GO AHEAD PUNK !

Game Manual

San Francisco... A City Under Siege

A maniac is on the loose. Codename - Stinger

Killing at random, he doesn't want money... he's enjoying himself.

Standing in his way, three of SFPD's finest.

Their task, to close the net while there's still time.

They must stop the killing or as a last resort, prevent his escape.

Game Overview

Inspired by classic '70s Cop cinema. Go Ahead Punk is a One vs All hidden movement game of cat and mouse stealth, and all guns blazing action.

One player takes the role of a sadistic killer holding the city to ransom.

The other players take on the roles of San Francisco's finest; inspectors Lacey, Johnson and Brannigan. It is their task to track down the shooter.

Winning the game

Stinger wins if he achieves 3 hits and escapes the city. All the Cops have to do is take Stinger down first.

In the box

Gameboard - a map of San Francisco

4 Player boards, one for each character

45 Cards that make up the Cop Deck

14 Cop Inventory cards of equipment for the Cops

4 Character tokens, 1 helicopter token, 1 Jam token

Stinger movement board and screen (so Stinger can move in secret)

36 Cards that make up the Stinger Deck

9 Stinger Key cards

24 Solo A.I. cards

44 Tokens including: 16 Weapon tokens, 15 equipment markers, 4 health markers, 3 Car Tokens

San Francisco's Finest

Frank Brannigan

A grizzled Cop. Frank hates hoods and whatever he hits with that canon of his, he destroys. He gets +1 damage with any hits scored.

Eddie Johnson

Weapons specialist Eddie favours the shotgun. With a 1 die combat re-roll it's hard to miss. He loves what he does... and looks damn good doing it.

Katherine Lacey

After years in Personnel & Records, she knows the law and all the crimminal connections on the street, making her the intel specialist.

Codename - Stinger

A maniac on the loose. Little is known about the killer, so the police gave him the codename "Stinger".

What they do know makes for grim reading. A highly skilled, well trained operative, he's not in it for money, or revenge. It's because he likes it.

Believed to be in hiding on Alcatraz Island, the Cops are sending in their best to bring him down while they still can.

Setting Up

We recommend setting up the board in the way shown, with the cops moving in this order Katherine first, Frank second and Eddie third. Stinger is set up at the top of the board.

Place the **Stinger Deck** and **Stinger Key Deck** by Stinger's player board.

Put Stinger's inventory items (black border) next to the cards.

Put the Stinger playing piece and Jam Token with the player board.

Give each player 4 dice of the same colour as their player board.

Each player should also take a Health Marker and put it on the highest number of the Health Tracker on the player board - 5 for cops and 10 for Stinger.

Place the **Cop Deck** and **Cop Inventory Deck** within reach of the cop players.

Player Count:

1 Player: See page 18 for differences in setup

2 Players: One player is Stinger, the other plays all Cops

3 Players: One player is Stinger, the others choose a Cop each and share control of the third Cop

4 Players: One player is Stinger, the other players choose a Cop each
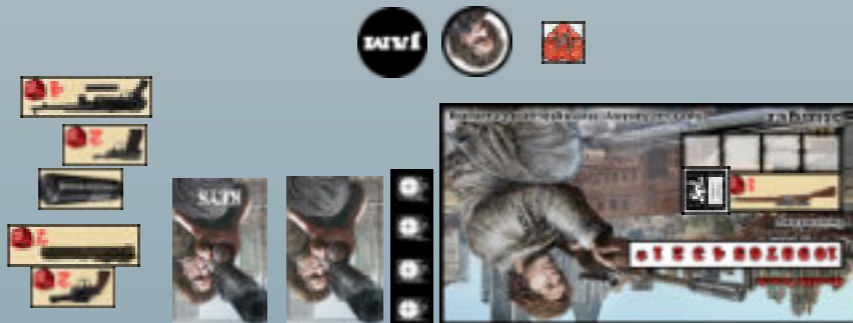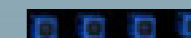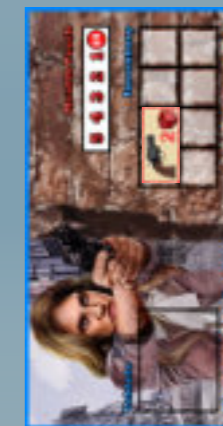

Place the Movement Tracker behind the screen, and place the tracker token with it. Add the Sniper Rifle and free escape token to Stinger's Inventory. Stinger also begins with the first player marker. (Police badge)

Place the hunch token on position 1 of the hunch tracker.

Add the Cops' starter weapons to their inventory slots on the player boards:

Frank: .44 Pistol

Eddie: Shotgun

Katherine: .38 Pistol

Place all the Cop Inventory Items (red border) close to the Cop players.

Place the Helicopter playing piece close to the Cop players.

Before you start...

...Stinger needs to set the scene, and the Cops need to decide where they're going to start the hunt.

Stinger Preparation

Firstly, the player playing as Stinger should choose their start location, and mark it secretly on the Movement Tracker behind the screen

Next, draw from the Keys Deck. You have now obtained your first Janitor Key.
This can be the location of your first hit.

Now wait for the Cops to choose their starting locations.

Early concept for Stinger art

After the Cops have decided where to start the hunt and have placed their pieces, draw 1 card from the Stinger deck followed by a move action (or another Stinger deck draw if you prefur to stay in place).

After this, you must give the cops their first lead. Declare 2 districts - one you are in and an adjacent one in either order.
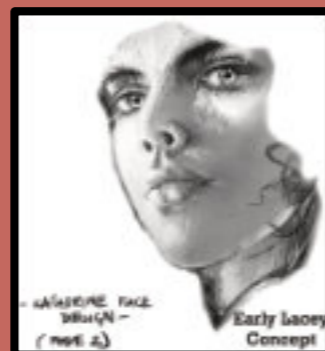
Cops Preparation

Early concept for card backs

Once Stinger has allocated his start location, each cop needs to choose a starting location on the board, and place their Cop playing piece on that location.

Once the pieces are on the board, it's back to Stinger to make his first move and reveal the first lead.

Early Lacey Concept

Now the Cops can each make their first move (see Movement, p10), and then play continues as described in Phase 1: The Hunt!

Board Elements

All players will move around the San Francsisco map. either visibly (the Cops) or in secret (Stinger). Making the best use of the transport and city facilities is the key to success.

Game Board

The board is a representation of 1970s San Francisco.

Players move around different coloured lines between numbered intersections.

The city is further separated out into different coloured districts.

Key game elements are summarised in the top left corner of the board. The Hunch Tracker on the top-right counts down to the next time the Cops get a free hint to Stinger's location.
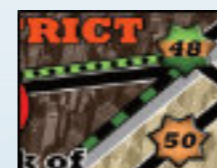
Movement - All Players

ROADS (Black) - All players may move along black lines between each numbered star. Each star reached counts as 1 movement point.

FREEWAYS (Blue) - Movement along a *continuous* freeway line counts as 1 movement point no matter how far you go.

In the Escape Phase of the game Stinger cannot use the freeway, as the city is in lockdown.

Movement - Stinger Additional Options

If Stinger has collected the relevent Transit Pass, the player can move along the green Cable Car and Street Car lines.

Passes are single use only, and work in the same way as Freeways - movement along a continuous line counts as 1 movement point no matter the distance, including through the tunnels (dashed lines).

Like the freeways, Stinger cannot use Transit Passes in the Escape Phase.

Example of a 4-move turn for Stinger:
Stinger moves 1 space on a road to a Streetcar space (1) and then uses a pass to move across the board (2). He then moves one space along a road to a freeway space (3) and travels a long distance again via the freeway (4).

Board Elements Continued

All players will move around the San Francsisco map, either visibly (the Cops) or in secret (Stinger). Making the best use of transport and city facilities is the key to success.

Hit Locations

These are shown on the board as crosshairs. Stinger can make use of these locations if he can access them without attracting attention, using a janitor key or park ranger uniform.

Note: Sniping locations also count as a space for movement purposes.

Black Locations - Stinger needs the relevant Janitor Key card to make a hit. Each Janitor Key card will only let Stinger access the named location on the card, and once used a key card should be discarded.

Green Locations - Stinger needs the Park Ranger Uniform card to make a hit at these locations. Stinger only needs one Park Ranger Uniform to access any Green location, and unlike Key Cards Stinger keeps hold of the uniform after each use. He also gains the Park Ranger handgun.

Red Locations - These are treated like black locations, except that they cannot be used for the third and final hit.

Ports and Hospitals

The 4 ports are marked with the anchor symbol. Stinger must reach one of the four ports in the Escape Phase.

ER Hospitals are shown as 'ER'. The player heals 2 health points at these locations on arrival and +2 per turn as long as the character remains there. They are:

- Park Emergency Hospital, 811 Stanyan Street
- San Francisco General Hospital, 1001 Potero Avenue

Stinger may also use an E.R., but must reveal his location on arrival if he does.

The Hunch Tracker

Hunch Tracker

1

2

3

Reveal

Every 4 rounds, the Cops will get a hunch as to Stinger's location.

Each round the hunch tracker is moved after Stinger and before the first Cop.

When the hunch tracker reaches "Reveal" Stinger must immediately reveal his current district, e.g. "Pacific Heights" if he is at location 28, 29 or Alta Plaza Park.

The hunch tracker is NOT moved:

- During combat

Player Boards

Each character has their own board to track Health, Inventory and Vehicles. Additionally Stinger has the Movement Tracker behind the screen to keep track of his movement in secret.

Player Boards

Each character has a player board to keep track of *Health*, *Inventory* and, for the Cops, *Vehicles*.

The Cops' health starts at 5, and Stinger at 10. Each time a character is hit, reduce the Health Tracker marker by the number of hits rolled.

If a Cop's health drops to 'ER', move that player piece directly to the nearest ER and heal 2 health on the tracker.

If Stinger's health drops to Zero, the Cops win!

If a Cop draws a 'Vehicle' card, add the appropriate car token to the board. That character now has +1 movement, unless they are in a Jam district.

Any inventory items have to be kept in the player inventory. There is limited space, and players must discard what they can't carry! If you pick up something and there's not enough space in the inventory, you can choose whether to discard the new item or one or more existing ones.

Stinger Movement Tracker

The movement tracker is hidden behind Stinger's screen at all times. It is a numerical representation of all locations in the city.

Stinger's marker always stands on his current location, it is moving all the time as the game progresses.

If Stinger decides not to move or draw a card, he must declare it.

Other Game Elements

For details on the other game elements, including Inventory Items and Tokens, please see the reference on the back page.

For explanation of the card and dice symbols, see page 17.

Playing the game

The game is played in 2 phases - 'The Hunt' and 'The Escape'. During The Hunt, Stinger is attempting to complete 3 hits while the Cops are trying to track down and eliminate him. Once the 3 hits are complete, the game moves to the Escape Phase, where Stinger has to escape the city via one of the 4 Port locations while the Cops have one final chance to take him down!

Phase 1: The Hunt

The instructions assume you are using the recommended setup and player order of Stinger, Katherine, Frank then Eddie. For the first round follow instructions in the 'Preparation' section. Thereafter play is conducted as below.

Round Order:

1) Stinger can do *one* of the following things:

   1) Move up to 4,

   2) Play a card from his hand,

   3) Draw a new card, and play it if the card allows,

   4) Declare a hit, place a hit marker on the board at the hit location together with Stinger's playing piece, then draw a card as a free action to play or keep.

   5) Heal up to 2 if in an ER and staying on that location.

2) Move the Hunch Tracker

   Move the Hunch Tracker marker one space along the tracker.

   If the tracker moves to the 'Reveal' space, Stinger must reveal the *district* he is currently in.

   If the tracker is already on the 'Reveal' space, move it back to position 1.

3) Each Cop player in turn order (Katherine, then Frank, then Eddie) can do *one* of the following:

   1) Move up to 3 (plus any bonuses).

   2) Play a card from their hand,

   3) Draw a new card to play or keep,

   4) Share inventory items with another Cop at the same location. Unlimited item swaps are allowed, but all items must fit in the inventory of each player,

   5) Heal up to 2 if in an ER and staying on that location.

Movement

All players can move along Roads ▬▬▬▬ and Freeways ▬▬ .

Movement between *each* numbered star or hit location costs 1 movement point.

Movement through *any number* of stars on a Freeway costs 1 movement point.

Movement on Roads and Freeways can be combined, so Cops can move 1 place on a road, all the way along a freeway then make one more move on a road for their 3 movement points.

Freeway spaces must be continuous and connected. You cannot jump from Star 1 on the North West Freeway to Star 152 on the South East Freeway.

Cops can move to or through green-coloured star spaces if a Road or Freeway connects to them.
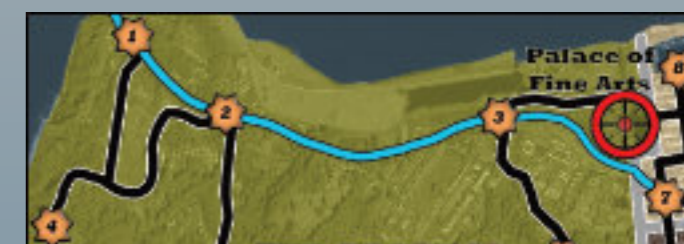
Movement Example - Roads and Freeways

In this example, a player starting on Star 4 can use 3 moves to go:

   First movement: 4 to 1 (Road),

   Second movement: 1 to 7 (Freeway).

   Third movement: 7 to 8 (Road).

In addition to Roads and Freeways, Stinger can also use Cable Cars ▬▬▬▬ and Streetcars ▬▬▬ if he is holding a Cable or Streetcar Pass.

Streetcar and Cable Car Passes are single-use only and allow Stinger to travel to anywhere on the relevent network in one move. This can potentially be very powerful for Stinger, as he can move across the entire city using only one of his 4 moves!

Movement Example - Cable Cars and Streetcars

In this example, Stinger can play a Cable Car Pass to move straight from 45 to 48.

The Cops can make the same move, but they have to move to 52, Bank of America and then 48, costing 3 movement points.
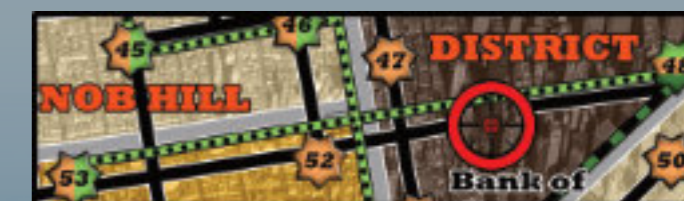
Finding the Killer

Stinger's exact location is revealed under the following circumstances. In each case, place the Stinger playing piece on the correct location on the main board if:

- A Cop moves over or ends their move in the same place where Stinger is hiding, Stinger must declare it. (Combat begins, see p14)

- Stinger draws a "Spotted" card that requires him to reveal his location

- A 'Location Intel" card is drawn by Lacey (Intel Specialist)

- A 'Location Intel' card is drawn by another Cop who has cash to pay for more precise intel

- Stinger moves onto a Cop space (he may see a weakened Cop he can send to the ER!)

Making a Hit

The turn AFTER moving on to a sniping location, Stinger can make a hit! The player places a hit token and his playing piece on the board. The player can also draw 1 card as a free action.

NOTE: If Stinger has the silencer, the hit is completed in secret. The player places the hit token and draws a card the turn AFTER the hit, when he has already moved away.

Gameplay continues until Stinger completes three hits. At this point the game moves into Phase 2: The Escape!

IMPORTANT: The sniping locations shown in red CANNOT be used for the third and final hit.
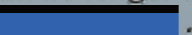

Phase 2: The Escape

After making 3 hits, Stinger must try to sneak away from the city unseen to his hideout on Alcatraz. The only way out is to try and steal a boat from one of the 4 ports.

To stop him, the Cops need to close the net, watch the ports like a hawk and try to stop him sneaking through!

Play continues in the same order as the previous phase, with the same options each turn, except Stinger does not make any more hits.

Lockdown in the City! Differences in the Escape Phase:

With the city in lockdown there are some important differences in the Escape Phase:

- Stinger can no longer use the Cable Cars [▮▮▮▮▮] the Streetcars [▮▮ ▮▮▮] or the Freeway [▬▬▬] . The city is in lockdown!

- Stinger *must have* at least 1 more movement point to leave port after moving in. If Stinger lands on a port on his last move, he must wait until the next turn to win.

- Stinger cannot leave a port as part of an Escape Roll - see the Combat section. Escaping in a hail of bullets is not the same as sneaking away unseen!

- Stinger's auto-escape token [▯] is discarded at the start of the Escape Phase if it hasn't been used.

- The Jam token [JAM] is removed if it is in play. Stinger cannot use the Jam card in the Escape Phase.

- ER locations are now guarded and Stinger cannot use them.

- Any cards marked with the [⊘] symbol cannot be used in the Escape Phase.

— KATHERINE CHARACTER —
(INITIAL SKETCH)
PAGE 2

Combat

Anytime a Cop moves on to a space occupied by Stinger, or Stinger chooses to move on to a space occupied by a Cop, the Stinger player must declare it, and combat ensues! The Stinger playing piece is placed on the board. The player moving on to occupied space is assumed to be attacking, and rolls to attack first.

Combat Procedure

On your turn if you initiate combat you play just 1 round of combat (you fire once, they fire once). After that round, combat is paused while the other players each take their turn and combat resumes again when it is your or your opponents turn.

Prepare for action!

Starting with the player who's moved onto the occupied space, players can choose whether to play a combat card. See Combat Cards later for more info.

Make the shot!

The player who moved in chooses one weapon and rolls their weapon dice first. Roll the number of dice shown on the weapon held by the player. If the player has multiple weapons, they must pick one to use for the round.

Deduct 1 health point from the opponent for each hit symbol shown.

Apply any special abilities, e.g. Frank gets one extra hit if any of his dice show a hit symbol, and Eddie can re-roll one die if it misses.

Fire back!

The defending player rolls their weapon dice and deducts one health from their opponent for each hit symbol shown. Also remember to apply any Special Abilities if necessary.

Retreat... or Stick it out!

Each player can choose to roll to escape if they want to. Roll 1 die, and if it shows the escape symbol that player moves up to 4 places away (in secret if the player is Stinger, or visibly if the player is a Cop).

IMPORTANT

Combat is now paused while the next player(s) takes their normal turn(s), until it is again the turn of one of the players involved in combat.

Combat on Stinger's Turn and the effect of Escape

Combat is slightly different for the Stinger player on his turn. If a Cop engages Stinger in combat and Stinger doesn't escape, play will pass to any remaining Cops and then to Stinger.

On his turn, Stinger has the option to try and escape BEFORE the combat round if he is weakened or fears he may not survive the round. If the escape is successful, the Stinger player moves up to 4 places away in secret.

When Stinger escapes from combat during the first or second Cop's turn he may move on his turn later in the round as normal. *However* if he escapes during the 3rd Cop's turn or his own turn, he cannot move again and must instead draw a card.

Normally Stinger must return fire at the Cop who just shot at him, but on his turn he may CHOOSE who to fire at, targeting maybe the weakest Cop.

Escape not going your way?

If you really need to escape and the die just isn't rolling your way, then there are two further options.

- You can 'burn' a card in your hand in exchange for an extra escape roll. Burned cards are returned to the box and are not used for the rest of the game. This can be done as many times in a row as you have cards. If the burned card is a Janitor Key or Park Ranger Uniform, Stinger must show the burned cards to the cops. They can now eliminate those locations

- Stinger starts the game with a single-use Escape Token. Discard this token after a failed escape roll and move up to 4 places in secret.

Key Combat Points

- Characters cannot heal using a med-kit in combat, *however* if a character escapes and is caught again before their turn, they can use a med kit if they have one before combat starts.

- Escaped Cops cannot re-join combat in the same place they escaped from. In other words, they can't escape 1 place, heal from a med-kit, then re-join if combat is still going on.

- Cops cannot exchange inventory items during combat.

- Combat is considered simultaneous, so if Stinger reduces the health of a Cop to zero, the Cop can still fire back if they haven't had their combat roll yet before they are moved to the ER.

Finishing Combat

Combat continues until one of the following:

- Stinger is dead, and the Cops declare victory

- Stinger or all the Cops present escape

- Stinger sends all the Cops present to the ER

Combat Examples

Follow these two examples to see how combat plays out, first as 1 vs 1 and then as 1 vs many.

1 vs 1 Combat

Frank moves on to Stinger's location, Stinger declares it and places his piece on the board.

1. Frank is the character who moved in on his turn, so he initiates combat

2. Frank selects the .44 magnum and rolls the 3 dice the weapon allows. Frank rolls 2 hits, but because of his Special Ability he adds +1 hit if at least one of the dice hit.

3. The Stinger player reduces their health by 3 on the Health Tracker.

4. It's early in the game and Stinger only has his Sniper Rifle - not great in a firefight! The Stinger player therefore plays a Combat Card that doubles any damage rolled. The player rolls 1 die and scores a hit! That hit is doubled thanks to the Combat Card

5. The player playing Frank reduces their health by 2 on the Health Tracker.

6. Frank can now try to escape, but he chooses not to in the hope of doing even more damage to Stinger next time.

7. Stinger doesn't fancy his chances at the moment with a severely under-powered weapon, so he decides to try an escape roll. He rolls 1 die and it's an Escape symbol! The player removes Stinger's piece from the board and moves up to 4 places away from the combat site in secret.

NOTE: When escaping, normal movement rules still apply, so Stinger cannot move through a Cop without announcing it and stopping to fight again. Cops can use this to their advantage to limit the escape options on the way to join the fight!

1 vs Many Combat Example

Use the map image opposite to help understand what is going on in this combat example.

1. It's Katherine's go and she moves on to Stinger, initiating combat. Katherine also has a Radio, so any other Cops with a Radio get +1 movement while Katherine is in combat.

2. Katherine does not play a card so Stinger plays a Combat Card to add +1 damage to any hits rolled.

3. Katherine can now play the card she had to cancel Stingers card. Neither player has any Combat Cards left at this point.

4. Katherine rolls the dice for her attack, and Stinger records any damage

5. Stinger rolls the dice for his attack, and Katherine records any damage.

6. Stinger rolls to escape but fails. Combat now pauses, and it is Frank's turn.

7. Frank is 4 places away and his standard movement is 3, but he's already picked up a car and gets +1 to all movement. He joins Stinger and Katherine on the same space and rolls his combat dice to attack Stinger.

8. Stinger records any damage, and rolls his combat dice to fire back at Frank. Frank records any damage.

9. Stinger rolls to escape, and again fails! It's now Eddie's turn.

10. Eddie is also 4 places away, he has no car, but does have a Radio so gains +1 movement because Katherine also has a radio and she is in combat. Making good use of the freeway, Eddie is able to join the fight!

11. Eddie plays a Combat Card to deal double damage. He rolls 3 dice and gets 2 hits. His special ability lets him re-roll the 3rd die and he gets another hit! Because of the combat card, that's 6 damage to Stinger!

12. Stinger fires back at Eddie, and rolls 2 hits. Eddie only has 2 health left after a previous encounter. With his health reduced to zero, he is moved immediately to the nearest ER.

13. Stinger can once again roll to escape, and once again fails!

14. It is now Stinger's turn. On his turn, Stinger can roll to escape *before* any combat. He does so, but incredibly the escape roll fails again!

15. Stinger is now desparate! He's got very little health left and if he can't get away, he'll be starting a new combat round with both Katherine and Frank. The Stinger player discards the only card in their hand in exchange for another escape roll. Sadly for Stinger, it's a Janitor Key that must be revealed to the Cops, so they know that location can't be used for hits any more.

16. Stinger rolls. Success! It's an Escape symbol and he limps away up to 4 places in secret, nervously checking the Hunch Tracker in case he has to reveal his district once again...!

Hit! The opponent reduces their health 1 point for each hit rolled
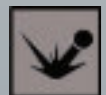
Ricochet! The shot bounces harmlessly away. No effect to either player.

Escape! If it is an escape roll, Stinger moves up to 4 places or Cops move 1 place. If it is not an escape roll, nothing happens.

Play now, or keep for later

! Play immediately

+1 Draw an additional card

Discard, draw the top Inventory card and place the relevent item token in your inventory, if there is room. If there isn't room, you can discard other inventory items to make room.

Play now, or keep for later, *but* you can only hold 1 of these types of card in your hand at any one time.

This type of card cannot be used in the Escape phase.

Card Clarifications

Location Intel - Stinger must reveal the *district* he is in. If the card is played by Katherine, or another Cop with cash, Stinger must reveal the *exact* location. If cash is used, it is then discarded.

Car Card - Discard the card and place the relevant car on the player board. A Cop can only have 1 car. Also, the Cop player should draw a card from the Inventory deck. It's amazing what people leave in the trunk!

Hoods! - Stinger isn't the only criminal in the city, sometimes Cops just kick down the wrong door! Hoods always have the jump and fire first. Unlike normal combat, the fight is continuous until resolved. Hood attack strength is explained on the card. Combat cards can be used by the Cop in the firefight, and if the Cop is sent to the ER the hoods retreat - discard the Hood card.

Movement Cards - The number on the card is *in addition* to the standard movement, so a Cop with a car playing a Lights & Sirens card can move 3+1+2 = 6 places!

Key Cards - In order to make a hit, Stinger needs access to the relevent building. A Key Card gives Stinger access to the named location. Keys are one-use only, and are discarded after use.

Uniform Cards - In order to set up unnoticed, Stinger must have the Park Ranger uniform to hit some of the park locations. Unlike Keys, the Uniform card is multi-use and can be used at any green Hit location. On drawing a Uniform card, Stinger may choose one of:

- Take the Ranger sidearm token and add it to the inventory, then place the Uniform card on show

- Only reveal the uniform and sidearm on making the first hit at a green hit location

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Solo Play

You are Stinger.... You Are a Killer.... but is all as it seems?

A skilled ex-military operative, you have been blackmailed by organised crime figures to take out rival gang heads around the city.

Only then will they release your daughter held on Alcatraz.

You play Stinger, the Cops are controlled by the AI.
Most elements are the same as the standard game.

Setup as per the original game with the following exceptions.

1. Line up the character boards in turn order at the bottom of the game board

2. Remove the following to the box: Stinger Screen, Stinger Movement Tracker, Cash Tokens, Cash inventory cards, Stinger Diversion Cards

*3. Assign a car token for Katherine, remove the card from the Cop pack and reshuffle
(This is to balance the fact that her special ability is unused in the solo game)*

4. Place the Cop playing pieces on the following locations: Katherine - Mountain Lake Park, Frank - City Hall & Eddie - Christmas Tree Point

5. Place the four numbered port markers left to right on top of the 4 port locations

6. Stinger setup as per standard game choosing a start location and then drawing a key and 1 card

7. Stinger makes his first move leaving behind the Last Known Location marker in his starting space. (Or current space if he decides to draw again instead of moving)

Stinger's Turn

In your role as Stinger you take your turn and move in the usual way, the only difference being that your playing piece is on the board at all times.

The Last Known Location Marker (LKL):

There are various times in the game when Stinger is considered "Spotted". Whenever this occurs place the LKL under his current position.

The cop A.I. Is often directed to Stingers LKL so it is very important that you remember to keep the marker updated.

Cop's Turn

After the Hunch Tracker has been moved at the start of the Cop's turn, if Stinger isn't 'Spotted', draw a solo A.I. Card and follow the instruction for each cop depending the the current phase of the game. The symbols are as follows.

The Cop moves directly towards Stinger. If a freeway will get them closer they will take it. If there is a choice always take the worst option for Stinger.
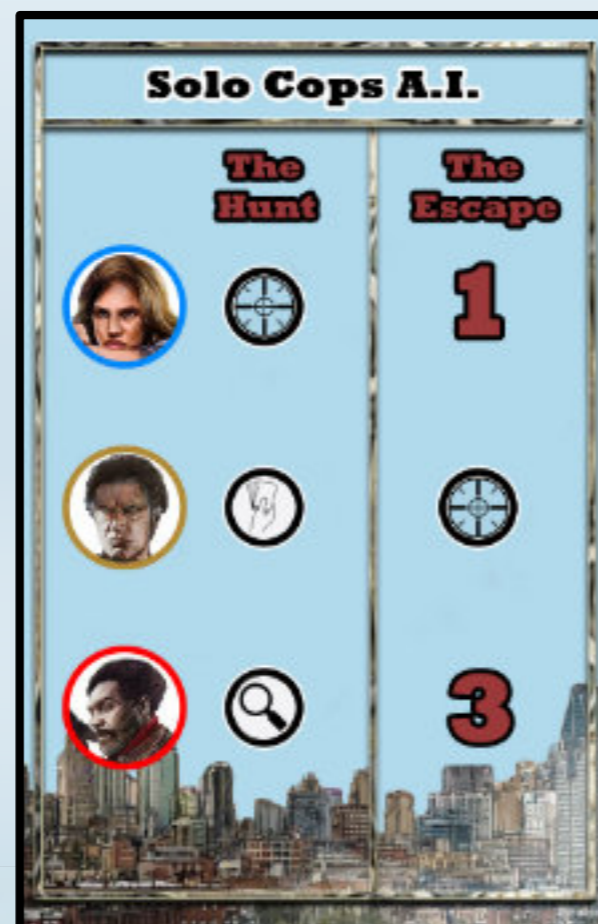
The Cop draws a card.

The Cop moves directly towards the LKL. If already there, they remain in place and stake out the area.

1-4 The Cop moves directly towards the relevant numbered port or Stinger. If already there they stay in place.

Solo Cops A.I.

The Hunt	The Escape
⊕	1
✋	⊕
🔍	3

JAM Card Behaviour

Remove the JAM token when the LKL marker is placed in a district containing it. Cops do not try to avoid the JAM district and will still move towards Stinger and face the restrictions

In the Escape Phase

The LKL marker and hunch tracker are no longer used, characters simply take turns to move until Stinger escapes or is killed

Spotted!

Stinger is considered Spotted under the following circumstances.

- He declares a hit

- A Cop lands on or passes over him

- He is in combat

- He draws a 'Spotted' card

- A Cop draws an 'intel location' card

Under these circumstances the Cops *ignore the A.I. Card for that round and move directly towards stinger. Note: If Stinger escapes combat during a round with Cops still to move, draw an A.I card for them as he is no longer 'Spotted' after escaping.*

Important: Stinger is not spotted just because a Cop draws a target symbol unless it results in them landing on him.

Cop Behaviour
- In the escape phase, Cops drawing a target or pursuing a 'Spotted' Stinger, never move more than 2 districts away from a port. (Exception: If they can land on him). If they cannot land on him, they move towards the port nearest to Stinger

- A Cop holding a first aid kit will use it automatically after taking 2 or more damage (not in combat)

- A Cop holding a movement card will automatically use it if Stinger is 'Spotted'

- Cops can still only hold 1 movement card but will exchange a move +1 for a +2 if possible

Stinger Behaviour
If Stinger escapes combat involving a Cop holding a car, he may make 5 moves instead of the usual 4.

Adjusting Difficulty
Easy: Remove Intel Location Cards from the deck / Cops will pursue beyond 2 zones from ports / Stinger Draws 2 cards at the start and after each hit / Katherine begins without a car

Medium: Solo rules as described

Hard: Stinger only draws cards when using his turn to do so / Instantly move Cops to port locations at the start of the escape phase

Insane: As Hard but all Cops also begin with a car / Stinger may not use the ER

Remember...
Whenever there is a choice to be made regarding the Cops, you always choose the worst option for Stinger.

Contents

GO AHEAD PUNK !

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Inventory and Helpful Items

If a Cop plays the Chopper card, they can choose a district to place the Chopper token in. Stinger can no longer make hits in this district.

Stinger can play a Jam card to take control of all the traffic lights in a district. Place the token in the chosen district. Cops cannot make 2 *consecutive* moves in that district (they *can* hop in and out around the edge).

Cop inventory items have a red border. The number by the dice shows how many dice to roll in combat if that weapon is being used.

Stinger inventory items have a black border. As with Cop items, the number by the dice shows how many dice to roll when using that weapon.

Any Cop using the Shotgun can re-roll one missed die (Ricochet or Escape symbol) during each combat round.

Rocket Launcher / Grenades are big hitters, but must be discarded after 1 use. Roll dice against *all* Cops present. The rocket can also be used to take down the chopper on the same turn as making a hit, while at a hit location.

Cops can choose to use the 7mm rifle from 1 place away, meaning Stinger cannot fire back! Best used when Stinger is already in combat with another Cop.

If Stinger has the Silencer, Hits can be revealed on the turn *after* making the hit, instead of on the same turn.

If a Cop in combat has a radio, all other Cops with radios get +1 movement while the first Cop remains in combat.

Stinger starts the game with 1 'Free Escape' token that can be discarded after a failed escape roll to change it to a successful escape.

A Cop with Cash can discard the cash when playing a Location Intel card, to force Stinger to reveal his exact location.

If a Cop has a bulletproof vest, they take 1 less damage point each combat round.

A first aid Kit can be discarded at any time to heal 2 health points.