Collateral Damage: Turn Reference

1. ## Initiative
   Figure out who goes first based on who is winning. The person in the lead gets a slight disadvantage for game balance.

2. ## Libido
   Everyone's characters gain Libido Points. Guardians get 1, all others get equal to their Libido stat.

3. ## Voluntary Movement
   In order of initiative, players move some or all of their characters to adjacent cities.

4. ## Automatic Movement
   Characters in Love must move toward their Love Interest or Rival if that character is one city away. Love Interest takes priority over a Rival.

5. ## Love
   Roll dice (without spending Libido Points) for Love. Roll for each character in the city with whom your character could fall in love, going in decreasing order of looks. If the 2 dice rolled is less than or equal to the sum of your character's Libido stat and the other character's Looks stat, your character is in love with that character.

6. ## Combat
   Spend Libido Points to attack other characters in the same city as your characters, using one character per combat round. Roll a die and add your character's Strike stat. If higher than your opponent's die roll plus Dodge stat, the difference times Libido Points spent is the damage done to that character. If the die roll plus Dodge is higher, the difference times Libido Points spent is the Collateral Damage done to the city. Either way, doing damage gives you Notoriety Points.

7. ## Domination
   Try to take over cities with your conscious characters. If the number of your conscious characters plus Notoriety Points spent plus a die roll is greater than the City Strength plus all opponents' conscious characters in a city, you Dominate the city and one of your characters becomes its Guardian.

8. ## Firing & Recruitment
   Fire characters you don't like. Recruit new characters paying Notoriety Points based on how many characters you have in the game (Guardians don't count).

9. ## Mutual Love
   If two characters are in love with each other and are alone in a city (unconscious characters and Guardians don't count), both of their Libido Points drop to zero.

Collateral Damage: Quick Set-up Guide

1. Shuffle the High School, Alien, Shady, and Training decks and put in a convenient place. Put the tokens next to the decks. Roll for turn order.

2. Everyone picks a color and takes those pieces. Everyone starts with 1 Notoriety Point and 0 City Strength Points on their Gang Boss card.

3. Place Mega Neo Tokyo in the middle of the table and shuffle the remaining city tiles. Everyone pick two.
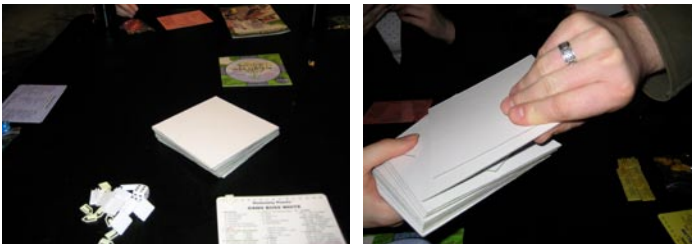
4. Everyone take the top High School character, and one character type of their choice.

5. In turn, everyone places a city tile...

6. Then places one of their characters in the city they just placed.

7. Continue in order until everyone has placed one city and character, then go in reverse order for placing the second city and character (switchback).
The board is now set up for the game.