



# HUMAN INTERFACE

NAKAMURA TOWER  
THE CYBERPUNK BOARDGAME

REVISED RULEBOOK

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Special thanks to the club members and volunteers.  
We would like to thank all backers who supported us on Kickstarter.

We are here because of you.

Thank you very much!



**Publisher:**

© Postindustrial Games LTD

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2017

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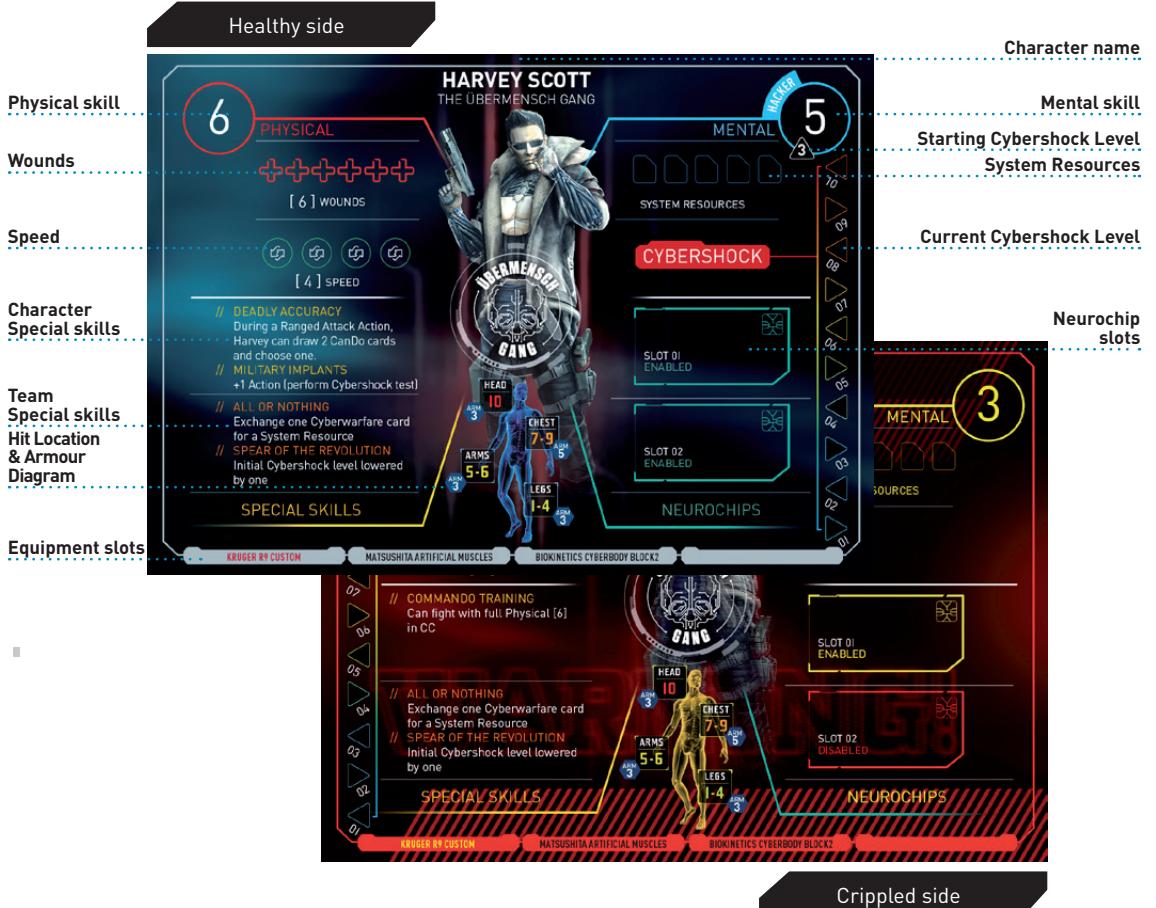


# DESCRIPTION OF COMPONENTS

## Character Cards

These are double-sided cards. The **mostly black side** is the “healthy” side and the **side with a red tinge** is the “crippled” side (with reduced skills, less Neurochip slots and different special abilities). Character cards start on their “healthy” side for single missions and are turned over to the “crippled” side when the number of suffered **+** wounds reaches or exceeds the number of

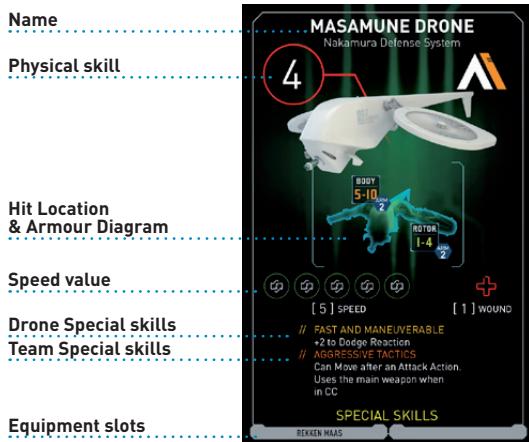
**+** wounds marked on the card (normally equal to the Physical skill). **No amount of healing will flip a card back** to its “healthy side” during a mission, unless specified in a special skill or gear card. Flipping from the “crippled” side to the “healthy” side may happen during the Inter Mission Recovery Phase (see individual missions). Characters have a number of “equipment slots”, normally 4. **These are at the bottom** of the large



character cards of the core game. Weapons, armour, cyborg upgrades and other “gear” can be placed under the equipment slots at one card per slot. Note that an ammunition card takes up one slot (unless otherwise stated).

### **Drone Cards**

Drones have a number of “equipment slots”, normally 2, at the bottom 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 (some cards will be released in expansions to the game). This 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**

Neurochips fit into the limited number of Neurochip slots (normally two for a healthy character and one for a crippled character). These provide some additional abilities or enhanced stats for the character. Availability Level COMM. = Commercial, MIL. = Military, BLACK = Black Market



### **CanDo Cards**

CanDo cards add randomness to the game and have a value ranging from 1 to 10. There are 40 CanDo cards and there is an uneven distribution of numbers within the deck. Draw the top card from the CanDo deck. After resolving the card, place the card onto the CanDo discard pile. **Whenever a CanDo card with a value of 1 or 10 is drawn reshuffle all of the cards** into a new CanDo deck, after resolving the test.



## Weapon cards

Name of weapon



Picture of weapon

A pair of numbers denoting weapon Damage up to Effective Range (number of squares)

A pair of numbers denoting weapon Damage up to maximum range (number of squares)

Generic Type of weapon

Special Abilities

Card number and availability

## Gear cards

Name of gear



Picture of gear

Bonus value, aspect getting the bonus, card number and availability

Specific bonus, requirements and penalties

Number of Cybershock symbols denoting the increase in initial Cybershock Level for character equipped

## Cyberwarfare cards

### Offensive program card

Name of programme  
Type of programme



Program strength & System Resources required (Installing, running)

Program special abilities

Card number, availability and faction icon

### Defensive program card

Program strength & System Resources required (Installing, running)

Name of program  
Type of program

Program special abilities

Card number, availability and faction icon



### Booster program card

Program special abilities



Name and type of program

Program strength & System Resources required (Installing, running)

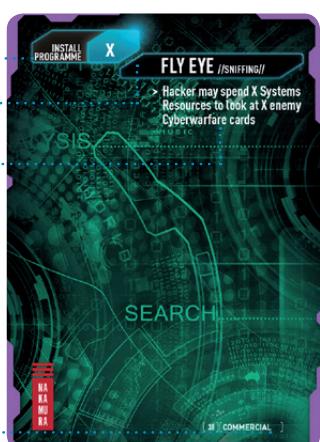
Card number, availability and faction icon

### Sniffing program card

System Resources required to install  
Name and type of program

Program special abilities

Card number, availability and faction icon



## Tokens

This game uses a number of tokens to track different effects (character status and game effects) during the game.  **"Wound"** tokens track the amount of wounds suffered by the model.  **"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 Team's number of remaining **SR**. 

**"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 and Virus/Worm effects.

 **"Objective"** tokens are used to denote objectives on the board during some missions.  **"Mine tokens"** are used to denote the squares in which a character has placed a mine.



**36 x Alarm tokens**

"Alarm" tokens are used to track the total alarm level generated by characters in a location.



**11 x Activated tokens**

"Activated" tokens are placed next to a model when they finish their activation.



**11 x Reacted tokens**

"Reacted" tokens are placed next to a model to show they reacted with a Fast Attack or Take Cover reaction.



**36 x System Resource tokens**

"System Resources" tokens are used to keep track of the number of System Resources available to a Team.



**63 x Wound tokens**

"Wound" tokens are used to keep track of the number of wounds suffered by a character.



**36 x Cyberwarfare tokens**

"Cyberwarfare" tokens are used to mark special negative effects of Cyberwarfare cards and some special gear.



**9 x No Dodge tokens**

"No Dodge" tokens are placed next to a model when they cannot use the Dodge reaction.



**9 x -2 to Dodge tokens**

"-2 to Dodge" tokens are placed on a character's card when it suffers this effect.



**9 x -1 to Reaction tokens**

"-1 to Reaction" tokens are placed on a character's card if the character suffers penalties to reactions.



**9 x Stunned tokens**

Place a "Stunned" token on a character's card whenever it is stunned.



**9 x Mine tokens**

"Mine" tokens are placed in the square where a character places a mine.



**9 x Objective tokens**

"Objective" tokens are used to mark special places described in Missions book.



**3 x Terminal tokens**

"Terminal" tokens are placed on the game board to show their location.



**4 x Main Terminal tokens**

Security terminal tokens are placed on the game board to show their location.



**52 x Cybershock tokens**

Place "Cybershock" tokens on the character's card to keep track of the level of Cybershock (or use the acrylic peg for the big character cards).



**4 x Drone entry point tokens**

"Drone entry point" tokens are placed on the game board to show where new drones will appear.



**1 x Turn tracker token**

The "Turn Tracker" token is used to keep track of the game turns during each mission.



**21 x Locked/Unlocked tokens**

The "Locked"/"Unlocked" doors are placed next to doors to show whether they are (un)locked.



**4 x Exit tokens**

Whenever a mission uses a special exit location, use "EXIT A", "B", "C" and/or "D" tokens.



**11 x Cybershock acrylic peg**

Use them to track Cybershock level marked on the right side of the larger character cards.



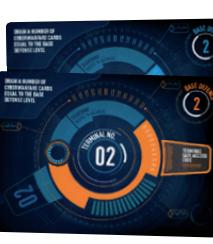
40 x CanDo cards



29 x Weapon cards



32 x Gear cards



4 x Terminal cards



36 x Neurochip tokens



32 x Nakamura Defence System Cyberwarfare cards



27 x Übermensch Cyberwarfare cards



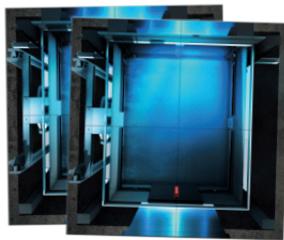
27 x Nakamura Cyberwarfare cards



2 x Drone cards



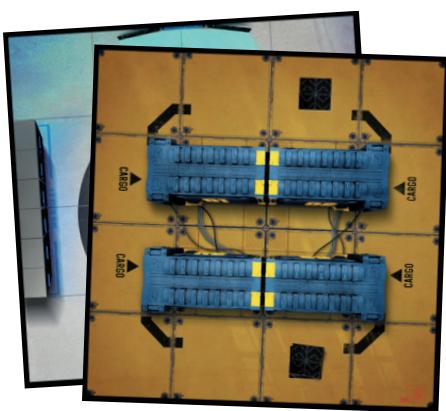
11 x Double-sided character cards



2 x Lift tokens



21 x 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 Masamune drones with plastic stands



5 x Muramasa drones with plastic bases



2 x Tactical Network cards

# GAME MECHANICS

## Length of the Game

A standard mission has individual victory conditions and a certain number of turns that define the maximum length of the game.

## Actions

Each activated character has two Action Points, which are used to:

- Move;
- Attack;
- conduct Special Action;
- use of certain equipment.

**NOTE:** The number of Action Points available in the round can be affected by special rules described in the missions, some gear, weapons and Viruses / Worms.

## Reactions

A reaction can only be done by an inactive character during an opponent's activation. Once a character has reacted, place a  "Reacted" token next to the model to show it cannot react again this turn, **except to Dodge**.

### Available Reactions:

- Fast attack;
- Take Cover and Dodge (Dodge can be seen as exceptional reflexes. **This reaction can be done any number of times during a turn**, even if the model is marked with the  "Reactive" token).

**NOTE:** Drones cannot perform the Take Cover or Fast Attack reaction they can only perform the Dodge reaction.

An activated character may still perform a Dodge reaction in response to a Fast Attack if making a Move Action.

## Tests:

Opposed tests: An opposed test against another character is a comparison of relevant values. This is the total of the characteristic, modifiers and a drawn CanDo card. The character with the **higher result wins** and **the defender always wins ties**.

Example: Werner Kube performs an Attack Action against Yuko Oneda. His Physical skill is 6 and there are no modifiers. A CanDo card with a value of 6 is drawn for a total of 12 (6+6). Yuko tries to avoid the bullets by performing a Dodge reaction. The test is based on the Speed skill (Yuko's Speed is 5) with a +3 modifier to Speed because of the Dodge reaction. A CanDo card with a value of 5 is drawn for total of 13 (5, plus 3 Dodge modifier, plus CanDo card of 5). She wins the opposed test by one. It means she avoids Werner's bullets. In case of a tie she also wins because she is the defender.

**Standard test:** In a standard test the player draws a CanDo card. If the value of the card is equal to or lower than the relevant value (Physical, Mental or Speed with any modifiers from Faction, character or gear), the test is successful. If the CanDo card is higher, the test fails.

Example: Shoko Takayama uses his Kagoma Cyberarm Type 1. The gear card shows that after use the owner has to perform a Cybershock test against his Mental Skill. Shoko takes a Cybershock test based on his Mental Skill of 3 (with no modifiers) and draws a CanDo card with a value of 4. He fails the test by one (Shoko's modified result is 4) and his Cybershock Level rises by one.

**NOTE:** Human Interface uses 40 CanDo cards in the range of 1 to 10 instead of dice. The number of cards is not evenly distributed.

activated in the next AI Operations Phase as a drone but with the abilities and equipment of the character.

### **Cybershock test:**

Take a standard test, using the 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 increases by one.

Example: Shinsu Oneda decides to use the special ability of her Matsuhita Labs Cyberarm Killer Mod gear to give her two Close Combat attacks. She must take a Cybershock test after the Close Combat Attacks.. Her Mental skill is 3 and she has no special skills or equipment to boost this value. She draws a CanDo card with a value of 5, which is higher than her Mental skill of 3. The Cybershock test was a failure and thus her Cybershock Level increases by one (a CanDo card with a value of 1, 2 or 3 would have meant success).

### **What is Cybershock?**

The Cybershock Level reflects the level of a character's humanity, something that separates man from machine.

- The Cybershock Level is marked on the right side of the large character card (you can track it by using the acrylic peg). The starting Cybershock Level is the total of the character's starting gear and special abilities.
- Some of the character's equipment may affect a character's initial Cybershock Level or force the player to take a Cybershock test when used.
- 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. If they fail the test their Cybershock Level will rise by one.
- If at any point in the game a character's 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

**NOTE:** In Cybershock tests the value of the CanDo card must be equal to or lower than the (modified) Mental skill to succeed.

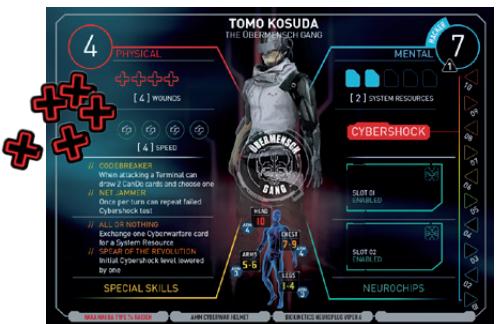
### **Wounds and flipping character cards**

On the character's card there is an Armour value on every hit location. If a character is hit, the number on the attacker's CanDo card doubles as the hit location. Use the Armour value of the location to determine damage.

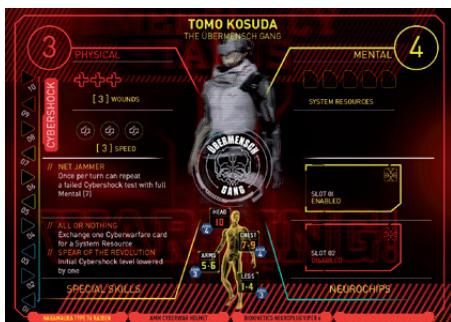
Subtract the Armour value from the weapon's Damage. The difference is the number of + wounds the character suffers. Mark the number of + wounds by placing that many + "Wound" tokens on the character's card. Once the number of + wounds reaches or exceeds the Wound Value on the character's card, flip the card to its crippled side. Ignore any excess + "Wound" tokens. The backside of the card shows the crippled profile of the character.

As a general rule a crippled character has reduced

Physical and Mental skill values, Speed and fewer Neurochip slots available. Take notice of the character's unique Special skills, which often differ greatly from the healthy side.



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



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

**NOTE:** If the number of wounds is equal or greater than the Wound value on the "crippled" side of the character's card then the character becomes unconscious. The character remains unconscious until the end of the mission unless it has a special skill that recovers wounds.

## Tactical Situation

**A1 TAC 3** Tactical Situation (TAC) – Every room on the board has its own Tactical Situation modifier that **negatively affects**

**Ranged Attacks** (and range 2 Close Combat Attacks) 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. 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. The player's characters **count the TAC as 0** in all adjacent rooms and hallways.

In all rooms and hallways where the controlling Security Terminal has not been taken over by a Faction Team, **the AI has control and all drones use a TAC value of 0**.

**NOTE:** If the line of sight goes through rooms and hallways with different TAC values only the higher TAC value affects the test.

## Line of sight

Characters, drones and avatars have **360 degrees** field of vision. The example illustrates line of sight in one situation. **In order to determine line of sight draw a line between the centrepoints of the two 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.



### **Stunned state**

Stunned characters fall down and **can do nothing** (including reactions) for one turn. Place a  "Stunned" token next to the model. The model does not generate System Resources.

### **Disabled weapon / gear**

Mark disabled equipment by **turning the card face-down**. This shows that the selected equipment does not work until the end of the effect that disabled it (e.g. hostile Cyberwarfare cards present in your Tactical Network)

### **Terminals**

There are two types of Terminals in the game;



- **Security Terminals** (with numbers and colours - orange, green, blue, red) and
- **Basic Terminals** (these just provide access the Tower's computer network - white).

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 (a maximum of 6) of the same colour which are placed in adjacent rooms and hallways.

A Security Terminal has a **Terminal Strength** on their Terminal Card. It determines **how many Cyberwarfare cards protect** the Security Terminal. The Strength of a Terminal is determined by the mission.

### **Doors**

In the core game box there are 21 doors. **Each door is marked with a colour and a number** corresponding to the controlling (Security) Terminal. If there are doors of a colour with no corresponding Security Terminal on the board, they are considered closed but not locked (and remain unlocked).

**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. Once this happens all doors controlled by Security Terminals become locked.

Locked doors can only be opened by a Hacker in control of the corresponding Security Terminal or by a character equipped with the "Door Breaker" Neurochip in the Real World phase (note: an advanced rule allows doors to be forced open by using cyberarms or cyberlegs).

- Closed doors block 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 Team's turn;
- All doors close automatically in the Clean-Up Phase;

- Open doors are placed perpendicular to the wall and do not block line of sight;
- Locked doors may be opened or closed by the character whose team controls the appropriate corresponding (Security) Terminal.

**Only a Hacker can be in control** of a Security Terminal and thus only they can choose to open or close the corresponding doors. He stays in control until the Security Terminal is successfully hacked by an enemy Hacker or if the active Hacker is rendered unconscious. He will then lose control of the Security Terminal. Any Cyberwarfare cards **installed in the Security Terminal** will remain active. Standing behind a door **does not prevent it from being opened** (the doors are assumed to slide aside or upwards).

**NOTE:** Drones possess the master code to all doors, including those controlled by the players. When 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 to do so. These doors are returned to their original state, closed, open or Locked after the drone has moved through.

### Characters in a Doorway

If a character model stands in an open doorway, **friendly characters can move past them**. The character prevents entrance to enemy models until they move, are rendered unconscious or are eliminated. They may still **be attacked diagonally as normal**. Characters standing in the doorway can prevent a door from becoming closed.



Character in a Doorway

### "Alarm" tokens

🟡 "Alarm" tokens are used to **determine the initial movement destination** for the drones and AI Avatars. Players should place 🟡 "Alarm" tokens after performing the Actions 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. Note that characters also **generate one 🟡 "Alarm" token each in the area they are in**, unless they have gear or special skills that negate this. These should be added at the start of the AI operations phase.

#### ALARM TOKENS GENERATORS

NUMBER OF TOKENS	ACTION PERFORMED
+2 🟢	Direct Terminal takeover (if successful)
	Use of hacking gear (Cyberdecks included)
	Use of heavy weapons or grenades
+1 🟢	Use of Ranged Attack weapons or Flash Bang grenades
	Close Combat without using Ranged Attack weapons
	Forced door opening (special skill only)
+X 🟢	For every character in the room or hallway (unless negated by certain gear)
	For active programs / gear generating Alarms
-X 🟢	For each program / gear generating false interference
+X 🟢	Certain Cyberwarfare cards infecting a Tactical Network

The "Alarm" tokens are generated just once for each type of Action

### **System Resources**

 **System Resources (SR)** are used by a Team to improve their chances of gaining the initiative, to conduct offensive Cyberwarfare and to conduct defensive Cyberwarfare. See the **Check System Resources Phase** for more details.

**NOTE:** The amount of SR available to a Team depends upon the total number of System Resources provided by each conscious member of the Team as long as they are part of the same Tactical Network.

### **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 the Faction's 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 character card.**

#### 3. Determine the starting Cybershock Level of all characters.

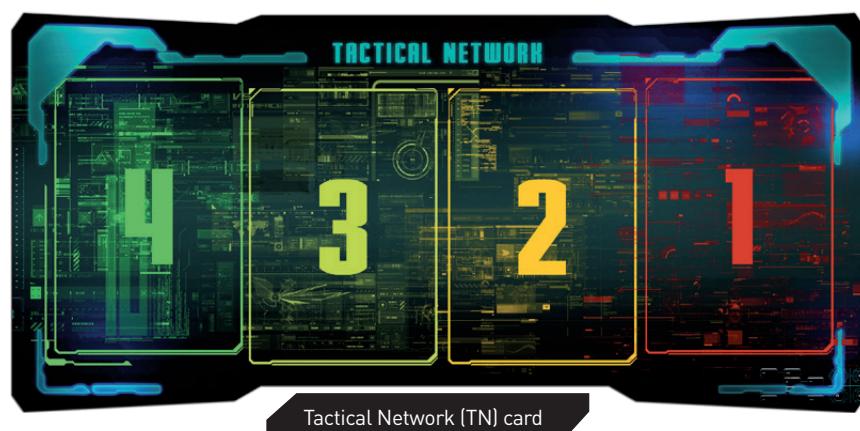
The Cybershock Level equals the sum of all Cybershock symbols on their gear cards (note: the Übermensch have a special skill that reduces their starting Cybershock Level by one).

### **Team budget**

- You can spend Team budget points on weapons, gear and/or Neurochips. **The Team budget is normally set by the mission rules.** The mission will also tell you the 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 card or by certain special rules. The cost of extra equipment is as follows (unless changed by special skills or the mission):
  - Commercial: 1 point;
  - Military: 2 points;
  - Black Market: 4 points.

### **Tactical Network**

The **Tactical Network (TN)** is a Virtual Computer system for the hacker to run offensive or defensive programs and a battlesystem to which every member of the Team (eg. Übermensch Gang) is linked. Every member of the Team is permanently linked to this Network, unless the mission rules or a certain card states otherwise. Enemy hackers can try to infect the TN with a Virus or Worm program. The defensive systems of (Security) Terminals are also a threat to a Tactical Network.



# PLAYING THE GAME

## PHASE SEQUENCE IN A GAME TURN:

- PHASE 1.** Virus/Worm infection and Cybershock test Phase
- PHASE 2.** Check System Resources Phase
- PHASE 3.** Initiative determination Phase
- PHASE 4.** Cyberwarfare Phase
- PHASE 5.** Real World Phase
- PHASE 6.** AI operations Phase
- PHASE 7.** Clean-Up Phase

## **PHASE 1** **VIRUS/WORM INFECTION AND CYBERSHOCK TEST**

### **Summary**

- Check for any hostile Virus/Worm programs in your Tactical Network.
  - If a Virus/Worm infection is present increase the Cybershock Level by One (Cybershock test fails: CanDo card value > Mental skill + any modifiers)
  - If a Virus/Worm in an enemy Tactical Network has special rules then the hostile player selects which characters are affected and applies the effects.
- Cybershock Level
- Cybershock Test
- Performing Cybershock test

### **1.1 Check for any hostile Virus/Worm in your Tactical Network for all your Team members.**

In most missions **you can skip this step during the first turn.** This step **will be important** when the TN is infected during the Cyberwarfare Phase or as specified by the mission.

### **What does Virus/Worm infection mean?**

A **successful Virus/Worm Cyberwarfare attack** against a Tactical Network **will infect** that Tactical Network with the Virus/Worm. Place the card on the Tactical Network card. It will occupy that slot in the Tactical Network

HINT REVISED RULES

15

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 in the Tactical Network any special Virus/Worm abilities will be implemented and **all characters** in that Tactical Network will have to undertake a Cybershock test.

It is assumed that after the first mission has been completed, the Nakamura Tower's computer network is infected with the nanovirus, which will require Cybershock tests as specified in the missions.

A Virus/Worm Cyberwarfare attack **may also be triggered by an unsuccessful hacking attack** against a (Security) Terminal or Tactical Network that has a hostile Virus/Worm program running.

#### **1.1.1 Virus/Worm infection and Cybershock test**

If one or more hostile Viruses or Worm programs are present on a TN then **all characters on it** will be subject to a Cybershock test for each Virus/Worm card present.

#### **1.1.2 If a Virus/Worm in an enemy Tactical Network has special rules then select the characters to be affected**

**Program special abilities**



In addition some Virus/Worm cards also **have special abilities** that adversely affect some characters in that Tactical Network. These effects **should be applied now**, tokens may be used to denote characters affected.

#### **Example**

At the beginning of this Phase a player has the TUSK VS Worm program installed in his Tactical Network. One of the special abilities affect the player's character physically: disable one Cyberware of your (note: the opponent's) choice of one enemy character. This effect will be applied in this Phase.

#### **1.2 Cybershock Level**

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 a different amount as shown by the number of Cybershock symbols on the gear card.**

**The Level can also increase due to failed Cybershock tests** resulting from hostile Virus/Worm infections in 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 cause an increase in the Cybershock Level. Certain special skills, Neurochips and recovery stages between missions may reduce the Cybershock Level.

#### **1.3 Cybershock test**

- When a Virus/Worm gets into a Tactical Network then the hacker in that Tactical Network **has to pass a Cybershock test**. Some Virus/Worm cards specify additional effects that are also implemented.
- Cybershock tests are also required by **all Team members** in a Tactical Network with an enemy's Virus/Worm present at the start of the turn.

- Cybershock tests may be required **when using specific gear**.
- Cybershock tests may be required **when attacked by certain weapons**.
- **Some missions may specify** characters must perform Cybershock tests during certain turns (as an effect of the nanovirus).
- Cooperative missions - each time one of your characters attack another player's character (in either in the Cyberwarfare or the Real World Phase) that character has to take a Cybershock test. If the test is failed their Cybershock level increases by one.

#### 1.4 Performing a Cybershock test

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

**NOTE:** 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 which is then treated as a drone and is activated as though it is a drone in the next AI Operations Phase.

## PHASE 2 CHECK SYSTEM RESOURCES PHASE

### Summary

- Remove all SR
- Generate System Resources:
  - Per character, one per Mental skill > 5 (which is shown on the character cards);
  - Extra for gear and special skills;
  - One for each conscious Team member connected to the Tactical Network;
  - Minus the cost for running hostile programs in your TN

### Generate System Resources

Each Team in the game calculates the  **System Resources (SR)** available to them from the  SR of its Team members. The Team's  SR are a total of:

- one  SR for every conscious character;
-  SR due to character's Mental skill (one  SR for each Mental Skill > 5);
- specific  SR related skills, Neurochips and certain cyber gear;
- minus the  SR cost of running hostile programs on the TN.

A character can only count **one Cyberdeck** gear card towards generating  System Resources. Each player

then places  SR tokens adding up to their  SR on each of their character cards.

Look at each Team's Tactical Network and if there are hostile Virus/Worm cards installed in the Tactical Network. Remove the  SR required to run these programs in the background .

**NOTE:** If a character becomes unconscious (not stunned), then remove all  SR tokens from their character card. Also if a character becomes disconnected from their TN (this may be used in future expansions) then their SR cannot be used by other members of the Team.

**Example:**

Tomo, Shoko and Harvey work together for the Übermensch. Tomo is the designated hacker and must try to hack the enemy Tactical Network. As the character with the best cyberwarfare skills, Tomo will be the hacker this turn. In order to attack an enemy network, the gang needs to gather enough  System Resources to be able to do so. Time to gather some resources.

- **+3 for every conscious Team member** (Tomo, Shoko and Harvey)

- **+2 due to Tomo's Mental skill** (Tomo has a Mental skill of 7, two points above 5)
- **+3 for Tomo's Cyberwar Helmet gear card**
- **+2 for Tomo's Cyberdeck 07 gear card**
- **There are no running hostile Virus/Worm cards** in the Tactical Network, so there are no negative modifiers.

The Übermensch Team has a total of **ten  System Resources** during the game turn. This should be enough to mess up the enemy's Tactical Network.

**SYSTEM RESOURCES (SR)**

- +1** for every conscious Team member on the board, including the hacker
- +1** due to a character's Mental skill (one SR for each Mental skill > 5)
- +X** specific SR related skills, Neurochips and certain cyber gear (only one Cyberdeck card can be used)
- X** cost of running hostile Virus/Worm cards in the Tactical Network

**Players can spend System Resources to:**

- bid for initiative
- pay costs of installing and running programs
- boost the total program strength (up to 2 SR can be used)

## PHASE 3

### INITIATIVE DETERMINATION PHASE

**Summary**

- Bid using SR tokens.
- Player with the initiative determines:
  - First player in the Cyberwarfare Phase and Real World Phase;
  - First drone to move in the AI Operations Phase.

**3.1 Bid for initiative using SR tokens**

Each player secretly takes a number of their  System Resource tokens to spend, reveals them and draws a CanDo Card.

**The player with the higher total score of the CanDo card and spent  SR has the initiative.** In case of tied scores, draw new CanDo cards until a winner is determined.

Discard all spent  SR.

**3.2 Player with the initiative determines:**

- First player in both the Cyberwarfare Phase and Real World Phase;
- First drone to move in the AI Operations Phase. The players will then alternately activate drones until they all have activated.

# PHASE 4

## CYBERWARFARE PHASE

### Summary

- Decide which Team member is the hacker this turn if there is more than one hacker in the Team. The player with the initiative begins the Cyberwarfare Phase.
- The player can remove any programs he installed in a Tactical Network.
- Pay the SR running cost of any of the player's programs remaining in the Tactical Network.
- Draw five CW cards minus the number of cards in your hand, and those already installed, plus any bonuses.
- Use the Sniffer cards
- Repeat the following actions in player order starting with the player with the initiative.
- During the player's turn they can choose to do the following (in any order):
  - Attack an enemy Tactical Network;
  - Attack a (Security) Terminal;
  - Purge/Protect System.
- Second player's turn

**NOTE:** Defensive programs can only be used to secure a Tactical Network or hacked Security Terminal. Players can use Offensive programs to attack (Security) Terminals or an opponent's Tactical Network. After an unsuccessful attack on a (Security) Terminal the Defensive program's card stays active.

If there are insufficient SR then the player must discard some of their installed CW cards until there are enough SR to run the remaining programs.

The players draw their Cyberwarfare cards for the turn. This is normally five cards, minus the number of the player's programs running in his Tactical Network plus any extra cards granted by gear and/or skills (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 programs running in their Tactical Network).

The active player with a hacker may attempt Cyberwarfare attacks. They are the only Team members that may attempt a Cyberwarfare attack or defend against them. The attack can be against either a (Security) Terminal or a Tactical Network.

Cyberwarfare attacks will continue until the player passes or has used all of their  System Resources.

An attack against a (Security) Terminal may either be made

- directly (in the same square as the (Security) Terminal, or adjacent to it) or
- remotely (from anywhere on the board).

An attack against a Tactical Network is always done remotely (unless specified otherwise in the mission).

Hacking remotely incurs a penalty of minus 3 Strength to the attack.

There are three basic types of Cyberwarfare cards:

- offensive programs (e.g. Virus/Worm cards),
- defensive programs (e.g. Ice, Bastion and IDS),
- support programs (e.g. Sniffer,  System Resource Boosters and program Boosters).
- blank bluff cards



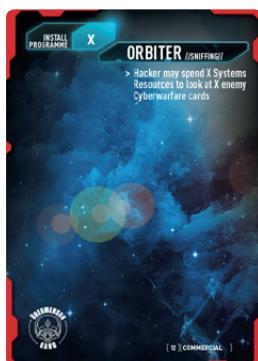
**Offensive program's card**

Name, type, program strength and System Resources required are on the top.  
Program special abilities on the bottom.



**Defensive program's card**

Name, type, program strength and System Resources required are in the middle.  
Program special abilities on the bottom.



**Sniffing program's card**

Name, type and System Resources required are on the top as well as program special abilities.



**Booster card**

Name, type and System Resources required are on the left side.  
Program special abilities are on top.



**SR booster card**

Name, type and System Resources required are on the left side.  
Program special abilities are on top.



**Blank bluff card**

Yes, you can bluff by playing blank cards which have no effect.

**NOTE:** If there are insufficient CW cards in the Team'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.

**NOTE:** If a player wants to use the chosen program for the first time during a turn, they pay the Install Program cost. In subsequent turns players pay the Running Program cost if they want to keep the program active, unless that program is in an enemy Tactical Network or on a Terminal. In this case the enemy pays SR for running the program (which reduces the number of available SR during Phase 2).

#### Detailed Cyberwarfare Phase sequence:

1. Skip this Phase if your team had no conscious hacker.
2. All players decide which Team member is the hacker this turn if there is more than one hacker in the Team. A conscious hacker is required to play any new attack, defence or program boost card.
3. Draw 5 Cyberwarfare cards, minus the number of cards in your hand and the player's programs installed in your Tactical Network. The number of cards can be modified by gear and/or skills.
4. Use  System Resources Booster cards.
5. Use the Sniffers - Sniffer programs are one use only and should be discarded after use.

**To Attack** a TN or (Security) Terminal **you have to use Offensive (Virus or Worm) CW cards.**

**You cannot use ICE, IDS or Bastion cards to attack.**

- The first player decides on taking one of the following three actions, in any order, then the second player and so on.

### **6.1.Attack an enemy Tactical Network (TN)**

- The attacker reveals new CW cards face-up** in his Tactical Network and **declares** any supporting Booster/Blank cards **facedown (one per Virus/Worm card)**, if there are any defensive programs running in the enemy TN the attacker has to attack the defensive program on the field **with the lowest value**.
- The defender, if any, **reveals a new defensive card** from his hand to place in his Tactical Network or **declares the first defensive CW card** face-up already running in his Tactical Network and any supporting Booster program facedown (one Booster per defensive card).

If the defender has no SR to install defensive CW programs or has no defensive CW cards to reveal he **can only defend his TN with a CanDo Card**.

- Both players **declare how many SR** they are spending to boost the attack/defence (with a maximum of 2 SR).
- Both players reveal their cards** and then pay the SR cost.
- Conduct Cyberwarfare battle:
  - Offensive card strength + booster card (if any) + up to 2 SR + CanDo card **against** defensive card strength + booster card (if any) + up to 2 SR + CanDo Card. The player with the **highest total wins** and the defender wins a tied result.
  - If there are no defensive cards in the attacked TN, the defender **only draws a CanDo Card** to defend his TN (and cannot boost this with SR).
  - The losing program and its support card (if any) **are discarded. Discard all SR tokens** spent by both the attacker and defender.
  - When there is more than one defensive card in the attacked TN the attacking **player can repeat the Cyberwarfare battle**. The attacker

has to pay the Running Program costs for all cards (chosen Virus/Worm program and Booster cards) used for every additional attack on the TN and the Install Program cost of any new CW programs installed.

- If the attacker loses one attack, decides to stop the attack or the attacker cannot pay** the additional SR cost for an attack **he loses the battle**. The Virus/Worm card is discarded from his TN.
- If all defensive cards** in the attacked TN are destroyed the **attacker wins**.
- In case the attacker wins **he can place the offensive card** he used in the attack into the defender's TN. The defender's TN is infected with that card and any attached booster card.
- If the card has any special ability, **it will then affect** the defending hacker. Otherwise the **ability triggers in the first phase of each turn the TN is infected**.

### **6.2.Attack a (Security) Terminal**

- Draw AI Cyberwarfare cards **equal to the (Security) Terminal Strength** and place them facedown. Do this **separately for each player** attacking the (Security) Terminal because the (Security) Terminal uses different programs to defend against different Tactical Networks.
- The attacker reveals** offensive CW cards face-up in his Tactical Network and declares any supporting Booster cards face-up (one per offensive card).
- Conduct Cyberwarfare battle. Offensive card strength + booster card (if any) + up to 2 SR tokens + CanDo card **against** AI CW card strength + CanDo Card. The higher total wins and the (Security) Terminal wins any ties.
- The losing program and its support card (if any) **are discarded**.
- If the attack was successful **the attacker can place** the used CW card or place any number of CW cards from his hand (paying the Install

Program cost) or TN into the (Security) Terminal, **up to the Terminal Strength**.

Later, if the player still controls the (Security) Terminal **he may change** the card(s) for any other card(s) paying its Install Program cost.

- **Defensive AI CW cards will defend** the (Security) Terminal against attacks.
- **Offensive AI Cyberwarfare Cards will attack an attacker** if the attack was not successful.
- Conduct Cyberwarfare battle. Use a Virus/Worm AI CW card against the hacker's defensive CW card installed in their TN. If there is no defensive program in the hacker's TN, the hacker can only draw a CanDo Card to defend his TN (and cannot boost this with SR).
- If the attack was successful the **TN is infected with the AI CW card**.
- If the hacker attack was not successful, **the defensive AI Cyberwarfare card stays face-up** in the (Security) Terminal's network.

**NOTE:** When attacking (Security) Terminals each Team attacks through their own access route: draw the appropriate number of Terminal Defence Program cards separately for each Team. Any (Security) Terminal will draw Cyberwarfare cards equal to its base Defence value. Basic Terminals have a Defence value of 1 (one Cyberwarfare will be drawn against each Player).

### 6.3.Purge / Protect System

- a. Choose a defensive CW card and optionally a supporting program to attack a hostile Virus/Worm card in your Tactical Network (or protect your TN if there are no other enemy programs in your TN).
- b. Conduct a Cyberwarfare battle. Defensive card strength + up to 2 SR + CanDo card **against**

offensive card strength + Booster (if any) + CanDo card.

c. **Players can repeat** Purge / Secure System if there is more than one Virus/Worm program in their TN as long as they have the SR to run programs (or they want to protect their TN with more defensive programs).

**6.4.The second player decides which of the above actions to take.**

**6.5.The third player decides what to do and so on.**

**NOTE:** Defensive programs can only be used to secure Tactical Networks or (Security) Terminals. Players can use offensive programs to attack (Security) Terminals or an enemy's Tactical Network. After an unsuccessful attack on a (Security) Terminal the defensive program's card stays face-up on the (Security) Terminal card.

**NOTE:** After a successful infection of a TN the hacker or another Team member suffers one **+ wound** and their Cybershock Level increases by one regardless of the special effects shown on the card.



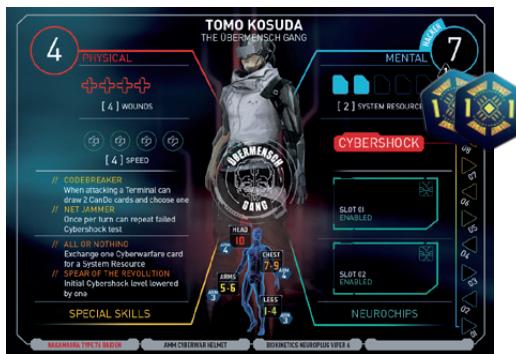
Phantom

Example:

#### SYSTEM RESOURCES CHECK:

The System Resources were determined in the System Resources Phase earlier in the turn. Tomo has 9 points of System Resources at his disposal thanks to:

- Mental skill value (+2 SR, bonus for being 2 points above value of 5, Tomo has Mental skill value of 7),
- his gear (Cyberwar Helmet: +3 SR, Cyberdeck 07: +2 SR)
- +1 SR for being in a Tactical Network.
- Tomo has access to +1 SR from (a conscious) Harvey Scott in his Tactical Network. This gives Tomo 9 SR to use.



#### DRAW CYBERWARFARE CARDS:

Each Team draws their Cyberwarfare cards from their deck. Tomo draws 5 cards from the Übermensch Cyberwarfare deck. He draws:

- Offensive program: W32.Navajo Virus;
- Defensive program: HardRock 256 Bastion;
- Sniffer program: Fly Eye;
- Booster programs: Red Fever Procedure and Nimda Algorithm.

Tomo believes he has enough capability to attack the Security Terminal. Tomo plugs himself into the Security Terminal and starts his direct hacking attempt. It's the first attempt during this mission. Tomo has no "running programs" in his Tactical Network.



Tomo uses his Nimda Algorithm SR Booster card, paying 2 SR to get +3 SR. Now he has 10 SR.



#### USE OF THE SNIFFER PROGRAM

Tomo can use his Fly Eye Sniffer program, which allows him to check the Security Terminal's defence program. He uses the Fly Eye card and spends one System Resource to look at the single card installed in the Security Terminal's network (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 [chosen at random]).



The Terminal's defence card is "Intrusion Detection System (IDS) Delta Class" (strength 6).

#### ATTACK DECLARATION AND TERMINAL CW CARDS DRAW

Tomo declares a direct attack on the Security Terminal. Tomo has chosen the easier option, as hacking the Security Terminal remotely would increase its defence to 9. The base defence of the Terminal is 1, which means it is protected by one Cyberwarfare card.

Draw a card from the AI Cyberwarfare deck. Note that the Security Terminal is always protected by basic defence programs. In effect you always draw and add a CanDo for its defence regardless of any CW cards.

Tomo's plan is to:

- attack the Security Terminal with the W32.navajo Virus – 2 SR (Install Program cost);
- boost the attack with the Red Fever procedure – 1 SR (Install Program cost) (+3 to strength)

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

- protect his Tactical Network with the HardRock 256 Bastion – 2 SR (Install Program cost).

The Nimda Algorithm will boost Tomo's available SR on the Tactical network to 10 (9 SR - 2 SR +3 SR) SR. Tomo must spend a total of 5 SR (for the HardRock 256 Bastion, the W32.navajo Virus and the Red Fever Procedure) out of his 9 SR points (Tomo spent 1 for the Sniffer program earlier). This leaves 4 points to boost either his defensive strength (note: only one support program can be used per offensive or defensive program).

#### PLAYING THE CARDS

Tomo's player plays his cards face up in the following order:

- 1 he places the offensive program (W32.Navajo Virus) in the first field;
- 2 he then places the Red Fever procedure face down next to the offensive program;
- 3 he places the defensive program HardRock 256 on the third field of his Tactical Network card (program cards played on the Tactical Network card always go to the first unused field or must replace an existing program).



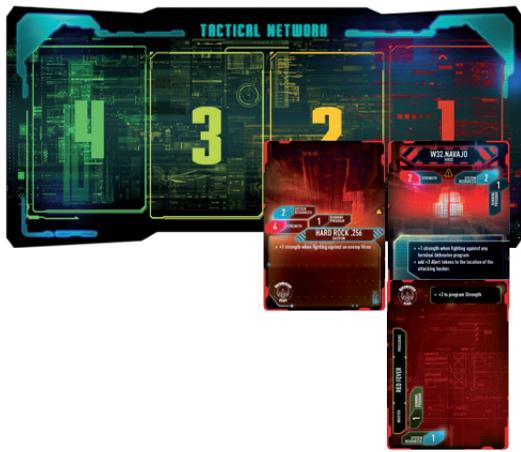
#### BOOSTING THE CARDS:

Tomo also decides to use 2 of his remaining 4 SR to boost the attack strength of his W32.Navajo Virus, which is now raised to a total of 5.



#### REVEALING THE CARDS:

After boosting the cards the players turn them face-up simultaneously and pay SR costs of the first offensive program and its booster program with System Resources tokens.



#### CONDUCTING CYBERWARFARE BATTLE:

Tomo's Virus (W32.Navajo) has a strength of just 2 but he also possesses a special skill that gives him +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 and with the 2 SR it is boosted to a final value of 8 (2 Strength + 1 special skill + 3 from Booster card + 2 SR).

It is now slightly higher than the Security Terminal card strength of 6 Strength - that, however, does not guarantee success.

Draw one CanDo card for the Security Terminal and one card for Tomo. The Security Terminal gets a card with a value of 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 Program battle ( $8 + 8 = 16$  against  $6 + 9 = 15$ ). His Virus destroys the Security Terminal's defences (remove the Security Terminal's IDS card from play). In this case the Security Terminal was defended by a single CW card. If there were more Terminal Defence cards installed, after defeating the first one, Tomo would need to continue the attack. He would pay the Running Program cost of his CW cards. Tomo would take control of the Security Terminal if he defeated all of the defending CW cards during one CW Phase.



	16		15	STRENGTH
+8 (CanDo card)		+9 (CanDo card)		
+2 (offensive program strength)		+6 (offensive program strength) = 15		
+1 (offensive program special skill)				
+3 (Booster card)				
+2 (System Resources boost) = 16				

If he would fail, all of his installed offensive programs would be destroyed (including support programs, like the Red River Procedure). The Security Terminal's defences would replenish in a new attack. If the Security 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 two programs again: the program that defeated his attack

would stay face-up and a new one would be drawn facedown from the AI deck.

Tomo knows the Security Terminal is defended only by an IDS system. This means he does not have to install any defensive programs 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 Security Terminal had been defended by a Virus or Worm 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.

#### COMPLETING THE ATTACK:

Tomo takes over the Security 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 of 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 2 of his  System Resources and the Nakamura Team has no hackers. And thus the Cyberwafare Phase ends.

#### TACS AND TACTICAL ADVANTAGE:

Taking over the Security 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 (un)lock any doors controlled by the Security Terminal.

#### AN ALTERNATIVE OUTCOME

In the example above Tomo successfully hacked the Security Terminal. If the Security Terminal had been defended by a Virus/Worm instead and Tomo was unsuccessful in his hacking attempt (in case the Security Terminal's CanDo card would be at least 3 points higher than Tomo's highest CanDo card) 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 program Tomo could only draw a CanDo Card to defend his TN (and he could not boost this with SR). If the Terminal's attack would be successful then Tomo's Team Tactical Network would be infected. Tomo would have to take a Cybershock test and suffer any other effects from the Virus/Worm VirusWorm (as explained on the card). Otherwise the ability triggers in Phase 1 of each subsequence turn the TN is infected.



# PHASE 5

## REAL WORLD PHASE

### Summary

- The player with the initiative determines which player first activates their Team in the Real World Phase.
- All players can change the status of all doors (to open, closed, unlocked or locked) if they control the corresponding (Security) Terminal.
- Each character normally has two Action Points (some special skills and gear can increase this to three). Action Points can be spent on the following Actions:
  - Move
  - Ranged Attack
  - Close Combat Attack
  - Special Action
  - Use of gear
- In general one Action Point is used for each Action, though some Special Actions (e.g. opening a door) and using gear do not require the expenditure of Action Points.
- When a Team has activated all of its characters players may again change the status of all doors if they control the corresponding (Security) Terminal.

### 5.1 ACTIONS

**NOTE:** Characters cannot use more than three Action Points in one turn for any reason.

**NOTE:** Using an Attack Action for a Ranged Attack or Close Combat Attack ends that character's activation regardless of whether the character has any Action Points or movement left. However, some equipment and special skills may allow an extra Attack or an extra Move.

During a turn, **each active character may take up to two Actions** when activated and **may respond to Fast Attack reactions with the Dodge" reaction**. This is **not treated as an Action**, but as a response to any Attack.

The reactive player may use either the **Take Cover** or **Fast Attack reaction once a turn** for each character (place a  "Reacted" token next to the model after resolving the reaction. Remove during the Clean-Up Phase).

In addition, the reactive player's character **may make any number of Dodge reactions in response to Attacks**.

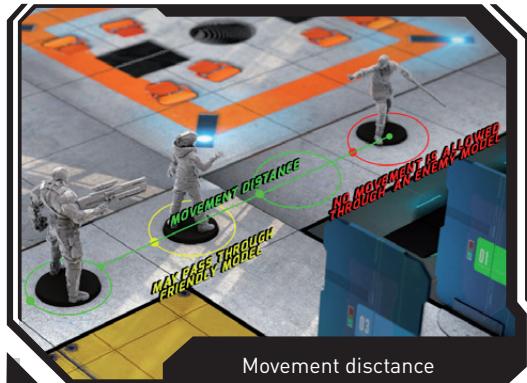
- The active player activates each of his character models in turn.
- A character **must complete** all of its Actions before the next character can be activated (including Special Actions such as opening doors, plugging into (Security) Terminals etc. which do not cost any Action Points).
- Place an  "Activated" token next to the model.
- Repeat the procedure** until all of the active player's character have been activated. Then move on to the next player and repeat these steps.

## 1. ACTION: MOVE

- The Speed skill symbols on the character's card show **the number of squares** the model can move during each Move Action.



- Only one model can be placed in a square** (note: the paired Oneda Sisters have two models on a single base).
- Team members (or models of friendly Teams in cooperative games) **may pass through each other's models** if they can reach an unoccupied square at the end of the Action. A model **may not move through** a square which is occupied by an enemy or neutral model.
- Movement can be **straight** or **diagonal**, except when moving through a doorway or across a corner which **must be straight**.



- A model **may move less** than their full Speed.
- Active moving models can use the Dodge reaction as a response to a Fast Attack reaction during their action.**

This is an option if the active player's model moves in line of sight of an enemy model and that model reacts with a Fast Attack reaction.

- A Fast Attack reaction **will temporarily interrupt the movement until it is resolved**. The attacked model may use the Dodge reaction when resolving the attack.

## 2. ACTION: ATTACK

There are two types of Attack in the Real World Phase:

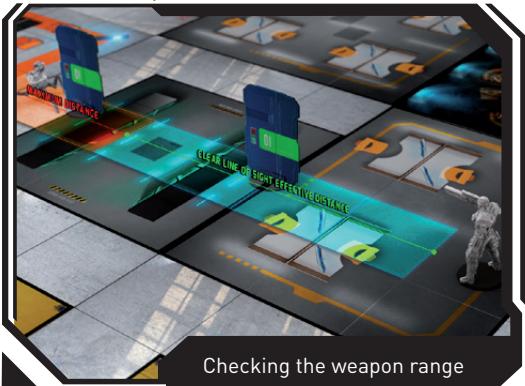
- Ranged Attack;
- Close Combat Attack.

These can be taken as the specific Action or from the Fast Attack reaction.

All attacks use an opposed test.

## 3. ACTION: RANGED ATTACK

- Determine the weapon** for the attack (must be face-up in an equipment slot).
- Choose the target** (check line of sight; the attacker can choose a different target if there is no valid line of sight).
- Check the range** (the attacker can choose a different target if the initial target is out of range of the weapon).



- Use the attacking character's **Physical skill (PH)** value.
- Add modifiers** for:
  - Special skills;
  - Neurochips;
  - Weapon and gear card modifiers relevant to the Ranged Attack;

- The attacker applies the TAC modifier (unless negated by controlling the relevant (Security) Terminal or gear special abilities).
- If the target is using a Dodge reaction or a Take Cover reaction use the target's Speed skill and add 3, plus any Dodge specific bonuses (e.g. Desert Warrior).
  - If the target is using the Fast Attack reaction apply a -3 modifier to his Physical skill unless otherwise specified.
  - Each character draws a CanDo card and adds its value to the total.
  - Compare the totals:
    - The player with the highest score wins, the defender wins on any ties.**
    - If the attacker wins, their drawn CanDo card also determines the hit location of the attack.
    - Check the weapon's Damage against the Armour value of the hit location. Subtract the Armour value of the hit location from the weapon's Damage to determine how many wounds were caused. Place the same number of  "Wound" tokens on the target's character card.

**NOTE:** 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.

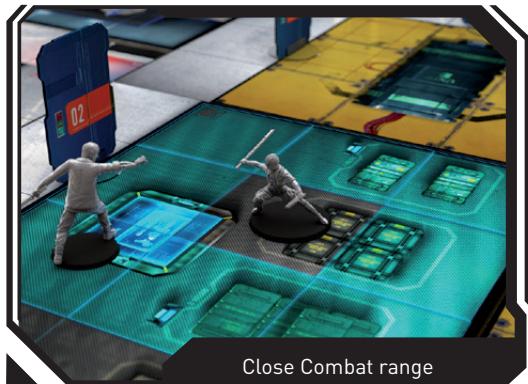
#### 4. ACTION: CLOSE COMBAT ATTACK (CC)

Close Combat is an attack between models on **adjacent squares**, unless otherwise specified by a weapon or gear which increases the range to 2 squares.

If the target is adjacent 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 they use the Fast Attack reaction**, unless negated by special skills. They can also use the Dodge reaction or

the Take Cover reaction. **The attack is resolved in the same way as as the Ranged Attack.**



**Heavy weapons cannot be used** in Close Combat and characters carrying them fight "barehanded" instead (see next section).

**Other ranged weapons**, except pistols and submachine guns, can be used in Close Combat but **with a -3 modifier**.

**Pistols and submachine guns can be used** in CC without negative modifiers.

If the reactive player uses the Fast Attack reaction both players use their model's Physical skill value in the test, modified by any special skill CC bonuses, Neurochip CC bonuses and any gear and Close Combat weapon bonuses. Subtract any penalties due to Fast Attack and if using certain ranged weapons.

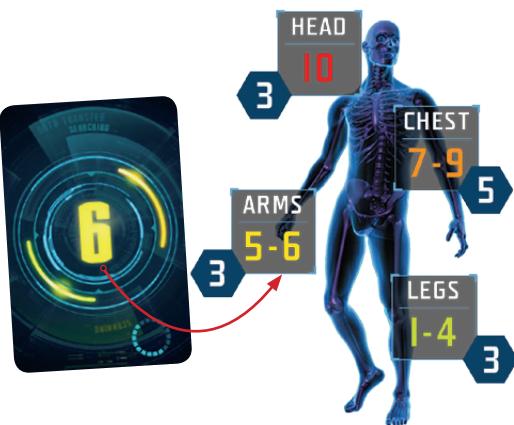
#### 5. FIGHTING CLOSE COMBAT BAREHANDED

Some characters have no Close Combat weapons and must fight barehanded. 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 character **uses his Physical skill with a -4 modifier** to the attack and **his Physical skill with -2** (to a minimum of one) as the weapon's Damage value.

## 6. HIT LOCATION

If a model is hit then the **Attacker's CanDo card number determines the hit location and Armour** (numbered hexes) diagram on the character card (a summary of the hit locations and Armour is shown in the picture below). Characters may carry gear that affects the Armour value.



**NOTE:** A hit in the head always inflicts a minimum of ONE wound regardless of Armour.

### Example

Tomo Kosuda, the Übermensch gang Hacker, is shot by the mercenary Markus Hoffman. It happens to the best of them! The burst is at long range (greater than effective range but less than the maximum range). The drawn CanDo card value is a 5. This is enough to hit home, hitting Tomo in the arm (numbers 5-6). Tomo sports two cyberams that have an Armour value 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. The result is zero, meaning Tomo suffers no damage. Bullets ricochet off his arm down the hallway. As Hoffman moves to a better firing position, another enemy comes into view.

## 7. SPECIAL ACTIONS

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

Special actions	Action points
Open a closed door	0
Close an open door	
Use a piece of gear	
Use a Special Action	
Place "Mine" tokens	
Drag a character (this reduces the distance the character can move)	
Exchange an item with another friendly adjacent character	1
Use medical gear (e.g. First Aid) on an adjacent character	

A character is dragged behind the dragging character: dragged character moves to the square just vacated by the dragging character. **Moving is limited to 2 squares 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 or game supplement.

## 8. REACTIONS

### 8.1 Dodge

**Dodge** is a special reflex reaction that can be performed multiple times per turn, but only when directly attacked by both the Active and Reactive characters.

**Dodge – perform an opposed test.** Use the character's Speed skill and add 3, plus any Dodge specific modifiers. If the dodging model has a total score equal to or higher than the attacker then the attack misses with no effect.

### 8.2 Reactions

Reactions are Special Actions that a reactive player's character can perform during the active player's turn. Once a character has made a reaction place a "Reacted" token next to the model to show that it cannot take another reaction (except Dodge) for the rest of the turn.

If more than one enemy character has line of sight to an active player's model then all of them can take a reaction. Remember to mark their model with a "Reacted" token as it can only be taken once per turn by each character.

**NOTE:** Drones cannot perform the Take Cover or Fast Attack reactions, only the Dodge reaction.

Reactions can be performed only once per turn and only by the reactive player's models at any time during the active player's turn:

- Fast Attack – perform an opposed Ranged Attack or Close Combat Attack with a -3 modifier to this plus any modifiers from gear, Neurochips, etc; If the Fast Attacking model has a total equal to or higher than the attacker then only the reactive player's character hits his enemy.

- Take Cover – perform an opposed Speed test with a +3 modifier plus any modifiers against a Ranged Attack or Close Combat Attack. If successful or if the enemy does not attack the model can move one square so that it is either further away from the active model that triggered the reaction or there is no line of sight after moving.

The reactive player can declare the use of a Fast Attack reaction, unless it's already marked with has a "Reacted" token, at any point during a Move or Attack Action by the active player's model, choosing the most favourable moment.

Examples of some of the Attack tests		
ACTION	VS	REACTION
Move (perform a Dodge, +3 modifier to Speed)	vs	Fast Attack (once per turn, -3 modifier to PH)
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, +3 to 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, +3 to Speed)



## 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 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.



In this example Tetsuo can only defend himself using the Dodge reaction since he is an active model. The test is carried out as follows:

Tetsuo Dodges; he combines his Speed skill of 4 with the Dodge bonus of +3 and would also add any Dodge specific modifiers, of which he has none, for a total of 7 (4 + 3). He then adds the value of a drawn CanDo card (we assume it is a 5) giving a total of 12 (4 + 3 + 5).

Shoko attacks with his Physical skill {8}, but the Fast

Attack reaction carries a negative modifier of -3. He draws a CanDo card of value 6, so his total is 8 - 3 + 6 = 11. This does not beat Tetsuo's total of 12 and thus Shoko misses the shot.



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 (the player placed a "Reacted" token next to Shoko after resolving the reaction), Shoko can only use the Dodge reaction against enemy attacks for the remainder of the turn.

## RANGED ATTACK VS. DODGE REACTION



This is the most common opposed test. The active model uses their Physical skill and adds any modifiers applicable to Ranged Attacks and the value of a drawn CanDo card. The reactive model uses his Speed skill plus 3 and then adds any modifiers applicable to the Dodge 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 Physical skill of 5, but has a Momuro Custom Cyberarm with a +2 Ranged Attack bonus. A CanDo card with a value of 5 is drawn for a total of 12 ( $5 + 2 + 5$ ). Tomo has a Speed skill of 4. Tomo decides not to react with a Fast Attack or to Take Cover but uses the Dodge reaction. None of Tomo's cyberware or Neurochips help when dodging. 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 with a value of 5 is just sufficient ( $4 + 3$  [Dodge bonus] + 5). The air around him is filled with bullets that smash into the nearby wall. That was close!



**TETSUO KENJI**  
NAKAMURA CORP. TEAM

**PHYSICAL**: 5  
**MATERIAL**: 6

**MENTAL**: 3

**CYBERSHOCK**

**SPECIAL SKILLS**:  
 // SWORDMASTER: Draw 2 CanDo cards and pick one.  
 // WATCH YOUR BACK: Defender can't react with Fast Attack or Take Cover.  
 // RESOURCES: Gets commercial equipment and neurochips for free.  
 // EQUIPMENT LEVELS: Any Nakamura equipment costs one Availability Level lower.  
**MOMURO CUSTOM CYBERARM**  
**NAKAMURA TYPE 76 RAIDEN**  
**SUBMACHINE GUN**  
**Surprise!**  
 > Special attack with Damage 7, range 2, CC weapon  
 > Enemy cannot perform a Fast Attack reaction  
**CHANCE CHANCE**  
**BURST FIRE**  
 > +1/-1 to CanDo card when determine hit location



**TOMO KOSUDA**  
THE UBERMENSCH GANG

**PHYSICAL**: 4  
**MATERIAL**: 7

**MENTAL**: 4

**NET JAMMER**

**SPECIAL SKILLS**:  
 // CYBER EARS: When Tetsuo is targeted, can draw 2 CanDo cards and choose one.  
 // NET JAMMER: Disables and repeats failed Cybershock test.  
 // ALL OR NOTHING: Exchange one Cyberware card for a system component.  
 // REAP THE REVOLUTION: Initial Cybershock level lowered by one.  
**HEAVYWEIGHT GEAR**  
**ANN CYBERWARE.NET**  
**IDENTIFIED NEUROCHIP.WAV**



**Shotgun**

## RANGED ATTACK VS. TAKE COVER REACTION

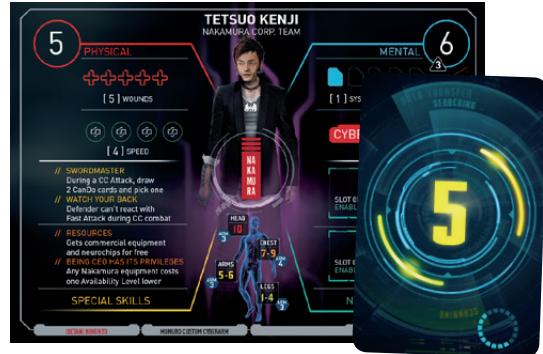


Pic. 2.1

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 plus 3 and any bonuses of the target and the Physical skill of the attacker and if successful the model moves one square such that it is neither in line of sight of the attacking model or no closer to it. If the test is failed then the model does not get the Take Cover move.

## RANGED ATTACK VS. FAST ATTACK REACTION

An alternative situation could be that Tetsuo as an active player decides to shoot Shoko and Shoko decides to react with a Fast Attack against Tetsuo. Tetsuo's Physical skill is 5, while Shoko has a Physical skill of 5 (Physical base value is 8 but due to the -3 modifier for the Fast Attack reaction it is reduced to 5). In this situation both opponents have equal skill. Tetsuo would need a CanDo card with a value at least 1 higher than Shoko in order to hit Shoko with his Ranged Attack Action.



## CLOSE COMBAT ATTACK VS. DODGE EXAMPLE



Pic. 6.1

Werner Kube hears 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. Maybe he can dispose of her with a surprise attack. He quickly enters the room. Standing in the middle of the room is Shinsu Oneda, facing away from him. Werner rushes at her and brings his Needle nanoblade down. Shinsu however, reacts with lightning reflexes; she tumbles aside in an attempt to dodge the blade, but she is not quick enough.

This story translates to the following game example. Werner uses a Move Action to enter the room and approaches Shinsu until he is in an adjacent square (Pic

6.1]. He then uses the Close Combat Attack Action to attack Shinsu, who reacts with the Dodge reaction.

Werner's Physical skill is 6 with a +1 modifier for his Nakamura Cyberarm HA9. Werner decides not to use his cyberarm's special ability and so he doesn't perform a Cybershock test. He will be using an AMM Needle nanoblade in Close Combat with a Damage of 5 in CC and the nanoblade gives a -2 modifier to Armour. The player draws a CanDo card with a value of 8. This gives a total of 15 (6 + 1 + 8).



Shinsu has a Speed Skill of 5 with a +1 modifier for her Cyberlegs, a +3 modifier for the Dodge and finally a +2 modifier for her special skill (Duck and Weave) for a total score of 11. Unfortunately Shinsu draws a CanDo card with a value of 2, resulting in a total score of 14! Werner's blade strikes her Chest (Armour of 5). Werner's nanoblade ignores 2 of the Armour, and the nanoblade has a Damage value of 5. As a result Shinsu suffers two wounds (2 points below her Armour value in the chest location). Luckily Shinsu wasn't wounded before and is not crippled.



## CLOSE COMBAT ATTACK VS FAST ATTACK REACTION

Although wounded, Shinsu counterattacks Werner Kube in her activation. If she fails Werner Kube will finish the job and kill her instead. It seems they are evenly matched. Werner also wants to finish this so reacts with a Fast Attack reaction rather than a Dodge reaction.

Their blades flash in a furious dance.



Shinsu (see the previous example for her statistics) spends an Action Point in her activation for a Close Combat Attack. She has a Physical skill of 7 with a modifier for her Matsushita Cyberarm Killer Mod. She draws a CanDo card with a value of 6 for a total of 14 (7 + 1 + 6).

Werner decides to use a Fast Attack reaction rather than to Dodge. His Physical skill is 6 with a +1 modifier for his cyberarm but takes a -3 for the Fast Attack modifier for a total score of 4. He draws a CanDo card with a value of 7 for a total of 11, which is lower than Shinsu's total score. He is hit in the arm. Shinsu's Isenti Nihinto nanoblade has a Damage value of 8 and ignores 2 points of Armour, which reduces the Armour value to 3. Werner suffers  $(8 - (5-2))$  5  wounds, so Werner is almost crippled by the attack.

## CLOSE COMBAT ATTACK VS TAKE COVER REACTION

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 plus any modifiers versus the reactive model's Speed skill with a +3 modifier due to the Take Cover reaction plus any other modifiers. If the reactive model's result is equal to or higher than the attacker, he will move one square away from the attacker. The defender (reactive player) wins tie.

### 5.5 GRENADES

Grenades are a special type of ranged weapon. When thrown use a standard 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 modified Physical skill. In order to hit the target square this total **must be greater than a score of 3**, plus the distance to the target square and +1 for each intervening square occupied by a model (friendly, hostile or neutral).

If the result is equal to or less than the required value then 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 determine the square beyond

the target square. Starting with that square and going clockwise around the target square the CanDo numbers count from 1 to 8. Numbers 9 and 10 the grenade lands in the same square as where number 1 lands. When you have determined where the grenade lands, draw a line from the thrower to this square. The grenade will not pass through walls or closed doors. If this would be the case the grenade lands in the square in front of the intersection of the line with the wall or door.



**Characters carry an unlimited amount of grenades during a mission if they have grenade equipment.**

### 5.6 MINES



Mines are placed as a Special Action.

The mine card must be face up in one of the character's equipment slots. Place a "Mine" token in the square the model is located. Mines become active in the next player's Real World Phase of the same turn or in the AI Operations Phase.

**Characters can carry only one mine during a mission if they have mine equipment.**



# PHASE 6

## AI OPERATIONS PHASE

### Summary

- Add an "Alarm" token for the presence of each character.
- Maintain the number of drones in play at the Security Protocol, adding drones at the Entry Points as required.
- Activate drones. Drones will do an Attack Action, Move-Move or Move-Attack. Drones with one of either Team's characters in line of sight will immediately move to effective range and attack the closest character. If there is no character in line of sight, then drones will move at maximum Speed along the shortest route to the nearest location with the greatest number of "Alarm" tokens.

### Add an "Alarm" token for each non A.I. Team member.

Determine the number of "Alarm" tokens in each room and hallway if required. This includes adding one "Alarm" token for each model in the room or hallway (treat hallways on different tiles separately). "Alarm" tokens **may have been generated by Cyberwarfare** and **Attack Actions** (see Table on page 13).

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". **Draw a CanDo for each entry point** and the drone will be placed in the entry point with the highest drawn card. If there is more than one drone located at a "Drone Entry Point", subsequent ones come onto the board behind the first with one less point of movement.

### Maintain the number of drones in play

Check the Security Protocol for the number of drones on the board, putting additional drones on the board at the entry points, to meet the number required **according to the mission rules**.

**Drone Actions**  
Unless otherwise specified drones **use two Action Points** and only perform combinations of either **Move-Move, Move-Attack or a single Attack Action**. If present, the AI Avatar will act as explained in the mission's rules.

### Security Protocol

The number of drones present on the board during the game is maintained. This number is determined by the mission. The Security Protocol sends new drones to replace those destroyed, maintaining the pre-set floor protection algorithm.

**Drone movement**  
The drones use a simple auxiliary defence algorithm to determine their movement (advanced defence algorithms were rejected when the nanovirus was activated).

**At the beginning of the AI operations Phase and during the Clean-Up Phase** check the number of drones on the board with the number specified in the chosen mission (Security Protocol). If during any player's Real World Phase or the AI operations Phase any drones were

- Drones that have line of sight to a character **treat the character as their priority target**.
- If a drone cannot draw line of sight to a character, then determine the room or hallway with the **highest number of "Alarm" tokens**.

- All drones will **move along the shortest route** and at the maximum speed of the given drone model towards the room or hallway with the highest alarm level.
- When there are two rooms with exactly the same amount of "Alarm" tokens drones **move to the nearest** (if the distance is the same randomly determine the location with CanDo cards).
- If during the drone's movement they have line of sight to a character then the character **becomes the priority target for the drone**. If they have line of sight to more than one character then the drone prioritises the **nearest model**. If two models are at the same distance, the **player without initiative decides** which model is the priority target.

**NOTE:** drones that are in a room or hallway together 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 priority target in the current room or hallway. They will first move closer into effective range if necessary and will then attack the priority target.

The player with the initiative chooses one drone and moves and attacks with it according to the guidelines above.

## PHASE 7 CLEAN-UP PHASE

### Summary

- Check the victory conditions – check if the campaign mission (or tournament game) victory conditions have been met.
- Close all doors which can be closed.
- Remove all "Alarm" tokens from the board.
- Remove any "Activated" tokens and any "Reacted" token from all models or character sheets.
- Check the Security Protocol and place additional drones to maintain the number specified

The next drone is chosen by the next player and so on, alternating between players until all drones have activated.

In a solo game the drones are moved **in any order**. The drones always use a **Move-Move, Move-Attack** or just an **Attack Action**. Drones will always try to **move into effective range** of their weapons before attacking if possible.

### Drone attack

When a drone is in a room or hallway with line of sight to a character it immediately attacks or they **will first move into effective range** before attacking. If there is more than one character in the room or hallway it **attacks the closest**.

Conduct the standard combat procedure using all of the modifiers and the character may use all of their relevant special skills. Note that **drones ignore the TAC modifier** unless the appropriate Security Terminal has been take over by a Team.

**NOTE:** Drones that are attacked by a character model can only perform the **Dodge** reaction. They cannot use **Take Cover** or **Fast Attack** reactions.

# ADVANCED RULES

## Multiplayer Modes

It is possible to play the game with three players, in two ways. The easiest way is to have two players controlling one Faction. Both of them have to agree who controls which character(s).

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; with this option each Faction CW deck has two blank CW cards with which they can bluff their opponent(s). **The player's hand size is increased to 7 cards** but the blank cards are never discarded and thus remain either in the Tactical Network or in the player's hand.

## Increased Difficulty Levels

If players wish they can agree to increase the difficulty level of missions in a number of ways. All players must agree before the game begins. You can either select an option or randomly pick one.

- Increase Security Protocol Level (i.e. the number of drones on the board during a mission, normally by 1 or possibly 2).
- Increase the Terminal Base Defence by one CW card.
- Include Hit Location gear damage.
- 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. With this optional rule, **line of sight is blocked if there are three or more intervening models**. 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 the Ranged Attack misses due to the -3 modifier from the intervening model, then the first intervening model is automatically hit instead (draw another CanDo card to determine the Hit Location). If the Ranged Attack misses due to the second model's -3 modifier then the second model is automatically hit instead (again draw another CanDo card to determine Hit Location). Otherwise the Ranged Attack misses all models.

An intervening non-friendly model can use a special reaction: Human Shield. It will automatically be hit if it is the second intervening model. If it is the first intervening model it gives a -6 modifier to the attack. If this causes the attack to miss, the "Human Shield" is hit instead (draw a CanDo card for the Hit Location).

## Advanced 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 is required (Shinsu Oneda has a right cyberarm and Yuko Oneda a left cyberarm). 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 from becoming trapped. Each attempt costs the character one Action Point. **Draw a CanDo card when forcing a locked door.** **A character will open a locked door if they have cyberarms or cyberlegs and draw a card with a value of 9-10. If they also have a Physical skill of 7 or higher, they will open the door if they draw a card with a value of 8, 9 or 10.** A door which was forced open cannot be closed again..



# DESIGNER'S NOTES

Do you remember Cyberpunk 2020, Interface zero or Johnny Mnemonic? Are you fan 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 speed of a reaction and the velocity of flying bullets.

The game is for 1+ players, featuring excellent models, a 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 tests being resolved with cards which we call CanDo. The description on the card and its value 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 tower from the game's title. 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 searching 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 budget". You can find a short biography of each character in the art book. This will allow players to identify themselves

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 a limited number of shots. 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 replenished.

**FACTIONS** – two main factions are available in the basic version of the game (Übermensch Gang and the Nakamura Corporation), each with characters possessing unique abilities. Each 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 it finds (it is controlled by a game AI system and not by 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 this case you play against the board and its mechanics. However, the mission details are very different from two and multiplayer games.

#### **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 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 which 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 the time. Characters, 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 all tests are done with cards which we call CanDo. Their value determines 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 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.



Nakamura Corporation squad



[hint-thegame.com](http://hint-thegame.com)

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