HUMAN INTERFACE

NAKAMURA.TOWER

THE CYBERPUNK BOARDGAME

RULEBOOK


NAKAMURA

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Special thanks to the club members and volunteers.
We would like to thank you for all backers who support us on Kickstarter.
We are here because of you.
Thank you very much!

Publisher:
© Postindustrial Games LTD
590 Kingston Road, London, SW20 8DN,
Great Britain, 2016

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THE WORLD OF NAKAMURA TOWER

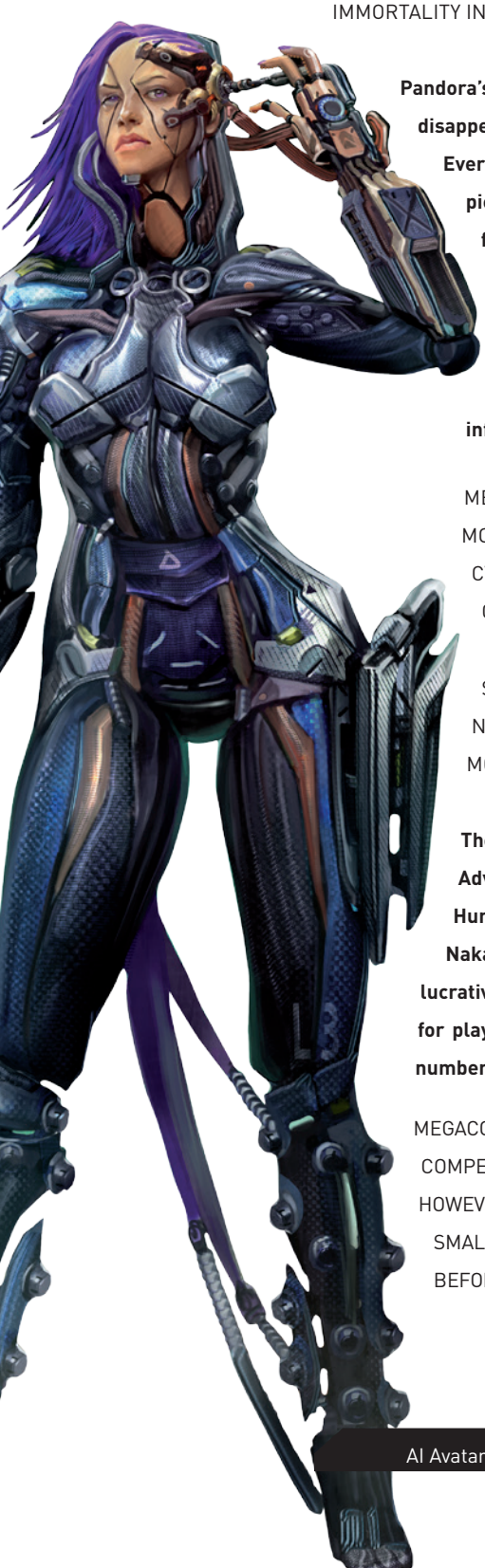
THIS WORLD OF 2040 HAS CHANGED. NOT MUCH IS LEFT OF THE ROMANTIC IDEALISM OF PAST GENERATIONS. DEMOCRACY IS AN ILLUSION AND IS THERE ONLY TO COVER UP THE CONSPIRACIES OF GOVERNMENTS AND MIGHTY GLOBAL MEGA CORPORATIONS. MONEY AND INFLUENCE RULES ALL. THE RICH ARE BECOMING RICHER, AND THE POOR... NOBODY CARES ABOUT THE POOR. WE LIVE IN A DYSTOPIAN WORLD AND IT WILL ONLY GET WORSE!

"After the new pharmacological treatment the patient shows a significant decrease in hyperactivity and psychotic behaviours. The therapy is starting to bring positive results. The patient has stopped complaining of phantom pains and shows no signs of implant rejection syndrome. The assimilation of the new cyber interfaces is going well."

TECHNOLOGICAL DEVELOPMENT HAS QUICKENED. FIRST THE MASS USAGE OF GENETIC MANIPULATION AND IMPLANTS WITH MINIMAL RISK OF REJECTION BY THE RECIPIENT'S ORGANISM HAS ENABLED THE ELIMINATION OF MOST ILLNESSES AND PHYSICAL IMPERFECTIONS. THE DEVELOPMENT OF A NEURAL COPROCESSOR HAS PROVIDED THE EFFECTIVE INTERFACE BETWEEN MAN AND MACHINE, FIRSTLY FOR CYBERNETIC LIMBS AND ORGANS AND THEN ENABLING NET ACCESS AND COMMUNICATION. THIS HAS CHANGED NOT ONLY HUMAN BODIES ... BUT ALSO THEIR MINDS AS WELL!

THE ADVANCES IN CYBERNETIC LIMBS AND THEIR INTERFACES RESULTED IN THEM BECOMING SUPERIOR TO THEIR FLESH AND BLOOD ORIGINALS. THE MILITARY IMMEDIATELY SAW THE POTENTIAL, SO INSTEAD OF PENSIONING OFF BADLY INJURED VETERANS THEY COULD BE FIXED UP AND COME BACK AS MORE CAPABLE SOLDIERS. THE MILITARY FUNDED THE RAPID DEVELOPMENT OF ADVANCED COMBAT CYBER AUGMENTATIONS. OTHERS ALSO SAW THEIR POTENTIAL AND WANTED THESE TOO!

THE SECOND BREAKTHROUGH CAME WITH THE ABILITY TO DIGITISE HUMAN CONSCIOUSNESS. THE NANO-MACHINE MIRACLE, CALLED THE HUMAN INTERFACE, HAS ALLOWED HUMANITY TO CROSS THE ULTIMATE BORDER. IT GRANTED APPARENT IMMORTALITY IN A CYBORG BODY, AT LEAST IN THEORY!



AI Avatar

Pandora's Box has been opened. Old social bonds have disappeared and religions were shaken to their core. Every government and every corporation wanted a piece of this new technological El Dorado. The fight for information and research results intertwines with the struggle for influence and resources. Industrial espionage achieved the status of an art; the global network (the WEB) becomes the field of increasingly fierce contests for information and technological supremacy.

MEGACORPS ENVIOUSLY GUARD THEIR SECRETS AND INFLUENCE. MORE AND MORE RESOURCES ARE INVOLVED IN THEIR PROTECTION. CYBER SECURITY AND PHYSICAL PROTECTION ISSUES BECOME CRITICAL. A LOBBY SUPPORTING THE ORGANISATION OF COMPANY OWNED MILITARY FORCES IS CREATED AND BACKED WITH HUGE SUMS OF MONEY. PROXY WARS IN FAR CORNERS OF THE WORLD ARE NO LONGER PURELY THE DOMAIN OF GOVERNMENTS. NOW THERE ARE MORE OFTEN THE INITIATIVES OF MEGACORPS.

The balance of industrial power is rapidly changing. The current leader, Advanced MicroMachines Incorporated (AMM), the inventor of the first Human Interface, is losing one market after another. A new player, the Nakamura Corporation, is gaining the upper hand in the fight for the most lucrative contracts. When multi-billions of credits are at stake there is no place for playing it soft. Also the megacorps are being subjected to an increasing number of highly sophisticated hacking attacks by anarchist organisations.

MEGACORPS HAVE UNWRITTEN RULES AND REFRAIN FROM ATTACKING THEIR COMPETITION PHYSICALLY PREFERRING TO OPERATE IN THE SHADOWS. HOWEVER, SOMETIMES, IN AN ACT OF DESPERATION TO STAY IN THE MARKET, SMALLER PLAYERS ADOPT MORE AGGRESSIVE TACTICS. IT WILL NOT BE LONG BEFORE THE MEGACORPS ARE FORCED TO FOLLOW SUIT.

1 CONTENTS LIST

HOW TO USE THIS RULES BOOKLET

This set of rules has been prepared to immerse you into the world of Human Interface (HINT) and to explain the rules in the easiest way possible. We strongly suggest that you familiarize yourself with the basic concepts of the game and then follow the core game missions in the order given. Each consecutive mission brings additional elements into the game, making it more involved and more exciting. This way you will learn the different parts of the game gradually.

INTRODUCTION AND BACKGROUND

Human Interface: Nakamura Tower is a board game with miniatures that is a combination of many elements taken from tactical and skirmish games, Role Playing Games (RPGs) and board games. The game is set in the near future, 2040, when the world is dominated by new cyber technologies (cyberware) being used by / incorporated into most citizens. It is based on a struggle between two powerful mega corporations that takes place in the Nakamura Tower of the title. The Artificial Intelligence (AI) in charge of Nakamura Tower's security becomes unstable due to a hostile nanovirus infecting it and is no longer under control but is acting autonomously. Its sophisticated defence capabilities have been seriously compromised and it has reverted to using its simple security protocols.

HINT is primarily designed for 2 players, but some missions allow it to be played solo. Each Player will lead a Team (usual 5) of selected professionals of a given Faction. Each of them has unique skills and abilities, each one can be given weapons and other gear, be enhanced genetically or cybernetically. All members of the Team will be connected by their Tactical Network. All characteristics and modifiers are presented on character and gear cards. Each character card has a limited number of slots that can be filled with equipment and modifications. The Player can obtain additional equipment for their characters to replace a current item, depending on the purchasing using the "Team's Budget" available. Cybernetic augmentations and Neurochips that grant advantages on the battlefield are the essence of the characters. But nothing comes for free! Each modification increases their vulnerability to Cybershock. The initial Cybershock level is marked on each character card and is different for every character. Characters are subject to possible Cybershock when a hostile virus or worm has infected their Tactical Network. A failed Cybershock test increases the level of Cybershock and crossing the limit will result in the character suffering Cyberpsychosis and no longer being human but turned into a mindless drone controlled by the AI. The well-developed Cyberwarfare aspect of the game is based on cards. The two Factions available in the core version

of the game are the Nakamura Corporation and the Übermensch Gang mercenaries, each with characters possessing unique abilities. A Team sent on a mission normally operates a Tactical Network between all Team members. The third party playing against both Players is the Nakamura Tower's AI defensive system that goes out of control (see the Storyline). The AI elements move and attack all Player characters according to a simple algorithm. The game also offers a single-player mission where a single player plays against the AI.

The game is played on a board showing the interior of the Nakamura Corporation's tower that is under attack by its rivals. The characters move using spaces on the board. This eliminates the need to measure distances when moving and fighting, thus quickening the pace of the game and help to avoid misunderstandings. Each room presents a specific tactical situation that may influence the characters placed in it.

The game mechanics are fairly simple in order to achieve a good balance between a fun game and rules with many tactical possibilities. The basic rules are easy to learn but the possibilities grow significantly in combination with the characters' skills and the capabilities of equipment. The characters are defined by their basic Physical and Mental Skills and modifiers, which make it easier or more difficult to perform some tasks that make them unique. These modifiers result from their skills, special training, cyberware and other gear. The rules do not use any dice, with the testing mechanics being based on cards that we call CanDo. The numerical value of the card also determines the location of a hit and any additional effects connected to it. In these rules the defence has the advantage and thus the "attacker" must exceed the defence to have an effect.

There are plans for expansions that introduce several new characters and new Factions (currently Search and Rescue (SAR) Angels, and between RAID44 and BSC, new board tiles and additional sets of missions, equipment and other cards. Future developments include rules that allow players to create their own characters, as well as character development and experience rules (campaign mode character development).

GENERAL RULE

If the rules in this booklet and those on a card are inconsistent then the rules on a card take precedence.

AI Avatar

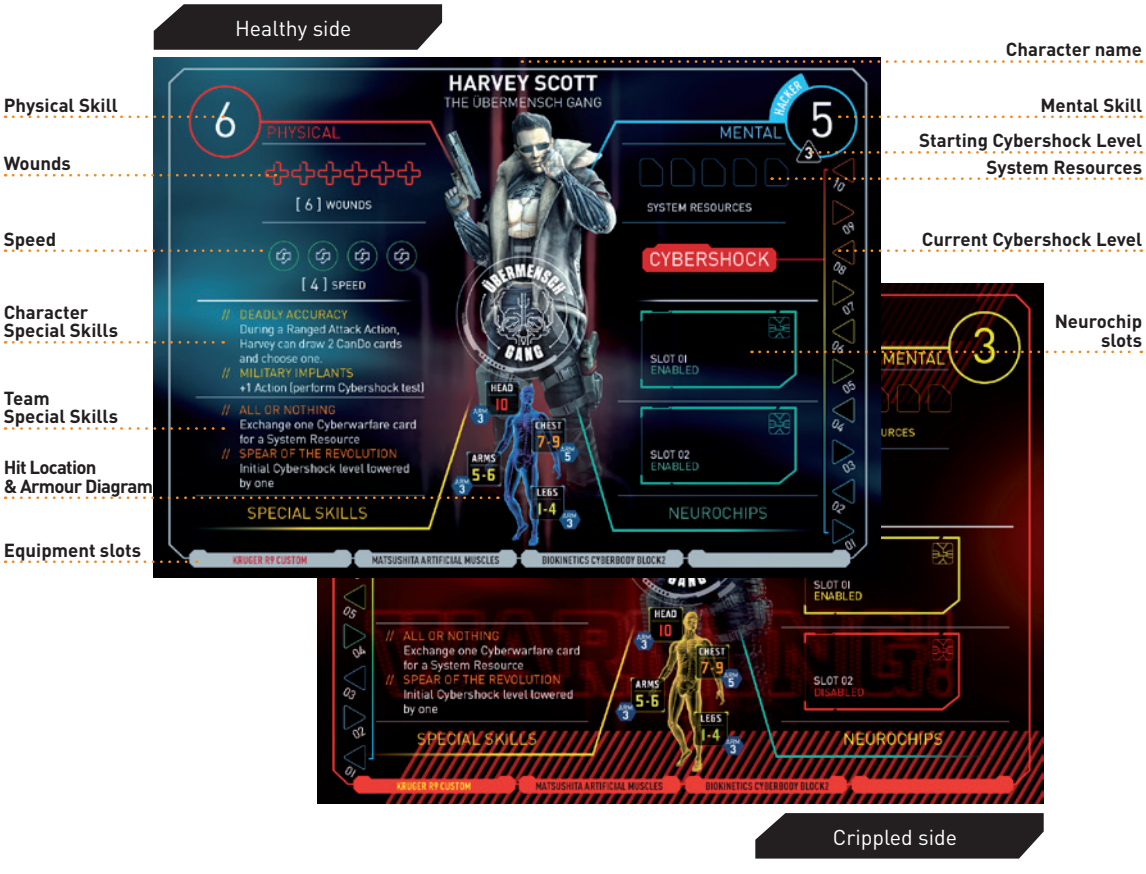
2 COMPONENTS LIST

DESCRIPTION OF COMPONENTS

Character Cards

These are double-sided cards. The largely black side is the "**healthy**" side and the side with a red tinge is the "**crippled**" side (with reduced skills, fewer Neurochip slots, different special abilities). Character cards start on their "healthy" side for standalone missions and are turned over to the crippled side when the number of ✚ wounds received is equal to or greater than the number of ✚ wounds marked on the card. No amount of healing (✚ wound removal) will flip a card back to its "healthy side" on this mission (unless specified in a Special Skill). Flipping from the crippled side to the healthy side may happen during the Inter Mission Recovery Phase.

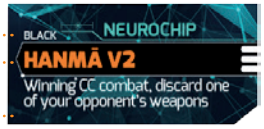
Characters have a number of "**Equipment Slots**" (normally 4). These are at the base of the large character cards of the core game. Equipment slots can be occupied by **weapons**, **armour**, **cyborg upgrades** and other "gear" at **one card per slot**. Note that an ammunition card takes up one slot.



Drone Cards

A number of "Equipment Slots" (normally 2) are at the base of the Drone card. These are used to upgrade the Drones and can be occupied by Weapons, armour and other "gear" at one card per slot (these cards will come with some of the expansions to the game). **The Equipment is specific to the Drones** (Weapons include the Nakamura Chain Gun, the Rekken Maas Shotgun, the Akai Kiku Mini Rocket Launchers and the Saipan SA21 Heavy Shotgun).

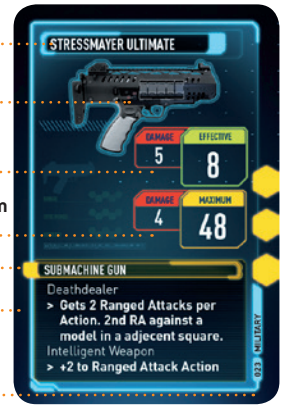
Neurochips



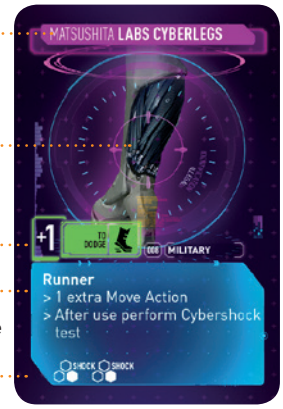
CanDo Cards

CanDo cards provide the randomness factor in the game and have a value ranging from 1 to 10. **There are 40 CanDo cards** but there is an uneven distribution of numbers within the deck. Draw the top card from the CanDo deck and apply all of the effects described on the card. Then place the card onto the CanDo discard pile. Whenever a CanDo card with **a value of 1 or 10 is drawn**, after resolving the effects of the card, discard the card and then put the discard pile back into the deck and **shuffle the whole CanDo deck**.

Weapon Cards



Gear Cards



Cyberwarfare Cards

Tokens

This game uses a number of tokens to track different aspects of the game. **Wound tokens** track the amount of wounds inflicted on a model to indicate if the model becomes crippled (character card flipped to reverse side) and then unconscious. **Activated tokens** track whether a model has been activated this turn. **Reacted tokens** are used to track whether a model has used the Take Cover or Fast Attack reaction this turn. The **System Resource (SR) tokens** are used to denote the number of SRs remaining with a character. **Alarm tokens** are used to determine which square is the movement priority for all drones (unless they have a visible target). Additional tokens help to track the effects of certain weapons, wounds or virus / worm effects.

36 x Alarm tokens

36 x Cyberwarfare tokens

11 x Activated tokens

11 x Reacted tokens

9 x Mine tokens

36 x System Resource tokens

63 x Wound tokens

9 x No Dodge tokens

9 x -2 to Dodge tokens

9 x Objective tokens

9 x -1 to Reaction tokens

9 x Stunned tokens

52 x Cybershock tokens

3 x Terminal tokens

4 x Main Terminal tokens

4 x Exit tokens

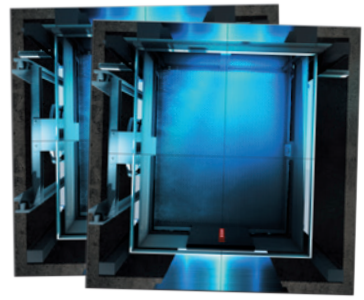
4 x Drone entry point tokens

1 x Turn tracker token

21 x Locked/Unlocked tokens

36 x Neurochip tokens

2 x Tactical Network cards



2 x Lift tokens

40 x CanDo cards

29 x Weapon cards

32 x Gear cards

4 x Terminal cards

32 x Nakamura Defence System Cyberwarfare cards

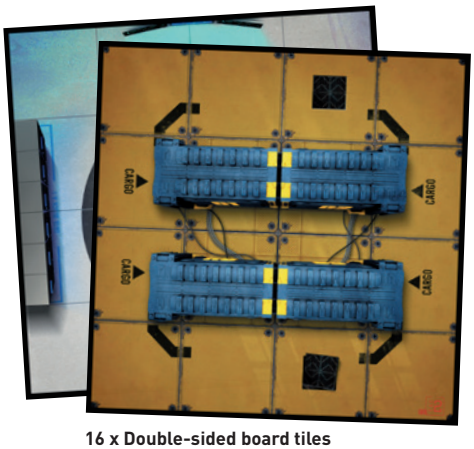
27 x Übermensch Cyberwarfare cards

27 x Nakamura Cyberwarfare cards

11 x Double-sided character cards

2 x Drone cards

21 x Security door tokens with plastic bases



16 x Double-sided board tiles

Übermensch gang with plastic bases

AI Avatar with plastic base

Nakamura squad with plastic bases

5 x Muramasa drones with plastic bases

5 x Masamune drones with plastic stands

3 GETTING STARTED

Before the game starts you should choose the mode of play. You may choose one of the standard missions from the missions booklet that include a detailed description of the participating characters and their equipment, the initial set-up of the figures, including security drones, the objectives for the Players, the victory conditions, the board layout with associated components and length of the game (number of turns or specific conditions). These missions are connected to the storyline. Fourteen of them comprise a campaign. Two missions will be solo/multiplayer missions. This makes a total of 16 missions.

Board Layout

Board layouts **are predefined** for each mission. Place the board layout in the middle of the table leaving space for the Players, their character cards (with gear), Tactical Network card, Cyberwarfare card decks and tokens.

Team Selection & Development

Each Player chooses one of the available Factions. Players choose in the order determined by each drawing a CanDo card and the Player with the higher number chooses first. Alternatively the least experienced player (with this game or gaming in general) chooses first. A Faction normally consists of five team members, though some Factions do have more team members. Unless otherwise specified in a mission or agreed between the Players, the Team consists of five members. In addition, the Player **may replace one or two Team members** with special characters available. More than one of a special character may be used (one for each Team) provided that both the extra model and character card are available for use. Characters that can act as a Hacker and undertake Cyberwarfare attacks are identified by the having the word "Hacker" on their character card close to their Mental Skill. Only one character in a Team can act as the Hacker in any turn but a different character can be chosen each turn.

Nakamura team

Mental Skill is the key attribute for a Hacker, with a high value giving additional System resources and a low value reducing the number of Cyberwarfare cards drawn.

A character's Starting Equipment is given on their character card

A character can only have **one cyberarm gear** (this may represent one or both arms), **one cyberleg gear**, **one helmet/visors/goggles** and **one cyberbody** in its equipment slots. A character is also limited to **one Ranged Attack** weapon face-up (unless otherwise stated such as the Brugg-Barret M7A2 when two can be face-up or if Lieutenant Justine Clevel), **one Close Combat** weapon face-up (unless otherwise stated) and **one Cyberdeck** face-up.

Additional equipment (e.g. weapons, Neurochips, cyber upgrades) can be purchased by the Player if the Team has any "Team Budget" available and these are assigned to members of the Team with spare equipment and Neurochip slots. **The number of Cybershock symbols** on the card show the increase in the character's Cybershock level if he/she is equipped with that gear. Ascertain the starting Cybershock Level of each character. The total Cybershock level of a character at the start of the game **cannot be higher than nine**. Revise the assignments of the additional gear if required to meet this criterion. The Player should choose one of the characters to be the Team Leader.

Armour

Each of four body areas of a character (head, body, arms and legs) has an Armour value. **The Armour value reduces the number of wounds** inflicted on the character by a weapon. Characters have set Armour values on their character sheet. These can be increased with the addition of certain gear. There should always be some kind of ballistic protection (Armour) on each vital body part of a character. There is none? Well... You can always replace flesh with a good quality "Hunter Killer" type cyber-arm.


WEATHER
TIME - 3:47
ONE WAY
CARRY ARMS
CYBE
BEAU

4 BASIC TERMS IN THE GAME

LENGTH OF THE GAME

The length of the game depends either on the conditions stated in the mission or on the time remaining to complete the game task. The standard missions have a predefined number of turns, specific victory conditions or game end conditions.

ACTIONS

Each character normally **has two Action Points**, which can be used to Move, Attack, make a Special Action (unless otherwise specified) or use specific gear. Some items and / or special rules may increase the number of actions available in a turn. Some weapons and some virus/worm infections may reduce the number of Action Points.

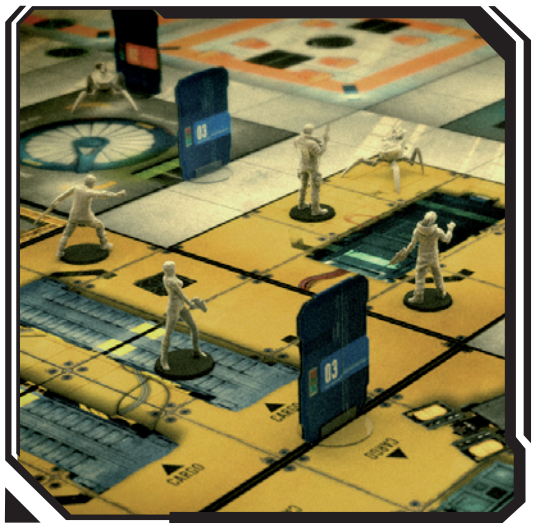
REACTIONS

Reactions are special actions (i.e. **Fast Attack**, **Take Cover** or **Dodge**) that a character can perform during the Active Player's turn. The Fast Attack and Take Cover reactions **can only be performed once per turn**. Drones cannot perform the Take Cover reaction. The Dodge reaction can be performed multiple times but only when the character is attacked.

TESTS

An opposed test against a character is a **comparison of the tested values** (a total of characteristics and modifiers) with those of the opponent character.

A standard test compares the result of a modified Physical, Mental Skill or Speed (Physical, Mental Skill or Speed value + Special Skills (Faction and/or individual) + Equipment + the value of the drawn CanDo card) with a basic value needed to pass the test. If the result is higher than the listed basic value then the test is successful. If the result is equal to or less than the basic value then the test has failed.



CYBERSHOCK

The Cybershock Level reflects the level of a character's humanity, something that separates man from machine. Certain equipment augmenting a character will increase their starting Cybershock Level. If a Tactical Network becomes infected by a hostile virus or worm then all characters connected to it must take a Cybershock test at the start of the Cyberwarfare Phase, which, if they fail, will increase their Cybershock Level by one. Characters may also have to undertake a Cybershock test after using certain gear special abilities, as specified on the card or due to the effects of certain weapons.

If, at any point in the game, **the Cybershock Level reaches 10, then the character has succumbed to Cyberpsychosis and is taken over by the AI**. The Player loses control of that character for the rest of the game, who is then activated in the next AI Operations Phase as a drone but with the abilities and equipment of the character.

Cybershock level

TACTICAL SITUATION

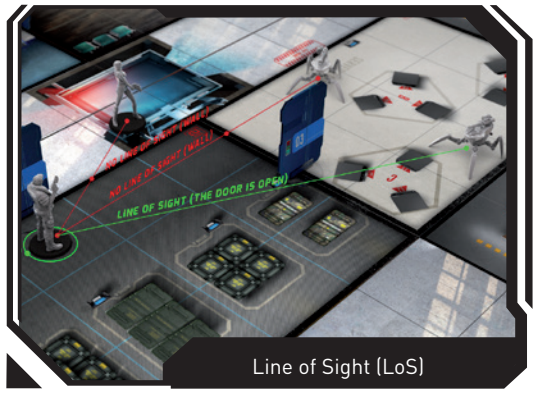
Tactical Situation (TAC) – Every room on the board has its own tactical situation modifier that **negatively affects Ranged Attack tests in the Real World phase**. Simply subtract the modifier when making the test for a Ranged Attack. **If you control** the Terminal controlling the room in which the attack is being resolved then the TAC value is 0. This is due to the accumulation of objects that can serve as cover, as well as the amount of light.

Tactical Situation (TAC)

It is assumed that there is a camera security system in every room and hallway. The character that controls the Terminal also controls the associated cameras and thus gains an advantage as he knows exactly where the enemy is located and can communicate this to his Team over their Tactical Network. For the characters of this Player the TAC negative modifier for shooting is 0 in all adjacent rooms and hallways. For all rooms and hallways, for which the controlling Terminal has not been taken over by a Faction Team, the AI has control and all drones use a TAC value of 0.

LINE OF SIGHT

Characters, drones and avatars have a **360 degrees field of vision**. The example below illustrates one Line of Sight case. In order to determine Line of Sight draw a line between the centres of the squares. If the line intersects a closed doorway, a wall (but not the corner of a doorway) or a square with enemy models then the Line of Sight is blocked. **Friendly models do not block the Line of Sight**, but other models do.



Line of Sight (LoS)

TERMINALS

There are two types of terminals in the game; **security Terminals** (with numbers and colours) and **basic Terminals** (just provide access the Tower's computer network). A security Terminal controls the cameras in all adjacent rooms and hallways, including those adjacent diagonally. In some instances the control zones of two or more Terminals may overlap. This makes it possible for both Players to benefit from bonuses to TAC at the same time. The Terminal also **controls all doors** (maximum of 6) of its own colour that are normally in adjacent rooms and hallways.

DOORS

In the core game box there are 21 doors. Each door is marked with a colour and a number corresponding to the controlling Terminal. If there are doors of a colour with no corresponding Terminal on the board, they are considered closed but not locked. Unless specified in the mission all doors start off closed but not locked. All doors can be opened by characters and drones until the first Terminal has been taken over, when all doors controlled by all Terminals become locked. **Locked doors can only be opened by a character in control of the corresponding Terminal** or by a character equipped with the "Door Breaker" Neurochip. (Note an Advanced Rule allows doors to be forcibly opened using cyber-arms or cyber-legs.)

Closed doors block the Line of Sight. Open doors do not block Line of Sight. Closed doors may be opened by any character, requiring no action points. Doors opened by any character remain open until the end of their turn. All doors close automatically in the Clean-Up Phase. Open doors are placed at right angles to the wall and do not block Line of Sight.

GENERAL RULE

Drones possess the master code to all doors (including those controlled by Players). Whilst taking the shortest path to the room or hallway with the highest Alarm level, they automatically open all doors they need to and do not need to control a Terminal. These doors are returned to their original state after the passage of the drone.

Character in a Doorway

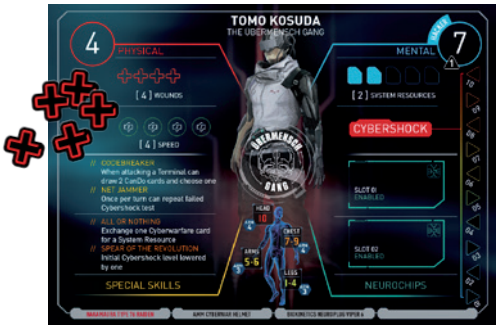
If a character model stands in a doorway that is open, it is impossible to move them past diagonally. The character prevents entrance to enemy models until he/she is moved or eliminated. They may still be attacked diagonally as normal. Characters standing in the doorway (in the room) can prevent a door from becoming closed.

Character in a Doorway

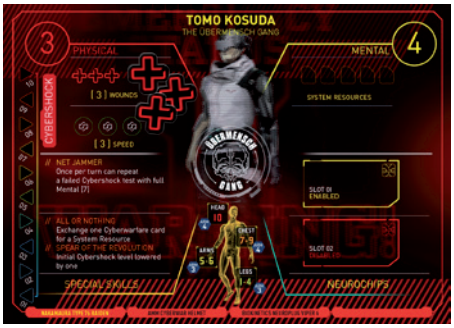
Wounds and Flipping Character Cards

Subtract the Armour value of the hit location from the weapon's Damage. The difference is the number of ✚ wounds the character sustains. Mark the number of ✚ wounds by placing that many ✚ wound tokens on the character's card. Once the number of ✚ wounds

exceeds the Wound value on the character's card, flip the card to its crippled side. Ignore any excess Wound tokens. The back side of the card contains the crippled profile of the character. As a general rule a crippled character has reduced Physical and Mental Skill values, mobility and fewer Neurochip slots available. Take notice of the character's unique Special Skills, which often differ greatly from the normal, "healthy" profile. If the number of wounds exceeds the Wound value on the crippled side of the character's card then the character is unconscious. The character remains unconscious until the end of the Mission unless it has a Special Skill that recovers wounds.



Once the **number of wounds exceeds the Wound value** on the character's card, **flip the card** to its crippled side. Ignore any excess Wound tokens.



If the number of wounds exceeds the Wound value on the crippled side of the character's card then the character is **unconscious**.

ALARM TOKENS

Alarm tokens are used to determine the movement destination for drones and AI Avatars. To make things easier to follow Players should **put down the Alarm tokens** immediately after performing the action that generated them. The Alarm tokens are placed in rooms and hallways. Hallway areas are delineated by the board tile edges. Establish the room or hallway that generated the most Alarm tokens.

GENERAL RULE

The Alarm tokens are generated just once for each type of action (ignore any subsequent actions of the same type).

ALARM TOKENS GENERATORS

NUMBER OF TOKENS	ACTION PERFORMED
+2	Direct Terminal takeover
+2	Use of hacking gear
+1	Use of Ranged Attack Weapons or Flash Bang grenades
+2	Use of Heavy Weapons or grenades
+1	Close Combat without using Ranged Attack Weapons
+1	Forced door opening (Special Skill only)
+1	For every character in the room or hallway
+X	For active Programmes / gear generating Alarms
-X	For each Programmes / gear generating false interference
+X	Certain Cyberwarfare cards infecting Tactical Network

SYSTEM RESOURCES

System Resources (SRs) are used by a Team to improve their chances of gaining the initiative, to conduct offensive Cyberwarfare and to conduct defensive Cyberwarfare. The amount of SRs available to a Team depends upon the total number of System Resources provided by each member of the Team provided that they are conscious (i.e. can still take wounds) and they are part of the Tactical Network. See the Check System Resources Phase for more details.

TEAM BUDGET

The Team Budget for extra equipment is set by the mission rules that also determine their Availability Level (Commercial, Military or Black Market). Characters can always have specific equipment from a higher Availability Level when it is their starting equipment as noted on their character sheet or character specific rules sheet. The cost of extra equipment is as follows (unless changed by Special Skills): **Commercial** - 1 point; **Military** - 2 points; **Black Market** - 4 points.

Preparation of the Team

1. Faction Special Skills

Every Faction has some Special Skills that can be used by every member of that Faction. Special characters that were added to a Faction other than their own cannot use Faction Special Skills.

2. Special Characters

Special characters are characters that can be added to any Faction. Special characters replace a Faction Team member. In a game it is possible for more than one Player to have the same special character, provided that each one has their own model and card.

3. Determine the starting Cybershock Level of all characters.

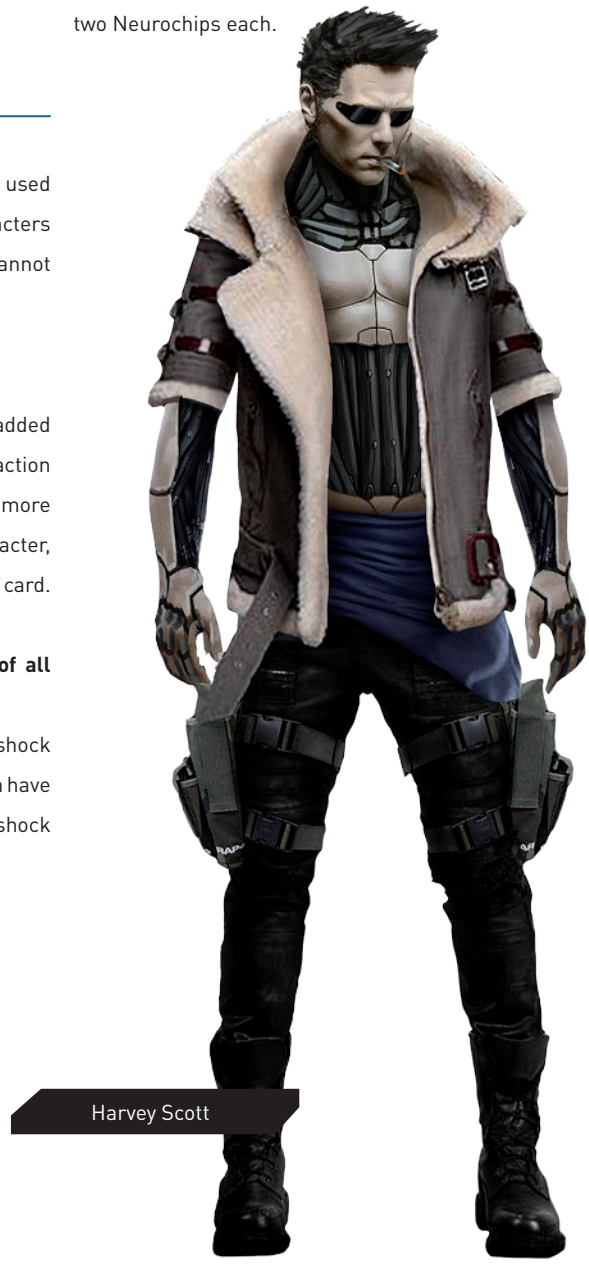
The Cybershock Level equals the sum of all Cybershock symbols on their gear cards. (Note the Ubermensch have a Special Skill that reduces their starting Cybershock level by one).

4. Team Budget:

You gather +3 points of Team Budget for every member of the Team. You can spend Team Budget points on weapons, gear and/or Neurochips.

5. Neurochips with Special Skills

Neurochips are treated as extra gear. Their cost and Availability Level are the same as gear cards. Neurochips do not increase the starting Cybershock level. Unless allowed by a gear card all characters are only allowed two Neurochips each.



Harvey Scott

5 PLAYING THE GAME

PHASE SEQUENCE IN A GAME TURN:

1. Virus/Worm Infection and Cybershock Test Phase
2. Check System Resources Phase
3. Initiative Determination Phase
4. Cyberwarfare Phase
5. Real World Phase
6. AI Operations Phase
7. Clean-Up Phase

1. Virus/Worm Infection and Cybershock Test

A successful virus or worm attack Cyberwarfare against a Tactical Network **will infect that Tactical Network** with that virus or worm (put that card on the Tactical Network card). It will occupy that slot in the Tactical Network and will use System Resources from that Tactical Network to keep it running. The turn that it infects the Tactical Network and at the start of every subsequent turn that it is present on the Tactical Network any special virus or worm abilities will be implemented and all characters on that Tactical Network will have to undertake a Cybershock test. It is assumed that after a successful Mission number 1 the Nakamura Tower's computer network is infected with the nanovirus, which will require Cybershock tests as specified in the Missions.

A virus or worm Cyberwarfare attack may also be **triggered by an unsuccessful hacking attack against a Terminal or Tactical network** that has a hostile virus or worm programme running.

Examine the Tactical Network cards for virus or worm cards. If one or more are present then all characters on it will be subject to a Cybershock test for each virus or worm card. In addition some virus and worm cards also **have special abilities** that will adversely affect some characters on that Tactical Network and these should be applied now (tokens may be used to denote characters affected).

Cybershock Level – this reflects the level of a character's humanity, something that separates man from machine. **The more cyberware a character has** the higher their starting Cybershock Level. Different cyberwares increase the Cybershock Level by different amounts denoted by the number of Cybershock symbols on the gear card. The level can also **increase due to failed** Cybershock tests resulting from hostile virus or worm infections on their Tactical Network and the **use of some special abilities** of some cyberware. Some weapons can also require the taking of a Cybershock test or even an increase in the Cybershock Level. Certain Special Skills, Neurochips and recovery stages between missions may reduce the Cybershock Level.

- **Cybershock test:**
  - When a virus or worm gets into a Tactical Network then the Hacker on that Tactical Network has to pass a Cybershock test. Some viruses and worms specify additional effects that are also implemented.

- Cybershock tests are required by **all Team members on a Tactical Network** with an enemy's virus or worm present at the start of the turn.
- Cybershock tests may be required when using specific gear abilities.
- Cybershock tests may be required when attacked by certain weapons.
- Some Missions may specify the performing of Cybershock tests.
- Cooperation missions - each time one of your characters **attacks another Player's characters** (in either the Cyberwarfare or Real World Phases) that character has to take a Cybershock test. If the test fails the level is increased by one.

Perform a Cybershock test against a character's Mental Skill (after applying relevant modifiers). If the CanDo card shows a higher number than the Mental Skill then the character's Cybershock Level is increased by one.

GENERAL RULE

When the Cybershock Level reaches 10 the character turns into a drone controlled by the algorithms in the AI Operations phase. The Player loses control of that character that is then treated as a drone. The character is activated as a drone in the next AI Operations phase.

2. Check System Resources Phase

Each Faction in the game calculates the System Resources (SR) available to it from the SRs of its Team members. A character's SRs are made up of: one SR for every character, SRs due to character's Mental Skill (one SR for each Mental Skill above 5), specific SR related skills, Neurochips and certain cyber gear. A character can only count one Cyberdeck. Each Player then places SR tokens adding up to their SRs on each of their character cards.

Look at each Faction's Tactical Network. If there are hostile viruses or worms on the Tactical Network **remove the SRs** required to run these programmes in background. Each Player then removes any programmes that the Player does not wish to "run in the background". SRs are then placed on the remaining face up CW cards, taken from any character connected to the Tactical Network, which should be sufficient to run them in background. **Face-down CW cards** do not have to have any SRs placed on them until they are either used or the end of the CW Phase.

3. Initiative Determination Phase

GENERAL RULE

Note that you do not spend SRs for your viruses installed in an opponent's Tactical Network or in a Terminal. Instead their SR is taken from the SRs available to your opponent.

Each Player **secretly chooses the SR tokens** (taken from any conscious characters on the Tactical Network) that they wish to assign to gaining the initiative for this turn. Each Player then declares the number of SRs assigned and draws a CanDo card. The Player with the higher total score has the initiative and can choose to be the first or second Player in each of the Cyberwarfare and Real World Phases.

4. Cyberwarfare Phase

The players draw their Cyberwarfare cards for the turn. This is **normally five cards** less the number of programmes running on the Tactical Network plus any extra cards granted by gear. (Note the Nakamura Cyberbody always allows the Player to draw seven cards and discard down to five in the hand regardless of the number of programmes running in their Tactical Network). **The Player with the initiative determines** whether to be the first Active Player or the second in this phase. The Active Player with a Hacker Team member

Yukio Nakamura

may attempt Cyberwarfare attacks who are the only Team members that may attempt a Cyberwarfare attack or defence. The attack can be against either a Terminal or a Tactical Network. An attack against a Terminal may either be made either directly (**in the same or adjacent square** to the Terminal) or remotely (from anywhere on the board). An attack against a Tactical Network is always done remotely. **Hacking remotely incurs a penalty of -3 Strength to the attack.** There are three basic types of Cyberwarfare cards: offensive programmes (e.g. viruses and worms), defensive programmes (e.g. Ice, Bastion and IDS) and support programmes (e.g. Sniffer, SR Booster and Programme Booster).

Cyberwarfare Procedure

- Draw Cyberwarfare (CW) cards from the appropriate Faction Cyberwarfare deck. Players usually draw five cards less the number of CW cards that remain on their Tactical Network card (unless using the Nakamura Cyberbody) and already in their hand into their hand. Some gear or character Special Skills may permit additional cards to be drawn.

If there are insufficient CW cards in the Faction's draw deck then **reshuffle the CW cards** from their CW discard pile and use this as the CW draw deck, drawing as many additional cards as required.

- **Plan and decide on card usage** (remove any CW cards on the Tactical Network that the Player wishes to, lay the cards face down on the Tactical Network card in the spare programme slots). The Players may keep a maximum of five cards in their hand and must discard any CW cards in excess of this.

A Player may decide not to use all of their CW cards drawn or from their hand. This may be purely out of choice, due to insufficient SR to run the CW Cards or insufficient space on their Tactical Network card. **Note that duplicate offensive or defensive programmes** have no effect in attack or defence. An offensive or defensive programme **can only be boosted in strength by one** "Booster" procedure or algorithm card. If using multiple offensive programme cards, use just one until it is defeated (and removed from play along with any support card when it is defeated) and then use the next. If using multiple defensive programme cards, **each is attacked sequentially with all having to be defeated before the Tactical Network or terminal becomes infected**. Every Terminal and Tactical Network has a basic defence capability and thus always draws a CanDo card. Specialised defensive programmes (possibly with booster support) increase the defence and allow additional resources to be applied to the defence.

Note if a Player has insufficient SRs to run all of his CW cards he/she must immediately discard CW cards that he/she chooses not to run with the available SRs.

GENERAL RULE

When attacking Terminals each Faction attacks through their own access route: draw the appropriate number of Terminal defence Programme cards separately for each Faction. Any Terminal will draw Cyberwarfare Cards equal to its base defence value. Basic Terminals have a defence value of 1.

- Use SR Booster cards (spend SR to install and then add SR tokens to the Hacker character card).
- Use a "Sniffer" card, paying SR for each CW card being look at.
- Attacker reveals their first offensive CW card and any supporting Booster programme being played and pays their SR costs.
- Defender reveals their first defensive CW card played on their Tactical Network and pays their SR costs.
- Conduct Cyberwarfare battle (draw CanDo cards, add programme strength and use SRs (a maximum of 2) to boost the total programme strengths, use special rules and abilities and also subtract 3 if attacking remotely).
- The losing programme and its support card, if any, are discarded.
- When a Terminal or Tactical Network loses but is defended by more than one defensive CW card, **repeat the battle procedure** against the next defensive CW programme card(s) until the Hacker is successful, has no SRs (automatic loss) or decides to stop attacking (automatic loss). The cost of additional attacks is equal to the "running programme" costs of the programme cards used in the previous attempt. If there are insufficient SRs to "run" all programme cards then remove CW cards from play until the remaining cards can be supported by the available SRs.
- Resolve the battle in one location (Terminal or Tactical Network) **completely** before going to the next location. The sequence of battles is determined by the Player with the initiative.

In the case of a failed Cyberwarfare attack against a Terminal, then if the Terminal drew one or more virus or worm CW cards those aggressive defence systems attempt to infect that Player's Tactical Network. If the Tactical Network did not have any defensive programmes installed then that virus or worm immediately infects that Tactical Network. If the Tactical Network does have defensive programmes (and support programmes) then resolve that CW battle immediately. **If the Tactical Network becomes infect** by a virus or worm place that CW card on the Tactical Network card and **reduce the number of SRs on the Tactical Network** equal to that required to install that programme. If the infecting virus

or worm has any special effects these will be applied immediately and also in the first phase of the next turn (marked with tokens on the character cards).

If an attack against a Terminal is successful the Player **can place any cards from his tactical Network** or the Player's hand on the Terminal up to the Terminal's defence value.

Note that instead of making a Cyberwarfare attack the Hacker **can instead try to purge** (or "disinfect") their own Tactical Network of hostile Virus and Worm programmes. In this case the Hacker selects defensive programmes (and any booster programmes) and then resolves the battle against the enemy offensive CW card on their Tactical Network.

At the end of the CW Phase all players declare any face-down cards and remove SRs for their initial costs. If there are insufficient SRs any card that did not have sufficient SRs is discarded.

6 REAL WORLD PHASE

All real world activities by Faction Teams are conducted in this phase. The AI conducts its in its own phase (next phase). Teams are **activated in the order** decided by the Player with the initiative. Each Team completes its activation before another Team is activated. Team members are activated in the order decided by the Player, with each Team member completing all of their actions before activating another Team member.

- The Player with the initiative determines which Player activates their Team first.
- All Players can change the status (to open, closed or locked) of all doors who's Terminals they control at any time during their Team's turn.
- For each of their characters Players may select one ranged weapon (unless otherwise specified) and one CC weapon by having them face-up ready for use.
- Each model **normally has two Action Points** (some Special Skills and gear can increase this to three). Action Points can be spent on the following action options: **Move**, **Ranged Attack**, **Close Combat Attack**, **Special Action** or **use of Gear.** In general one Action Point is used for each Action, though some Special Actions (e.g. opening a door) and Gear use do not require the expenditure of Action Points. All movement must be completed by a model before any Attack Action is used.
- When a Team has activated all of its characters Players may again change the status of all doors whose Terminals they control.

ACTIONS

GENERAL RULE

Characters cannot use more than three Actions Points in one turn for any reason.

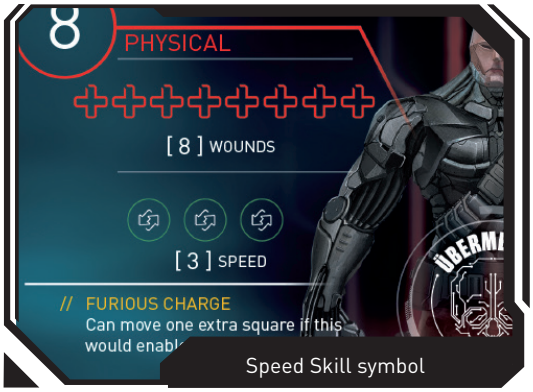
GENERAL RULE

Using an Attack action (Ranged Attack or Close Combat Attack) ends that model's activation regardless of whether the model has any Action Points or movement left. (However, some equipment and Special Skills may allow an extra Attack or extra Move).

During a turn, each model may take **up to 2 actions** when activated and may respond to **Fast Attacks** with the "**Dodge**" reflex action. The **Reactive Player** may use either the **Take Cover** or **Fast Attack** reaction once in a turn. In addition, he may make **any number of Dodge** reactions.

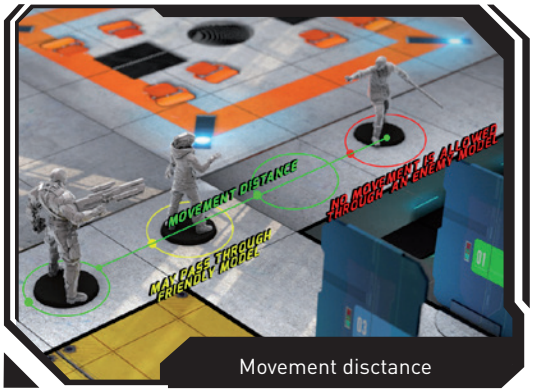
The Active Player activates each of his character models **sequentially**. A**ll actions of one character model must be completed before activating the next one** (including special actions such as opening doors, plugging into Terminals etc. that do not require spending Actions Points). Mark the model with an  "**Activated**" token. Repeat the procedure until all the models of the Player with the initiative have been  activated then move on to the next Player.

ACTION: MOVE



Speed Skill symbol

The **Speed Skill symbols** on the character sheet denote the number of squares the model can move for each **Move** action. **Only one model base** is allowed to occupy a square (the paired Oneda Sisters have two models on a single base). Model bases of the same Team (or friendly Teams in cooperative play) **may pass through** one another provided that they have enough movement (combining more than one Move action if necessary) to get to an unoccupied square. **No movement is allowed** through a square occupied by an enemy or neutral model base. Movement can be orthogonal or diagonal, except when moving through a doorway or across a corner which must be orthogonal.



Movement disctance

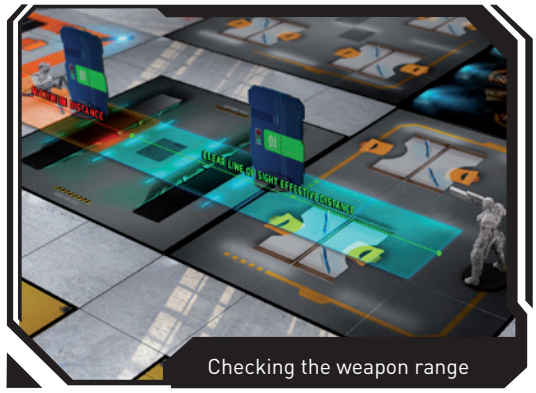
A model may move less than their full movement capability. Active moving models can use the Dodge Reflex action is response to a Fast Attack reaction. A Fast Attack will temporarily interrupt the movement until it is resolved. The attacked model may use the Dodge reflex action when resolving the attack.

ACTION: ATTACK

There are two types of attack in the Real World Phase: **Ranged Attack** and **Close Combat Attack**. These can result from the specific action or from the **Fast Attack** reaction. **All attacks are simultaneous.**

RANGED ATTACK:

- Identify the weapon for the attack (must be face-up on their character card).
- Choose the target (check **Line of Sight**).
- Check the range (for valid target and for the Damage).



Checking the weapon range

- Use the attacking character's Physical Skill (PH) value.
- Add points for Special Skills, Neurochips and weapon card bonuses relevant to Ranged Attack.
- If the attacker is using **Fast Attack apply a -3 modifier** (unless otherwise specified).
- Attacker applies the **TAC modifier**.
- If the Target is using a **Dodge reflex add 3 plus any Dodge** use the Target's Speed skill. specific bonuses (e.g. Desert Warrior).
- Each character draws a CanDo card and adds that to total.

Compare the totals – the highest score wins, **the attacker loses draws**. The CanDo card drawn by the attacker also determines the hit location. Check the weapon's Damage

points against the Armour value of the hit location hit. **Subtract the Armour value of the Target hit location** from the weapon's Damage points to determine how many wounds were caused and then add that number of wound tokens to the Target's character card.

GENERAL RULE

Models of your own Team do not block Line of Sight for Ranged Attacks whereas models of non-friendly Teams do block the Line of Sight.

GRENADES

Grenades are a special type of ranged weapon and use an unopposed test. The character throwing the grenade **uses their Physical Skill** plus any modifiers from Special Skills, Neurochips or gear that affect Ranged Attacks. The target square **must be in Line of Sight** and within range of the thrower.

The value of a drawn CanDo card is added to the total. In order to hit the target square this total must be greater than a score of 3 plus the distance to the target square plus one for each intervening square occupied by a model.

If the result is equal to or less than the required value draw another CanDo card to determine where the grenade lands instead. Draw an imaginary line from the centre of the thrower's square to the centre of the target square and then identify the square beyond the target square. Starting with that square and going clockwise around the target square the CanDo numbers are in the sequence sstarting at 1 until 8. For numbers 9 and 10 these are in the square that the count started from. When the square the grenade has landed on is identified again draw a line from the thrower to this square. The grenade will not pass through walls or closed doors, instead the grenade lands in the square in front of the intersection of the line with the wall or door.

Throwing grenades

Mines

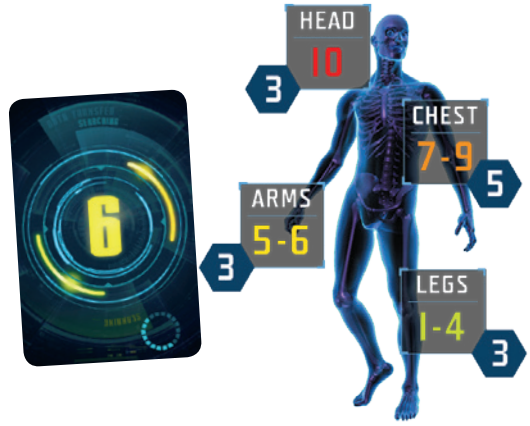
Mines are placed as a special action. The Mine card must be face up. Place Mine tokens on any square that the model passes through. Mines become active in the next Player phase (of same turn) or AI Operations Phase.

Hit Location

If a model is hit compare the Attacker's CanDo with the Hit Location and Armour diagram on the character card (a summary of the Hit Location is in the table below). This will have the Armour of that Hit Location (there may also be gear that affects the Armour value).

GENERAL RULE

A hit in the head always inflicts a minimum of one wound regardless of the Armour.



EXAMPLE

Tomo Kosuda, the Übermensch gang Hacker, is shot at by the mercenary Markus Hoffman. It happens to the best of them! The burst let loose at Tomo is at long range (greater than effective range but less than the maximum range). The drawn CanDo card value is a 5, is enough to strike home, hitting Tomo in the arm. Tomo sports two cyberams that have a ballistic protection level (Armour) of 4. The burst from Hoffman's Brugg-Barret M46 deals 4 Damage points at maximum range, which is the same as Tomo's Armour, making the result a draw and thus no effect. Bullets ricochet down the hallway. As Hoffman moves to a better firing position, another enemy comes into view...

CLOSE COMBAT ATTACK (CC)

Close Combat range

Close Combat is an attack between models on adjacent squares (unless otherwise specified by a weapon or gear when the range can be 2 squares). If the range is one square the **TAC characteristic is ignored** (they are close enough that cover and other obstacles have no effect). **The Reactive Player applies an additional -3 modifier** if using the **Fast Attack** reaction (the character had less time to react to the attack), alternatively he/she can use the **Dodge reflex reaction**. Everything else works the same as the Ranged Attack. Heavy weapons **cannot be used** in Close Combat (turn the card face-down) and fight "bare-handed" instead (see below). Other ranged weapons can be used in **Close Combat but with a -3 modifier**.

Both Players use their models' Physical Skill value in the test, together with any Special Skill CC bonuses, Neurochip CC bonuses and any gear and Close Combat CC weapon bonuses. Subtract any penalties due to the TAC, Fast Attack and using a Ranged Weapon.

Fighting bare-handed

Instances may arise in which a character has no Close Combat weapon at his disposal and must fight bare-handed. In an era of cyberbodies and exoskeletons, cyberarms have the potential to be far more lethal than bullets. In such a case, the test is carried out as normal, **except the model uses his Physical Skill minus 4 to hit** and **Physical Skill minus 2** (for minimum of one) **in place of a weapon's Damage value**.

Use the same procedure to determine the wounds inflicted, if any, as in Ranged Attack.

Shoko Takayama

SPECIAL ACTIONS

Spend Action Points to undertake special actions or to use certain gear. Some Special Actions are added to standard action.

- **Open a Close Door** (0 Action Points)
- **Close an Open Door** (0 Action Points)
- **Exchange an item with another friendly adjacent character** (1 Action Point)
- **Use medical gear** (e.g. First Aid) **on an adjacent character** (1 Action Point)
- **Use a piece of gear** (0 Action Points unless otherwise stated on the card)
- **Use a Special Action on a gear card.**
- **Place Mine tokens** (0 Action points).
- **Drag a character** (0 Actions points, added to a Move Action).

A character is dragged behind the dragging character (dragged character moves to the square just vacated by the dragging character) and the move is limited to 2 squares normally per Move Action or 3 squares if the dragging character has cyberlegs.

If a character has any other Special Actions these will be described on the cards, Mission card or game supplement.

Oneda sisters

REACTIONS

Dodge is a special Reflex action that can be performed multiple times per round, **only when attacked** (by both Active and Reactive models):

- **Dodge** – perform a counter test. Use the character's **Speed Skill and add 3 to this plus Dodge specific modifiers**. If the dodging model has a total **equal to or higher** than the attacker then the attack misses with no effect.

Reactions are special actions that a character of the Reactive Player can perform during the Active Player's turn. Once a character has made a reaction place a "Reacted" token by the model to signify that it cannot take another reaction except Dodge for the rest of the turn:

- Reactions that can be performed **only once per turn** and only by the Reactive Player's models:
  - **Fast Attack** – perform a Ranged Attack or Close Combat Attack with a -3 modifier,
  - **Take Cover** – the model can move one square such that it is either further away from the active model that triggered the reaction or there is no Line of Sight.

GENERAL RULE

Drones cannot perform the Take Cover or Fast Attack reactions.

The Reactive Player can declare the use of a Fast Attack reaction (taking a "Reacted" token) at any point during a Move action by the Active player's model, choosing the most favourable moment.

7 AI OPERATIONS

This Phase has the following four activities:

- Check the Security Protocol for the number of drones on the board, putting additional drones on the board, to meet the number required according to the Mission rules.
- Update and determine the number of Alarm tokens in each room and hallway if required (including adding one Alarm token for each model in the room or hallway). Alarm Tokens may have been generated by Cyberwarfare and Attack Actions (see Table 1 above).
- Check the drone's route. Drones move taking the shortest route to the place with the most Alarm tokens in it. They move at their maximum speed.
- Activate drones in a sequence (determined by the initiative Player) performing two actions each (either Move-Move or Move-Attack).

Security Protocol

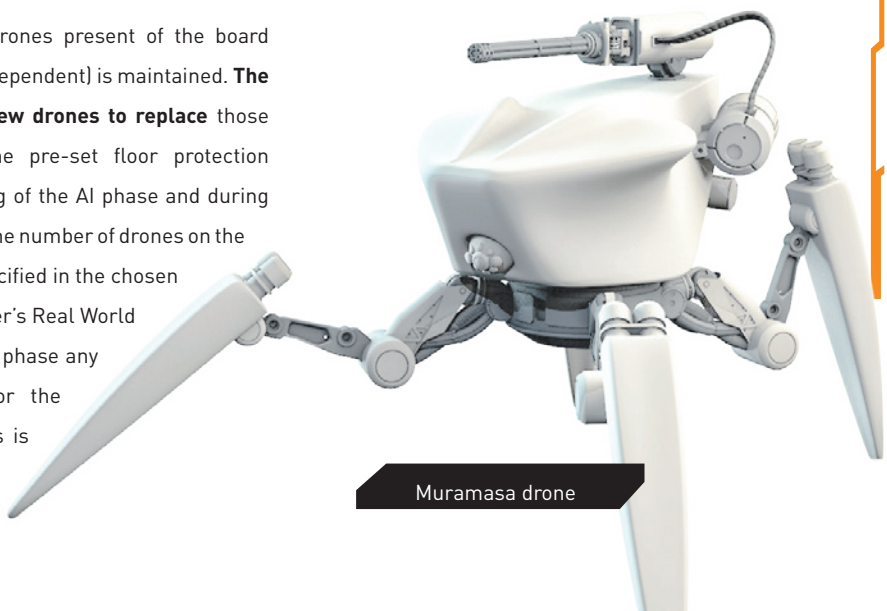
The number of security drones present of the board during the game (mission dependent) is maintained. **The security protocol sends new drones to replace** those destroyed, maintaining the pre-set floor protection algorithm. At the beginning of the AI phase and during the Clean Up phase check the number of drones on the board with the number specified in the chosen mission. If during any Player's Real World phase or the AI operations phase any drones were destroyed or the number of security drones is increased due to mission rules, then new drones are placed at random in places marked as "Drone Entry Point". Use CanDo cards to pick the locations. If there is more than one at a "Drone Entry Point" subsequent ones come onto the board behind the first with the loss of one square of movement.

Drone Actions

Unless otherwise specified Drones **use two Action Points** and only can perform combinations of either **Move-Move** or **Move-Attack** or a **single action of Attack**. The AI Avatar, if present in the Mission, will use operate as per the specific rules given in the Mission.

Drone movement

Advanced defence algorithms were rejected when the nanovirus was activated; as a result the drones use a simple auxiliary defence algorithm to determine their movement.



Muramasa drone

Determine the room or hallway with the highest number of Alarm tokens. All drones will move along the shortest route and at maximum speed of the given drone model towards the room or hallway with the highest Alarm level.

GENERAL RULE

Drones that are in a room or hallway with one or more characters at the moment of establishing the alarm level do not move towards the room with the highest alarm level but attack the characters in the current room immediately, first moving closer to effective range if required.

The Player with the initiative chooses one drone and moves it according to the guidelines above. The next drone is chosen by the next Player and so on, alternating between Players until all drones have been moved. In a solo game the drones are moved in any order you like. The drones always use a **Move-Move** or **Move-Attack** combination of actions or just a Ranged or Close Combat Attack action. Drones move until they reach the effective range of their weapons, then they perform an Attack Action if able.

Drone attack

When a drone is in a room or hallway with a character in Line of Sight it **immediately attacks** moving to effective range if able to and still attack. If there is more than one character in the room or hallway **it attacks the closest**. If it is impossible to establish which character in a room is closest to the drone then it will attack all characters at the disputed range at the same time with full attack capability. Conduct the standard combat procedure using all of the modifiers and the character may use all of their relevant Special Skills.

GENERAL RULE

Drones that are attacked by a character model can only perform the Dodge reflex action. They cannot make Take Cover or Fast Attack actions.

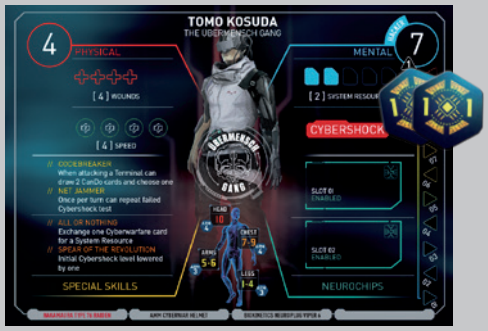
8 CLEAN-UP PHASE

- **Check the victory conditions** – check if the campaign Mission (tournament game) victory conditions have been met.
- **Close all doors** that can be closed.
- **Remove all** Alarm tokens from the board.
- **Remove any** "Activated" tokens and one "Reacted" token from all models or character sheets.
- **Remove own Cyberwarfare** cards from Tactical Networks unless the Player decides to keep them as a "running programme". Any cards still face down are turned face-up. If there are not enough SR tokens on a card to support it the card is immediately discarded.
- **Play any Cyberwarfare cards** from a Player's hand onto spare slots on the Tactical Network card if desired paying any required SRs to install the programme(s).
- **Discard any number** of non-blank CW cards from the Player's hand of CW cards.

9 EXAMPLES

System Resources check:

The System Resources were determined in the System Resources Phase earlier in the turn. Tomo has 8 points of System Resources at his disposal thanks to Mental Skill value (+2), his gear (Cyberwar Helmet +3 , Cyberdeck 07 +2) and 1 for being on a Tactical Network. He also has access to 1 from a conscious Harvey Scott in his Tactical Network giving Tomo 9 SRs to use.



DRAW CYBERWARFARE CARDS:

Each Faction draws their Cyberwarfare cards from their deck.

Tomo draws 5 cards from the Übermensch Cyberwarfare deck. Cards drawn are:

- *Offensive programme: W32.Navajo virus*
- *Defensive programme: HardRock 256 Bastion*
- *Sniffing programme: Fly Eye*
- *Booster programmes: Red Fever Procedure and Nimda Algorithm*

Tomo believes he has enough capability to attack the Terminal. Tomo plugs himself into the Terminal and starts his direct hacking attempt, the first on this mission. Tomo has no "running programmes" on his Tactical Network.

ATTACK DECLARATION AND TERMINAL CW CARDS DRAW:

Tomo declares a direct attack on the Terminal. Tomo has chosen the easier option, as hacking the Terminal remotely would mean a more difficult hack. (A remote hack would mean the Hacker reduces his score by 3).

The base defence of the Terminal is 1, which means it is protected by one Cyberwarfare card. Draw the card from the AI Cyberwarfare deck. Note that the Terminal is always protected by basic defence programmes. All Players can assign CW cards to their Tactical Network. Note that the Reactive Player should place any cards he may wish to use for defence against Cyberwarfare attacks from the other Player(s).

SNIFFING:

Tomo can use his Fly Eye sniffing programme, which allows him to check the Terminal defence programme. He places the Fly Eye card on his Tactical Network (field number 1) and spends one SR System Resource point to look at the one Terminal defence card. (This method can also be used to look at an opponent's CW cards; even those currently in their hand, paying one SR point for each card looked at). The Terminal card is "Intrusion Detection System (IDS) Delta Class" (strength 6).

PLANNING:

Tomo's plan is to:

- *Boost his SRs with the Nimda Algorithm (-2 SR SR to get +3 SR SR SR)*
- *attack the Terminal with the W32.navajo virus – 2 SR SR*
- *boost the virus attack with the Red Fever procedure – 1 SR (+3 to programme strength)*

Tomo is not taking any chances and decides to boost his defence while attacking the Terminal:

- *protect his Tactical Network with HardRock 256 Bastion – 2 SR SR*

The Nimda Algorithm will boost Tomo's available SR SR on the Tactical network to 10 (9 -2 +3). Tomo has identified use for 7 (SR for Fly Eye sniffing (taken from Harvey Scott), SR SR for HardRock 256 Bastion, SR SR for W32.navajo virus and SR SR for Red Fever Procedure) out of his 10 SR SR points. This leaves 3 SR SR SR points to boost either his defensive strength (only one support programme can be used per offensive or defensive programme).

PLAYING THE CARDS:

The Player in charge of Tomo plays his cards face-down (so that another Player or the placing of AI Cyberwarfare cards are not influenced by the cards that Tomo plays) in the following order:

- *the Fly Eye sniffing programme" (This card occupies a programme slot on the Tactical Network - field 1 in this case).*
- *the Nimda Algorithm (This card occupies a programme slot on the Tactical Network – field 2 in this case).*
- *offensive programme W32.Navajo virus (on field 3);*
- *the Red Fever procedure next to the programme being boosted (in this case the W32.Navajo virus on field number 4 of the Tactical Network);*
- *defensive programme HardRock 256 on field number 1 of his Tactical Network card (programme cards played on the Tactical Network always go to the first unused field with the lowest number or must replace an existing programme, in this case the Fly Eye CW card is discarded);*

After laying the cards down the Players turn them face up at the same time and pay their SR costs with SR tokens.

CYBERWARFARE PROGRAMME BATTLE OUTCOME:

Now it is time to determine the outcome of Tomo's intrusion.
The Terminal IDS Delta Class has a defence strength of 6. (Remember to complete all the battles on any given server (Tactical Network or Terminal) before moving on to the next one.)

CW CARDS SPECIAL RULES:

Tomo's virus (W32.Navajo) has a strength of just 2 but he also possesses a special skill that gives it +1 versus any Terminal defensive program, now giving it a strength of 3. Thanks to the Red Fever Procedure it is further boosted by 3 to a final value of 6 (2 + 1 + 3). It is now tied with the Terminal card for strength - that, however, does not guarantee success.

BOOSTING WITH SR POINTS:

Tomo also decides to use  *of his remaining 3*  *points to boost the attack strength of his W32.Navajo virus, which is now raised to an 8.*

Nakajima CH07 cyberdeck

DRAWING CANDO CARDS:

Draw one CanDo card for the Terminal and one card for Tomo. The Terminal gets a 9, which gives a final score of 15 (6 + 9). Despite the initial advantage Tomo's success is not yet assured.

It is time to use another of Tomo's Special Skills – Codebreaker, which allows him to draw two CanDo cards and choose one. He draws a 3 and an 8. Choosing the 8, Tomo wins the Cyberwarfare Programme battle (8 + 8 = 16 against 6 + 9 = 15), his virus destroying the Terminal's defences (remove the Terminal's IDS card from play).

(In this case the Terminal was defended by a single CW card. Were there more Terminal defence cards, after defeating the first one, Tomo would need to continue the attack paying the 'running programme' cost on his CW cards. Only after defeating all of the defending cards during one CW Phase would Tomo be able to take control of the Terminal. Failure to do so would mean the destruction of all attacking programmes (including direct support programmes, in this case the Red River Procedure) and the replenishing of the Terminal defences when attacked again. If the Terminal was defended by two programs and Tomo managed to destroy only one, the attack would still be unsuccessful. In the next turn he would face the two programmes again. The one that defeated his attack would stay face up and the other one would be drawn from the AI deck face-down.)

Tomo, knowing that the Terminal is defended by an IDS system, means he does not have to install any defensive programmes into his Tactical Network. But Tomo is a legend; he did not gain this status by taking unnecessary risks and his Tactical Network could be hacked by another Faction's Team. If the Terminal had been defended by a virus and Tomo had lost against it, the virus would have immediately tried to infect Tomo's Tactical Network. Without the defensive Hardrock 256 Programme Tomo would then have risked a Cybershock test and the possible easier infection of his Tactical Network.

Tomo Kosuda

COMPLETING THE ATTACK:

Tomo takes over the Terminal. The main goal has been achieved; from now on the virus will start eroding the Nakamura's network defence algorithms. The extent of the nanovirus intrusion has destabilized the AI protecting the building, impairing its security protocols. All the drones controlled by the AI will turn against any human in the building. That will be a nasty surprise for the Nakamura's Team members. It will also begin interfering with the Human Interfaces of all people connected to it.

Tomo has used up all but one of his  *System Resources and the Nakamura Team has no hackers thus the Cyberwafare Phase ends.*

TACS AND TACTICAL ADVANTAGE:

Taking over the Terminal means that the Übermensch Gang can use the camera systems in adjacent rooms. From now on they will be able to use the TAC factor to their advantage and can also decide to open, close and lock the doors controlled by that Terminal.

AN ALTERNATIVE OUTCOME

In the example above Tomo successfully hacked the Terminal. If Tomo was unsuccessful in his hack (the terminal drawing a CanDo card 3 or more than Tomo's highest CanDo card) and the Terminal had been defended by a virus/worm then the Terminal's virus/worm would have made a Cyberwarfare Attack against Tomo and his Tactical Network. If Tomo had not installed the HardRock 256 defensive programme then the Terminal's attack would have been automatically successful resulting in Tomo's Team's Tactical Network becoming infected and in Tomo having to take a Cybershock test and possibly suffering adverse effects from the particular virus or worm (as given on the card).

ATTACK EXAMPLES

The following are examples of some of the Attack tests that can be made. Note that in order to win a test, **the Attacking Player must roll higher than his opponent**. Draws are always lost by the Attacker model.

Examples of some of the Attack tests

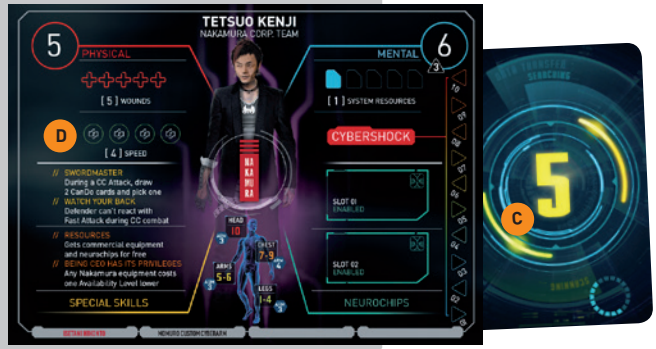
ACTION	VS	REACTION
Move (perform a Dodge)	vs	**Fast Attack** (once per turn, -3 modifier to PH)
Move	vs	**Take Cover** (once per turn)
Ranged Attack (test on Ph)	vs	**Fast Attack** (once per turn, -3 modifier to PH)
Ranged Attack (test on Ph)	vs	**Dodge** (+3 modifier to Speed Skill)
Ranged Attack (test on Ph)	vs	**Take Cover** (once per turn, test on Speed)
Close Combat (test on Ph)	vs	**Fast Attack** (once per turn, -3 modifier to PH)
Close Combat (test on Ph)	vs	**Dodge** (+3 modifier to Speed Skill)
Close Combat (test on Ph)	vs	**Take Cover** (once per turn, test on Speed)

1. MOVE VS. FAST ATTACK

Tetsuo makes a Move action in an attempt to cross an intersecting hallway. His Speed Skill is 4, thus he may move 4 squares in a single Move action. He moves 2 squares, but when he clears the corner, he is spotted by Shoko waiting down the other hallway (Pic 1.1). Shoko's controlling Player chooses to use a Fast Attack reaction for a Ranged Attack the instant Tetsuo emerges from behind the corner and into his Line of Sight. Tetsuo's Move action is thus interrupted and a Ranged Attack test is made.

Pic. 1.1

In this example Tetsuo can only defend himself using the "Dodge" reflex since he is an Active model. The test is carried out as follows: Tetsuo Dodges; he combines his D *Speed Skill of 4 with the Dodge bonus of +3 and would add any Dodge specific modifiers, which he has none, for a total of 7 (4 + 3). He then adds the value of a drawn* C *CanDo card (assume it is a 5) giving a total of 12 (* D *4 + 3 +* C *5).*



Shoko attacks with his A *Physical Skill (8), but the Fast Attack reaction carries a negative modifier of -3. He draws a* C *CanDo card of value 6, so his total is 8 - 3 + 6 = 11. This is not greater than Tetsuo's total of 12 and thus is a miss.*

Bullets whistle past Tetsuo, doing him no harm. Tetsuo resumes his move, moving the two remaining squares and safely disappears around the corner.

Having used "Fast Attack" as his reaction this turn (and thus having a "Reacted" *token), Shoko can only use the "Dodge" reflex against enemy attacks for the remainder of the turn.*

2. MOVE VS. TAKE COVER

Pic. 2.1

In this case, no test is required. The Reactive Player declares the use of the Take Cover reaction the instant the Active Player's model enters his Line of Sight. The Active Player's move is interrupted. Move the Reactive Player's model one square such that it is either not in Line of Sight of the attacking model or is no closer to it. This may enable the model to seek cover behind a door, wall or corner (by means of diagonal movement, for example) or allow the model to avoid a Close Combat Attack by moving out of range; handy when a rampaging cyborg with a nanoblade is bearing down on you. The model takes a "Reacted" token (Pic 2.1). The model can now only make Dodge reflex actions for the remainder of this turn.

After moving the Reactive Player's model Out of Sight, no closer or 1 square away, the Active Player completes his move up to their maximum distance, determined by his Speed Skill unless interrupted by another reaction by a different enemy character. The Active character may elect to move a shorter distance and end his movement.

3. RANGED ATTACK VS. TAKE COVER EXAMPLE

If a Reactive Player's character is the target of a Ranged Attack and has not already used a Take Cover or Fast Attack reaction this turn they may use the Take Cover reaction. Perform an opposed test based on the Speed Skill values plus any "Dodge" bonuses of the Target and if successful the model moves one square such that it is neither in Line of Sight of the attacking model nor closer to it. If test is failed then the model does not get the Take Cover move.

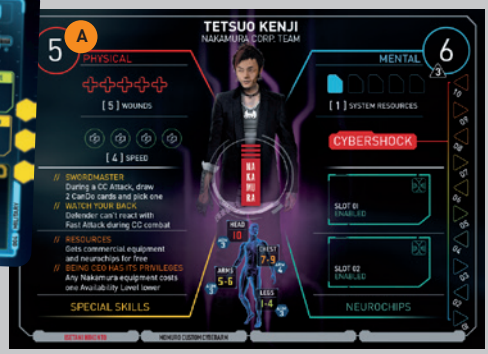
Shoko uses a Move Action to get Line of Sight on Tetsuo and then decides to make a Ranged Attack. Tetsuo is next to an open door and decides to react by using the Take Cover reaction to move out of Line of Sight. Tetsuo's Speed Skill is 4 and has no bonsues for Dodge, whilst Shoko has a Physical Skill of 8. Tetsuo would need a CanDo card 5 higher than Shoko in order to get his Take Cover reaction in and prevent Shoko from making a Ranged Attack.

4. RANGED ATTACK VS. DODGE EXAMPLE

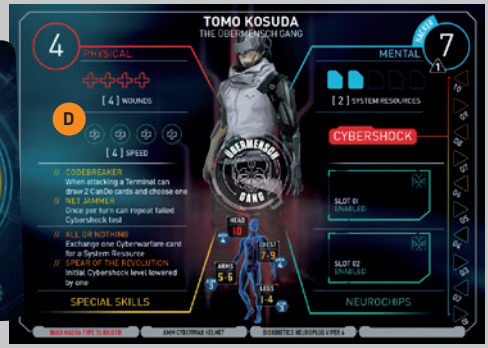
This is the most common opposed test. The Active model uses his Physical Skill and adds any bonuses applicable to Ranged Attacks and a CanDo card. The Reactive model uses his Speed Skill plus 3 and then adds any bonuses applicable to the Didge reflex reaction.

Ranged Attack Example

Knowing the floor like the back of his hand, Tetsuo Kenji is lying in wait in the darkness for the attackers. He does not have to wait long. He hears them first, the latest corporate gear is working perfectly. Then he sees them, two of them. Their signatures show some heavy body modifications. Time to act. His combat processor kicks in, it acquires the targets and calculates the best position for him. The enemy targets are Tomo Kosuda and Shoko Takayama. According to the combat processor Tomo is Tetsuo's best target. Shoot and scoot. Missed damn it. Displace, displace. Shoot and change position. Something's wrong. One more time. Dodge, displace. Damn it...



That's how it plays in the real world. The game mechanics deal with this as follows. Tetsuo Kenji makes a Ranged Attack on Tomo using a Nakamura Type 76 Raiden submachine gun. He has a starting Physical Skill of five but has a Momuro Custom Cyberarm with a +2 Ranged Attack bonus but no Special Skills or weapon bonuses for Ranged Attacks. A CanDo card with a value of 5 is drawn for a total of 12 (A 5 + B 2 + C 5).

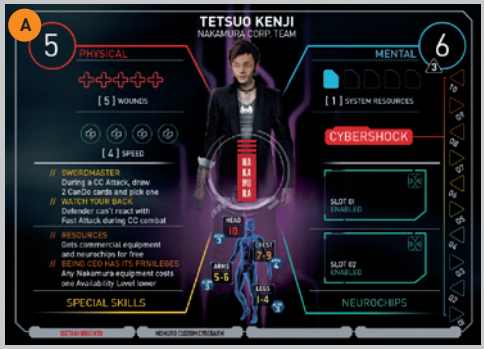


Tomo has a Speed Skill of 4. Tomo decides not to react with a Fast Attack or to Take Cover but uses the Dodge reflex action. None of Tomo's cyberware or Neurochips help with the Dodge. So his basic defence is his Speed Skill of 4 plus 3 for the Dodge for a total of 7. Tomo only needs to equal or exceed Tetsuo's total of 12 to avoid being hit. A CanDo of 5 is just sufficient (D 4 + 3 (Dodge bonus) + C 5). The air around him is filled with bullets that smash into the nearby wall.

Nakamura Type 76 Raiden

5. RANGED ATTACK VS. FAST ATTACK EXAMPLE

An alternative situation to the one above could be that Tetsuo decides to shoot at Shoko and Shoko decides to Fast Attack against Tetsuo. If we use the same CanDo cards (C *5 and* C *5), Tetsuo would hit Shoko in the arm (Testsuo's 12 versus Shoko's* A *Physical Skill of 8 - 3 for the Fast Attack negative modifier plus the* C *CanDo card of 5 (total of 10).*



Shoko's arm has an Z *Armour value of 5 (4 for the basic Armour but* Y *+1 for the Kagoma Full Cyborg Body V1000). The attack is beyond* X *"Effective Range" so the Damage from his Raiden submachine gun is only 4 so no wounds are inflicted. Even with* Y *AMM Shredder ammunition no wound would have been inflicted (5 Damage versus 5 Armour).*

6. CLOSE COMBAT ATTACK VS. DODGE EXAMPLE

Pic. 6.1

Werner Kube heard a woman's voice coming from the room. The Nakamura staff on this floor had all been evacuated so it must be one of those terrorists. May be he could dispose of this one by a surprised attack. He quickly entered the room. Standing in the middle of the room was Shinsu Oneda, still facing away from him. Werner rushed at her and brought his Needle nanoblade down, however, Shinsu reacted with lightning reflexes; she tumbles in an attempt to dodge the blade, but not quick enough.

In the real world it plays something like this for the game. Werner uses a Move action to enter the room and approach Shinsu until he is in an adjacent square (Pic 6.1). He then uses the Close Combat Attack action to attack Shinsu, who reacts by dodging (her only permitted reaction). Werner's A *Physical Skill is 6 with* B *+1 for his Nakamura Cyberarm HA9. He will be using an AMM Needle nanoblade in Close Combat with a* X *Damage of 5 in CC and the nanoblade has* Y *-2 to Armour. He draws a CanDo of value* C *8. This gives a total of 15 (*A *6 +* B *1 +* C *8).*

Shinsu has a D *Speed Skill of 5 plus* B *1 for her Cyberlegs, plus 3 for the Dodge and +2 for her* E *Special Skill (Ducking and Diving) for a total of 12. Unfortunately Shinsu draws a* C *CanDo of 2, resulting in a total of 14! Werner's blade strikes her* Z *Chest (Armour of 5). Werner's nanoblade ignores* Y *2 of the Armour, but with the blade doing only* X *5 Damage this results in only ✚✚2 wounds to Shinsu (2 points below Armour value). Luckily Shinsu had not been wounded before and is not crippled.*

7. CLOSE COMBAT ATTACK VERSUS FAST ATTACK

Although wounded Shinsu counter attacks Werner Kube in her activation, otherwise he will finish the job and kill her. It seems that they are evenly matched. Werner also wants to finish this so Fast Attacks rather than dodging. Their blades flash in a furious dance.

Shinsu (see previous example for character's statistics), when activated, spends an Action Point for a Close Combat Attack. She has a A *Physical Skill of 7 with a* B *+1 CC bonus for her Matsushita Cyberarm Killer Mod. She draws a* C *CanDo of 6 for a total of 14 (*A *7 +* B *1 +* C *6). Werner decides to use a Fast Attack rather than to Dodge. His* D *Physical skill is 6 plus* B *1 for his cyberarm but takes a -3 for the Fast Attack modifier for a net 4. He draws* C *7, which is not enough and he is hit in the arm. Shinsu's Isenti Nihinto nanoblade does* X *8 Damage, which ignores* Y *2 Armour due to the nanoblade (8 – (5-2)) for* ✚✚✚✚✚ *5 wounds, so just avoids being crippled.*

However, Shinsu is not done. She has the Matsushita Cyberarm Killer Mod that has the Y *Rapid Strike special ability that enables her to hit twice per CC Attack. Thus she gets a second Close Combat Attack against Werner. This time Werner tries to Dodge the attack (his only option having used the Fast Attack reaction and thus having a*  *"Reacted" token). She has a* A *Physical Skill of 7 with a* B *+1 CC bonus for her Matsushita Cyberarm Killer Mod. She draws a* C *CanDo of 4 for a total of 12 (*A *7 +* B *1 +* C *4). Werner Dodges with his* D *Speed Skill of 4 and dodge bonus of 3 and thus only needs a 5 or more to avoid being hit. He draws* C *7, which is enough. The combat continues.*

8. CLOSE COMBAT ATTACK VERSUS TAKE COVER

In this case the Active model declares a Close Combat attack. The Reactive model decides to react by performing the Take Cover reaction. This will be a test based on the Active model's Physical Skill + / - modifiers versus the Reactive model's Speed Skill + / - modifiers. If the Reactive model's result is equal to or higher then he moves his character one square away from the attacker.


ACE-AN 11
WALKING STREET
カラオケ747
ACE-AN10
WALKING STREET
Enjoy Club

10 ADVANCED RULES

Multiplayer Modes

It is possible to play with three Players in two ways. The simplest is that one Faction is controlled by two Players, having agreed which characters each Player is to control.

Another option is to have a third Faction controlled by the third Player added to the mission. This will require defining the starting position for the third Faction Team.

Advanced Cyberwarfare Rules

Blank CW Cards. In this option each Faction CW deck has two blank CW cards with which to help to bluff their opponent. The Player's hand size is increased to 7 cards but the blank cards are never discarded and thus remain either on the Tactical Network or in the Player's hand.

Increased Difficulty Levels

If Players wish they can agree to increase the difficulty levels of missions by a number of means. These must be agreed by all Players before play begins and can be selected by them or decided on a random basis.

1. Increase Security Protocol Level (i.e. the number of drones in the mission, normally by 1 or possibly 2).
2. Increase the Terminal Base Defence by one CW card.
3. Include Hit Location Gear Damage (see below)
4. During the Clean-Up Phase, instead of being able to discard any cards of the Player's choice from their hand they have to discard all cards still in their hand.

Intervening Models

In the basic game, friendly models do not block the Line of Sight for Ranged Attacks, whilst other models do. In this rule, any three models block the Line of Sight for Ranged Attacks. If there are only one or two intervening models conduct the Ranged Attack as normal but with a -3 modifier for each. A hit is still a hit but if it is a miss if the first application of -3 has changed it from a hit to a miss then the first intervening model is automatically hit instead (draw another CanDo card to determine the Hit Location) and if it required the second -3 modifier to change from a hit to a miss then the second intervening model is automatically hit instead (again draw another CanDo card to determine Hit Location). Otherwise a miss is a miss on all models.

An intervening non-friendly model can use a Special Action reaction, "Human Shield", with it being automatically hit if it is the second intervening model otherwise it gives a total of -6 modifier for a Ranged Attack, which if it changes the original result from a hit to a miss then the "Human Shield" model is hit instead (draw a CanDo card for Hit Location).

Advanced Hit Location and Damage

Hit Location

The base game does not differentiate between left and right arms and legs. However, to improve immersion in the game and to be consistent with the make-up of some of the models differentiation between left and right arms and legs (Shinsu Oneda has a right cyberarm and Yuko Oneda a left cyberarm) is required. For this use a Hit location of 5 as the left arm and 6 for the right arm, and a 2 or 4 for the right leg and a 1 or 3 for the left leg. This assumes a right-handed character. For a left-handed person just reverse the allocation of left and right.

Hit Location Damage

For ✚ wounds to the Head there is a possibility of damage to installed Neurochips. Draw a CanDo card for each ✚ wound received above one. If the CanDo card number is equal to a Neurochip slot number then remove any Neurochip occupying that slot from the game.

If the Hit Location is cyberware then if a single hit causes three or more wounds then the cyberware becomes disabled (i.e. removed from play). However, if the hit is on the arm, leg or head then the character only suffers three wounds, additional ✚ wounds are ignored.

Forcing a Locked Doors

In addition to the use of the 'Doorbreaker' Neurochip, characters equipped with a cyberarm or cyberlegs can attempt to force open Locked Doors to prevent them becoming trapped. Each attempt costs the character one Action Point. A single character has a 9-10 chance to open a locked door if equipped with a cyberarm or cyberlegs. The chance increases to 8-10 if their Physical Skill value is 7 or more. A forced open door cannot be closed again.

Übermensch gang

MEGA CORPORATIONS CONFLICT ESCALATES

THE PAST FEW WEEKS HAVE BROUGHT MORE INTERESTING NEWS ON ARGUMENTS AND ACCUSATIONS BETWEEN ADVANCED MICROMACHINES (AMM) AND NAKAMURA CORPORATION. DISPUTES AND LAWSUITS WERE FOLLOWED BY CHARGES OF ATTEMPTED THEFT OF FISCAL DATA AND RESEARCH RESULTS. AMM'S SHARE PRICE SLID AFTER A LEAK OF DATA STOLEN BY A HACKER, WHICH IN TURN HAS SPROUTED CONSPIRACY THEORIES ABOUT THE INVOLVEMENT OF THEIR COMPETITION. NAKAMURA'S LATEST STREAK OF SUCCESSES IN A NUMBER OF SIZABLE MILITARY CONTRACTS, THE TRADITIONAL DOMAIN OF AMM, HAS CAUSED NERVOUS REACTIONS FROM THE AMM'S MANAGEMENT.

"Another cyber scandal. Data worth millions was reportedly stolen from the corporate servers of Advanced MicroMachines Inc.. They issued a statement after recent rumours that its data warehouse has been massively attacked by hackers with pieces of the stolen data published on the WEB. The corporation admits that the scale of harm is not yet known nor what specifically was stolen. Sources close to the police claim, that the main suspect is a hacker using the alias Kosuda. A certain notorious hacker, Tomo Kosuda, is at the top of the list of most wanted cyber criminals. We are unable to confirm that Tomo Kosuda is the criminal responsible for the attack. After the statement was issued Advanced MicroMachines Inc's stock dropped by 3.8%."

"ANONYMOUS, BUT RELIABLE, SOURCES CLAIM THAT NAKAMURA'S STRUGGLE TO WIN THE BEST WORKERS HAS ESCALATED. LURING TALENTED SCIENTISTS AND PROJECT MANAGERS IN WITH PROMISES OF HIGHER WAGES IS RIFE AND MUTUAL. THERE HAS EVEN BEEN TALK OF THE ABDUCTION AND 'EXTRACTION' OF KEY ENGINEERS FROM OFF-LIMITS SECRET RESEARCH LABORATORIES, THEIR ELECTRONIC "LEASHES" HAVING BEEN SUBVERTED."

"According to our sources, Nakamura Inc. is leading the conflict. AMM is increasingly mentioning an 'adequate' response. It is starting to look more and more threatening."

AFTER LOSING SOME IMPORTANT CONTRACTS AND SEVERAL KEY SCIENTISTS, FORCIBLY EXTRACTED BY NAKAMURA OPERATIVES, AMM, BEING A MILITARY ORIENTATED CORPORATION, DECIDED TO RESPOND IN A COMPLETELY NEW WAY. THIS WILL GO DOWN IN HISTORY AS THE BEGINNING OF THE CORPORATE WARS. WHEN INFORMED BY THEIR SPIES THAT THE NEW CEO OF THEIR CHIEF COMPETITOR WILL VISIT THE NAKAMURA TOWER, AMM AGENTS HIRE A GANG OF PSYCHOPATHIC CYBERPUNKS WHO CALL THEMSELVES 'THE ÜBERMENSCH'. THEY ARE CHARACTERISED BY EXTREME CYBORGISATION, WHICH IN THEIR OPINION IS THE PATH TO BECOMING SUPERHUMAN. THE GANG IS TO FORCE ITS WAY INTO NAKAMURA OFFICES AND ABDUCT OR ELIMINATE NAKAMURA'S CEO.

"Yesterday at 17:46:45 an attempt was made to break into our corporate servers containing critical data on development of our Advanced Avatar project. Highly advanced software, including a combat virus and cloaking programmes, were used. The scale of the attack and the estimated computer performance loss..." Nakamura Corporation.

AMM SUPPORT THE GANG WITH ITS OWN AGENTS, WHO ENABLE THEM TO ENTER THE BUILDING. THE RAGE AND DESIRE FOR REVENGE BY AMM, HOWEVER, WILL NOT BE SATISFIED BY A MERE KIDNAPPING. USING THE CONFUSION THEY ARE TO EXECUTE AMM'S REAL PLAN WHICH IS TO PERFORM A MAJOR VIRUS ATTACK ON THEIR COMPETITOR'S CORE SERVER COMPLEX AS A REAL KILLING BLOW FOR NAKAMURA CORP. THIS IS A FIELD TEST OF A NEW WEAPON: A NANOVIRUS THAT SIMULTANEOUSLY ATTACKS ELECTRONIC SYSTEMS, DATABASES AND HUMAN INTERFACES THAT HAS LOOKED VERY PROMISING.

THIS NANOVIRUS RESULTED IN THE TOWER'S CYBERWARFARE DEFENCE SYSTEM BEHAVING ERRATICALLY. OF COURSE NOBODY TOLD THEM THAT IN FACT THEY WERE ALREADY CLASSIFIED AS COLLATERAL DAMAGE, THE NANOVIRUS BEING A VERY PERNICIOUS PROGRAMME THAT ALSO ATTACKS HUMAN INTERFACES.

Shoko Takayama v 2.0

DESIGNER'S NOTES

Do you remember Cyberpunk 2020, Interface zero or Johnny Mnemonic? Are you fans of Blade Runner, Matrix, Repoman, Ghost in the Shell? If so we are sure you will love our new game, Hint (abbreviation for Human Interface Nakamura Tower). It is a board game taking place in near future (2040), in a cyberpunk world that is dominated by cyber technologies and the dirty tactics of mighty corporations and powerful governments. A world that is all about the quickness of reaction and the speed of fired bullets.

The game is for 1+ players, featuring excellent models, modular board and detailed rules. Cyber combat in Tactical Networks? We have Gunfire? No problem. Mortal combats. Sure! Operations in Tactical Networks? Present. Cyborgs, drones and assault groups? There are, or will be soon.

The game mechanics are fairly simple as we wanted to achieve a good balance between a fun game and rules that enable many tactical possibilities. The basic rules are easy to learn but the possibilities grow significantly in combination with the characters' skills and the capabilities of equipment. The characters are defined by their basic Physical and Mental Skills and a set of Special Skills, some unique to the character and some to their Faction, that makes it easier to perform some tasks. The rules do not use any dice with the testing mechanics based on cards that we call CanDo. The description on the card, its value and colour, influence the final result of the test. The numerical value of the card also determines the location of a hit and any additional effects connected to it.

STORY ELEMENT AND PLAYER CHARACTERS – the game is based on the struggle between two powerful mega corporations that takes place in the title tower. In HINT you lead a team of selected professionals of a given Faction. Each of them has unique skills and abilities; each one can be given weapons, other equipment and can be enhanced cybernetically. All characteristics and modifiers are presented on special character and equipment cards (to avoid flick through the rulebook). Each character card has a limited number of slots that can be filled with equipment and cyberware modifications. The player can purchase additional equipment to replace a current item depending on the "Team's assets". A short bio of each protagonist is will allow the player to identify themselves with the characters. You may like them or hate them but they will no longer be just anonymous pawns.

Characters have only two key skills, Physical Skill and Mental Skill to cover their actions and abilities. However, the Special Skills of characters and their Faction, together with cyberware, Neurochips and weapons gives a wide variation in abilities.

It was decided that the tracking of ammunition for the wide range of weapons was an unnecessary complication except for a few specialist weapons with limited number of uses. It can be assumed that the characters carry a significant amount of ammunition with them and that some missions involve getting to an armoury where ammunition can be readily replenished.

FACTIONS – two main factions are available in the basic version of the game (Ubermensch Mercenaries

and Nakamura Corporation), each with characters possessing unique abilities. Every character has its own card with modifiers and equipment. The characters may be equipped with additional items and cyberware depending on the mission and Team's budget that allows Players to match characters to their own gaming style.

THE THIRD PARTY - playing against both players is the Nakamura Tower's defence system. After the first Mission, when the nanovirus was introduced into the defence system's code making it unstable, it will attack any humans that it finds (it is controlled by a game AI system and not the Players). Its drones, hybrids and avatars move and attack all player characters according to a simple algorithm. The game also offers a single-player option. In such case you play against the board and its mechanics, however, the mission details are very different from two and multi-player versions.

CYBERNETIC AUGMENTATIONS - Cybernetic augmentations, generally known as cyberware, and Neurochips granting advantages on the battlefield are the essence of the characters. But nothing comes for free! Each piece of cyberware may increase the vulnerability of the character to Cybershock, crossing of the border beyond which our characters are no longer human. Depending on the situation humanity tests can be made every turn. A failed test increases the level of Cyberpsychosis and crossing the limit will turn the character into a mindless drone. The resistance to Cybershock is based upon a character's Mental Skill which is given on each card and varies between characters.

THE GAME BOARD – the game is played on a board constructed from the modular square tiles. This creates the interior of the Nakamura corporate tower that is under attack by its rivals. The characters are moved using large squares on the board. This eliminates the need to measure distance when moving and fighting thus quickening the pace of the game and to avoid misunderstandings. Each room presents a specific tactical situation that influences the characters placed on it.

CARDS – all important information is placed on cards so that you don't need to check the rulebook all of the time. Character, equipment, cyberware and mission cards have all the descriptions and modifiers you need to play the game. This way all of the important information is always at hand and presented in an attractive form. Also the well-developed Cyberwarfare aspect is also based on cards.
The rules do not use dice; instead the testing mechanics are based on cards that we call CanDo with a value that influences the final result of the test. The numerical value also defines the location of a hit or additional effects related to the test.

CYBER-WARFARE - What makes HINT so unique is the division of events between those that happen in the real world (on the board) and those that take place in the virtual cyber world. Both influence one another and an advantage in the cyber world grants a significant bonus to actions that take place in reality. Hacking terminals, attacking enemy tactical networks and characters, uploading viruses and many other actions are performed using mechanics similar to card games.

MECHANICS - Game mechanics are fairly easy as we wanted to achieve a perfect balance between a fun game and rules that enable a lot of tactical possibilities. The basic rules are easy to learn but the possibilities of their use grow significantly in combination with the characters' skills and capabilities of equipment. The characters do not have predefined characteristics (like attack, defence, intelligence etc.). We assume that such professionals will always hit a stationary target while shooting from a standing position. The characters are defined by their basic Physical and Mental Skills and modifiers, which make it easier or more difficult to perform some tasks. These modifiers result from their skills, special training or cyberware and other equipment.

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