

# AMERICAN MONSTER HUNTERS

## **Print Instructions**

### **Clue Cards**

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### **Danger Cards**

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### **Mystery Cards**














































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✂️ Cut along solid black lines on front.

<p> <b>Hellfire Curse</b> weapon</p> <p>1 </p> <p>Build 9 Type </p> <p>Attack </p> <p><b>When equipped:</b> During a monster attack, defend one victim or hunter without discarding.</p>	<p> <b>Silver Bullets</b> weapon</p> <p>2 </p> <p>Build 9 Type </p> <p>Attack </p> <p><b>When equipped:</b> Discard to bury a monster attack.</p>	<p>3 </p> <p>3 </p> <p></p> <p>3 </p> <p>3 </p>
<p> <b>Moon Blade</b> weapon</p> <p>1 </p> <p>Build 9 Type </p> <p>Attack </p> <p><b>When equipped:</b> Draw +1 card when you search.</p>	<p>2 </p> <p>2 </p> <p></p> <p>2 </p> <p>2 </p>	<p>3 </p> <p>3 </p> <p></p> <p>3 </p> <p>3 </p>
<p>4 </p> <p>4 </p> <p></p> <p>4 </p> <p>4 </p>	<p>4 </p> <p>4 </p> <p></p> <p>4 </p> <p>4 </p>	<p>5 </p> <p>5 </p> <p></p> <p>4 </p> <p>4 </p>


<p> <b>Rocksalt Shotgun</b> weapon</p> <p>Build <b>9</b> Type </p> <p>Attack</p> <p></p> <p><b>When equipped:</b> Draw 1 card on a monster attack.</p>	<p> <b>Mirror Dust</b> weapon</p> <p>Build <b>9</b> Type </p> <p>Attack</p> <p></p> <p><b>When equipped:</b> Draw +1 card when you search.</p>	<p> 1</p> <p> 1</p> <p> 2</p> <p> 2</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 4</p> <p> 4</p>
<p> <b>Eldritch Sword</b> weapon</p> <p>Build <b>9</b> Type </p> <p>Attack</p> <p></p> <p><b>When equipped:</b> When you <b>defend</b>, add +1 to the clue cards you play.</p>	<p> 1</p> <p> 1</p> <p> 2</p> <p> 2</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 4</p> <p> 4</p>	<p> 1</p> <p> 1</p> <p> 2</p> <p> 2</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 4</p> <p> 4</p>
<p> 1</p> <p> 1</p> <p> 2</p> <p> 2</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 4</p> <p> 4</p>	<p> 1</p> <p> 1</p> <p> 2</p> <p> 2</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 4</p> <p> 4</p>	<p> 1</p> <p> 1</p> <p> 2</p> <p> 2</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 3</p> <p> 4</p> <p> 4</p>

<p> <b>Holy Crossbow</b> weapon</p> <p>Build <b>9</b> Type </p> <p>Attack  →  </p> <p><b>When equipped:</b> Draw <b>1</b> card on a monster attack.</p>	<p> <b>Acetylene Axe</b> weapon</p> <p>Build <b>9</b> Type </p> <p>Attack  →  </p> <p><b>When equipped:</b> When you <b>defend</b>, add +1 to the clue cards you play.</p>	<p> <b>3</b></p> <p></p> <p> <b>3</b></p> <p> <b>3</b></p> <p> <b>3</b></p>
<p> <b>Blessed Bullets</b> weapon</p> <p>Build <b>9</b> Type </p> <p>Attack  →  </p> <p><b>When equipped:</b> Draw +1 card when you <b>search</b>.</p>	<p> <b>2</b></p> <p></p> <p> <b>2</b></p> <p> <b>2</b></p> <p> <b>2</b></p>	<p> <b>3</b></p> <p></p> <p> <b>3</b></p> <p> <b>3</b></p> <p> <b>3</b></p>
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 Holy Oil weapon	 1	 Devil's Trap weapon	 2	 3	 3
Build 9    Type   Attack 		Build 9    Type   Attack 			
<b>When equipped:</b> During a monster attack, defend one victim or hunter without discarding.		<b>When equipped:</b> Discard to bury a monster attack.		 3	 3
 Seal of Solomon weapon	 1	 2	 2	 3	 3
Build 9    Type   Attack 					
<b>When equipped:</b> Draw +1 card when you search.		 2	 2	 3	 3
 4     4	 4   4	 4     4	 4   4	 5     5	 5   5







5 + +1 ♀ 4







+1 to other in this location.


2 ♂ 1




2 ♀ 1





3 ♀ 2







Play a random from the discard.  
when first played




3 ♀ 2

3 ♂ 2







4 ♂ 3







4 ♀ 3









6 + ♂ 5



← Move other →  
when first played

4 3



Strange Fog  
event



5 4




Cat Scare  
event



Nothing happens.

6 5



Move other   
when first played


Power Outage  
ongoing event

On a monster attack:  
Discard 1 card to **defend**.

Discard 7 Reward:  
Put a weapon card from discard pile into your hand.




Festival  
event




Move the top from each location to

Funeral  
event



Move the top from each location to




















Feds  
event



Place in the Trunk. Hunters may not or play cards into or from the Trunk until this card is discarded.

9



<p><b>Bloodbath!</b>  monster attack</p>  	<p><b>Ambush!</b>  monster attack</p>  	<p><b>Trapped!</b>  monster attack</p>  
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<p><b>Lured!</b>  monster attack</p>  	<p><b>Lured!</b>  monster attack</p>  	<p><b>Poltergeist</b> ongoing event</p> <p>On a monster attack: Take a <b>+</b> to <b>defend</b>.</p> <p>Discard <b>8</b></p> <p>Reward: Put 3 clue cards from the discard pile into the Trunk.</p> 



## Ex-Marine

hunter

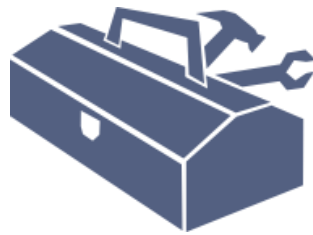


5

When you **defend victims**, you may use each card to defend two victims of equal or lesser risk.

## Mechanic

hunter



4

When you **build weapons**, you may play any two cards instead of matching the cost.

## Detective

hunter



2

When you **search**, you may keep one extra suit not listed on the location.


You may **hold 6 cards** instead of 5.

## Librarian

hunter



7

When you **reveal a mystery**, you may play one  in place of a card of another suit.

When you **search**, draw an extra card for each  you draw.

## Driver

hunter



1

When you **stow cards in the Trunk**, draw one card.


As an action, **move victims** from one location to one other location and draw one card.

## Photographer

hunter



3


When you **play**  cards, you may treat them as **wild** (any number or suit).

## Doctor

hunter



6

When you **defend a victim** for the first time on any turn, draw a card or remove a  from one hunter.

## Garbage Collector

hunter




8

When you **draw clue cards**, you may take the top card of the discard pile instead of the top card from the deck.

## Cursed Roads

ongoing event

On a monster attack:

Move a  from another location to this location before resolving the attack.

Discard

Reward:

Draw 3 clue cards.

7





### Mercy Brown, Vampire

monster



Bad Stuff:



Lose When:  
This card has 6

### Dogtown Werewolf

monster



Bad Stuff:



Lose When:  
None.

### Headless Horseman

monster



Bad Stuff:



Lose When:  
1 or fewer victims remain.

### Old George, Warlock

monster



Bad Stuff:



Lose When:  
This card has 6

### Lake Champlain Monster

monster



Bad Stuff:



Lose When:  
No victims remain.

### Dover Demon

monster



Bad Stuff:



Lose When:  
No victims remain.

### Jersey Devil

monster



Bad Stuff:



Lose When:  
Hunters have 6

### Pickman Ghoul

monster



Bad Stuff:



Lose When:  
This card has 6 or no victims remain.

### Hellhound

ongoing event

On ANY monster attack:

Also defend the at this location with the highest .

Discard

8

Reward:

Remove one from any hunter.











## AMERICAN MONSTER HUNTERS

1) **Bad Stuff:** Flip over a ☠ card (Investigate) OR do one **monster bad stuff**, left to right (Hunt).

2) **Good Stuff:** Take one of these actions.

	<b>Search</b> Choose a location, draw 3 cards, keep suits listed.
	<b>Question</b> Rotate a victim to draw cards equal to victim's ⚔.
	<b>Stow</b> Put one or more cards from hand into the Trunk.
	<b>Reveal (Investigate only)</b> Play a set to flip over a mystery card.
	<b>Attack (Hunt only)</b> Play a set to wound monster with weapon.

Once per turn after any action:






	<b>Build</b> Play set equal to cost and equip weapon.
---	--

3) **Discard** down to 5 cards.


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**Hunters win when:**

Monster has taken **4 wounds**.

**Hunter lose when any of the following occur:**

**8 victims** are killed.

**No cards remain** in the danger deck at the start of a turn.

One hunter takes a **4th wound**.

The **Lose When** condition on a monster card is fulfilled.

Thanks for playing! Please fill out the playtest survey:



[nerdypupgames.com/amh](http://nerdypupgames.com/amh)

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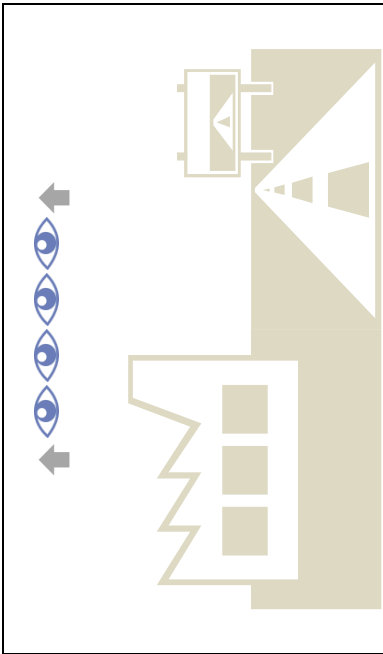
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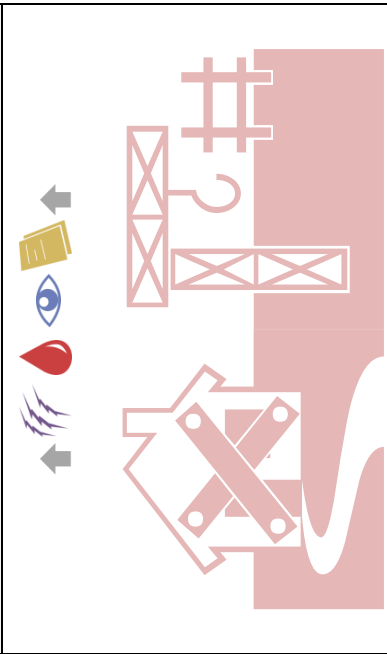


[nerdypupgames.com/amh](http://nerdypupgames.com/amh)






search: **Dive Bar**

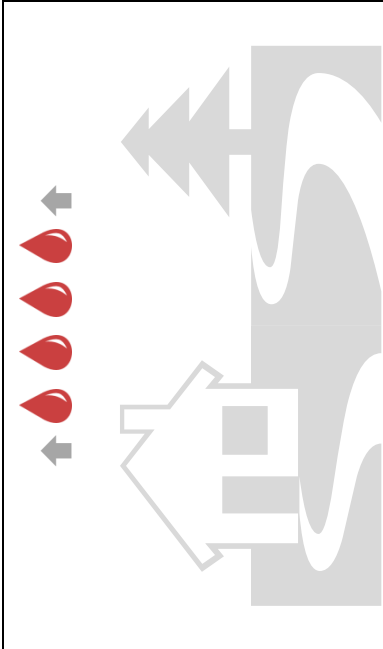


search: **Old Cannery**

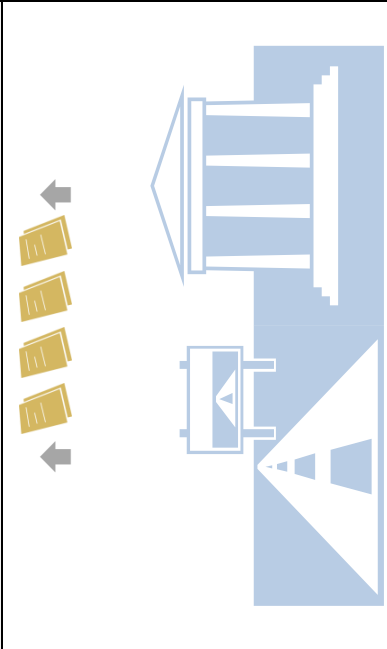
Old Danvers  
hunter event



Take 1 card from discard pile.




search: **Farm House**

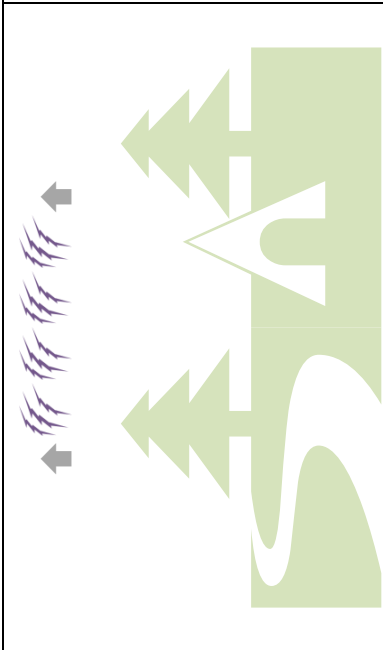


search: **Museum**

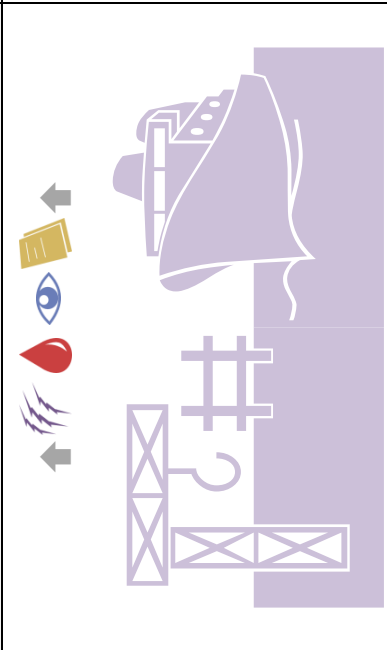
Old Danvers  
hunter event



Discard to bury a monster attack.




search: **Woods**

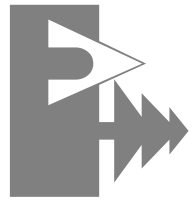
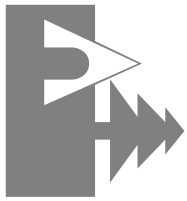
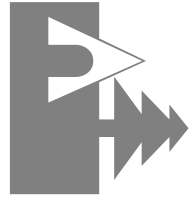
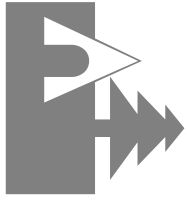
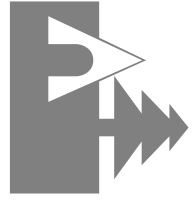
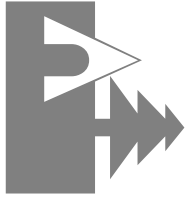


search: **Harbor**

Old Danvers  
hunter event



Discard to prevent .



A	<p><b>Strange Voice</b></p> <p>You find a discarded cell phone covered in blood. It rings, and you answer it.</p>	<p><b>B</b></p> <p>Weakness: </p> <p> OR  Hang up quickly</p>	<p><b>B</b></p> <p>Weakness: </p> <p> OR  Fend it off</p>	<p><b>C</b></p> <p>Weakness: </p> <p> OR  Leave the carvings alone</p>
A	<p><b>Menacing Growl</b></p> <p>You hear a low menacing growl. A beast-like shape leaps out of the darkness.</p>	<p><b>A</b></p> <p>Weakness: </p> <p> OR  Use cover to evade it</p>	<p><b>B</b></p> <p>Weakness: </p> <p> OR  Run away from the scream</p>	<p><b>C</b></p> <p>Weakness: </p> <p> OR  Clear out the residents</p>
LAIR	<p><b>Brood Nest</b></p> <p>You find a large lair where the creature is attempting to breed more of its kind.</p>	<p><b>LAIR</b></p> <p>Weakness: </p> <p> OR  I brought bait I am the bait</p>	<p><b>LAIR</b></p> <p>Weakness:  x2</p> <p> OR  Let's wait for it to come out</p>	<p><b>LAIR</b></p> <p>Weakness:  x2</p> <p> OR  I brought a sewer map It could be anywhere</p>
LAIR	<p><b>Crawlspace</b></p> <p>A dark, narrow space with no room to fight.</p>	<p><b>LAIR</b></p> <p>Weakness:  x2</p>	<p><b>LAIR</b></p> <p>Weakness:  x2</p>	<p><b>LAIR</b></p> <p>Weakness:  x2</p>
LAIR	<p><b>Sewer Vault</b></p> <p>A vast space with many difficult to reach ledges and overlooks.</p>	<p><b>LAIR</b></p> <p>Weakness:  x2</p>	<p><b>LAIR</b></p> <p>Weakness:  x2</p>	<p><b>LAIR</b></p> <p>Weakness:  x2</p>
C	<p><b>Sickening Sound</b></p> <p>In the darkness ahead, you spot a hunched form making unsettling noises as it picks gore from its teeth.</p>	<p><b>C</b></p> <p>Weakness:  x2</p>	<p><b>C</b></p> <p>Weakness:  x2</p>	<p><b>C</b></p> <p>Weakness:  x2</p>
C	<p><b>Intricate Carvings</b></p> <p>A mass of strange carvings cover the area. Are they mystic symbols or primordial scratches?</p>	<p><b>C</b></p> <p>Weakness:  x2</p>	<p><b>C</b></p> <p>Weakness:  x2</p>	<p><b>C</b></p> <p>Weakness:  x2</p>
	<p><b>Sulfur Residue</b></p> <p>You find traces of yellow powder and the smell of brimstone in the area.</p>			

A	<h3>Shadowy Figure</h3> <p>A human-looking figure looms out of the shadows, eyes glinting in the darkness.</p>	B	<h3>Teeth Marks</h3> <p>You find a body in the undergrowth, bearing obvious teeth marks from whatever killed them.</p>	C	<h3>Horrible Stench</h3> <p>You follow the smell of rotting meat to a leaf pile, where you find the torn remains of several victims.</p>
<p>Weakness:</p> 	<p>Make a warding sign</p>  <p>OR</p>  <p>Confront it</p>	<p>Weakness:</p> 	 <p>What was that noise?</p> <p>OR</p>  <p>I'm getting out of here</p>	<p>Weakness:</p> 	 <p>Examine the remains, barf</p> <p>OR</p>  <p>Bury the remains</p>
A	<h3>Prints in the Mud</h3> <p>You find bestial tracks in mud, forming a predatory circle around the area.</p>	B	<h3>Tattered Clothes</h3> <p>You find a torn shirt stained by a single drop of blood, but no sign of its owner.</p>	C	<h3>Withered Husk</h3> <p>You find the desiccated remains of one of the creature's victims, completely drained of life.</p>
<p>Weakness:</p> 	<p>Follow the tracks</p>  <p>OR</p>  <p>Go back for help</p>	<p>Weakness:</p> 	 <p>Search for the shirt's owner</p> <p>OR</p>  <p>Check news for missing persons</p>	<p>Weakness:</p> 	 <p>Consecrate the remains</p> <p>OR</p>  <p>Try to identify the body</p>
LAIR	<h3>Tunnels</h3> <p>Under a pile of old boards, you find the entrance to a set of pitch-black tunnels.</p>	LAIR	<h3>Mobile Home</h3> <p>A dilapidated Winnebago sits at the back of the lot.</p>	LAIR	<h3>Death Trap</h3> <p>A series of booby traps protect this heavily guarded nest.</p>
<p>Weakness:</p> 	<p>I brought a flashlight</p>  <p>OR</p>  <p>Something's down here</p>	 <p>x2</p>	 <p>Inspect the tire treads</p> <p>OR</p>  <p>It's pulling away</p>	 <p>x2</p>	 <p>Spring the traps</p> <p>OR</p>  <p>from Trunk Leave car behind</p>

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