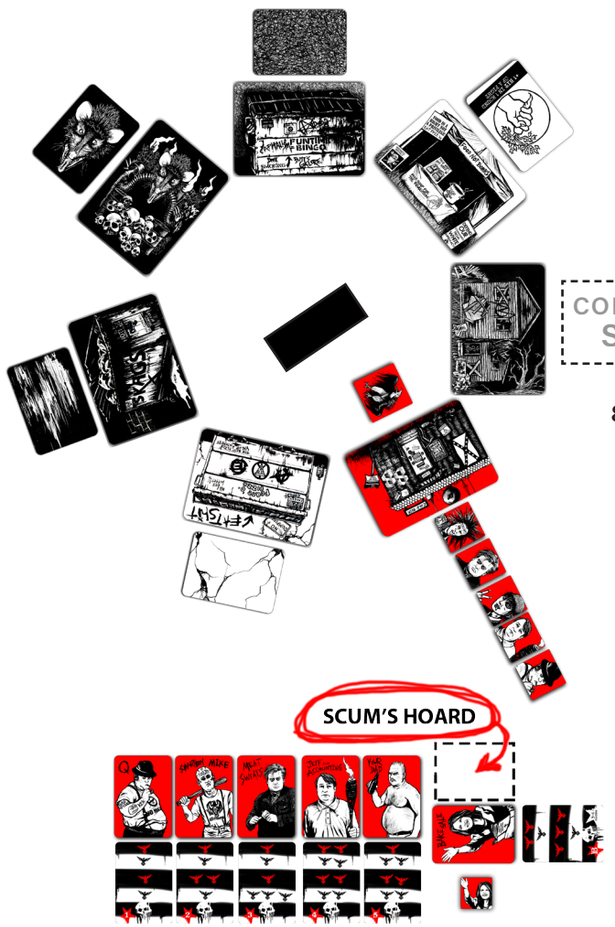
3. **Setup the other stuff just like you do for *TRASH LORDS.*** Crusties start at the Squat, everyone gets an HP track, dumpsters, discards, etc.

4. **Gently place the Trash Lord** facedown in the middle of the board and throw the **Gutter Snipe** faceup next to **88 Division Street**.

5. **Create the Lineup.** There are 7 **Scum cards** in the game with a different character on each side. Choose 6 of them and return the 7th to the box. Arrange 5 of them in any order to create **the Lineup**. The 6th card will be **the Boss**. Place it sideways at the end of the Lineup. Leave room next to the Boss for the **Scum's Hoard**. Scum can steal your shit and that's where they'll keep it.

6. **Find the corresponding token for each Scum in the Lineup** and put them in a row next to 88 Division Street (in the same order they appear in the Lineup).

7. **Arrange the HatePoint Tracks.** There are 6 HatePoint cards in the game with a different track on each side. Place them white-side-up (ughhhh….) in order from 1-5 beneath the Lineup. The Boss's HP track (labeled "B") has a side for 3-4 player games and one for 5-player games. Pick the appropriate side and put it beneath the Boss' card.



Like crusty HP tracks, **HatePoint tracks** have 5 tiers and will slide under the Scum's cards as they lose HP. Once they reach the skull, they're dead. The number of birds on the topmost visible tier is the number of hits the Scum "rolls" when they fight. [see ***FIGHTING SCUM***]

For example:
Smartboy Mike currently has a hit count of 2.



8. **Choose the least drunk player to be the Spokesfucker** and give them the Spokesfucker token so everyone will remember which sellout loser actually has a job. **The Spokesfucker takes their turn last and they'll be responsible for moving the Scum** throughout the game. If the Spokesfucker dies, the player to their left has to cover their shift.

CARD EFFECT CHANGES

Cards with a shitty bird symbol on the bottom have a different effect in ***GUTTER SCUM*** than they do in the base game. **When playing with this expansion, use the effect listed next to the bird instead of the card's normal effect.**



WHAT IS THIS & HOW DO I FUCK IT UP?

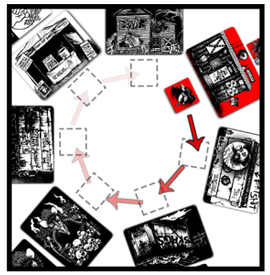
GUTTER SCUM is a cooperative game played in 2 phases: ***The Scourge*** and ***The Solidarity.*** During ***both*** phases, **all players lose the game** if the Scum take over the Squat or when all crusties are dead. Players must work together to win and they probably shouldn't keep their hands secret.

PHASE 1: THE SCOURGE

OBJECTIVES: Keep the Scum out of the squat, stash all 4 Things in the communal stash, and summon the TRASH LORD!

STATIONS OF THE SNIPE

The Gutter Snipe has reduced the Trashlings to spineless scum-critters who are "just following orders" when they steal our shit for their feathered Führer. ***DUMPSTER NAZIS FUCK OFF!***



Every time a trashling is drawn, players must collectively choose 1 thing from the communal stash to discard as a tithe for the Snipe. If there aren't any thing cards in the stash, ***all*** **players lose 1HP.** Once the tithe has been paid, **move the Snipe clockwise to the next adjacent venue.** *(If the Snipe is at the Squat, it does **NOT** advance.)*

The Snipe's current location at any point in the game is referred to as ***the Station of the Snipe***, and when Scum are forced to retreat, they'll move to that venue (unless, of course, they're already there).

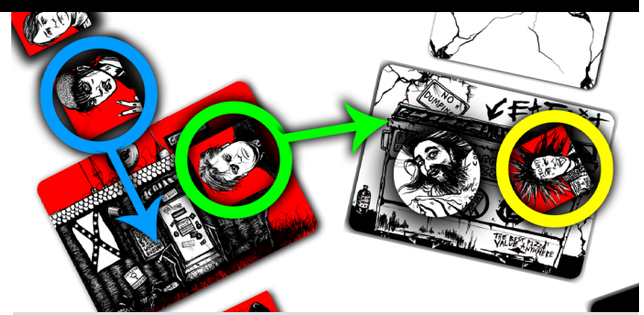
SCUM MOVEMENT

Terms you need to know because we suck at technical writing:

- ***Mobile:*** Scum tokens at a venue where no crusties are present.
- ***Engaged:*** Scum tokens at a venue where 1 or more crusties are present.
- ***Next in Line:*** The Scum token currently at the front of the Lineup.

Each and every time the Spokesfucker ends their turn:

1. **Move each *mobile* Scum clockwise to the next adjacent venue.**
2. **All *engaged* Scum stay where they are.**
3. **Move the *next in line* into play at 88 Division St.**
   (If there are no Scum in the Lineup, skip this step.)



Example: The Spokesfucker's turn just ended, so they need to move the Scum. Meat Sweats ***[green]*** is **mobile,** so he moves clockwise to the next venue. Gash ***[yellow]*** is **engaged**, so he doesn't move. Trish ***[blue]*** is **next in line,** so she comes into play at 88 Division St.

If any number of Scum are at the Squat—at any time—and there are ***no crusties present***, the game is over and all players lose. If crusties ***are*** present, they can still **Clash Roll** or **Start Shit** *[see next page]*, but if they leave the venue, die, or otherwise leave the Scum alone at the venue, the game immediately ends, all players lose, and **punk is fucking dead.**

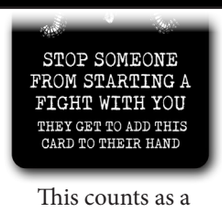
ALL LAWFUL ALIGNMENTS ARE BASATARDS

The pigs are cracking down... **Now *anytime* the cops show up** (e.g. you roll a '1' while pandhandling or digging deeper), ***ALL*** **crusties at the venue must discard their hands and return to the squat.** THE BRIGHT SIDE: **If there are any Scum at the venue with you, move their tokens to the Station of the Snipe and discard the Scum's Hoard.** THE SAD REALITY: **If you're already at the Station of the Snipe when the cops come, the pigs let the Scum stay and don't even make them discard their Hoard. #ACAB**

PROBLEM CARDS [in 1st EDITION]



Discard the Scum's Hoard.



This counts as a successful clash roll. Put this card in the Scum's Hoard.



Discard without effect.

ACTIONS

Actions still work the way they do in ***TRASH LORDS***—you get 4 actions per turn (plus any free actions you want to take), you can take them in any order, and you can choose the same action more than once. But in ***GUTTER SCUM*** you have some new actions to choose from and some of the original actions have slightly different effects.

NO CHANGE: SKITCH // DIG // SACRIFICE

NEW ACTIONS

GET FED
Take 1 ***Meal*** (if available) and add it to your hand. You must be at Food Not Bombs to do this.

WASTE GOOD LIQUOR
Burn the place down! This action can only be taken at the end of the game. ***[see LIGHT IT UP]***

HAND-OFF
Give 1 card from your hand to another player. You must be at the same venue to do this. You can only ***give*** cards on your turn, not receive them. Each card you Hand Off counts as 1 action.

START SHIT [free action]
Choose 1 Scum at your venue and start a fight with them. ***[see SCUM-OCCUPIED VENUES]***

SLAM BOOZE [free action]
Discard Booze cards to get extra dice when you fight. ***[see FIGHTING SCUM]***

CHANGES TO OLD ACTIONS

STASH
Players now share a single ***Communal Stash***. Instead of stashing Thing cards next to your crusty, you'll line them up next to the Squat.

SUMMON
If all 4 Things (*Booze, Snax, Smokes, and Dope*) are in the communal stash, ***any*** player can go to the Altar and play a Summon card from their hand to summon the Lord.

PANHANDLE [free action]
You ***can't*** panhandle at **88 Division St.** but you ***can*** at **Food Not Bombs**.

TRASH
Thing cards now have different effects when you trash them:


Move the Gutter Snipe back to 88 Division Street.


+1HP for you **or** the crusty of your choice.


N/A - Save these for slamming. ***[See SLAMMING BOOZE]***


Take all cards from the Scum's Hoard and add them to your hand.

SCUM-OCCUPIED VENUES

If you begin your turn at a venue occupied by Scum—or move into one at any point during your turn— **you must immediately do one of the following things:**

START SHIT

Choose any 1 Scum at your venue and start a fight with them. This is a free action, so you can do it at any point in your turn, even if you've already clash rolled for that same Scum.

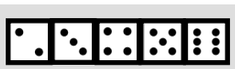
-OR-

CLASH ROLL

Roll for a chance to avoid fighting the Scum. This doesn't count as an action. **Here's how to do it:**

1. Declare which Scum you're rolling for.

2. Roll 1 dice.



SUCCESS
The target Scum hangs back and doesn't start a fight with you.



FAILURE
The clash roll is over and you must immediately start a fight with this Scum.

3. Repeat this process for each Scum at the venue.

If you make a successful clash roll for ***every*** Scum at the venue, **you don't have to fight them and you can take actions normally at that venue for the rest of your turn.**

NOTE: If you leave the venue and come back on the same turn, you'll have to start shit or clash roll for those Scum all over again.



Example: Bajo begins his turn in a venue full of Scum, so he has to either start shit or clash roll before he can do anything else. He decides to clash roll, so he rolls 1 dice for Gash ***[purple]*** and it's a success. Next he rolls for Trish ***[green]*** and fails. He no longer needs to roll for Jeff ***[blue]*** and must immediately fight Trish.

FIGHTING SCUM

Just like in **TRASH LORDS**, all crusties get 3 dice to roll when they fight, but now there are ways to get more. No matter what, **the maximum number of dice you can roll is 6.**

SLAMMING BOOZE

Before you roll the first round of a fight, you have the option to ***Slam*** **up to 3** booze cards from your hand. **Every booze you discard gives you +1 dice to use for the duration of the fight.** The effects of the booze (and the extra dice) wear-off as soon as the fight ends.

BACKUP FROM OTHER CRUSTIES

If there are other crusties with you at the venue, they can also add to your total dice count.

During the ***Scourge Phase:*** **+1 dice** if there are other crusties with you at the venue.

During the ***Solidarity Phase:*** **+1 dice** for ***each*** additional crusty with you at the venue.

ROUNDS OF FIGHTING WORK LIKE THIS:

1. Determine the number of dice you'll be rolling. ***(min. 3, max. 6)***

2. Roll your dice and total-up your hits (the 5's & 6's). Ignore the misses.

3. Play up to 3 Meal cards from your hand to get extra hits. ***[Optional]***

4. Compare your total hit count to the Scum's hit count:



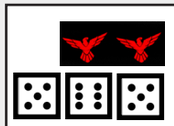
This Scum has a hit count of '2'



If you and the Scum have the same number of hits, **it's a draw.**



If the Scum's hit count is higher than yours, **you lose HP equal to the difference.**
In this example, you'd lose 1HP.



If your hits exceed the Scum's hit count (by any amount), **the Scum drops 1 tier on his HP track.**

5. Decide if you want to back-out or roll another round.

Repeat this process until you **kill the scum, back-out,** or **die.**

see EXAMPLE ROUND on the next page

WHEN YOU BACK-OUT:

The Scum steals your shit. Put all cards in your hand face-up in the Scum's Hoard. Your turn is over. Move your crusty to an adjacent venue that is ***NOT*** occupied by Scum. If both adjacent venues are occupied by Scum, move to the Squat.

WHEN YOU DIE:

Put your hand in the Scum's Hoard. Remove your token & card from the game and go get yourself a beer. You've earned it, ya valiant fuck.
*You can also be a ghost if you damn well feel like it. [see ***OPTIONAL RULE***]

WHEN YOU KILL THE SCUM:

If the dead Scum's HP track is white, flip it over to the red side and flip over their character card to reveal yet another fashy fuck to stomp. Start them at the top tier of the track and put their token at the end of the Lineup.

If the dead Scum's HP track is red, remove his card, token, and track from the game. Spit on them and put them in your ass if you want to.

All other Scum at the venue retreat. Move their tokens to the Station of the Snipe. *(If the Snipe's at your venue, the Scum stay where they are but do nothing for the rest of your turn.)* **If there's any cards in the Scum's Hoard, add them to your hand.**

If you have any actions left to take (or want to take any free actions) you can finish out your turn normally.



If a red HP track has a ***player count*** and it doesn't match the number of players in the game (including the dead ones), you can remove that Scum card, token, and track from the game.

MEAL CARDS

When you're at the **Food Not Bombs** venue, you can use the action ***Get Fed*** to take 1 ***Meal*** card and add it to your hand. You can take more than 1 on the same turn, but each card you take counts as a separate action.



After you roll your dice in a round of fighting, you can play up to 3 Meals from your hand. **Each Meal you play adds +1 to your total number of hits for that round.**

Playing Meals doesn't count as an action. The cards always go back to Food Not Bombs when they're discarded. Meal cards **can't** be ***sacrificed*** at the Altar.

Once the Trash Lord is summoned, THE SCOURGE is over and THE SOLIDARITY begins...

PHASE 2: THE SOLIDARITY

OBJECTIVES: Defend the Squat, kill the Boss, get all crusties to 88 Division St. and burn it to the ground!

WHAT HAPPENS RIGHT THE FUCK NOW:

THE SNIPE IS BOUND!

Turn the Trash Lord face-up and slap that beautiful sucker right on top of the Snipe! **The Snipe no longer moves when Trashlings are drawn** (cuz it's busy gettin' its ass tore the fuck up by the LORD). **You still have to pay tithes**, so watch out for that. **Scum still retreat to the Station of the Snipe**, but you can always trash a Snax card to send that flag-sucking creep back to 88 Division St.

THE BOSS IS EXPOSED!

Place the Boss' token on the white square in the top-left corner of 88 Division. **The Boss never moves, backs down, or retreats.** You're allowed to make Clash Rolls for the Boss, so you can wait for back-up from other crusties before you engage him.

THE SCUM ARE ON THE MARCH!

The Scum are pissed, afraid, and out for blood. **Any and all Scum tokens left in the Lineup immediately come into play at 88 Division Street.** Normal movement rules still apply. **Now when you kill a Scum with a white HP track, the new red-track Scum comes into play immediately at the Station of the Snipe.**

THE SPIRIT OF PUNK TAKES BACK THE STREETS!

Players now get +1 dice in a fight for ***each*** additional crusty with them at the venue.

WHEN YOU KILL THE BOSS:

Remove the Boss' token, card, and HP track from the game and flush them down the shitter.* **If there are any cards in the Scum's Hoard, add them to your hand. If there are any other Scum at 88 Division, they staight-up skip town. Remove them from the game.** The Scum at all other venues continue to move normally and y***ou will still lose the game*** **if they take over the Squat.**

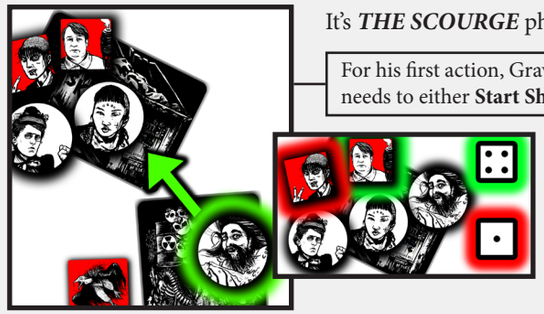
*Not recommended if you want to play the game more than once. But who the fuck would wanna do that anyway?

LIGHT IT UP!

Once the Boss is dead, **all surviving crusties need to skitch to 88 Division Street.** Once everyone is there, it's time to rig-up a Molotov cocktail. Any player with a booze card in their hand can use the action **Waste Good Liquor** to ***trash the fuckin' fash*** once and for all. **If you pull it off, all players win the game!**

OPTIONAL RULE: *UP THE SPOOX!* If your crusty dies, you can keep playing as a spooky fuckin' ghost! Leave your token on the board. For the rest of the game, you'll stay in the turn order. On your turn you can: Skitch to 1 adjacent venue ***or*** make 1 ***Spook roll*** (if there are Scum at your venue.) **SPOOK ROLLS:** Roll 1 dice. If you get a '5' or a '6', all Scum at the venue retreat to the Station of the Snipe. If the Snipe is already at your venue, both the Snipe and the Scum retreat ***counterclockwise*** to the next adjacent venue. Ghosts don't have to clash roll and they can still contribute to the dice count of other crusties at their venue. **Ghosts can do whatever rad shit they want. We fuckin' love ghosts, y'all.**

EXAMPLE ROUND



It's ***THE SCOURGE*** phase. **Gravy is the *Spokesfucker* and it's his turn.**

For his first action, Gravy skitches to the Pharmacy dumpster. It's a Scum-occupied venue, so he needs to either **Start Shit** with someone or **Clash Roll. He decides to do a Clash Roll.**

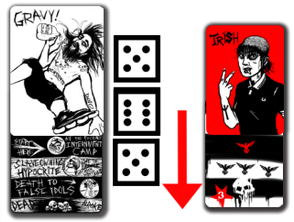
First he rolls for Jeff From Accounting and gets a '**4**'. That's a **success**, so he rolls for Trish next. He gets a '**1**'—failure. That means **he must immediately fight Trish.**

Before the first round is rolled, **Gravy slams 1 booze.** That gives him **+1 dice** to use in the fight. He also gets an additional **+1 dice** for having other crusties with him at the venue. *[If this were the **Solidarity** Phase, he'd get **+2 dice**—one for **each** of the crusties backing him up.]*

3 standard dice + 1 for slamming booze + 1 for having backup = *5 dice*

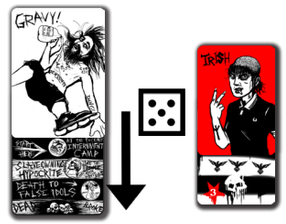
ROUND 1

He rolls all 5 dice and gets **3 hits.** That beats Trish's hit count of **1**, so **she loses 1 tier** on her HatePoint track.



ROUND 2

Gravy decides to roll another round and **gets 1 hit.** Trish's hit count is **3,** so **Gravy loses 2HP.**



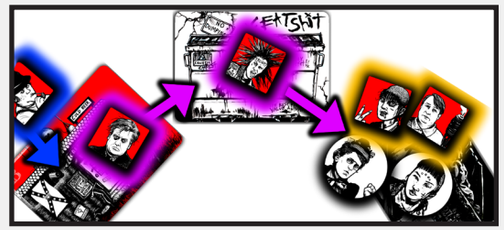
ROUND 3



Gravy is low on HP, so **he decides to back-out.** If he has any cards in his hand, **they go into the Scum's Hoard.** He then needs to **retreat to an adjacent venue.** He *can't* retreat to a Scum-occupied venue, so he goes to Altar.



When you back-out of a fight, you forfeit the remainder of your turn, **so Gravy's turn is over.** But he still has a job to do: **When the Spokesfucker ends their turn, they have to move the Scum.** First he moves all the **mobile** Scum *[purple]* clockwise to the next venue. All **engaged** Scum *[yellow]* stay where they are. Last, he moves the **next in line** *[blue]* into play at 88 Division St. **Now Gravy's done and it's the next player's turn.**



BE CHAOTIC GOOD TO EACH OTHER

We're dumb at words, so if you have any questions—or just wanna do a split EP with our shitty band—you can contact us anytime. We love hearing from you and knowing you're out there. **Stand up, speak out, fight back and, goddammit, *be chaotic good to each other.* We may be trash but we'll *NEVER* be Scum!**

XOXO, CRAFT FAIR GAMES