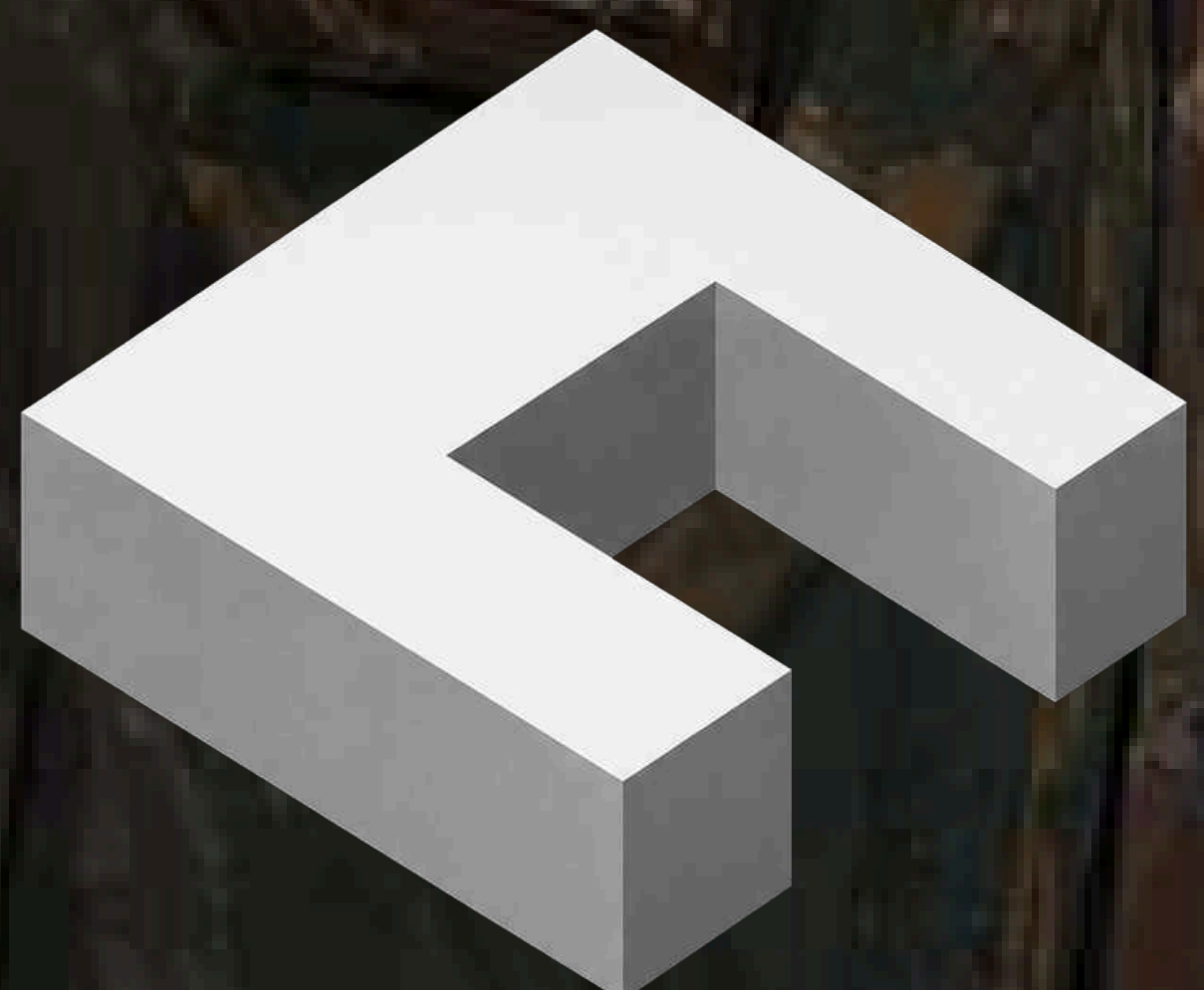


LAST HIT

OFFICIAL RULEBOOK

CURRENT STANDARD RULES · VERSION 2.1



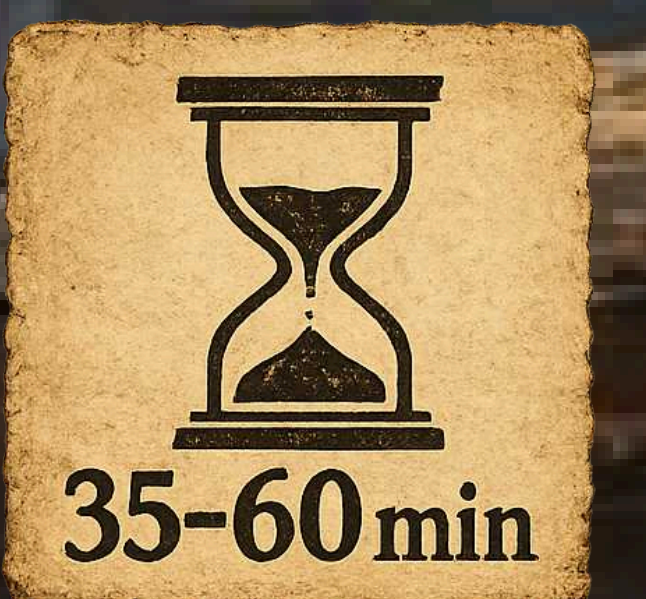
CIRE STUDIOS



2-6



12+



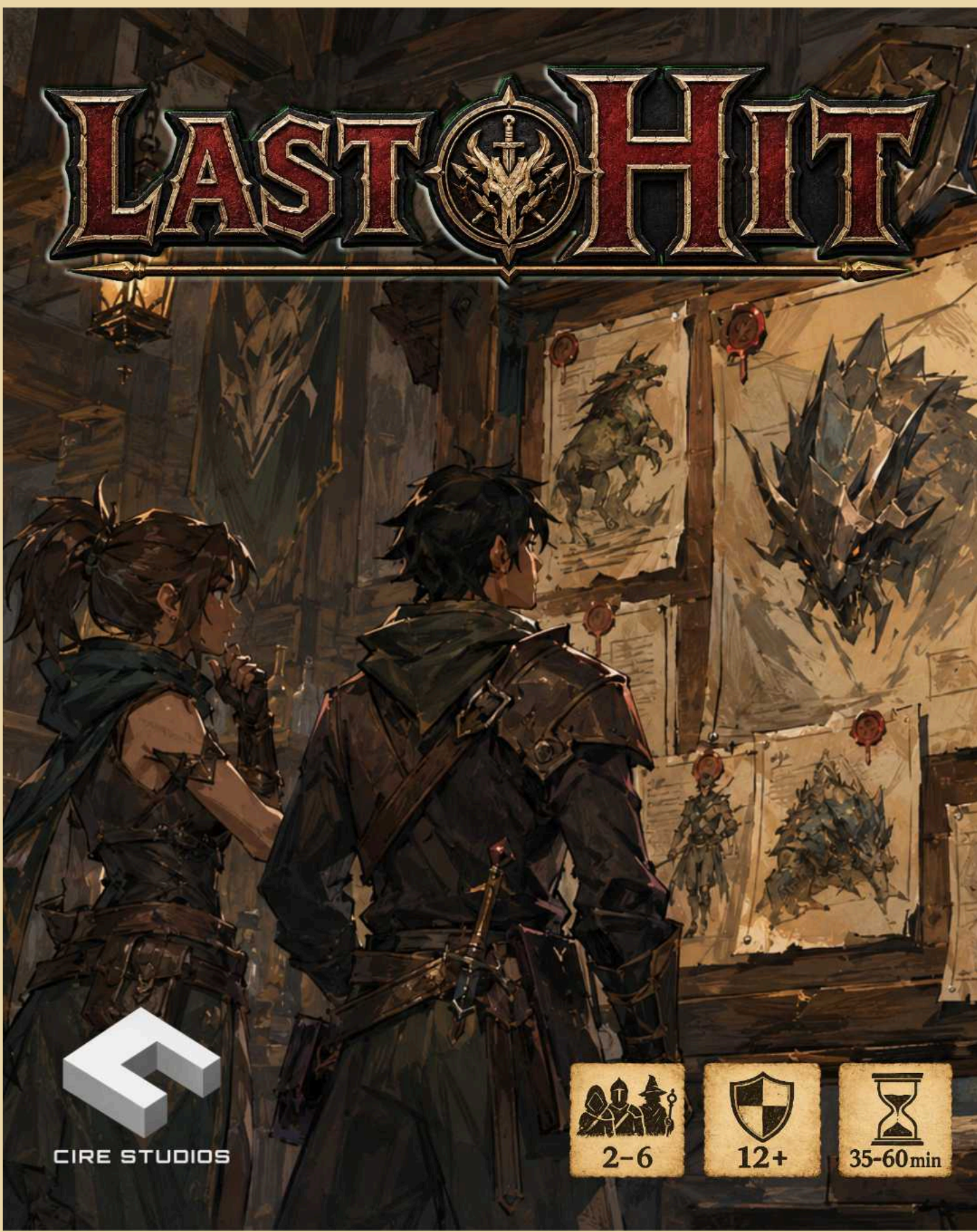
35-60min

COMPONENTS

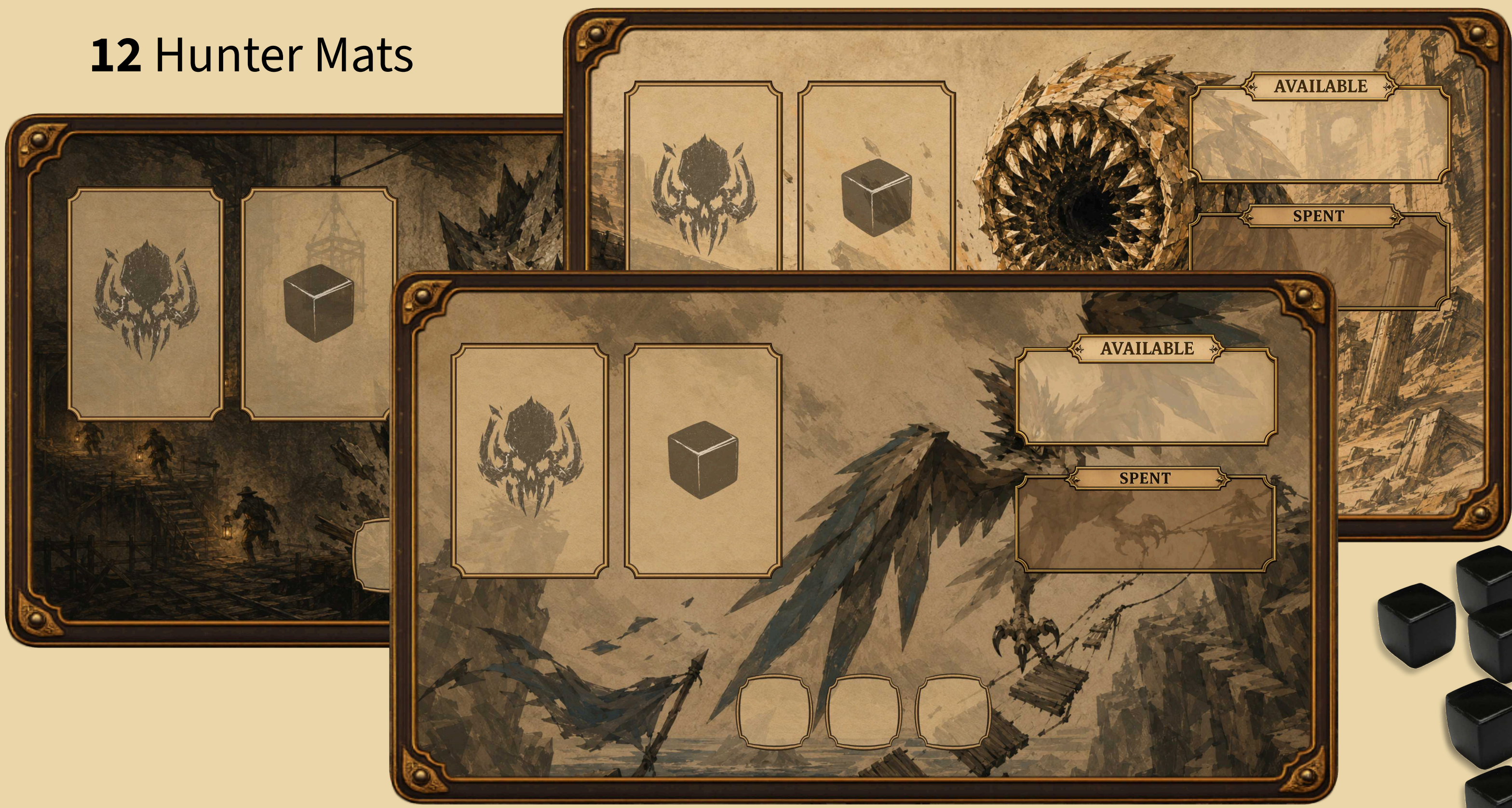
1 Bounty Board



1 Rulebook



12 Hunter Mats



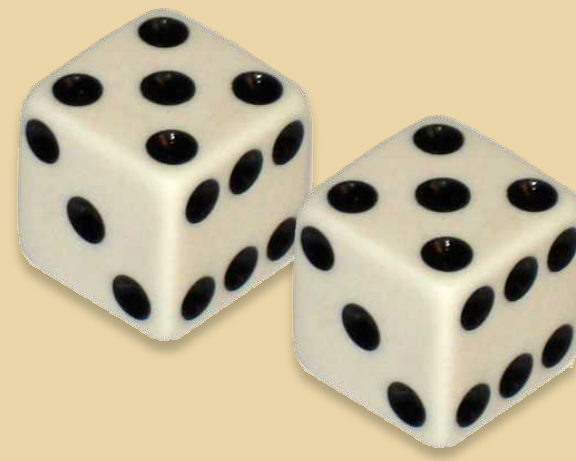
6 Colored Pawns



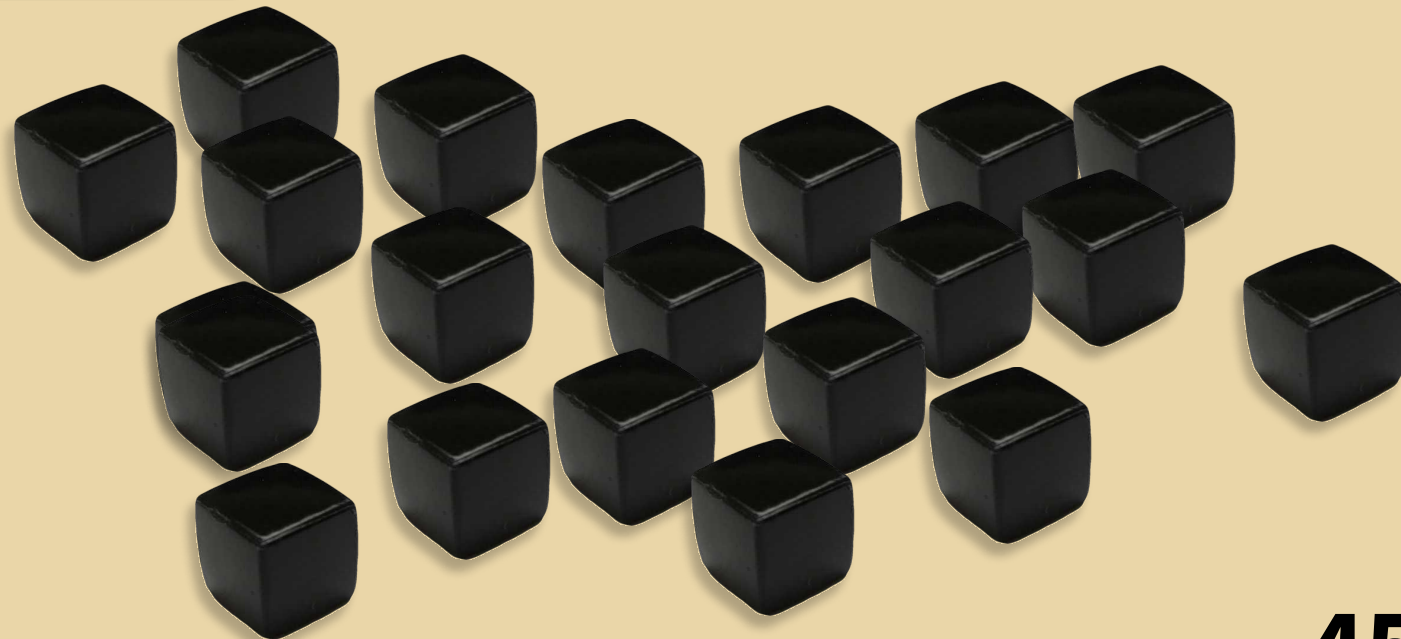
6 Colored Cubes



2 Dice



45 Attention Cubes



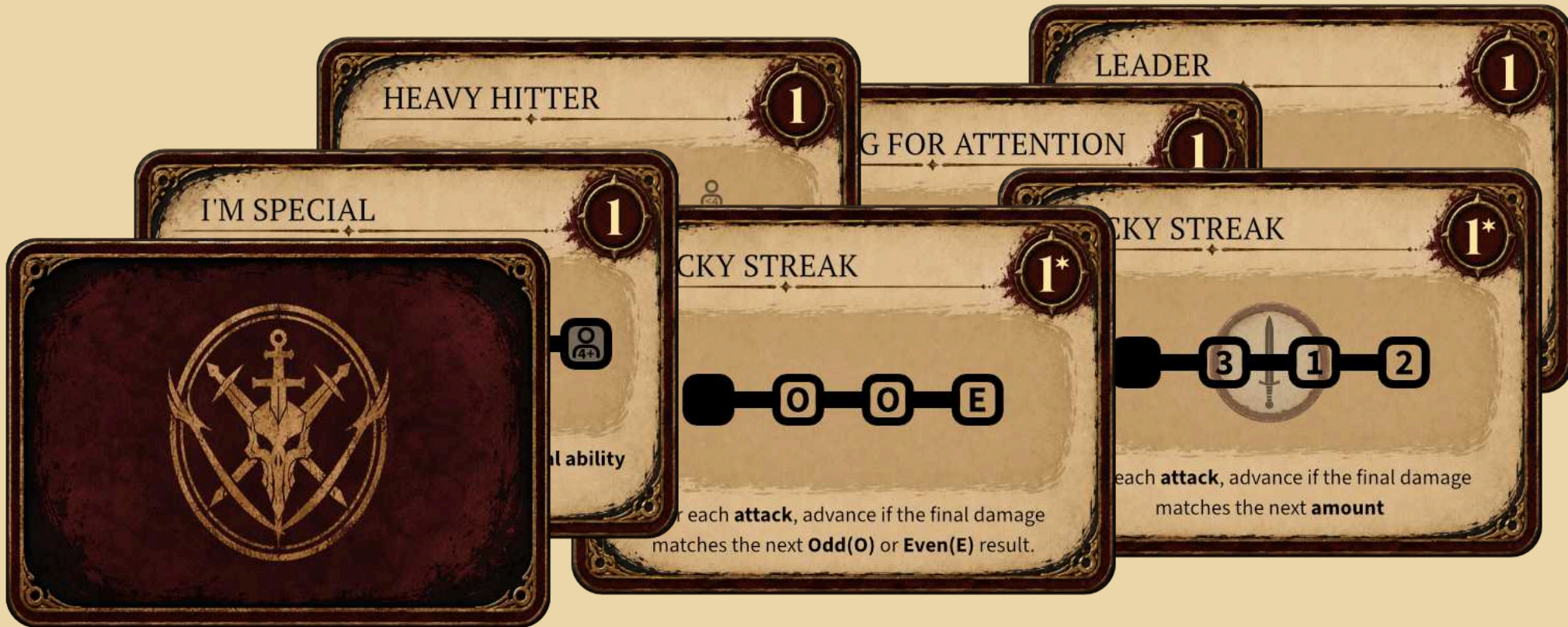
43 Damage Tokens



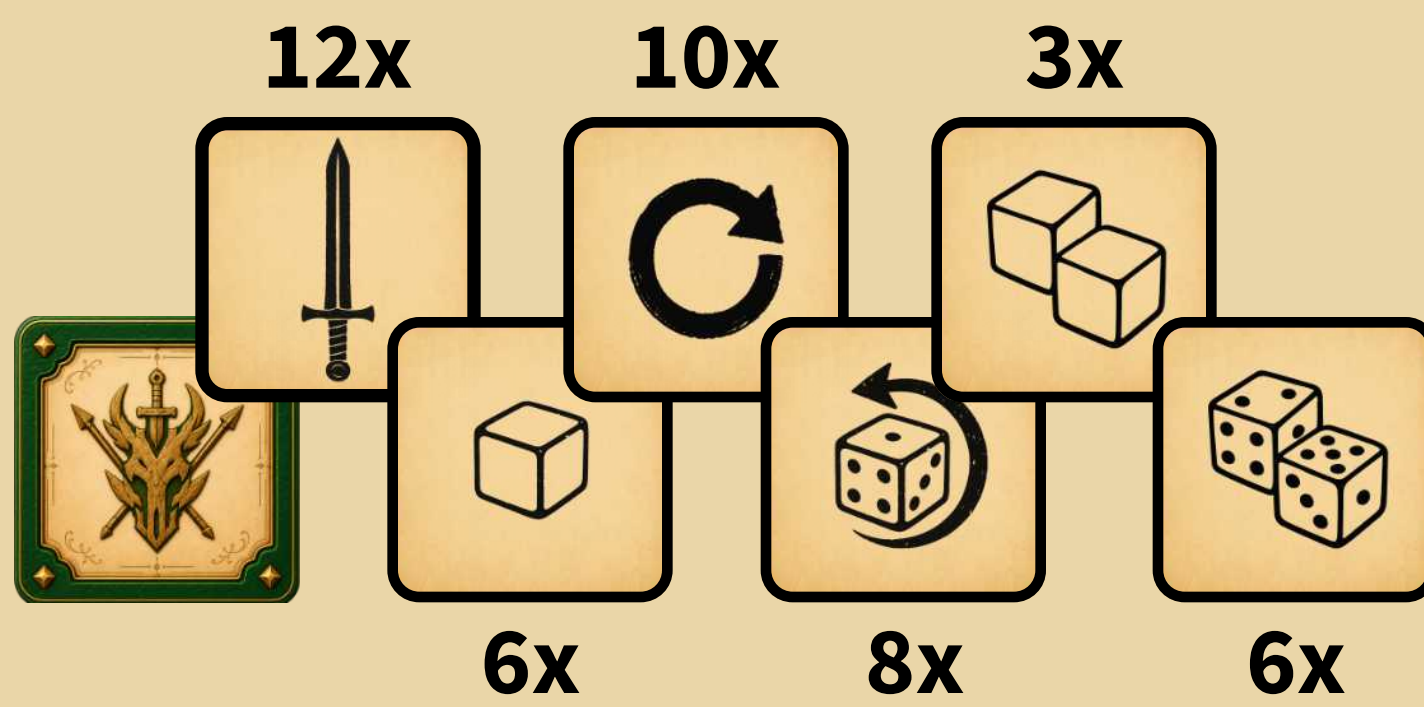
66 Player Cards



13 Achievement Cards



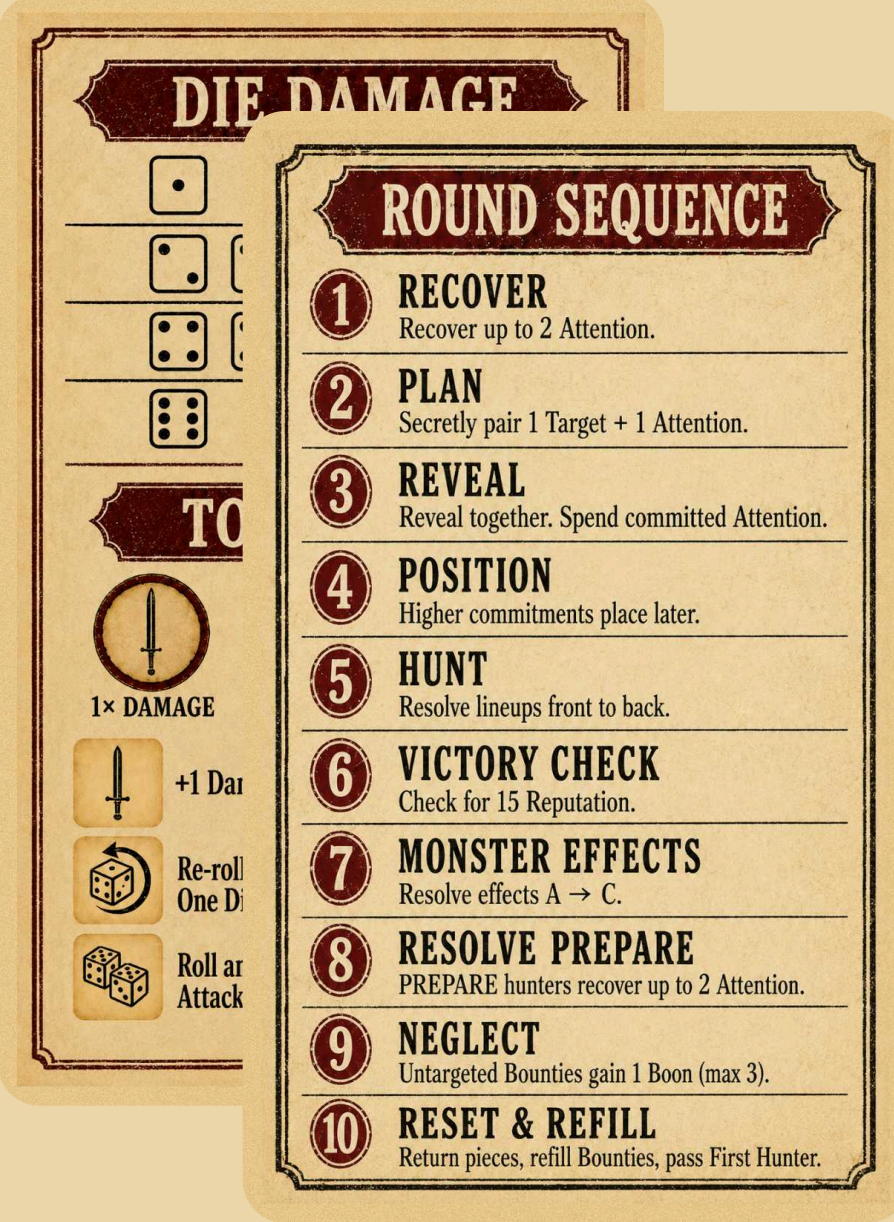
45 Boon Tokens



1 First Hunter Token



6 Round Reference Cards



30 Monster Bounty Cards



9 Guild Role Cards



4 Monster Behavior Reference Cards

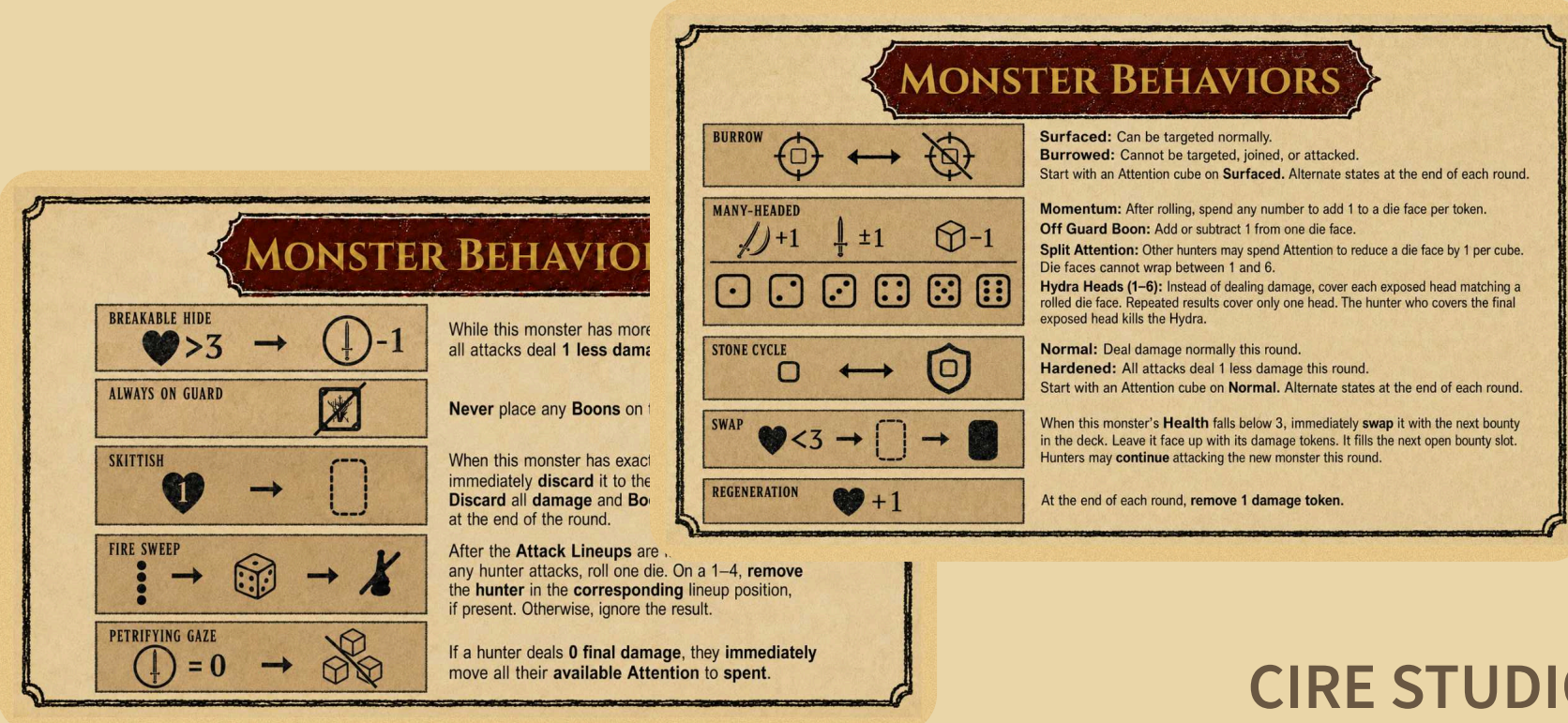


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HOW TO USE THIS BOOK

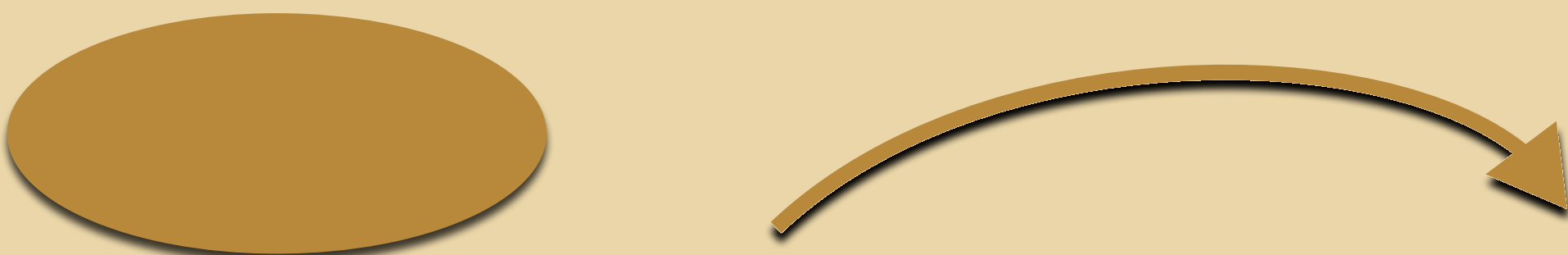
Look for sections like these throughout the rulebook, they help explain core features of the game.

KEY TERM

These blocks will define key terms.

EXAMPLE BLOCK

These blocks will show examples to help illustrate how the rule applies in a game.



Highlights to help focus your attention.

GOOD TO KNOW

These boxes contain helpful hints.

OBJECTIVE

In **Last Hit**, players are rival bounty hunters competing to earn **15 Reputation**.

Each round, hunters secretly choose a bounty and commit Attention to secure a place in its attack lineup. Once plans are revealed, hunters take turns attacking monsters, spending Momentum, using Boons, activating Guild Role abilities, and interfering with their rivals.

Every successful attack helps bring the monster closer to defeat—but only the hunter who deals the final blow claims the bounty and gains its Reputation.

Choose your targets carefully, predict your rivals' plans, manage your resources, manipulate the attack order, and time your strike. When any hunter reaches **15 Reputation**, the game ends. The hunter with the **most Reputation wins**.

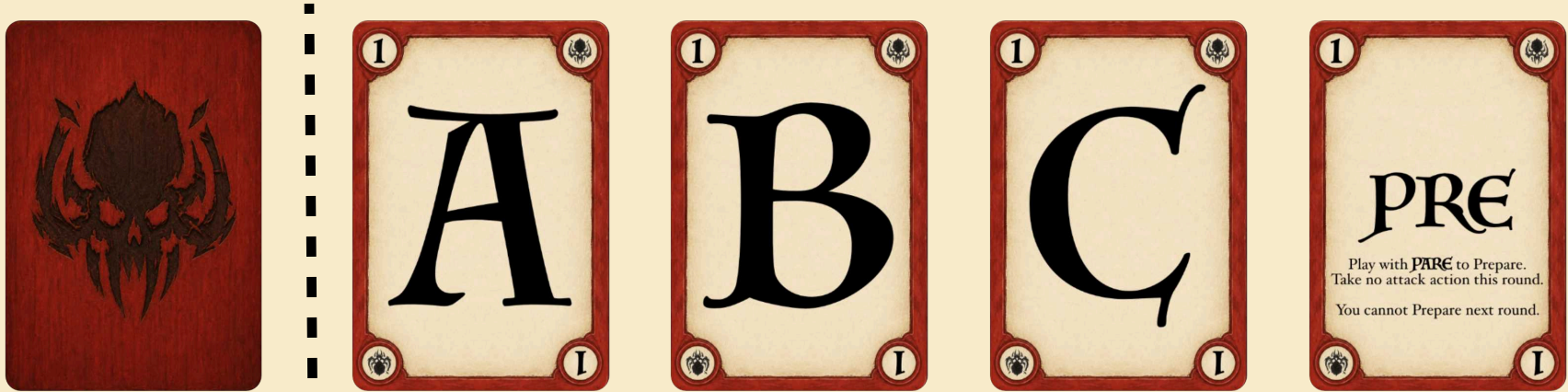
SETUP

The diagram below shows the setup for a typical 4-player game.



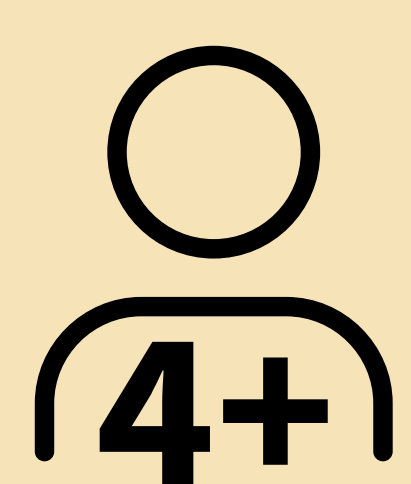
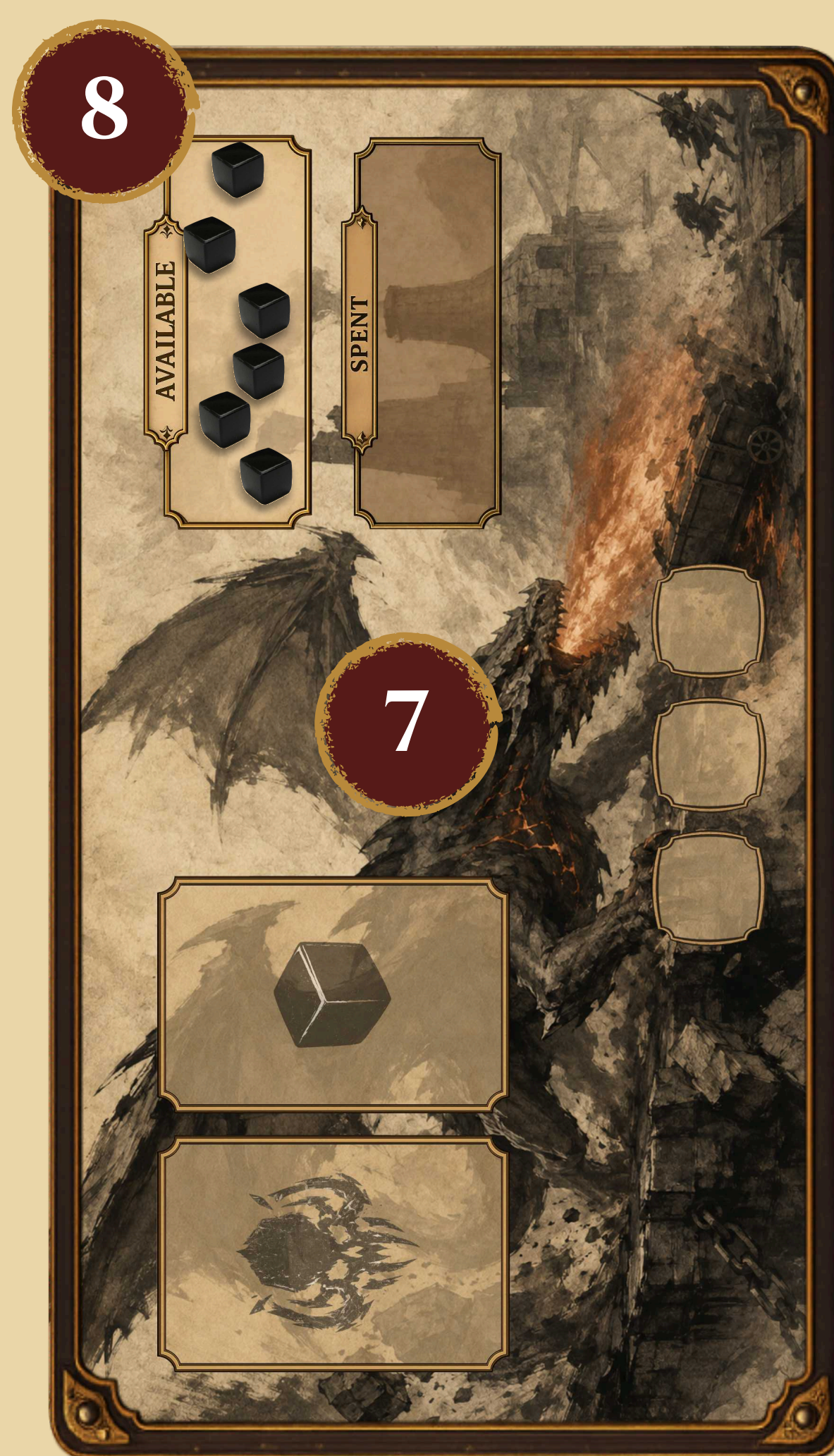
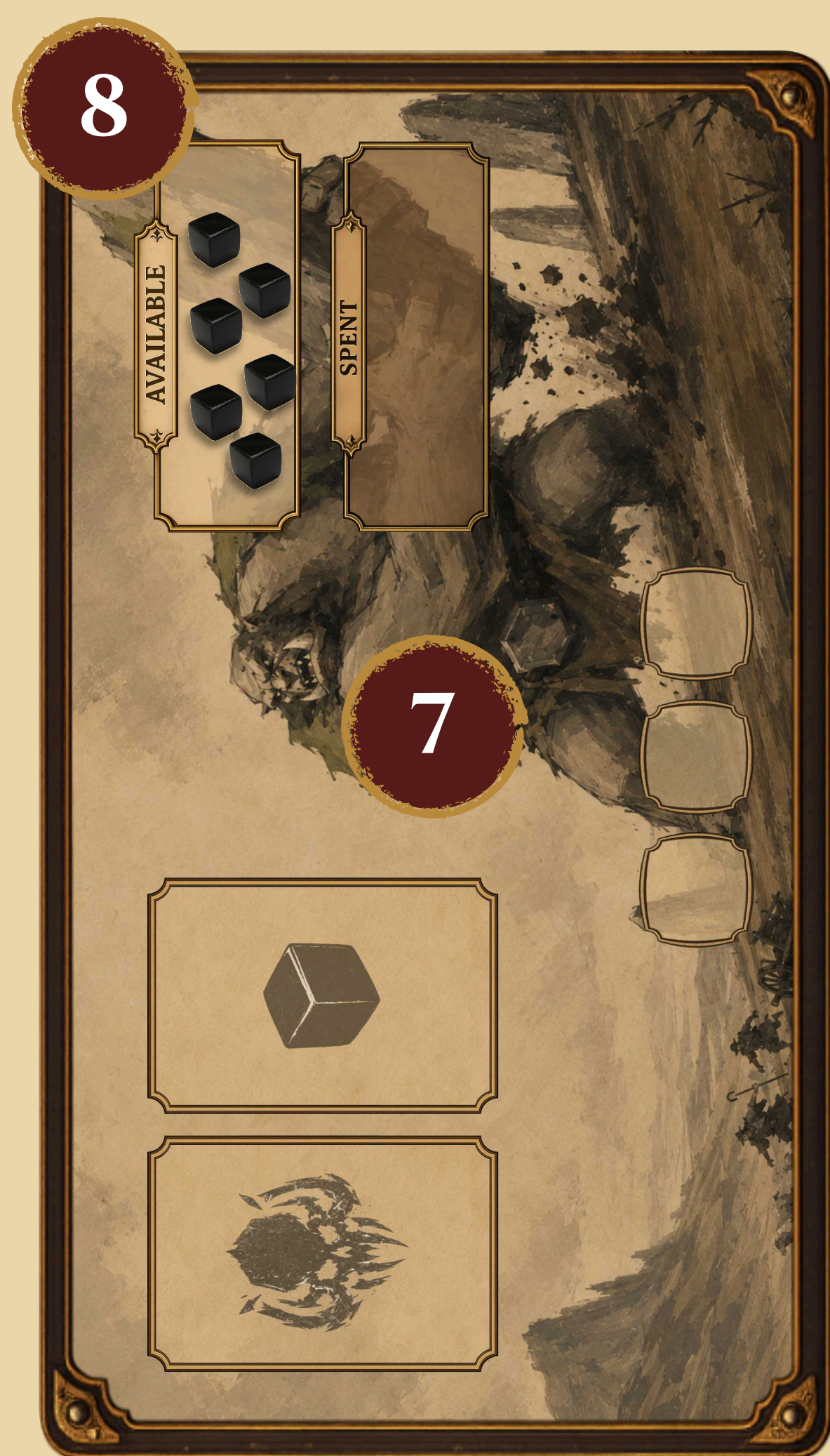
EACH PLAYER HAS 11 PLAYER CARDS, DIVIDED INTO TWO DECKS:

TARGET DECK - 4 CARDS



ATTENTION DECK - 7 CARDS





4+ PLAYER CONTENT

Whenever this symbol appears, the marked space, step, or rule is used only in games with 4 or more players.

In games with 2–3 players, ignore the marked content.

1 BOUNTY BOARD

Place the Bounty Board in the center of the play area.

2 MONSTER BOUNTY DECK

Shuffle all 30 Monster Bounty Cards and place the deck near the Bounty Board.

3 POPULATE THE BOUNTY BOARD

Draw two Monster Bounty Cards. Place one in Bounty Slot **3A** and the other in Bounty Slot **3B**. In games with 4 or more players, draw a third card and place it in Bounty Slot **3C**.

4 BOON SUPPLY

Shuffle all Boon tokens and place them face down near the Bounty Board to form the Boon Supply.

5 DAMAGE TOKENS AND DICE

Place the dice **5A**, 1-Damage tokens **5B**, 3-Damage tokens **5C**, and Momentum tokens **5D** in separate supplies near the Bounty Board.

6 PLAYER COLORS

Each player chooses a color and takes its matching colored cube **6A**, pawn **6B**, and set of 11 Player Cards **6C**. Place each colored cube on the “O” space of the Reputation Track.

7 HUNTER MATS

Each player chooses a Hunter Mat. The artwork differs, but all Hunter Mats function identically.

8 ATTENTION CUBES

Give each player 6 Attention Cubes and place them in the Available Attention area of their Hunter Mat. Place the remaining Attention Cubes in a supply near the Bounty Board.

9 FIRST HUNTER

Choose the starting First Hunter by any agreed method and give them the First Hunter token.

Your first hunt is ready to begin!

HUNTER MATS & ATTENTION

Each hunter uses a Hunter Mat to organize their cards and resources. All Hunter Mats function identically, so choose whichever design you prefer.



1 TARGET SELECT

Place your chosen Target Card face down here during the Plan phase.

2 ATTENTION COMMITMENT

Place your chosen Attention Card face down here during the Plan phase.

3 AVAILABLE ATTENTION

Keep Attention Cubes that are ready to use here. You can never have more than 6 Available Attention.

4 SPENT ATTENTION

Move committed or spent Attention Cubes here. They cannot be used again until recovered.

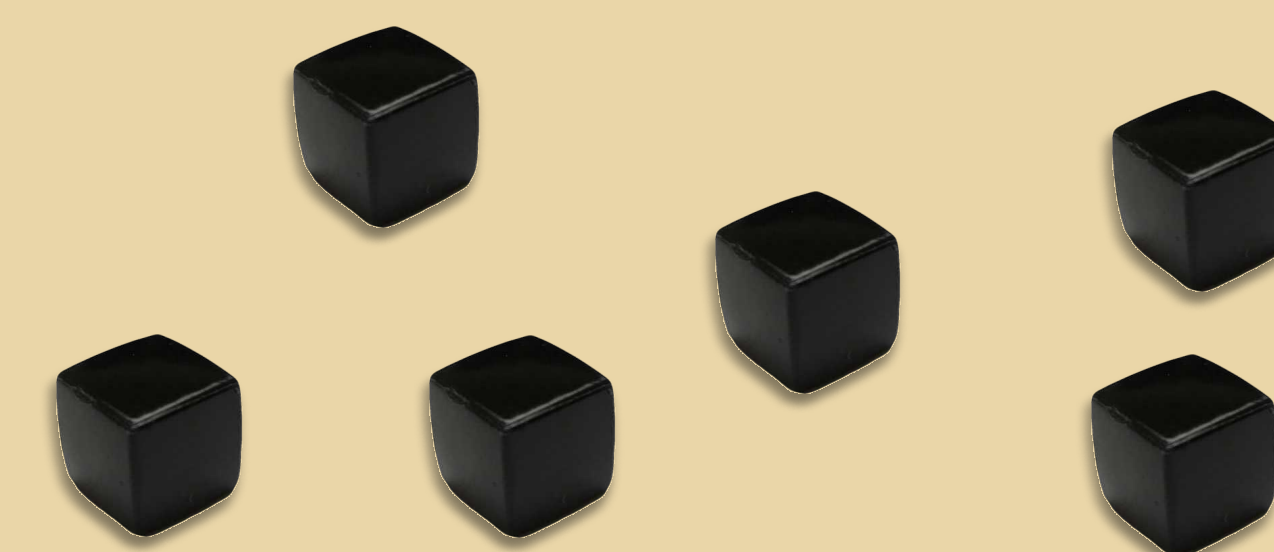
5 MOMENTUM

Store earned Momentum here. You can hold no more than 3 Momentum at a time.

TARGET DECK



ATTENTION DECK



BOUNTIES & THE BOUNTY BOARD

BOUNTIES

Monster Bounty Cards represent the monsters available to hunt. Every Bounty displays the following information.



1 NAME AND BOUNTY TIER

Each Bounty belongs to one of five tiers: Minor, Standard, Premium, Elite, or Legendary. Its tier provides a general indication of its difficulty and reward.

2 REPUTATION REWARD

The hunter who claims the Bounty earns this much Reputation.

3 MONSTER BEHAVIOR

See pg. 17

Most Bounties have a unique behavior that changes how they are hunted.

4 HEALTH

This is the Bounty's starting Health. Place Damage Tokens here as hunters deal damage.

BOUNTY BOARD

The Bounty Board holds the Monster Bounties currently available to hunt and tracks the activity surrounding each one.



1 BOUNTY SLOTS

Place active Monster Bounty Cards in Slots **1A**, **1B**, and **1C**. Slot C is used only in games with 4 or more hunters. Only Bounties on the board can be targeted.

2 ATTACK LINEUPS

Each Bounty Slot has an Attack Lineup. Hunter pawns placed here determine the order of attacks, from Front to Back.



4 REPUTATION TRACK

Each hunter uses their colored cube to track earned Reputation (0-20).

3 BOON STAGES

Each Bounty Slot can hold up to 3 staged Boons.



PLAYER CARDS

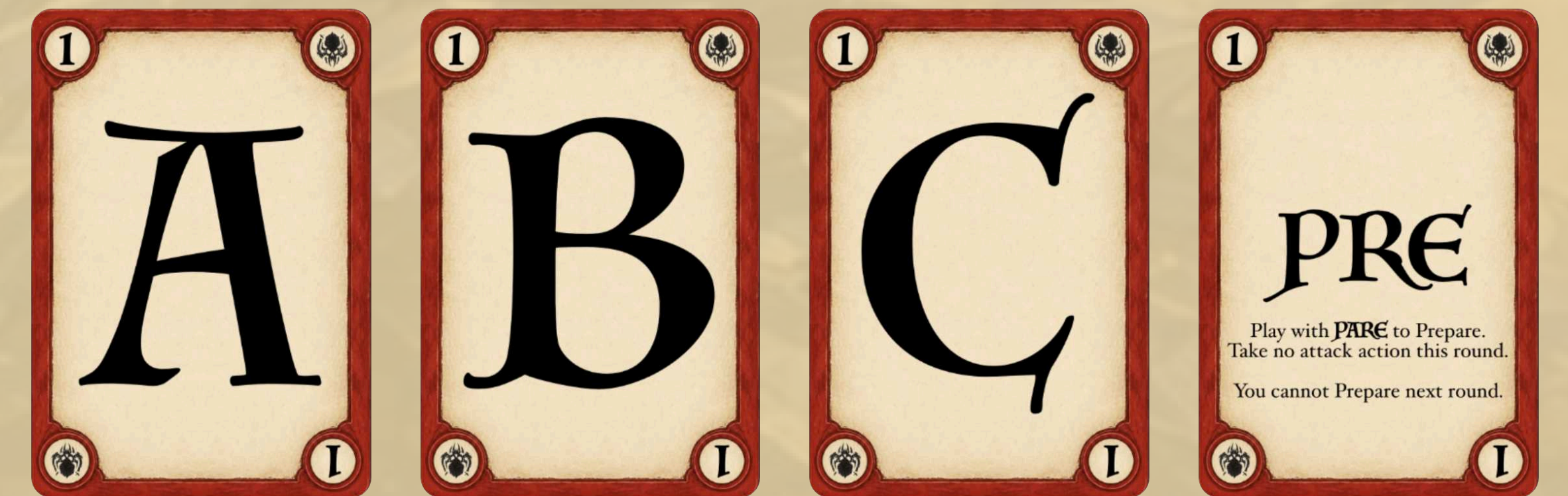
Each hunter has 11 Player Cards divided into two decks. Every round, you pair one Target Card with one Attention Commitment Card to determine your action.

TARGET DECK

Your Target Deck contains **A**, **B**, **C**, and **PRE**.

A, **B**, and **C** correspond to the matching Bounty Slots on the Bounty Board. You may select only a slot that is open and contains a targetable Bounty.

PRE is used only when paired with **PARE** to **PREPARE** instead of hunting.



ATTENTION COMMITMENT DECK

Your Attention Commitment Deck contains cards numbered **1–6** and the **PARE** card.

The numbered card you select determines how many Attention Cubes you commit to your chosen Bounty. You cannot commit more Attention than you currently have Available.

PARE is used only when paired with **PRE**.



VALID CARD PAIRS

Every card pair must be one of the following:

Normal Hunt: Target **A**, **B**, or **C** paired with an Attention card numbered **1–6**.

PREPARE: **PRE** paired with **PARE**.

PRE and **PARE** cannot be combined with any other cards.

PREPARE

Pair **PRE** with **PARE** to **PREPARE** instead of hunting. A hunter who **PREPARES** does not target a Bounty, enter an Attack Lineup, or attack that round. At the end of the round, they recover up to 2 additional Attention.

Cooldown: After resolving **PREPARE**, set your **PRE** card aside. Return it to your Target Deck at the end of the following round. Because **PRE** is unavailable during that round, you cannot **PREPARE** twice in a row.

VALID AND INVALID CARD PAIRS



ATTACKS, DAMAGE & MOMENTUM

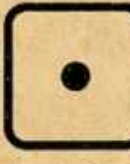
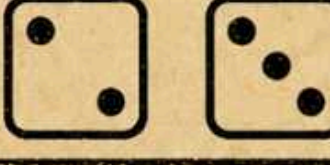
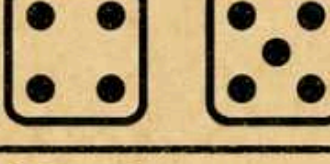
When a hunter attacks a Monster Bounty, they roll one Attack Die to determine their Base Damage. Momentum can then increase that damage. Once the attack is finalized, place Damage Tokens on the Bounty to record the damage dealt.

ATTACK DIE

Compare the rolled face with the table to determine the attack's Base Damage.

Base Damage is determined only by the die result. Committed Attention does not add damage to an attack.

DIE DAMAGE

	=	0
	=	1
	=	2
	=	3

DAMAGE TOKENS

Damage Tokens track the cumulative damage dealt to a Monster Bounty.

Damage remains on the Bounty until it is claimed or a rule specifically removes it. Tokens may be exchanged at any time to make the total easier to read.

1-Damage tokens represent 1 Damage

3-Damage tokens represent 3 Damage

MOMENTUM

Before rolling the Attack Die, declare how much Momentum you will spend. Each spent Momentum adds 1 Damage to the attack. Once declared, the amount cannot be changed or withdrawn.

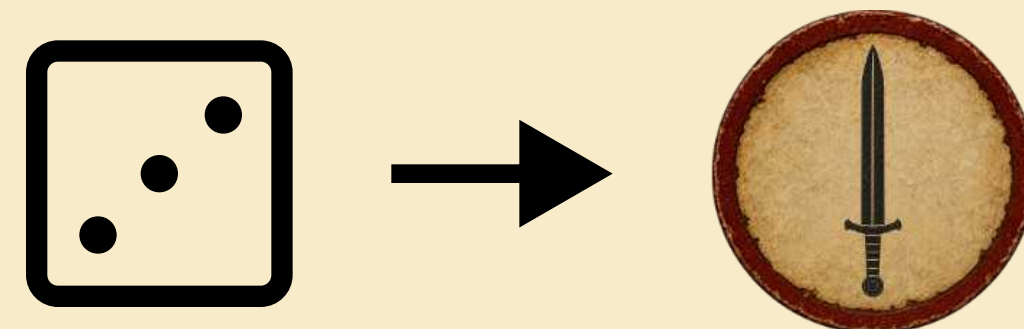
Momentum tokens add 1 damage to the attack.

ATTACK SEQUENCE

Before rolling you declare and spend 1 Momentum



then roll a 3 for 1 Base Damage.



The spent Momentum adds 1, resulting in 2 Damage.



Return the spent Momentum token to its supply

Add the resulting damage tokens to the bounty card.

BOONS & NEGLECT

Boons provide potential benefits during an attack. They accumulate on **neglected** Bounties.

Before declaring Momentum, an attacker may flip over one staged Boon from their target Bounty's staged Boons if any are present.

Resolve its effect during this attack, then discard it. At most one staged Boon may be revealed per attack.

The attacker then proceeds to declare Momentum if any and roll the attack die.

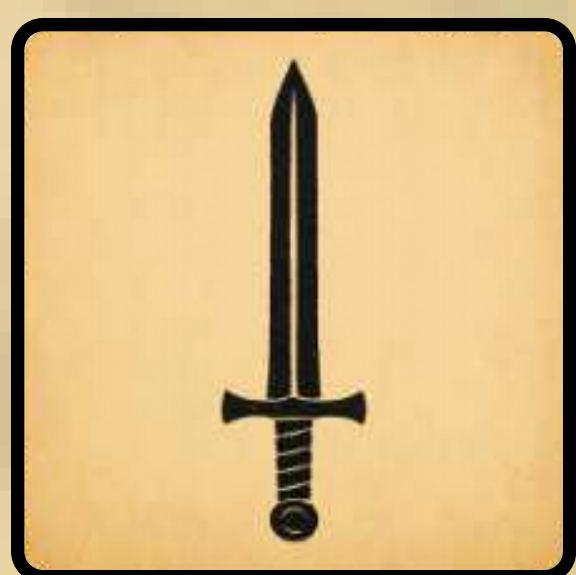
NEGLECT

At the end of each round, a surviving Bounty is Neglected if no hunter targeted it that round. Stage one random face-down Boon beneath each Neglected Bounty.

A Bounty is still considered targeted even if its hunters did not attack or dealt no damage. Each Bounty can hold no more than 3 staged Boons.

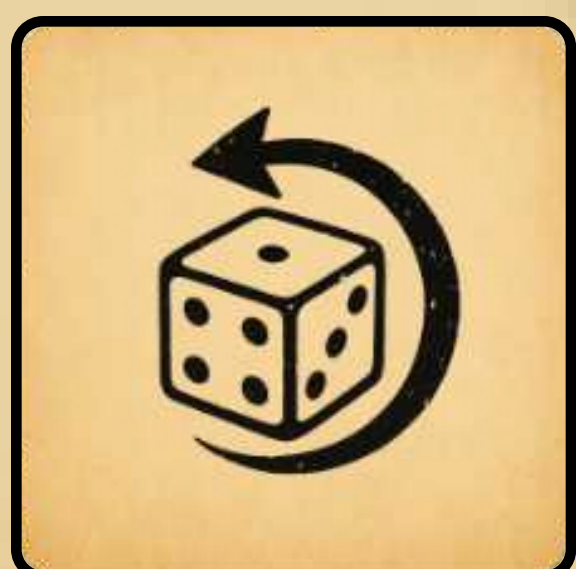
EMPTY BOON SUPPLY

When a Boon must be staged, Shuffle the Boon discard pile to form a new Boon Supply. If still empty, do not stage a Boon.



Off Guard Boon

Add 1 damage to this attack.



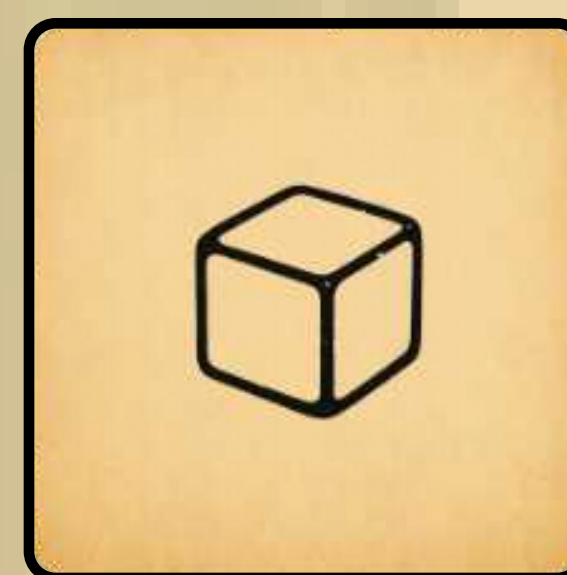
Second Chance Boon

After rolling the Attack Die, you may reroll it once. You must use the new result.



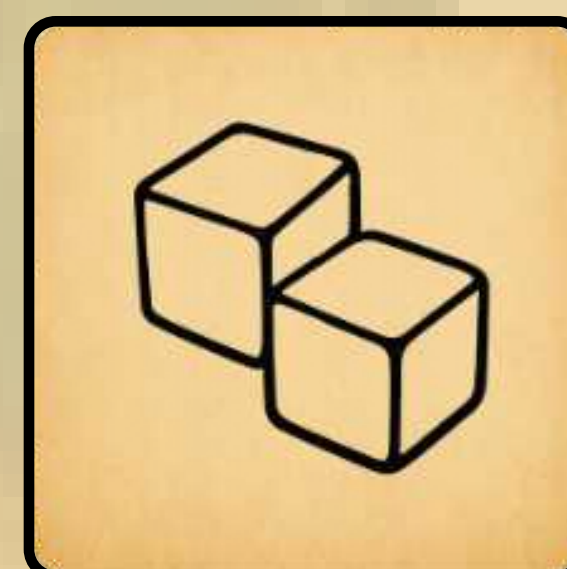
Exposed Boon

Roll two Attack Dice instead of one and add their Base Damage together.



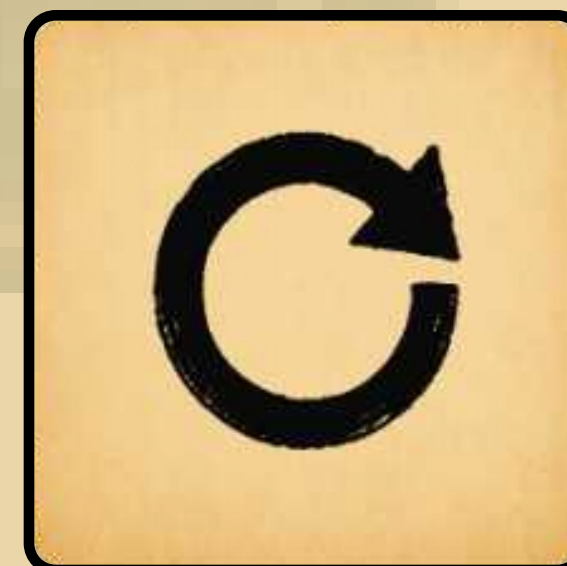
Brief Respite Boon

Immediately recover up to 1 Attention.



Second Wind Boon

Immediately recover up to 2 Attention.



Refresh Boon

This Boon provides no attack bonus. After the attack resolves, shuffle the Boon discard pile to form a new Boon Supply. Leave all staged Boons in place.

VALID BOON SELECTION



FIRST HUNTER TOKEN

Choose the starting First Hunter by any agreed method and give them the First Hunter token.
At the end of each round, pass the token clockwise. Its new holder becomes the First Hunter for the next round.



RESOLVING TIES

Unless a rule states otherwise, whenever two or more hunters tie, begin with the current First Hunter and proceed clockwise.

EXAMPLE

Alice holds the First Hunter token. Bob and John tie. Beginning with Alice and proceeding clockwise, Bob is the first tied hunter encountered, so Bob wins the tie.



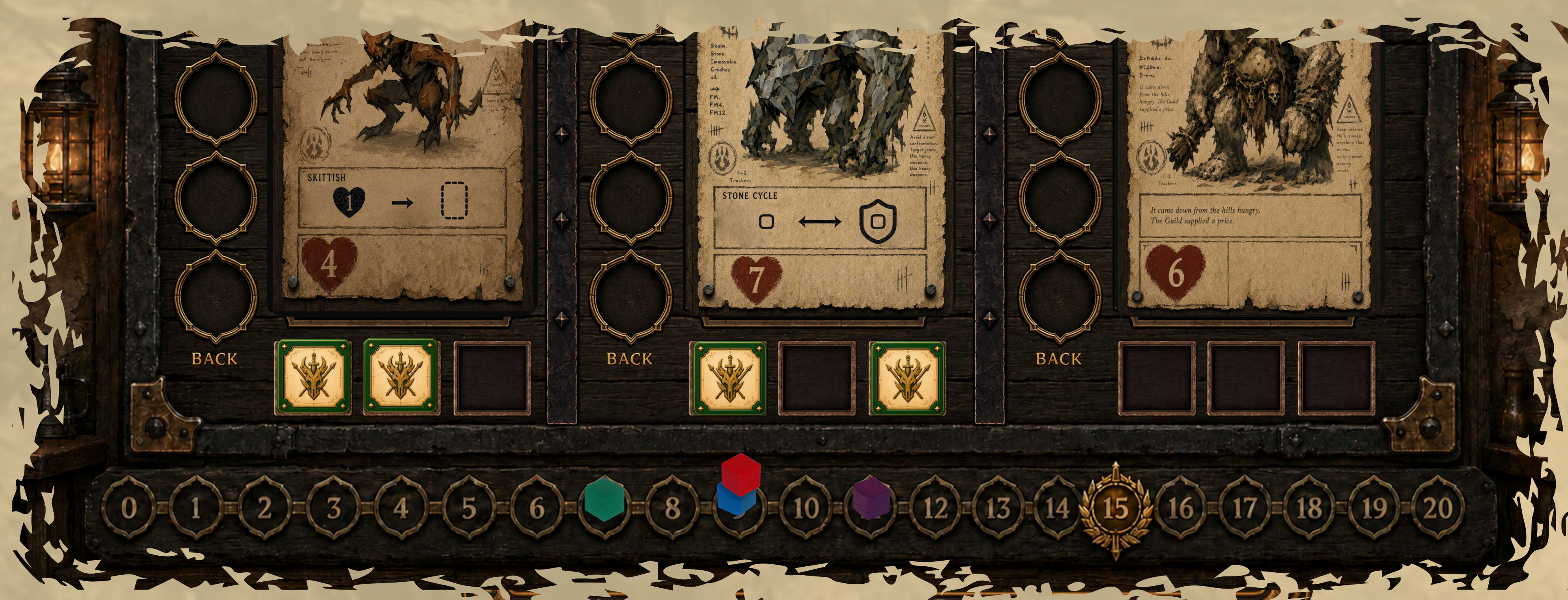
REPUTATION

Reputation measures each hunter's success. Your goal is to have the most Reputation when the game ends.

EARNING REPUTATION

When your attack defeats a Monster Bounty, claim its card and earn its printed Reputation. Only the hunter who delivers the last hit claims the Bounty. Other hunters earn no Reputation from damage they previously dealt to it.

Move your colored cube forward that many spaces on the Reputation Track, then keep the claimed Bounty face up near your Hunter Mat. If a hunter reaches 15 or more Reputation, finish resolving every Attack Lineup, then perform the Victory Check.



PLAYING A ROUND

After setting up the play area and choosing the First Hunter, you are ready to begin your first round. A game is played over several rounds where players will try to predict and outsmart their fellow hunters so that they end up being the one to deliver the killing blow and earn the Reputation. Each round follows the same sequence of numbered phases. Complete each phase before continuing to the next. Hunters begin by recovering Attention and secretly planning their actions.

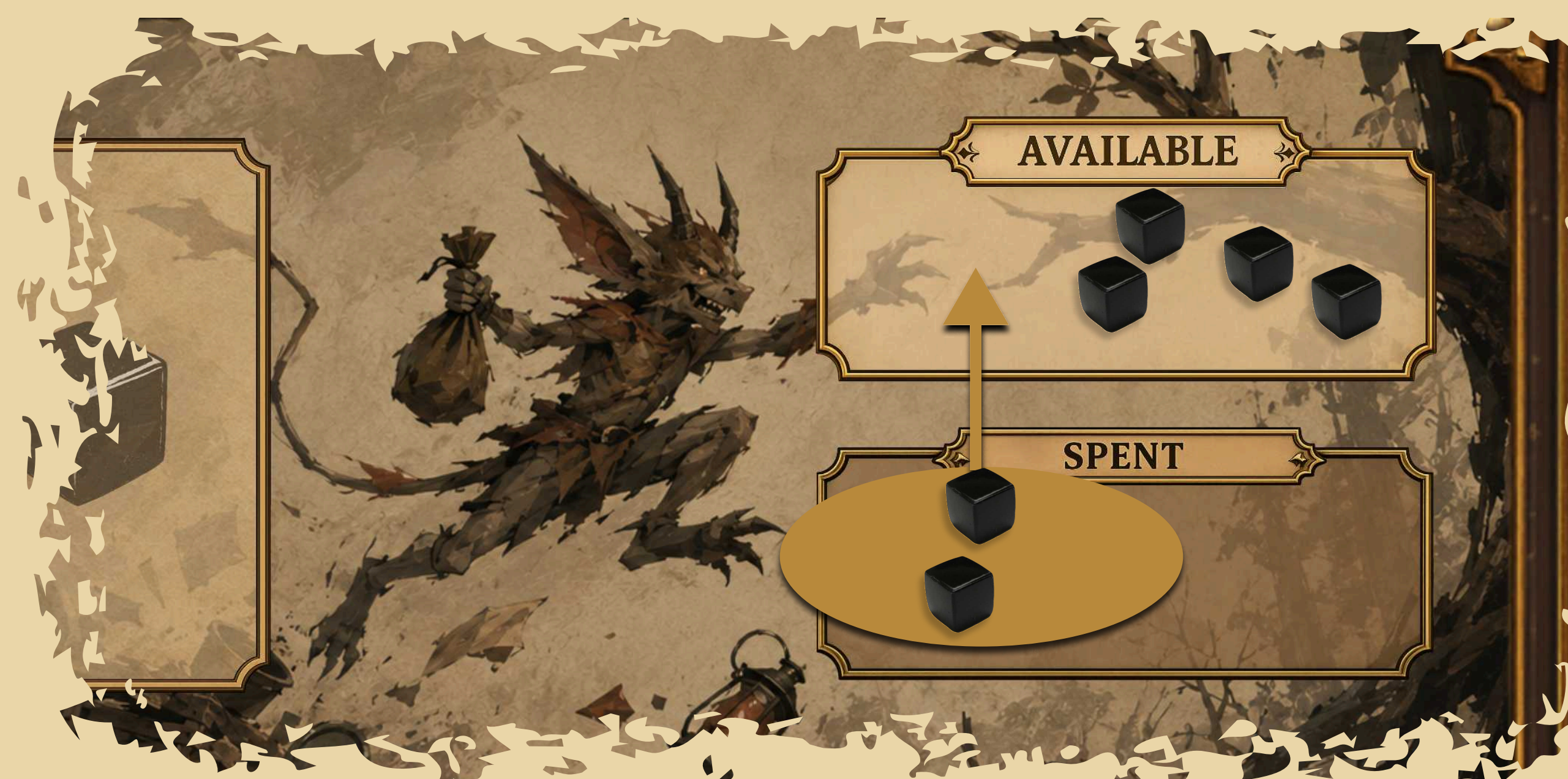
1 - RECOVER

At the start of each round, every hunter recovers up to 2 Attention. Move that many cubes from Spent to Available on your Hunter Mat.

A hunter can never have more than 6 Available Attention. Any excess recovery is ignored.

FIRST ROUND

Every hunter begins the game with 6 Available Attention, so Recover has no effect during the first round.



2 - PLAN

Each hunter secretly chooses one Target Card and one Attention Commitment Card, then places both face down in the indicated spaces on their Hunter Mat.

Choose either to:

HUNT

Pair A, B, or C with a numbered Attention Commitment Card. You cannot commit more Attention than you currently have Available.

or

PREPARE

Pair PRE with PARE.



Keep both cards face down until every hunter is ready.

DO NOT MOVE ATTENTION CUBES TO SPENT YET

Do not move any Attention Cubes during Plan. Committed Attention becomes Spent when the cards are revealed.

3 - REVEAL

Once every hunter is ready, all hunters reveal both of their chosen cards simultaneously.

Hunters targeting a Bounty move Attention Cubes equal to their revealed Attention Commitment from Available Attention to Spent Attention. Their revealed Target Card determines which Bounty they will join.

Hunters who reveal PRE + PARE commit no Attention and will PREPARE this round.



4 - POSITION

Hunters who targeted a Bounty now place their pawns in its Attack Lineup. Build each lineup separately, beginning with Bounty Slot A and continuing through Slot C.

Each Attack Lineup can contain no more than 4 hunters. If more than 4 hunters targeted the same Bounty, only the 4 hunters with the highest **Priority** qualify. All remaining hunters are **Excluded from the Lineup**.

Qualifying hunters place their pawns in reverse **Priority** order: the hunter with the lowest **Priority** places first, and the hunter with the highest **Priority** places last.

Attack Lineups fill from **Front** to **Back** without gaps. The first pawn is placed in the **Front** position. Each following hunter may insert their pawn anywhere within the existing lineup or immediately behind it. **Shift** pawns toward the **Back** as needed without changing their relative order.

ATTENTION DOES NOT ADD DAMAGE

Committing more Attention gives you later placement and greater control over your position in the lineup. It may help you attack early, wait for a possible last hit, or qualify for a crowded Hunt.

EXCLUDED FROM LINEUP

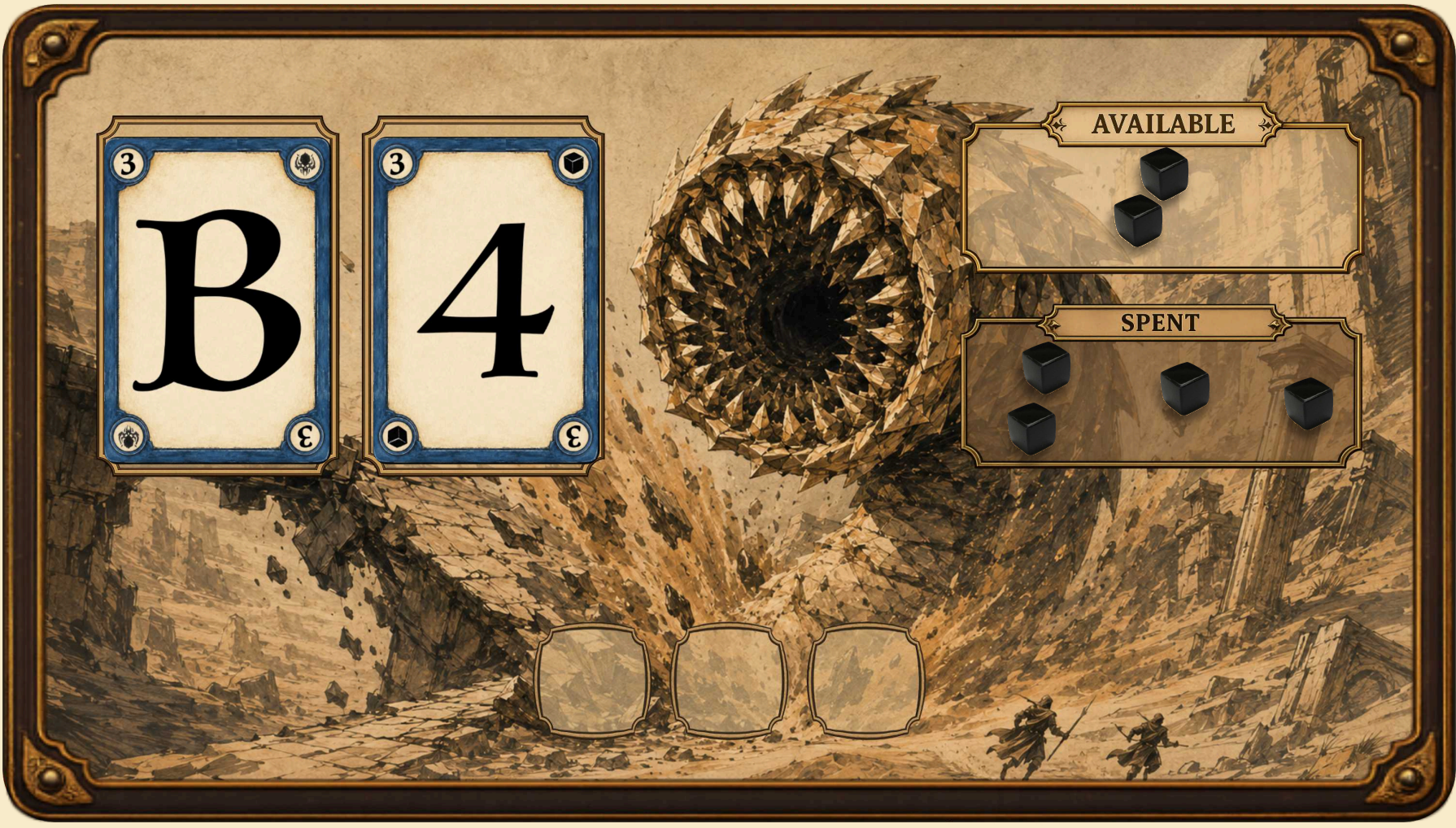
An excluded hunter loses that Hunt. Their committed Attention remains Spent, and they cannot retarget, PREPARE, attack, reveal a Boon, gain Momentum, or use Split Attention for that Bounty this round.

PRIORITY

The hunter who committed the most Attention has highest Priority, followed by hunters in descending commitment order. Ties are resolved starting with the First Hunter and continuing clockwise.

3 PLAYERS TARGETING THE SAME BOUNTY

Alice committed the least Attention, so she places first. She inserts her pawn at the Front. **1**
Bob and John tied at 4 Attention. Bob has higher First Hunter priority, so John places before Bob. **2**
John inserts his pawn behind Alice. Bob then places last and inserts his pawn between them. **3**
The finalized Attack Lineup is:
Alice → Bob → John **4**



5 - HUNT

Resolve the Bounty Slots in letter order, beginning with Slot A and continuing through Slot C. Within each slot, hunters attack one at a time from the Front of the Attack Lineup to the Back.

Fully resolve each attack before the next hunter attacks.

CANCELED ATTACK

If the Bounty is claimed or becomes untargetable before a hunter's turn, that hunter's attack is canceled. Their committed Attention remains Spent, and they gain no Momentum or other attack benefits.

RESOLVE AN ATTACK

1 REVEAL A BOON

Before declaring Momentum, the attacker may randomly select, reveal, and resolve one staged Boon from beneath the Bounty. A hunter may reveal no more than one staged Boon during an attack.

2 COMMIT MOMENTUM

The attacker declares how much Momentum they will spend by placing Momentum tokens from their Hunter Mat onto their Target Card. Each spent Momentum adds 1 Damage to the attack. Once declared, the amount cannot be changed or withdrawn.

3 ROLL

Roll one Attack Die, plus any additional dice granted by a Boon or Monster Behavior. If you revealed Second Chance, you may reroll once after seeing the result. You must use the new result.

4 ANNOUNCE PROVISIONAL DAMAGE

Convert each die result into Base Damage, then add all Damage from Momentum, Boons, and other effects. Announce the total as your Provisional Damage. Do not place Damage Tokens yet.

5 SPLIT ATTENTION

Give eligible hunters a brief opportunity to interfere if they want to.



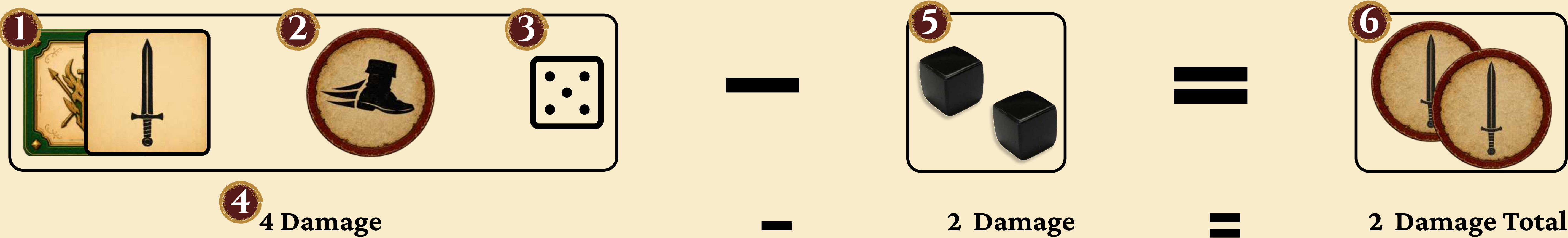
SPLIT ATTENTION

After Provisional Damage is announced, every other hunter in the same Attack Lineup may spend Available Attention to interfere with the attack—even if they have already attacked.

Each Attention Cube spent reduces the attack's Damage by 1. Multiple eligible hunters may contribute to the same attack. Move all contributed cubes from Available Attention to Spent Attention. Once spent, they cannot be withdrawn.

You cannot Split Attention against your own attack.

AN ATTACK + SPLIT ATTENTION



6 APPLY FINAL DAMAGE

Subtract all Split Attention and other reductions from the Provisional Damage, to a minimum of 0. The remaining amount is the attack's Final Damage. Place Damage Tokens equal to the Final Damage on the Bounty.

7 RESOLVE THE RESULT

Determine if:

THE BOUNTY SURVIVES

If the Bounty's accumulated Damage is less than its Health, it survives. If the attack dealt at least 1 Final Damage, the attacker gains **1 Momentum**, up to the limit of 3. An attack that deals 0 Final Damage gains no Momentum. Leave all accumulated Damage and staged Boons with the Bounty. The next hunter in its Attack Lineup now attacks.

Or

BOUNTY IS CLAIMED

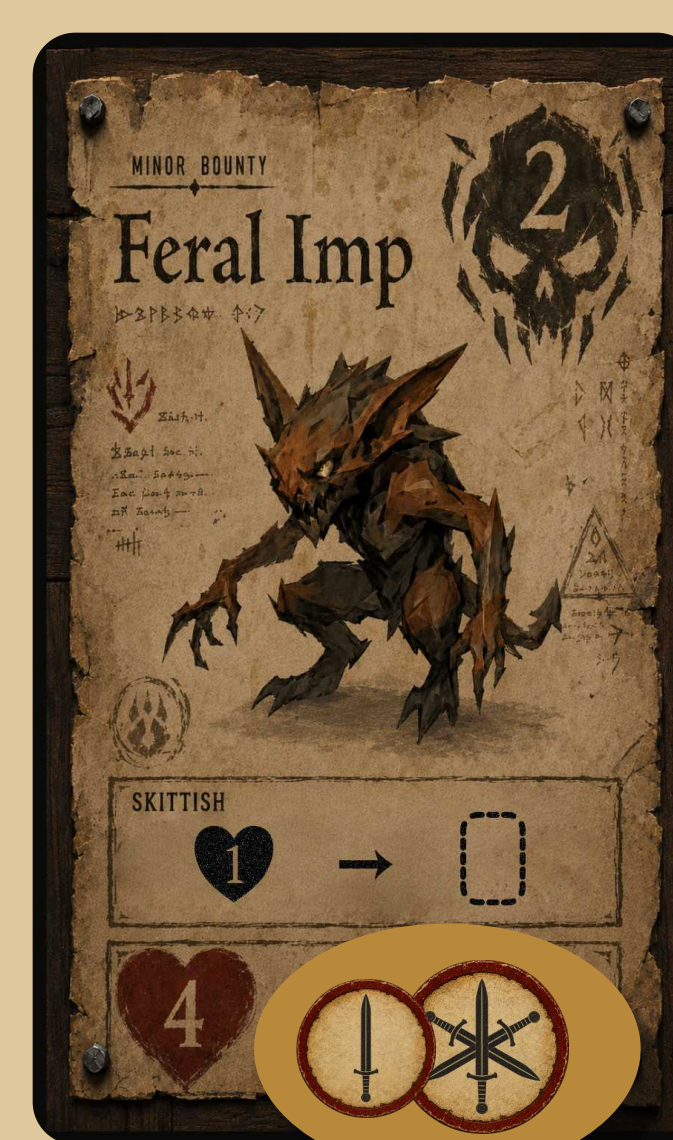
If the Bounty's accumulated Damage equals or exceeds its Health, the current attacker lands the last hit and claims the Bounty.

1. Take the Bounty Card and place it face up near your Hunter Mat.
2. Gain its printed Reputation and update your position on the Reputation Track.
3. Return all Damage Tokens on the Bounty to their supplies.
4. Move all remaining staged Boons to the Boon discard pile.
5. Cancel every remaining attack in that Bounty's Attack Lineup.
6. Leave the Bounty Slot empty until the Refill phase.

Damage never carries over to another Bounty



Update your position on the Reputation track



Move the bounty to your Hunter Mat

Discard all damage and boon tokens from that bounty's card



8 FINISH THE ATTACK

Return all Momentum committed to the attack to the Momentum Supply.

If a Refresh Boon was revealed, resolve its refresh effect now.

If the Bounty is still present, continue with the next hunter in its Attack Lineup. Otherwise, continue to the next Bounty Slot.

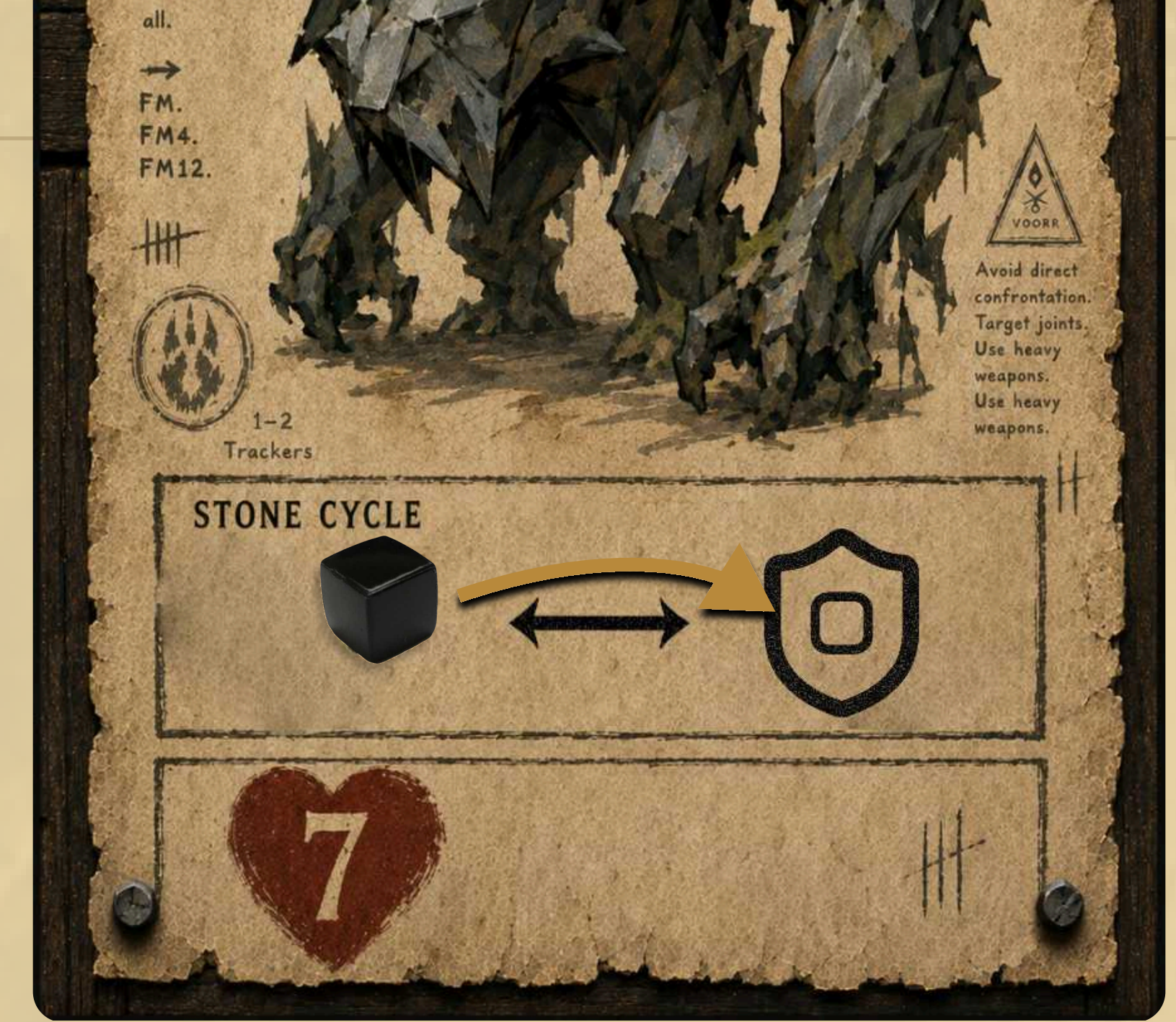
6 - VICTORY CHECK

After all Attack Lineups have been resolved, check the Reputation Track. If one or more hunters have at least 15 Reputation, the game ends. Proceed to **Ending the Game** on page 16 to determine the winner. If no hunter has reached 15 Reputation, continue to the remaining phases of the round.



7 - MONSTER EFFECTS

Resolve all end-of-round Monster Behaviors, beginning with Bounty Slot A and continuing through Slot C. Follow each Bounty's Behavior Card or reminder text. If a Bounty has no end-of-round effect—or Monster Behaviors are not being used—continue to the next Bounty.



8 - RESOLVE PREPARE

First, return each PRE card that began this round in cooldown to its owner's Target Cards. Then, each hunter who revealed PRE + PARE recovers up to 2 Attention. Move the recovered cubes from Spent Attention to Available Attention, up to the limit of 6. Place each newly revealed PRE card into cooldown. It remains unavailable throughout the next round and returns during the next Resolve PREPARE phase.



9 - NEGLECT

A surviving Bounty is Neglected if it was targetable during Plan but no hunter targeted it this round. Stage one random face-down Boon beneath each Neglected Bounty, up to the limit of 3 staged Boons.



10 - RESET & REFILL

1. Return all pawns from Attack Lineups to their Hunter Mats.
2. Return all revealed Target and Attention Commitment Cards to their owners, except PRE cards placed in cooldown.
3. Refill each empty Bounty Slot from the Bounty Deck, beginning with Slot A and continuing through Slot C.
4. Pass the First Hunter token clockwise.
5. Begin a new round until **End of Game** is reached



END OF GAME

The game ends during the Victory Check if one or more hunters have reached **15 Reputation** or all Bounty cards have been claimed

Finish resolving every Attack Lineup before performing the Victory Check—even if a hunter reaches 15 Reputation earlier in the round.

DETERMINE THE WINNER

The hunter with the most Reputation wins.

If two or more hunters are tied, resolve the tie in this order:

1. The tied hunter with the most claimed Bounties wins.
2. If still tied, the tied hunter with the most claimed Bounties of the highest tier wins.
3. If still tied, begin with the current First Hunter and continue clockwise. The first tied hunter encountered wins.

Reaching 15 Reputation first does not guarantee victory. All Reputation earned before the Victory Check counts.

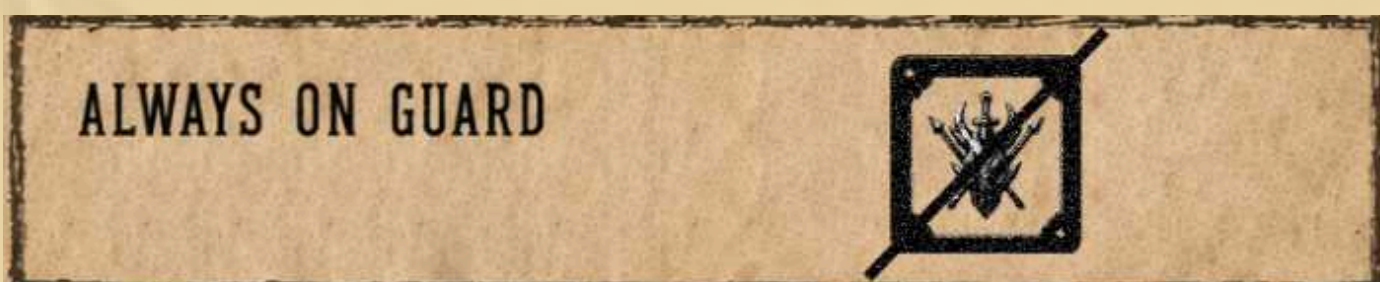
CONGRATULATIONS!

You now know everything needed to begin playing **Last Hit!**

The remaining pages contain rules to reference during play, followed by advanced and alternate ways to customize the game.

MONSTER BEHAVIORS

MOST BOUNTIES HAVE A UNIQUE BEHAVIOR THAT CHANGES HOW THEY ARE HUNTED. WHEN A BOUNTY ENTERS PLAY, CHECK ITS MONSTER BEHAVIOR AND SET AN INITIAL STATE BEFORE INTERACTING WITH THAT MONSTER.
RESOLVE EACH BEHAVIOR AT THE TIMING STATED BELOW. IF A BEHAVIOR CONFLICTS WITH A STANDARD RULE, THE BEHAVIOR TAKES PRECEDENCE.



NEVER STAGE BOONS BENEATH THIS BOUNTY. IF AN EFFECT WOULD CAUSE IT TO GAIN A BOON, IGNORE THAT EFFECT.



WHILE THIS BOUNTY HAS MORE THAN 3 HEALTH REMAINING, REDUCE THE FINAL DAMAGE OF EACH ATTACK AGAINST IT BY 1, TO A MINIMUM OF 0. ONCE IT HAS 3 OR LESS HEALTH REMAINING, BREAKABLE HIDE NO LONGER REDUCES DAMAGE.



DURING MONSTER EFFECTS, ALTERNATE THIS BOUNTY BETWEEN ITS SURFACED AND BURROWED STATES. USE AN EXTRA ATTENTION CUBE TO TRACK CURRENT STATE.

WHILE SURFACED, IT MAY BE TARGETED AND ATTACKED NORMALLY.

WHILE BURROWED, IT REMAINS IN ITS BOUNTY SLOT BUT CANNOT BE TARGETED, JOINED, OR ATTACKED. ITS ACCUMULATED DAMAGE AND STAGED BOONS REMAIN WITH IT. DO NOT ADD A BOON TOKEN FOR NEGLECT WHILE BURROWED.

A NEWLY REVEALED BOUNTY WITH BURROW BEGINS SURFACED.



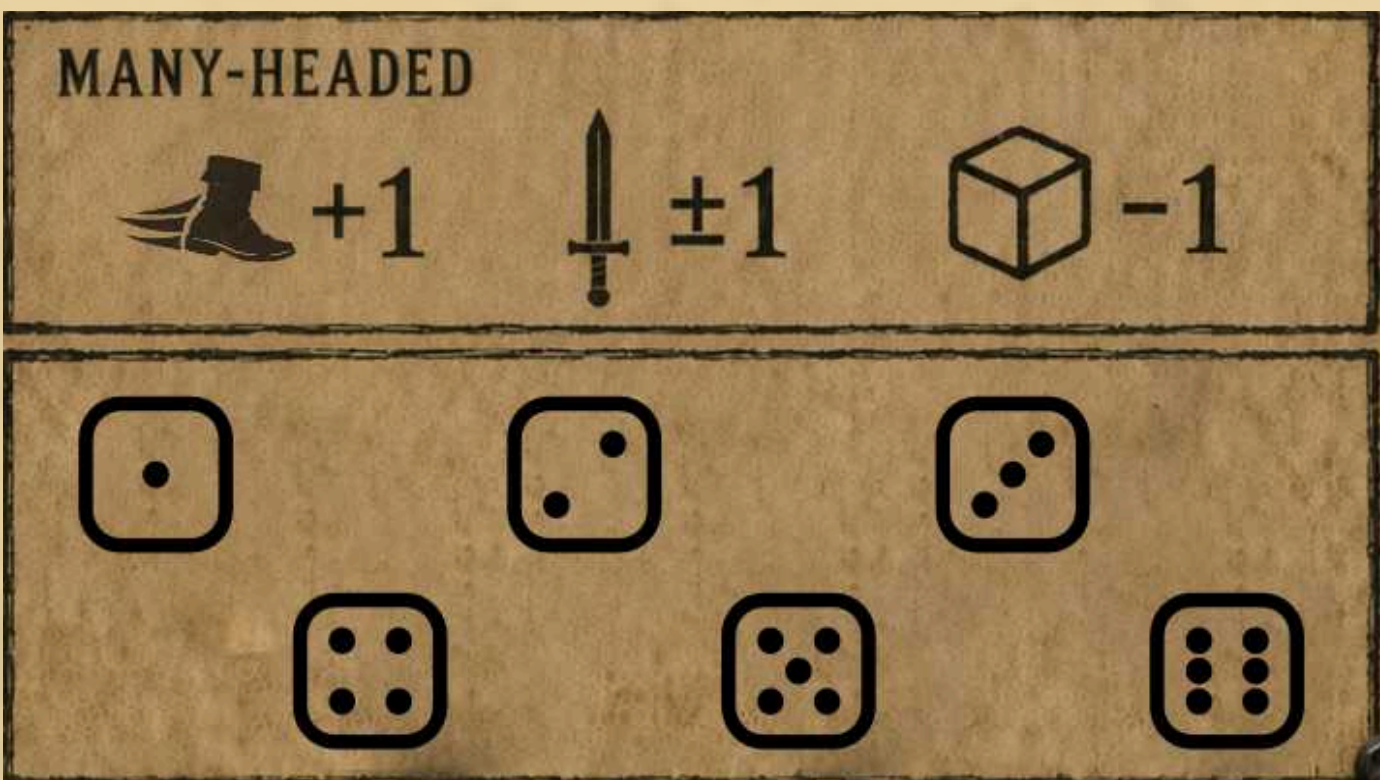
AFTER ALL ATTACK LINEUPS ARE FINALIZED, BUT BEFORE ANY HUNTER ATTACKS THIS BOUNTY, ROLL ONE ATTACK DIE.

ON A RESULT OF 1-4, REMOVE THE HUNTER OCCUPYING THE CORRESPONDING POSITION IN ITS ATTACK LINEUP:

1 = FRONT · 2 = SECOND · 3 = THIRD · 4 = BACK

IF THAT POSITION IS EMPTY, OR THE RESULT IS 5-6, NOTHING HAPPENS.

A REMOVED HUNTER'S ATTACK IS CANCELED AND THEIR COMMITTED ATTENTION REMAINS SPENT.



THIS BOUNTY IS DEFEATED BY COVERING ALL SIX NUMBERED HEADS INSTEAD OF DEALING DAMAGE.

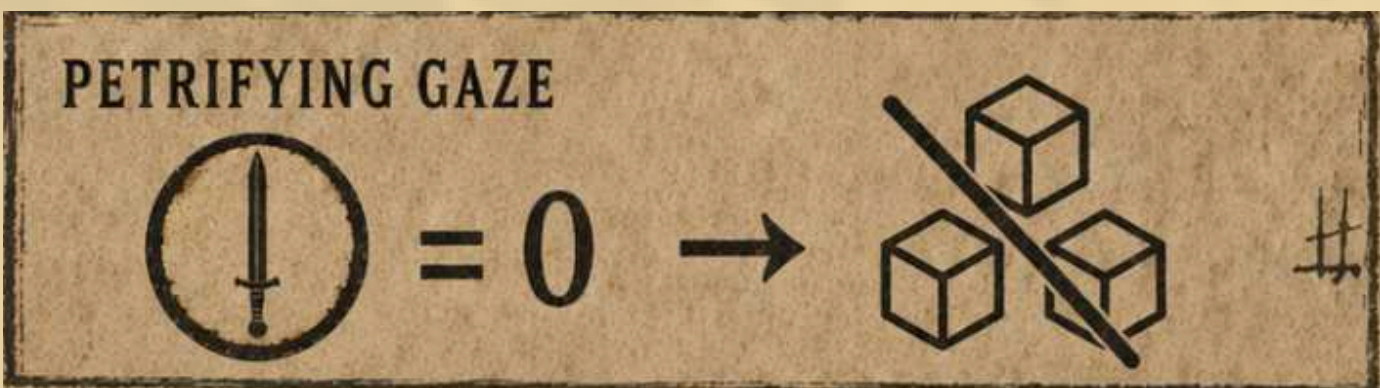
EACH ROLLED DIE COVERS THE MATCHING UNCOVERED HEAD. A RESULT MATCHING AN ALREADY COVERED HEAD HAS NO EFFECT. IF MULTIPLE DICE SHOW THE SAME RESULT, THEY COVER ONLY ONE HEAD. USE EXTRA CUBES TO COVER THE HEADS.

AFTER ROLLING, THE ATTACKER MAY SPEND MOMENTUM TO INCREASE A DIE RESULT BY 1 FOR EACH MOMENTUM SPENT. DURING SPLIT ATTENTION, OTHER HUNTERS MAY SPEND ATTENTION TO DECREASE A DIE RESULT BY 1 FOR EACH ATTENTION SPENT.

OFF GUARD MAY ADJUST ONE DIE BY +1 OR -1. SECOND CHANCE AND EXPOSED FUNCTION NORMALLY.

A DIE RESULT CANNOT BE INCREASED ABOVE 6, DECREASED BELOW 1, OR WRAP BETWEEN 1 AND 6.

THE HUNTER WHO COVERS THE FINAL UNCOVERED HEAD CLAIMS THE BOUNTY.



AFTER A HUNTER DEALS 0 FINAL DAMAGE TO THIS BOUNTY, MOVE ALL OF THAT HUNTER'S AVAILABLE ATTENTION TO SPENT ATTENTION.

PETRIFYING GAZE DOES NOT RESOLVE IF THE ATTACK IS CANCELED.



DURING MONSTER EFFECTS, REMOVE 1 DAMAGE FROM THIS BOUNTY.

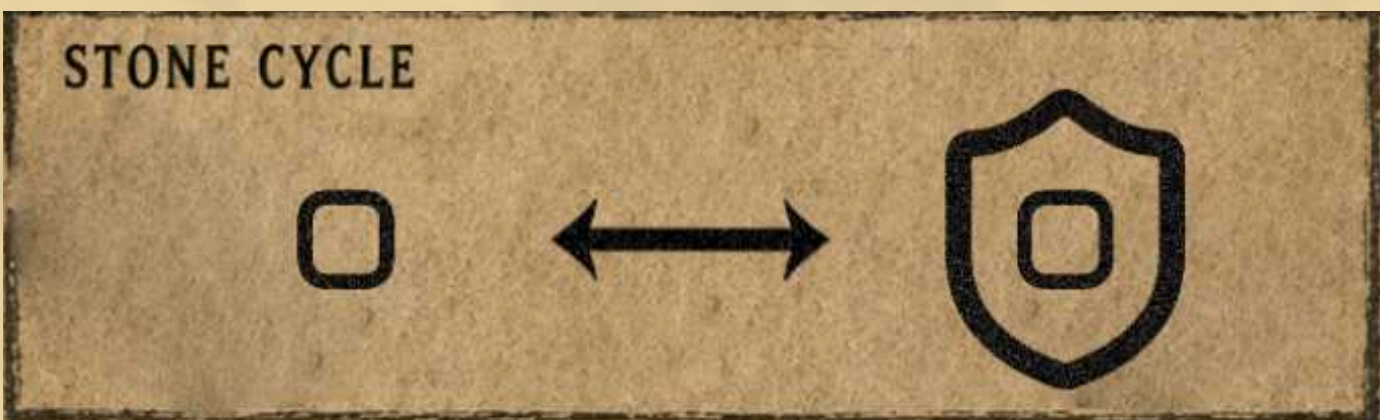
IF IT HAS NO DAMAGE, NOTHING HAPPENS.



AFTER AN ATTACK, IF THIS BOUNTY HAS EXACTLY 1 HEALTH REMAINING, IT IMMEDIATELY ESCAPES.

DISCARD ALL DAMAGE TOKENS AND STAGED BOONS FROM IT, THEN PLACE IT FACE DOWN AT THE BOTTOM OF THE BOUNTY DECK. LEAVE ITS BOUNTY SLOT EMPTY UNTIL RESET & REFILL.

CANCEL ALL REMAINING ATTACKS IN ITS ATTACK LINEUP. THE HUNTER WHO CAUSED IT TO ESCAPE DOES NOT CLAIM IT.

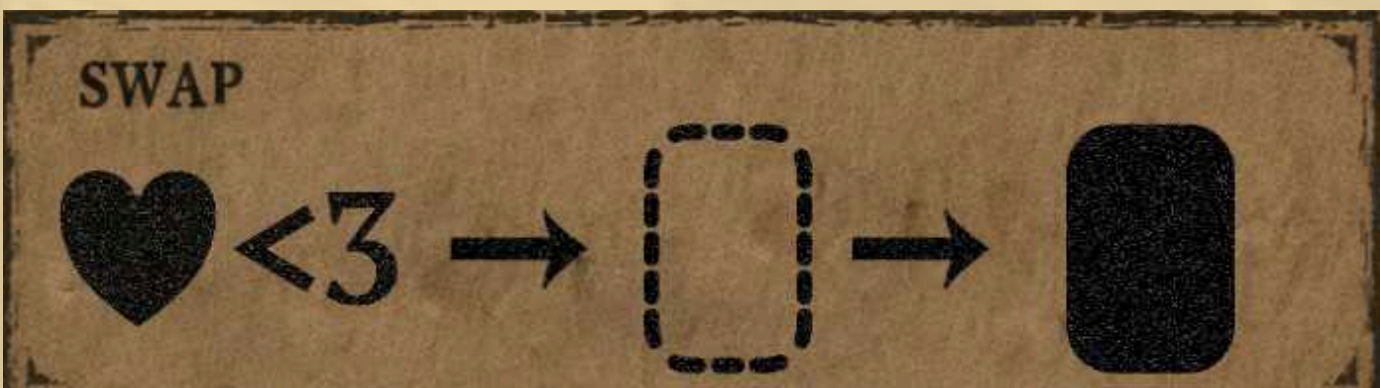


DURING MONSTER EFFECTS, ALTERNATE THIS BOUNTY BETWEEN ITS NORMAL AND HARDENED STATES. USE AN EXTRA ATTENTION CUBE TO TRACK CURRENT STATE.

WHILE NORMAL, ATTACKS RESOLVE NORMALLY.

WHILE HARDENED, REDUCE THE FINAL DAMAGE OF EACH ATTACK AGAINST IT BY 1, TO A MINIMUM OF 0.

A NEWLY REVEALED BOUNTY WITH STONE CYCLE BEGINS NORMAL.



WHEN THIS BOUNTY HAS FEWER THAN 3 HEALTH REMAINING BUT IS NOT DEFEATED, IT IMMEDIATELY SWAPS.

DISCARD ALL STAGED BOONS FROM IT, THEN SET IT OFF TO THE SIDE

DRAW THE NEXT BOUNTY AND PLACE IT IN THE VACATED BOUNTY SLOT. THE REMAINING HUNTERS IN THE ATTACK LINEUP ATTACK THE REPLACEMENT BOUNTY.

PLACE THIS CARD FACE UP ON TOP OF THE BOUNTY DECK WITH ITS ACCUMULATED DAMAGE. IT WILL NOW FILL THE NEXT AVAILABLE BOUNTY SLOT

WHEN THE SWAPPED BOUNTY LATER RETURNS TO PLAY, ITS ACCUMULATED DAMAGE REMAINS.

ALTERNATE WAYS TO PLAY

BELOW ARE OPTIONAL WAYS TO CHANGE THE GAME. YOU CAN MIX AND MATCH THEM HOWEVER YOU LIKE. WE RECOMMEND PLAYING A COUPLE GAMES WITH JUST THE BASE RULES BEFORE ADDING ANY OF THE FOLLOWING.

WITHOUT MONSTER BEHAVIORS

FOR A SIMPLER GAME, IGNORE ALL PRINTED MONSTER BEHAVIOR TEXT, STATE CHANGES, AND BEHAVIOR REMINDER ICONS. TREAT EVERY MONSTER AS A STANDARD BOUNTY USING ONLY ITS HEALTH, REPUTATION, AND TIER. ALL OTHER TARGETING, ATTACKING, DAMAGE, BOON, AND CLAIMING RULES REMAIN UNCHANGED.

NO DISTRACTIONS

SPLIT ATTENTION IS NO LONGER ALLOWED. PLAYERS CAN ONLY USE ATTENTION CUBES TO COMMIT ATTENTION DURING THE PLAN PHASE. NOTE, GUILD ROLE “STALWART” CANNOT BE USED IF USING THIS RULE CHANGE.

GUILD ROLES

GUILD ROLES GIVE EACH HUNTER UNIQUE ABILITIES THAT CAN BE REFRESHED BY CHOOSING PREPARE.

DRAFTING ROLES

AFTER DETERMINING THE FIRST HUNTER AND SEATING ORDER:

1. SHUFFLE THE GUILD ROLE CARDS.
2. REVEAL FACE-UP A NUMBER OF ROLES EQUAL TO THE NUMBER OF HUNTERS PLUS 1.
3. BEGINNING WITH THE HUNTER IMMEDIATELY BEFORE THE FIRST HUNTER AND CONTINUING COUNTERCLOCKWISE, EACH HUNTER DRAFTS ONE ROLE.
4. RETURN ALL NON-DRAFTED AND UNREVEALED ROLES TO THE BOX.

EACH GUILD ROLE BEGINS WITH ITS READY SIDE FACE UP.

USING A GUILD ROLE

WHILE YOUR GUILD ROLE IS READY, YOU MAY USE EITHER OF ITS ABILITIES AT THE TIMING STATED ON THE CARD. AFTER RESOLVING THE ABILITY, FLIP THE ROLE TO ITS EXHAUSTED SIDE.

AN EXHAUSTED ROLE CANNOT USE EITHER ABILITY.

WHEN YOU RESOLVE PREPARE, FLIP YOUR GUILD ROLE BACK TO ITS READY SIDE AFTER RECOVERING ATTENTION.



ABILITY TIMING

MULTIPLE DISRUPTIVE ABILITIES MAY AFFECT THE SAME EVENT. IF ABILITIES WOULD RESOLVE SIMULTANEOUSLY, BEGIN WITH THE FIRST HUNTER AND CONTINUE CLOCKWISE.

ACHIEVEMENTS

ACHIEVEMENTS INTRODUCE A SHARED OBJECTIVE THAT HUNTERS CAN COMPLETE ALONGSIDE CLAIMING BOUNTIES.

SETUP

1. SHUFFLE THE ACHIEVEMENT DECK.
 2. REVEAL ONE ACHIEVEMENT BESIDE THE BOUNTY BOARD.
 3. IF THE CARD SHOWS A CHAIN SEQUENCE, PLACE A BLACK CUBE ON THE FIRST FILLED SQUARE.
- ONLY ONE ACHIEVEMENT CAN BE ACTIVE AT A TIME.

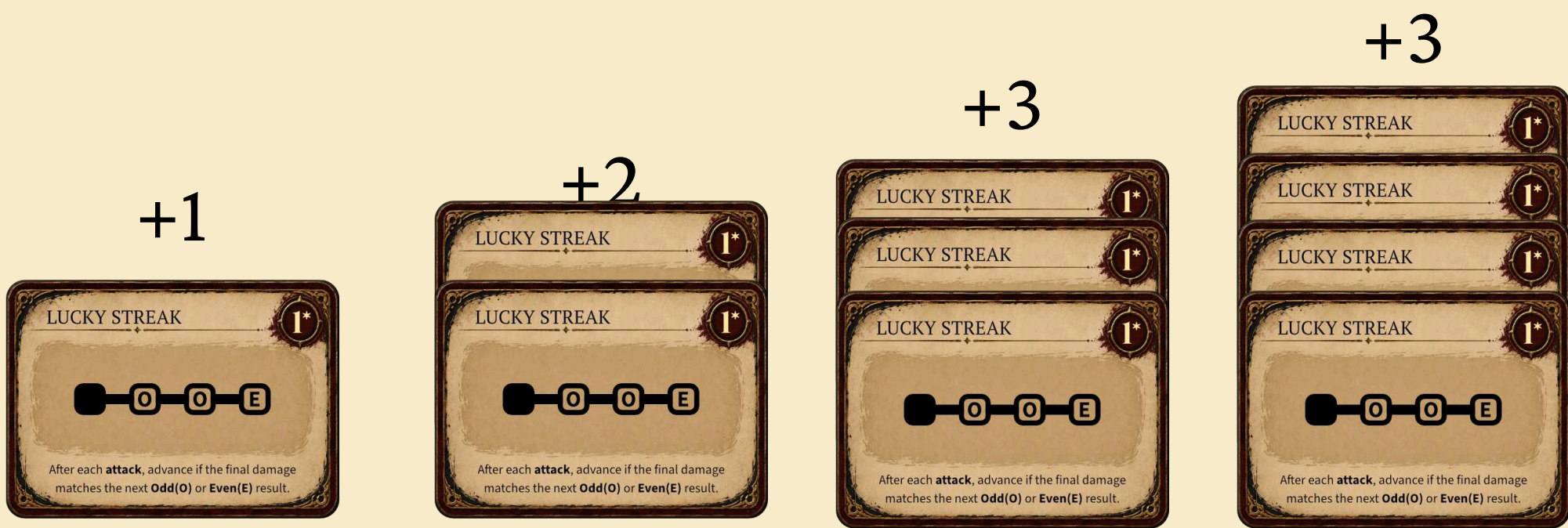
ADVANCING AN ACHIEVEMENT

WHENEVER THE ACTIVE ACHIEVEMENT’S CONDITION IS MET, ADVANCE ITS PROGRESS AS INSTRUCTED ON THE CARD. THE HUNTER WHO COMPLETES ITS FINAL REQUIREMENT IMMEDIATELY CLAIMS THE ACHIEVEMENT AND GAINS ITS PRINTED REPUTATION. PLACE THE CLAIMED CARD FACE UP NEAR THAT HUNTER’S CLAIMED BOUNTIES.

DO NOT REVEAL ANOTHER ACHIEVEMENT IMMEDIATELY. REVEAL ITS REPLACEMENT AT THE START OF THE NEXT ROUND.

LUCKY STREAK STACKING BONUS

A hunter may claim any number of Lucky Streak Achievement Cards. Bonus caps at 3.



BLIND DISTRACTIONS

SPLIT ATTENTION IS COMMITTED SECRETLY INSTEAD OF OPENLY.

DURING SPLIT ATTENTION, EACH ELIGIBLE HUNTER SECRETLY SELECTS ONE ATTENTION COMMITMENT CARD AND PLACES IT FACE DOWN. CHOOSE A NUMBERED CARD TO COMMIT THAT MUCH AVAILABLE ATTENTION, OR CHOOSE PARE TO COMMIT 0.

TABLE TALK IS ALLOWED, BUT ALL PROMISES ARE NON-BINDING. REVEAL ALL SELECTED CARDS SIMULTANEOUSLY, THEN MOVE THE COMMITTED ATTENTION TO SPENT ATTENTION AND REDUCE THE ATTACK’S PROVISIONAL DAMAGE BY THE COMBINED AMOUNT.

COMMITTED ATTENTION IS SPENT EVEN IF THE TOTAL EXCEEDS THE ATTACK’S PROVISIONAL DAMAGE.

HIDDEN OPPORTUNITY

AFTER A NONLETHAL ATTACK DEALS AT LEAST 1 FINAL DAMAGE, CHOOSE ONE REWARD:

- GAIN 1 VISIBLE MOMENTUM.
- SECRETLY DRAW 1 BOON AND PLACE IT FACE DOWN IN YOUR MOMENTUM POOL.

MOMENTUM AND PERSONAL BOONS SHARE A COMBINED LIMIT OF 3.

BEFORE ROLLING, YOU MAY COMMIT ANY NUMBER OF TOKENS FROM THIS POOL. EACH COMMITTED MOMENTUM ADDS 1 DAMAGE. REVEAL AND RESOLVE EACH COMMITTED BOON AS THOUGH IT WERE REVEALED FROM BENEATH THE BOUNTY.

ALL COMMITTED TOKENS ARE SPENT AND CANNOT BE WITHDRAWN. UNREVEALED PERSONAL BOONS REMAIN WITH YOU BETWEEN ROUNDS AND ARE UNAFFECTED WHEN THE BOON SUPPLY IS REFRESHED.

RETURN COMMITTED MOMENTUM TO ITS SUPPLY AND DISCARD COMMITTED PERSONAL BOONS AFTER THE ATTACK.

HIGH PRESSURE

ATTENTION IS RECOVERED MORE SLOWLY, MAKING EVERY COMMITMENT MORE COSTLY.

DURING RECOVER, EACH HUNTER RECOVERS ONLY 1 ATTENTION INSTEAD OF 2.

WHEN A HUNTER RESOLVES PREPARE, THEY RECOVER ALL OF THEIR SPENT ATTENTION INSTEAD OF ONLY 2. THE NORMAL ATTENTION LIMIT, PRE COOLDOWN, AND ALL OTHER PREPARE RULES REMAIN UNCHANGED.

RULES CLARIFICATIONS

WHAT DETERMINES PRIORITY?

THE HUNTER WHO COMMITTED THE MOST ATTENTION HAS THE HIGHEST PRIORITY, FOLLOWED BY HUNTERS IN DESCENDING COMMITMENT ORDER. TIES BEGIN WITH THE FIRST HUNTER AND CONTINUE CLOCKWISE.

WHAT COUNTS AS TARGETING A BOUNTY?

A HUNTER TARGETS A BOUNTY BY REVEALING ITS MATCHING TARGET CARD DURING PLAN. IT STILL COUNTS AS TARGETED IF THE HUNTER IS LATER EXCLUDED FROM THE LINEUP, HAS THEIR ATTACK CANCELED, OR DEALS NO DAMAGE.

WHAT HAPPENS WHEN A HUNTER IS EXCLUDED?

THEIR COMMITTED ATTENTION REMAINS SPENT. THEY CANNOT RETARGET, PREPARE, ATTACK, REVEAL A BOON, GAIN MOMENTUM, OR USE SPLIT ATTENTION FOR THAT BOUNTY DURING THE CURRENT ROUND.

HOW ARE ATTACK LINEUPS FILLED?

ATTACK LINEUPS FILL FROM FRONT TO BACK WITHOUT GAPS. THE FIRST PAWN OCCUPIES THE FRONT POSITION. EACH FOLLOWING PAWN MAY BE INSERTED ANYWHERE WITHIN THE EXISTING LINEUP OR IMMEDIATELY BEHIND IT. SHIFT OTHER PAWNS AS NEEDED WITHOUT CHANGING THEIR RELATIVE ORDER.

WHAT HAPPENS WHEN AN ATTACK IS CANCELED?

THE HUNTER DOES NOT ATTACK OR GAIN ANY ATTACK BENEFITS. THEIR COMMITTED ATTENTION REMAINS SPENT. AN ATTACK MAY BE CANCELED BECAUSE THE BOUNTY WAS CLAIMED, BECAME NON-TARGETABLE, OR AN EFFECT REMOVED THE HUNTER FROM ITS ATTACK LINEUP.

WHAT IS THE DIFFERENCE BETWEEN PROVISIONAL AND FINAL DAMAGE?

PROVISIONAL DAMAGE IS THE ATTACK’S TOTAL BEFORE SPLIT ATTENTION AND OTHER REDUCTIONS. AFTER APPLYING ALL REDUCTIONS, THE REMAINING AMOUNT—MINIMUM 0—IS FINAL DAMAGE. ONLY FINAL DAMAGE IS PLACED ON THE BOUNTY.

WHAT IF A SITUATION IS STILL UNCLEAR?

AGREE ON A REASONABLE INTERPRETATION AND CONTINUE PLAYING. IF THE GROUP CANNOT AGREE, RANDOMLY DETERMINE WHICH INTERPRETATION TO USE. APPLY THAT RULING CONSISTENTLY FOR THE REMAINDER OF THE GAME.

THANK YOU FOR PLAYING

Thank you for bringing Last Hit to your table. This game was made for those who enjoy tactical choices, dramatic reversals, and claiming victory at exactly the right moment.

May your aim be true, your rivals be distracted, and the last hit always be yours.

DIE DAMAGE

	=	0
	=	1
	=	2
	=	3

TOKENS



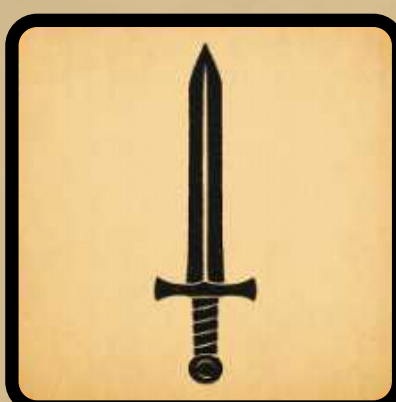
3-Damage



1-Damage



Momentum



+1 Damage



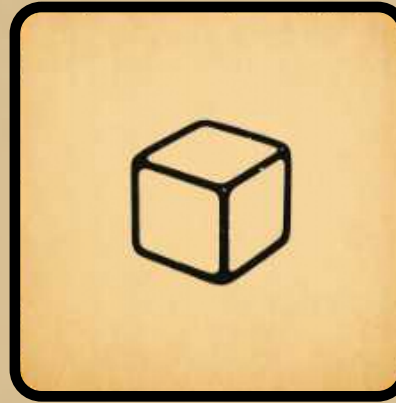
Extra Die



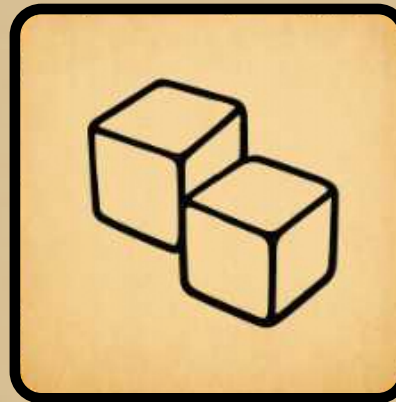
Refresh



reroll



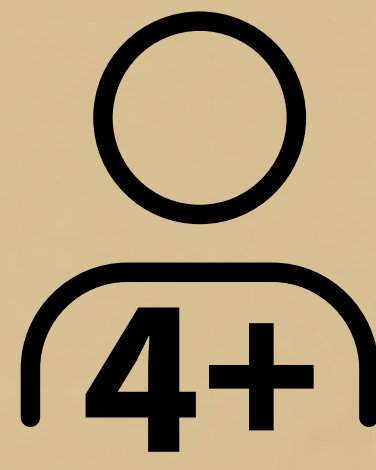
+1 Attention



+2 Attention



First Hunter



4+ Player Content

ROUND SEQUENCE

- 1 RECOVER
- 2 PLAN
- 3 REVEAL
- 4 POSITION
- 5 HUNT
- 6 VICTORY CHECK
- 7 MONSTER EFFECTS
- 8 RESOLVE PREPARE
- 9 NEGLECT
- 10 RESET & REFILL

ATTACK SEQUENCE

- 1 REVEAL A BOON
- 2 DECLARE MOMENTUM
- 3 ROLL
- 4 PROVISIONAL DAMAGE
- 5 SPLIT ATTENTION
- 6 FINAL DAMAGE
- 7 RESOLVE RESULT
- 8 FINISH ATTACK

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