

EPIC SPELL WARS OF THE  
BATTLEWIZARDS

# ANNIHILATION *Gang-Bangers*



## RuleBook



CRYPTOZOIC  
ENTERTAINMENT

# NOTE: THIS IS NOT A STANDALONE PRODUCT!

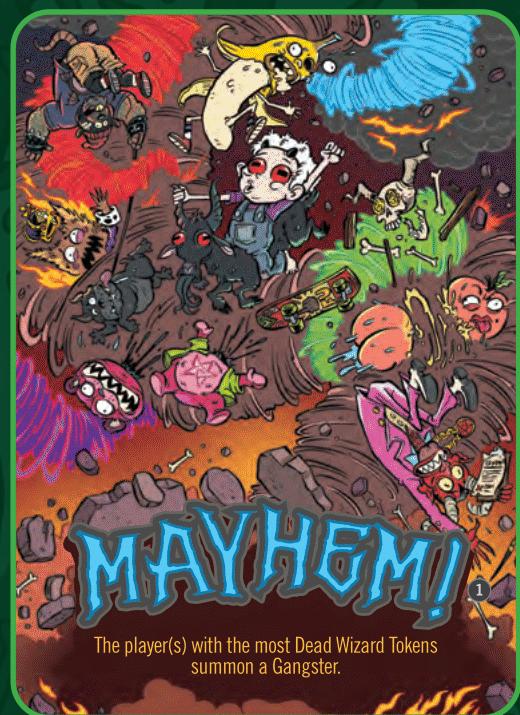
You cannot play **Epic Spell Wars of the Battle Wizards: ANNIHILAGEDDON — Gang Bangers** by itself. You must combine this Expansion with Epic Spell Wars of the Battle Wizards: ANNIHILAGEDDON Deck-Building Game or another compatible standalone ANNIHILAGEDDON product (such as Epic Spell Wars of the Battle Wizards: ANNIHILAGEDDON — Kill Pit).

We strongly recommend that you become **highly familiar** with the base game of ANNIHILAGEDDON before adding the **Gang Bangers** Expansion, as it adds additional complexity and strategies that make the game significantly more challenging.

**Unless otherwise stated, assume that setup and play are exactly as they would be in the base ANNIHILAGEDDON game.** The purpose of this Rulebook is only to explain to you **what changes** and **what is new**; it will NOT cover the basic rules needed to play!

## CONTENTS

- 109 Game Cards
  - 5 Blasting Glyph Starter Cards
  - 30 Legend – Treasure Cards
  - 6 Main Deck “Mayhem” Cards
  - 2 Familiar Cards
  - 3 Bubo’s Fleas Familiar Cards
  - 42 Gangster Cards
  - 15 Infernal Contract Cards
  - 6 Gang Rules Cards
- 2 Oversized Wizards(compatible with previous Epic Spell Wars spellcrafting card games!)
- 30 Dead Wizard Tokens
- 1 Gang Bangers Trophy Standee
- 5 Hideout Tiles
- 1 Legendary Treasure Chest Tile
- 2 D6 Dice
- 1 Rulebook



## GANG BANGERS AT A GLANCE

**ANNIHILAGEDDON — Gang Bangers** preserves most of the core elements of the base ANNIHILAGEDDON game. You’ll still be spending Power to buy new cards to add to your deck, while trying to stay alive and kill your opponents, with one major addition: Each player also assumes control of their very own GANG! Each Gang has unique rules for summoning its Gangsters, and those Gangsters may ATTACK any opponent, turn after turn. However, as soon as you die, ALL of your Gangsters are returned to your Hideout, where they wait to be summoned again.

Additionally, instead of a Legend stack full of bosses that throw GROUP ATTACKS at the players, you’ll have a near endless supply of powerful Legend – Treasure cards, worth extra VP but also full of nasty and strange ATTACKS to aim at your opponents. In **Gang Bangers**, don’t expect the game to end by making it through the Legend stack; you’ll finish most of your games by racking up kills and handing out all the Dead Wizard Tokens!

Speaking of which, a brand-new set of Dead Wizard Tokens, featuring new SECRET Dead Wizard Tokens, ensures you get a whole new experience from killing and being killed by your friends!

# SETUP FOR YOUR FIRST GAME

Set up the base game of ANNIHILAGEDDON (not included!) as you normally would, but with several modifications:

DEAD WIZARD TOKENS



WILD MAGIC STACK



LEGEND - TREASURE STACK



LIMP WAND STACK



MAIN DECK



LINEUP

CARDS YOU PLAYED / CONTROL



GANGSTERS IN YOUR "GANGSTER ZONE"



DISCARD PILE

DECK

CARDS STILL IN YOUR HAND



GANGSTERS ON YOUR HIDEOUT TILE (OBSCURED)



GANG RULES CARD

OVERSIZED WIZARD

- Just as in ANNIHILAGEDDON, you will set out the **Limp Wand** stack and the **Wild Magic** stack.
- Shuffle the ANNIHILAGEDDON main deck, but for more fun, you should shuffle in the 6 \*new\* Mayhem cards designed specifically for **Gang Bangers!**
- Keep the ANNIHILAGEDDON Wizard Ability tiles off to the side.**
- Keep the ANNIHILAGEDDON Familiar cards off to the side, as well as the additional Familiar cards included with Gang Bangers.** Note: Bubo's Fleas are an exception. Unlike other Familiars, they stay exclusively with the Sk8 Ratz Gang. Familiars are generally not used in Gang Bangers the same way they are used in the ANNIHILAGEDDON base game, so (with the exception of the Sk8 Ratz Gang player) you won't start with any available to buy. But other effects may introduce them into the game, so keep them handy!
- Keep the ANNIHILAGEDDON Legend cards off to the side. You will use all 30 of the Gang Bangers Legend – Treasure cards instead.** The first Legend is always "Legendary Lock." Set it aside, then shuffle the rest and put them underneath Legendary Lock. These cards all go on top of the included Legendary Treasure Chest Tile.
- NOTE:** The aforementioned original ANNIHILAGEDDON components aren't incorporated into gameplay in the way they are in the base rules, but we ask you to keep them handy, off to the side, because you never know what sort of strange text might be found on the **Gang Bangers** Legend – Treasure cards...
- Keep the ANNIHILAGEDDON Dead Wizard Tokens inside their original box. You will use the Gang Bangers Dead Wizard Tokens instead.** We recommend using 20 of the 30 provided Dead Wizard Tokens for a standard experience. For a slightly faster game, you can play with 15, and for a slightly longer game, you can play with 25.
- Keep the Annihilageddon Trophy Standee inside the box. You will use the Gang Bangers Trophy Standee instead.**
- Make sure each Gangster card is with its respective Gang Rules card. The players will now each select a Gang, and then you should return the rest to the box.

# CONTINUED SETUP: CHOOSING YOUR GANG

- The players should be seated randomly. The player who is the most violent, sexual, and magical is the first player. If you aren't sure who that is and the group is too sober to find out, you can always have a roll off. This player takes the first turn and selects their Gang first. Gang selection and play will continue clockwise from that player.
- Each Gang has a unique playing style, and consists of a Gang Rules card and some number of Gangster cards ("Gangster" is a brand new card type). Once you've selected a Gang, place its Gang Rules card in front of you (either on or next to your oversized Wizard), and place each of your Gangster cards on top of your Hideout Tile. This indicates that the Gangsters are "in your Hideout."
- Your Gang Rules card sits in front of you, providing a permanent effect on each of your turns, including a unique method for summoning Gangsters. There may be other stipulations as well, such as indicating a Gangster that starts the game in play.

## A BREAKDOWN OF THE GANGS

The Gangs in **Gang Bangers** are designed to have their own strengths and weaknesses, and playing styles. Try out the different teams to figure out which ones are your personal favorites!

**NOTE:** Another thing you might want to keep in mind when selecting Gangs is that some of the Gangs are a bit more **mentally taxing/complicated** to play with than others, and some Gangs by their nature have a tendency to **slow down/speed up** the overall game a little bit. There is no need to overthink this aspect of things, but for playgroups that might have particular concerns in these areas, please feel free to consult this chart for an approximation of these differences.

<b>BoneR Boyz</b>	1 Clock	2 Brains
<b>MERRIN KINGDOM</b>	2 Clocks	1 Brain
<b>SK8RATZ</b>	3 Clocks	2 Brains
<b>W. Golbo</b>	3 Clocks	2 Brains
<b>KTHULHU KIDS</b>	3 Clocks	2 Brains
<b>ROCK N SHTN</b>	4 Clocks	3 Brains
<b>Teaky Fruity</b>	5 Clocks	4 Brains

More Clocks = more game time

More Brains = more mentally taxing

# GANG BANGERS OVERVIEW

In general, you'll be doing everything that you normally do in ANNIHILAGEDDON. You'll be playing your hand of cards, adding up your Power, buying cards with it, making ATTACKS, and then ending your turn.

In addition to that stuff, **Gang Bangers** allows you to do 2 additional things on your turn, whenever you want and in any order (just like you can play your cards in any order):

(1): **Summon a Gangster from your Hideout**, putting it into your "Gangster Zone" (an area in front of you, separate from your cards that are considered "in play"). Note that some Gangs can summon more than 1 Gangster per turn (refer to your Gang Rules card)!

(2): **ATTACK with any Gangsters in your "Gangster Zone."** Gangsters may ATTACK once per turn, and may even ATTACK on the turn you summon them. They always ATTACK exactly 1 target foe (unless otherwise stated).

**Remember:** Your Gangsters all start "in your Hideout," where they will remain until they are summoned, and this is also where they will return when you die (or when they are sacrificed to some effect). Your Hideout Tile's only function is to help you keep track of your Gangsters. Moreover, your Gang Rules card is never considered "in play" or a "card you control."

- Note that your Gangsters are also never considered "in play" or "cards you control." In this way, your Gangster cards are largely separate from the rest of your cards.

For example: Jonaldo is playing the Sk8 Ratz Gang. He already has a Sk8 Punk Gangster in play from a previous turn, and before he even plays any cards, he decides to begin his turn by attacking Shamartha with it. She takes 3 damage. That Gangster can no longer ATTACK this turn! He next decides to play 2 Glyphs, gaining +2 total Power, and then buys Boogie Knight from the Line-up. Next, he plays Furry Fury to move Boogie Knight to his hand, and then he plays Boogie Knight. Since Jonaldo has now fulfilled the summoning requirement of his Gang Rules card by having "played a Creature or DEFENSE card," he may summon a new Gangster from his Hideout at any point this turn. He plays a few Fizzles, needlessly giving away the rest of the contents of his hand, then summons another Sk8 Punk Gangster. Next, he plays a few more Fizzles. Then he ATTACKS with his new Sk8 Punk Gangster, targeting Shamartha again. With no cards left to play, and having already attacked once with each of his Gangsters, Jonaldo ends his turn. We can clearly see that Jonaldo was able to summon Gangsters, ATTACK with Gangsters, play cards, and buy cards on his turn, in any order he wanted to do so.

## SUMMONING GANGSTERS

- When any effect tells you to "summon a Gangster," it means you can look through each Gangster in your Hideout and choose 1 to summon. Put this Gangster into your "Gangster Zone" (your personal play area in front of you).

**Note:** Several Gangs summon random Gangsters or summon in a fixed order, as stipulated by their Gang Rules cards.

- Gangster cards (and Gang Rules cards) are NOT considered "cards you control," "cards you played" (Gangsters are "summoned," not "played"), nor are they considered "ONGOING cards." As such, you may wish to keep them separated from typical main deck cards you play on your turn.
- Some Gangs have an easier time summoning their Gangsters than others. Some may summon multiple Gangsters a turn if they meet the right requirements, whereas others typically can only summon 1 per turn.

# ATTACKING WITH GANGSTERS

- Most Gangsters have an ATTACK, which is what makes **Gang Bangers** such a bloody way to play ANNIHILAGEDDON. Unless otherwise stated, these ATTACKS target any 1 foe. Each Gangster may act once per turn, including the turn they're summoned.
- For the most part, attacking with a Gangster is just like playing an ATTACK card—you choose your target, and they may avoid with a DEFENSE if they have 1. If they don't, the ATTACK goes through. Your Gangster ATTACKS are your ATTACKS, and so getting a kill with 1 of your Gangsters is just like getting a kill with an ATTACK card you played (you WILL gain the Standee!).

If an ATTACK you made with a Gangster is redirected back at you, it affects you (Gangsters themselves are never attacked, by each other or anything else).

- Gangsters without ATTACKS usually provide self-explanatory static effects, much like ONGOING effects.
- As mentioned in the previous section, attacking with an individual Gangster is an action you can take at any point in your turn, before or after you play other cards and/or ATTACK with other Gangsters.
- Occasionally a Gangster is returned to your Hideout on your turn (either from being sacrificed or from you dying somehow on your own turn), and in this case it will forget its "history," which is important if you re-summon it. For example, you may summon **Voodoo Dolly**, ATTACK with her, sacrifice her to **Bone Queen**, and then re-play her as a totally "new" Voodoo Dolly... meaning she can ATTACK again this turn!
- Players with many Gangsters in play may wish to help themselves track which have already attacked or not. We recommend rotating your card a legally safe, predetermined number of degrees to indicate it has already acted (please note that the most convenient angle to rotate your cards to has already been appropriated by an evil game conglomerate, and if we recommend you use this angle... God save us from their litigious wrath!!!).

# LOSING YOUR GANGSTERS

Typically, the only way to lose your Gangsters is when you're defeated. When you are, each Gangster you had summoned is immediately returned to your Hideout, right before you draw your Dead Wizard Token.

- Gangster cards are never destroyed (except by 1 specific Dead Wizard Token), and never put into your hand, deck, or discard pile. They will always either be in front of you in your "Gangster Zone," or in your Hideout.
- Once summoned, Gangsters remain in play turn after turn until you're defeated, at which point they \*all\* return to your Hideout. You may want to pay attention to who is slowly amassing an army, and put some damage on them to keep them in check!



**ATTACK:** Deal damage to target foe equal to the amount of HP you healed this turn.

**VOODOO DOLLY**

# THE GANG BANGERS LEGEND STACK

Buying Legends works a little bit differently in **Gang Bangers**.

Though the **Legendary Lock** costs 6 and is worth 3 VP, each other Legend - Treasure card costs 8 and is typically worth 4 VP. Unlike in ANNIHILAGEDDON, these Legends remain **facedown** until they are gained! You can **ALWAYS** buy the top card of the Legend stack (again, without looking at it first) for 8 Power. You may gain as many Legends each turn as you can afford.

When you gain a Legend this way (including the **Legendary Lock**), you peek at it to see what it is, then **put it on the bottom of your deck**. This means you're likely to draw your Legend sooner, but watch out for **Wild Magics**!

**NOTE:** A few of the Legends do something immediately when you gain them! Be sure to keep an eye out for this when you peek at whichever Legend you just gained.

## NEW STANDEE

The Gang Bangers Trophy Standee works exactly like the original Annihilageddon Trophy Standee—but it confers a different bonus to its current owner: **The player who controls the Standee pays 1 less to buy Legends**.

## NEW DEAD WIZARD TOKENS

The major new addition with the **Gang Bangers** Dead Wizard Tokens is that 12 of them are “**SECRET**,” which you can tell by the green background.

These new **SECRET** Dead Wizard Tokens **\*MUST NOT BE REVEALED\*** until the end of the game! You can lie or tell the truth about what your **SECRET** Dead Wizard Tokens actually say, but you are not allowed to verify this by actually showing them to another player (until they’re turned faceup by an effect).

**Because of these new **SECRET** Dead Wizard Tokens, it is very important that the players are very careful when they draw a Dead Wizard Token.** Plenty of them still have an immediate effect and are revealed to everyone right away, but in case you’ve drawn a **SECRET** Dead Wizard Token, you should take a moment to check. You don’t want to get overexcited and accidentally reveal a **SECRET** Dead Wizard Token to everyone!

While most **SECRET** Dead Wizard Tokens will stay **SECRET** until the end of the game, there are exceptions. Several of the **SECRET** Dead Wizard Tokens have abilities that allow the player to “reveal” them to achieve an effect. In the case of these tokens, the effect triggers as a result of YOU choosing to reveal it. Once revealed, these tokens will remain revealed for the rest of the game. You **MUST** reveal the token to gain the effect. If the token has already been revealed, from any effect, it can’t be “revealed again,” unless some other effect causes it to be returned to a facedown **SECRET** position. Additionally, you only get the bonus if YOU reveal the token, not if some other effect causes it to be revealed.



At the end of the game, before counting VP, the players should take a moment for everyone to reveal, announce, and resolve their **SECRET** Dead Wizard Tokens. Note that each player may resolve their **END OF GAME** Dead Wizard Tokens in any order they choose, which can occasionally make a difference.

In all other ways, **SECRET** Dead Wizard Tokens are just like regular Dead Wizard Tokens. They still count as Dead Wizard Tokens, are worth a base amount of -3 VP, etc.

# CLARIFICATIONS

There are a lot of interactions and situations possible in Gang Bangers, and if you're in doubt about how to resolve a situation, please refer to this clarification section, which is divided up by topic.

## GENERAL CLARIFICATIONS

**Blasting Glyph (1):** You may choose any card you played this turn (you don't have to pick the highest-cost card).

**(2)** Cards that reference Glyphs refer only to cards named "Glyph" and don't include "Blasting Glyph".

**Penalty for Gameplay Errors:** There are times when a player may mess up a game rule in such a way that they gain an unfair advantage. For example, a player who reveals 1 of their SECRET Dead Wizard Tokens even though it's a game rule that they can't. Playgroups may wish to take a forgiving approach, or to institute a penalty for this. We recommend something between lose 1 HP (very minor penalty) and gain a Dead Wizard Token (ruinously ruthless penalty).

**NOTE ON TREASURE – LEGEND CARDS:** Although these cards aren't visible, they are still considered to be "Treasure – Legend cards with cost 8" even while they remain facedown in the Legend Stack, because each of these cards (except Legendary Lock) shares those attributes. For example, if you played a card like God's Truck Nuts that may (depending on your roll) let you gain a card with cost less than 9, you would be able to gain 1 of these cards, even though the printed cost is hidden. However, other attributes of these cards may only come into play once the card is gained, or as you're peeking at the card as a part of gaining it, when you can confirm that those attributes exist, since they aren't consistent amongst all the cards. For example, if you played a card that said "ATTACK" cards have cost -2 this turn, that would not apply to the top of the Treasure – Legend stack, even if you had attained certainty that the top card was an ATTACK card via an effect like the Legendary Lock. However, the Mercules Gangster would still let you put that card on the top of your deck when you gain it, since in that moment it can be "confirmed" that it is in fact an ATTACK card.

## INDIVIDUAL GANG CLARIFICATIONS

### MERKIN KINGDOM

**Merkin:** This counts only cards with the name Merkin; it doesn't count your other Merkin Kingdom Gangsters (Merqueen and Mercules).

**Mercules:** This ability still works outside of your turn.

**Merqueen (1):** Defeating multiple foes simultaneously while you DON'T have the Standee does not open up a window for Merqueen's ability.

**(2):** Merqueen's ability can technically trigger multiple times in a turn, if you're able to get enough kills to make this possible.

### BONER BOYZ

**Da Grave Robber:** Simply gaining a Dead Wizard Token is \*not\* the same thing as dying/getting killed (even though gaining a Dead Wizard Token happens as a result of getting killed). You do not reset your HP to 20, for example, and a token that says "the player that killed you" does NOT apply, since you weren't "killed."

**The Bone Queen:** Sacrificing a Gangster simply returns them to your Hideout.

**Voodoo Dolly:** Healing HP above max health still counts as healing. For example, if you are at 25 HP and heal 10 HP, your HP may already be capped out at 25 HP, but Voodoo Dolly will still deal 10 damage.

### SK8 RATZ

**Gang Rules:** Summoning a card that is both a DEFENSE and a Creature card does not confer any special bonus; it still only allows for the summoning of 1 Gangster.

**Bubo (1):** Effects that increase how much damage Bubo deals will also affect how much he heals (for example, Ballzor).

**(2)** Even though HP cannot be reduced below 0, players are still considered “damaged” for the full amount. For example, if Bubo deals 2 damage to a player with 1 HP, the player will drop to 0, but Bubo’s controller will still heal 2 HP.

**Ballzor the Quenchinator:** The player may always apply multiple static effects in any order they wish. For example, if you control Willy’s Long Lost Ball (“if you would deal exactly 1 damage, deal 5 instead”), and Ballzor, and you deal exactly 1 damage with your Wand, you have 2 options: (a) Apply Ballzor to the Wand first, doubling it from 1 damage to 2. Then apply Willy’s Ball, which will no longer alter the damage amount since it isn’t exactly 1. \*Or\* (b) Apply Willy’s Ball first, changing the damage from 1 to 5. Then apply Ballzor, doubling the damage from 5 to 10.

**Shreddr the Sk8 Leadrr:** The combined damage is processed as 1 packet. For example, if a player is at 4 HP and Shreddr ATTACKS them, flipping 3 cards that each cost 5, the player will take 15 damage all in 1 packet, be reduced from 4 HP to 0 HP, and die.

## KTHULHU KIDS

**Gang Rules (1):** Mayhem “L” causes up to 2 other Mayhems to be played. This may indeed result in a total of 3 Cuddle Cultists getting summoned!

**(2):** An effect that simply states “summon a Gangster” does in fact let you look at all of the Gangsters in your Hideout and summon any 1 of them you want!

**Gangster ATTACKS that roll 2D6:** The attacked foe must always choose to defend or not BEFORE you roll the dice. Once you’re rolling, it’s too late to avoid the ATTACK! If the ATTACK \*IS\* avoided, you do not roll at all.

**Abby Azathoth / Cathy Cthulhu:** “Immediately acts again” means you immediately ATTACK with that Gangster again, choosing new targets if desired.

**Cuddle Cultist:** When a Gangster is “sacrificed,” they are simply returned to your Hideout.

**Harry Hastur:** The doubles effect allows you to pick and summon ANY Gangster in your Hideout (you don’t have to summon at random).

## ROCK ‘N’ SATAN

**Gang Rules (1):** You may look at your Gangsters at any time, but they’re typically summoned at random, so you may want to keep them in a randomized facedown stack for ease of play!

**(2):** Please note this ability works outside of your turn.

**Infernal Contract:** **(1):** This card does not have a card type.

**(2)** This card does not return to your stack when destroyed, so you can theoretically run out of these.

**(3)** It is possible to play a Contract as the Rock ‘n’ Satan player. This may result in you killing yourself, and allows you to draw 2 cards on a roll of 6-8.

**Gothicus Glum-Grim:** Setting a player’s HP to a specific total never counts as dealing or healing damage.

**Styx Blazer:** Causing a player to lose HP is not the same thing as dealing damage. For example, Ballzor or Annihilageddon Arena would not affect this Gangster.

## FREAKY FRUIT

**Gang Rules:** No matter where the summoning comes from, the Freaky Fruit must summon their lowest available Gangster!

**Berries Gone Wild:** If you gain a Wild Magic outside of your turn, the ability still applies.

**Busted Cherries / Lewd Applier:** The attacked foe must always choose to defend or not BEFORE you reveal the top card of your deck. If they defend, you do NOT reveal!

**Peeping Tom-ato:** Each time the top card of an opponent’s deck changes, they must reveal the new top card to you. Even though typically nothing processes “in the middle” of another effect, Peeping Tom-ato’s static effect causes the top of decks to ALWAYS be viewable. So, if you play a Wild Magic that is on top of another player’s deck and have a Toma-ato in play, the top card of that player’s deck should be visible again immediately (even before you decide how to use the Wild Magic).

# DEAD WIZARD TOKEN CLARIFICATIONS

**GENERAL (1):** If you have multiple Dead Wizard Tokens with “END OF GAME” effects, you may process them in any order.

**(2):** Effects (such as Mayhem R) that cause Dead Wizard Tokens to be turned facedown for the sake of anonymity may have the effect of turning a revealed SECRET Dead Wizard Token facedown again. As such, it is concealed again, may be revealed to gain a “reveal effect” again, etc.

**(3):** Sometimes an effect states that you “resolve” a Dead Wizard Token. This refers to faceup Dead Wizard Tokens only, and is meaningless as applied to facedown Dead Wizard Tokens.

**(4):** SECRET Dead Wizard Tokens in the supply are ALWAYS facedown and shuffled into the supply.

**Dead Wizard 5, 6, 11:** If you kill yourself, you will benefit from these tokens.

**Dead Wizard 7:** Turning a Dead Wizard Token “faceup” doesn’t alter it in any way. However, if “REVEAL THIS ON YOUR TURN” is part of a cost on its ability, it can no longer be used for that ability because it’s already been revealed.

**Dead Wizard 10, 20:** END OF GAME effects on Dead Wizard Tokens are not dependent on whether the token has been revealed or not.

**Dead Wizard 12:** If the chosen foe does NOT agree to destroy the token, you don’t get to nominate another foe. Note that a player may deceive you into believing they will choose to destroy the token, and then not follow through once you’ve chosen them to decide.

**Dead Wizard 13:** Whatever collection of Familiars the playgroup has amassed from other Epic Spell Wars products is fine, but the players should (ideally) agree on the contents of this collection before the game starts.

**Dead Wizard 18:** This token still counts itself. In other words, if this is the very first Dead Wizard Token you gain, each foe would need to have 2 or more Dead Wizard Tokens already to trigger the additional effect.

**Dead Wizard 21, 22, 23, 24:** Revealing the token is the cost to achieve its effect, and that cost can only be paid when the token is facedown. In other words, if the token is already revealed, it cannot achieve its effect, even when a player is instructed to “resolve” the token (if it’s faceup, the token can’t be “revealed,” and if it’s facedown, it can’t be “resolved”).

**Dead Wizard 25:** In other words, Legends cost you 2 less to buy if you have the Standee. If you’re playing with the original Annihilageddon Trophy Standee, process the power twice consecutively (draw 1 card, discard 1 card; then repeat this).

**Dead Wizard 26:** “Your Fizzles” are Fizzles you **own** (that exist in your deck, hand, discard pile, or under your control), so Fizzles that you play but **don’t own** do not count (for example, off of a Wild Magic).

**Dead Wizard 28:** If there are fewer than 3 STARTERS, you still must gain as many as you can.

# LEGEND CLARIFICATIONS

## GENERAL

**Cutting Legend cards:** There may be circumstances under which the players decide to remove a few of the Legends from the stack, and this shouldn’t cause any problems. For example, if you aren’t pairing **Gang Bangers** with the original ANNIHILAGEDDON, you may wish to remove **Wand of Jenny, Willy’s Long Lost Ball**, and **Lil’ Cat, Tiny Kitty of Kittenish Doom**. If you’re playing with just 2 players, you may wish to remove some of the Legends that are dramatically more powerful with just 2 players, such as **Tomb of the Grim Reaper**. Finally, there may simply be a few cards that the players don’t like!

**ATTACKS that roll 2D6:** The attacked foe must always choose whether to defend BEFORE you roll the dice. Once you’re rolling, it’s too late to avoid the ATTACK! If the ATTACK \*IS\* avoided, you do not roll at all.

## SPECIFIC CARDS

**Annihilageddon Arena Souvenir Cup:** This effect persists against each foe for the entire turn, even after they're killed!

**Death Wand of the Time-Fetus:** If you kill yourself this way, you may give yourself 1 of your own Dead Wizard Tokens and resolve it.

**Deck of Destiny:** Unlike with a Familiar, this causes you actually to gain control of the ATTACK and re-make it, so it CAN be defended against.

**Defensive Suppository Nuke:** They will finish resolving their next ATTACK against you before you roll 2D6 against them.



**Double D-Eagles:** Because dying is a special trigger that begins processing instantly when someone's HP reaches 0, and creates "new" triggers to resolve, you must finish processing a death caused by the first ATTACK—and any resultant triggers—before you resolve the second ATTACK (or any triggers resultant from say, playing the card). Since triggers caused by death include gaining a Dead Wizard Token and setting your HP to 20, all of this occurs before you finish resolving Double D-Eagles.



**Doubling Swords (1):** If you end up resolving the ATTACK without playing the card, and you roll doubles, you will then in fact actually play the card. For example, Mayhem O from ANNIHILAGEDDON or a Familiar redirect can create this situation. Note that in addition to making the ATTACK again, you will draw a card each time you play this card!

**(2):** Resolve the entire card before you play it again. If you roll doubles on both ATTACKS, you will in fact have 2 additional "play this card" queued up. There is no limit to how many of these may be queued up. Because this trigger is a part of resolving the card itself, it must be resolved before other triggers (such as a trigger from **Murdershroom Marsh**). (Note that you still resolve kills caused, immediately.)

**Grimm Reaper Brand Scythe:** Anytime the game asks you to target your "weakest" foe and 2 or more are tied, you choose which to target.

**Lil' Cat, Tiny Kitty of Kittenish Doom:** If you play Papa Boner with Li'l Cat, he works just like he normally would (your Ability tile still "remembers" to go back once the next Legend is gained). Players may build a pool of Ability tiles out of any ANNIHILAGEDDON releases.

**Mind-Control Device:** **(1)** If you choose a Gangster without an ATTACK (such as Merqueen), then nothing happens. You don't gain control of the Gangster; you just make an ATTACK with it. But you do "own" the ATTACK, so (for example) it still counts as your kill.

**(2)** If you choose a Gangster with a "this Gangster may act again" bonus, such as Cathy Cthulhu, that bonus remembers the circumstances of the last ATTACK and attempts to repeat them. So you will be able to ATTACK with her again.

**(3)** You may choose your own Gangster, and they will ATTACK, even if they've already acted.

**Monkey Paw Nunchucks:** If you end up resolving the ATTACK without playing the card, and you roll doubles, you will then in fact actually play the card. For example, Mayhem O from ANNIHILAGEDDON or a Familiar redirect can create this situation. Note that in addition to making the ATTACK again, you will gain the Power each time you play this card!



**Shield of the Spider-Ass:** Blocking a Gangster ATTACK does not put that Gangster into your hand or destroy the Shield!

**Shrink Ray Gun:** This is not considered damage.

**Wand of Jenny:** If you pick Jenny first, then set her aside before picking the next Legend. Set that aside before picking the third Legend (so you can never pick the same Legend twice during a single resolution of this card).

# ADDITIONAL CLARIFICATIONS

**Interpret Literally:** This Clarification section is designed to offer additional clarity for cases in which the cards aren't clear to the players. If you still aren't sure, try interpreting the cards as literally and specifically as possible. Words like "can" and "may" and phrases like "on your turns" or "on each turn" are used very deliberately to try and illustrate the intended play for the card as clearly as possible, including under unusual circumstances.

**ROLLING 2D6:** Several cards in **Gang Bangers** require you to roll 2D6. Players should be sure to agree about basic rules for rolling dice. We recommend that if a die roll is invalid (from landing off the table or landing cocked), the player should re-roll both dice.

**Alternate Game End:** Although it is quite unlikely, it is still technically possible for the game to end by the Legend stack depleting or the main deck running out. However, expect it to be because of the Dead Wizard Tokens running out.

## ORIGINAL ANNIHILAGEDDON ADDITIONAL CLARIFICATIONS

A few aspects of the original ANNIHILAGEDDON can encounter new context when using **Gang Bangers**, which might cause confusion. Here are a few additional clarifications:

**Mayhem W:** None of the Legends in **Gang Bangers** have a "GROUP ATTACK" and so this Mayhem won't do anything.

**Fatality Fighter:** If you choose for the defeated foe to gain a SECRET Dead Wizard Token, they still gain it facedown, even though you will know what it is.

**Necromancing:** SECRET Dead Wizard Tokens CAN be targeted with Necromancing (whether faceup or not), but SECRET Dead Wizard Tokens always ignore the directive to be "resolved."

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# ANNIHILAGEDDON

## Gang Bangers



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