

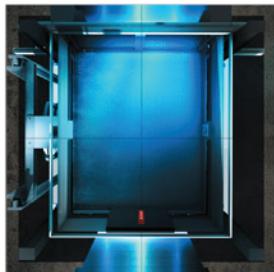


# HUMAN INTERFACE

NAKAMURA.TOWER  
THE CYBERPUNK BOARDGAME

MISSIONS BOOK #NT1

## Key to Map Symbols

Starting Positions  
of Übermensch CharactersStarting Positions  
Nakamura Corporation CharactersStarting Positions  
of Muramasa dronesStarting Positions  
of Masamune dronesSecurity Terminals  
(numbered and coloured)Standard  
TerminalsSecurity doors  
(colour and number coded  
to their Security Terminals)Unlocked / Locked  
Door

Lift



Exit Point

Drone  
Replacement Point

Objective

Shoko Takayama



Harvey Scott



Tomo Kosuda



Shinsu Oneda



Yuko Oneda



AI Avatar



Übermensch gang



Masamune drone

Muramasa drone

Yukio Nakamura



Markus Hoffman

Lupu Reck

Nakamura squad

# MISSIONS IN NAKAMURA TOWER

## Introduction

This booklet has the 16 Missions for the core game of Human Interface: Nakamura Tower. The first 14 Missions link in a campaign covering the overall incident before the Police RAID44 Team intervene (see the expansion "Pacification Supplement"), with two Missions being standalone ones. At the end of each Mission there are rules that deal with what happens to the Team members.

### List of Missions - Nakamura Tower

1. Infesting The Nakamura Network
2. The Virus attack
3. Kidnap attempt
4. Grab what you can!
5. We need more firepower!
6. Shoko's soul
7. No way out
8. Power trip
9. 't's in our heads
10. Shutdown
11. Uneasy alliance
12. They're right on top of us!
13. The AI Avatar awakens
14. Kill the Beast
15. Hunter's hunted
16. Run for your life

### Game length

A Mission ends once one of the following conditions is met:

- a pre-set number of turns has elapsed;
- the Mission objective is reached;
- all characters are unconscious or dead.

### Number of players

Each Mission gives the standard number of players for the Mission. In some cases there is an option for additional players. It is also possible to have a player play as the AI rather than use the standard rules for the deployment of drones. This player gets a free choice as to the deployment and movement of the drones except that drones can only move to an area with Alarm tokens.

While seeking to complete the objective, the players may come into possession of extra gear or software. These are then available in the subsequent Missions. Rules for handling extra items are given in each Mission description. Items and bonuses for completing objectives.

### Cybershock

Cybershock tests due to the nanovirus are resolved during each Mission as defined in the Mission. This will identify how frequently Cybershock tests are required and these should be marked on the Turn Track with a Cybershock Token as a reminder to players.

In addition, it is possible to reset the neural coprocessor to reduce a character's Cybershock Level. The process is given in detail in the Inter Mission Phase rules for each Mission.

Should at any point in the game a character reach a Cybershock Level of 10 or more they lose their humanity and from that moment on they behave as drones. In the following Mission he or she is deployed as a drone following the rules for drones, starting in the crippled state with one wound remaining but with their gear.

### Crippled

Should a character end a Mission in the crippled state, he or she rolls on their Physical Skill to see whether their injuries have been treated and the bleeding stopped. On a success, the character is back to minimum health on the Healthy side of their character card and may act normally. They may receive additional healing from appropriate medical gear. On a failure, they remain crippled but their wounds are restored to full health on the crippled side (but no healing can get them to their Healthy side). A character that has lost all of their wounds during a Mission is considered unconscious and is subject to the rules given above, with the exception that upon succeeding on a test against their Physical Skill (PH) they return to the game as crippled, with full health for the crippled state. If failed they return with a single health on their crippled side.

### Dead characters

Any character, unconscious or not, that fails to escape when this is required in the Mission Objectives, is assumed to have died. A Team may drag an unconscious or stunned character with them to the escape point or other specified safe area.

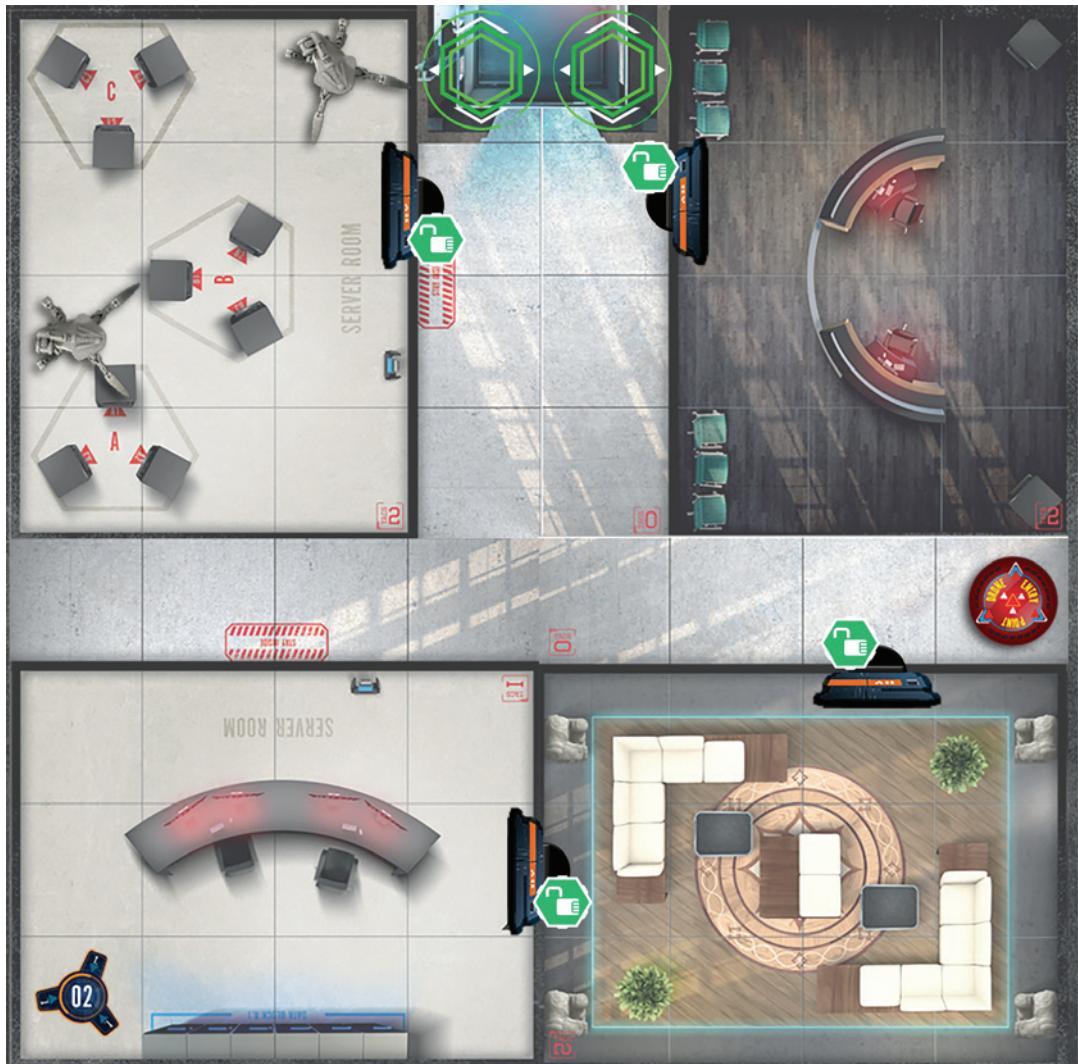
### Mission format

Missions have a common format. This consists of:

- a short narrative about the Mission,
- map and list of tokens,
- the objective of the Mission,
- Inter Mission Phase,
- number of players,
- game length and victory conditions,
- special rules for this Mission,
- characters and specialists,
- special rules for characters,
- board tile setup and placement of game elements and characters.

# INFECTING THE NAKAMURA NETWORK

HARVEY AND TOMO HAVE INFILTRATED A SECRET LAB COMPLEX DEEP WITHIN THE NAKAMURA TOWER. THEIR TASK IS TO HACK ANY AVAILABLE TERMINAL AND RELEASE AN EXPERIMENTAL VIRUS INTO THE NAKAMURA'S INTRANET SYSTEM. TOMO IS AN EXCELLENT HACKER SO HE TRIED TO HACK THE TERMINAL REMOTELY USING THE INTERNAL WIRELESS NETWORK. IT WAS, HOWEVER, A MUCH HARDER TASK HACKING NAKAMURA TOWER'S NETWORK REMOTELY, WHICH IS WELL PROTECTED AND IT PROVED TOO FORMIDABLE FOR HIM. SO NOW HE MUST FIND A TERMINAL AND PLUG DIRECTLY INTO THE TOWER'S NETWORK.



Security Terminal 02  
4 x Security Doors (4 x Orange #2)  
4 x Locked / Unlocked tokens

1 x Lift  
1 x Drone Entry Point

## |||||| Mission objectives

Tomo must reach any terminal in order to get a direct link to the Nakamura Tower's network. He must then break its protection and take it over in order to introduce the virus into the Tower's intranet.

## |||||| Inter Mission Phase

- Tomo and Harvey may each remove up to 2 Wound tokens.

### Number of players

1 or 2. One player controls the Übermensch faction, while a second player, if available, will control the drones. Otherwise the drones are controlled by the standard rules for drones.

### Characters and specialists

**The Übermensch Gang:** 2 (Tomo and Harvey).

### Game length and victory conditions

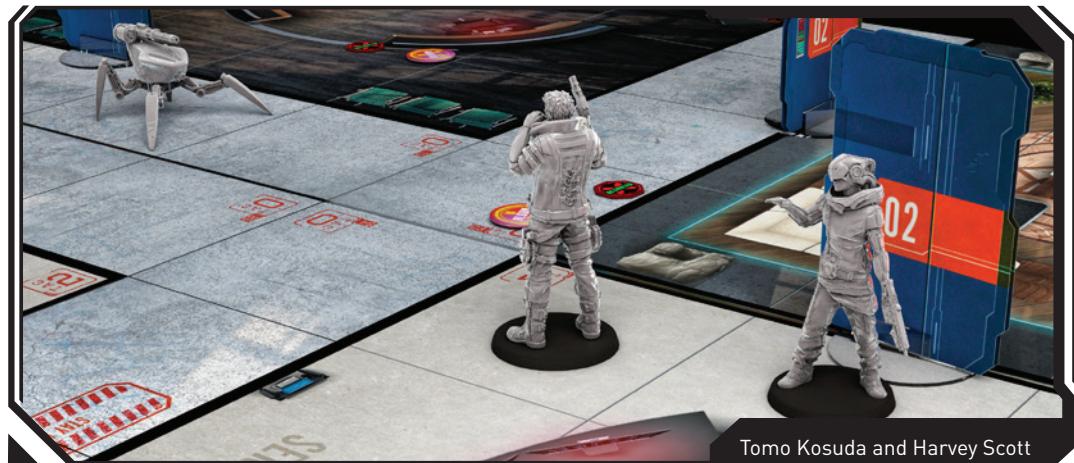
The game lasts 4 turns or until the virus is uploaded (the Terminal has been successfully hacked).

### Mission special rules

- There are only two sides in this Mission: the Übermensch and the Tower's defence system.
- The Übermensch automatically have the initiative each turn.
- Mission phase sequence: Initiative, Cyberwarfare, Übermensch Actions, Nakamura Drones Actions.
- A successful takeover of a Security Terminal results in the nanovirus being uploaded to the Tower's defence network.
- No doors on the board are locked.
- Replacement drones enter at the Drone Entry Points. Number of drones: 2.

### Team Budgets

- Übermensch Gang: 6 points. Extra gear this Mission: Commercial Level only.



Tomo Kosuda and Harvey Scott

## TURN TRACKER

1 2 3 4

## THE VIRUS ATTACK

THE SOUND OF AN ALARM WAS A DELIVERANCE TO WERNER KUBE. THE BABYSITTING OF ANOTHER BIGMOUTHED CORPORATE MANAGER ALWAYS AGGRAVATED HIM NO END. IF HE HAD BEEN ASSIGNED TO ANYONE OTHER THAN YUKIO NAKAMURA HERSELF, HE WOULD'VE LONG BLOWN THE JOB OFF. AT LEAST HE HAD AN EXCUSE NOW. HE CUT THE THOUGHT SHORT WITH AN IMPEROUS MOTION AND EXITED INTO THE HALLWAY. ONLY THEN DID HE REALIZE THEY WERE AT THE THIRD HIGHEST EMERGENCY LEVEL!

"CODE 24: NETWORK SAFETY COMPROMISED. CODE 44: TERRORIST ATTACK." HE BROKE INTO A RUN. "CODE 66: VIRUS ATTACK." "WHERE'S YUKIO?" SUDDENLY, HE FROZE. A COUPLE OF MURAMASA SECURITY DRONES CAME INTO VIEW, TURNED TOWARD HIM AND BEGAN RAPIDLY CLOSING THE DISTANCE TO HIM. HIS GUT INSTINCT SCREAMED DANGER. WERNER DARTED ROUND THE CORNER AS BOTH DRONES OPENED FIRE.



Security Terminal 02  
4 x Security Doors (4 x Orange #2)  
4 x Locked / Unlocked tokens

1 x Lift  
1 x Drone Entry Point

## |||||| Mission objectives

It turns out there was a possible net break-in. Attempts at wireless connection to any terminal were to no avail. Werner must directly hook-up to a Terminal and examine the data on the web's protection.

## |||||| Inter Mission Phase

- Werner and Markus may each remove up to 2 Wound tokens.

### Number of players

1 or 2. One player controls the Nakamura Team, while the other the drones.

### Characters and specialists

**The Nakamura Team:** Werner Kube and Markus Hoffman.

### Game length and victory conditions

The game lasts 4 turns or until terminal data is examined (successful hacking required).

### Mission special rules

- There are only two sides in this Mission: the Nakamura Team and the Tower's defence system.
- The Nakamura Team automatically has the initiative each turn.
- Mission phase sequence: Initiative, Cyberwarfare, Nakamura Team Actions, AI Drone Actions.
- Check web protection data by performing a standard terminal hacking action. A successful takeover of a Security Terminal allows access to the current status of the Tower's web protection.
- Replacement drones enter at the Drone Entry Points. Number of drones: 2.
- No doors on the board are locked.

### Team Budgets

- Nakamura Corp 4 points. Extra gear this Mission: Commercial Level only.



## TURN TRACKER

1 2 3 4

## KIDNAP ATTEMPT

YUKIO HEARD THE FIGHT GETTING CLOSER AND CLOSER. HER SECURITY TEAM WERE HAVING A HARD TIME STOPPING THE ATTACKERS. HER OWN CYBER SAFEGUARDS WERE STRUGGLING AGAINST A VERY PERNICIOUS VIRUS THAT WAS CRIPPLING THE INTERNAL NETWORK. SYSTEMS THAT SHOULD HAVE BEEN KEEPING THE AI STABLE WERE FAILING BEFORE HER EYES. SHE WAS HOPING FOR A FEW MORE MINUTES... BUT IT WAS HOPELESS. THE ATTACKERS WERE CLOSING IN TOO FAST.



Security Terminals 02 and 03

10 x Security Doors (6 x Orange #02, 4 x Blue #3)

10 x Locked / Unlocked tokens

2 x Drone Entry Points

1 x Lift

## |||||| Mission objectives

The Übermensch realise that they have been spotted and that their initial plan had failed. Nevertheless they are determined to reach their goal and either capture or eliminate Yukio Nakamura. May be she could be used as a hostage to help them with their escape. They move towards the conference area. Not knowing where their target is they need to acquire the information and access the right room. An Übermensch character must be on an adjacent square to Yukio and make an opposed Close Combat attack. If successful, Yukio is subdued. If failed, she manages to slip away.

Yukio escapes upon meeting up with any member of her Team - Werner Kube or Markus Hoffman.

## |||||| Inter Mission Phase

- After the Mission is over, all characters must make one Cybershock test.
- Each Team may take one Commercial Neurochip for free.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** 2 (Tomo and Harvey), then Shoko

**The Nakamura Team:** 2 (Werner and Markus), then Yukio

### Game length and victory conditions

The game lasts 6 turns. If at the end of turn 6 Yukio is in Übermensch hands, its player wins and gets 2 points. Should she manage to re-join the rest of her Team and at the end of turn 6 she is with her bodyguards, the Nakamura player wins and gets 2 points.

### Mission special rules

- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Mission phase sequence as standard.
- Replacement drones enter at the Drone Entry Points. Number of drones: 2.
- Draw a CanDo card at the start of the Real World Phase of each turn after the first. Yukio enters the game on a drawn CanDo card value: 9-10 on turn 2; 6-10 on turn 3; 3-10 on turn 4; automatically on turn 5.
- Shoko enters the turn after Yukio.

### Team Budgets

- Übermensch 6 points,
- Nakamura Corp 4 points.
- Extra gear this Mission: Commercial Level only.

## TURN TRACKER

1 2 3 4 5 6

## GRAB WHAT YOU CAN

HARVEY SMASHED INTO THE ROOM ALONG WITH THE DOOR AND IMMEDIATELY VEERED RIGHT, TOWARDS THE CORNER. BLINDLY, HE TORE APART ANOTHER DRONE WITH A SHORT BURST FROM THE HIP. A STANDARD TACTIC, USING REFLExES IMBEDDED INTO HIS SYNAPSES THROUGH YEARS OF PRACTICE. "THIS WILL BE THE DEATH OF ME," SNAPPED THE THOUGHT IN HIS HEAD. HE GLANCED AT THE OUTLINE OF A LOWERING SECURITY BARRIER. HE KNEW THEY WERE LATE AND THE TARGET HAD SLIPPED AWAY. THEIR EMPLOYER HAD DUPED THEM. HIS COMBAT COPROCESSOR FLASHED AND BLARED WITH VIRUS ALARMS.

THEY THEMSELVES HAD LET LOOSE THE VIRUS THAT WAS NOW MESSING WITH THEIR GANGLIONS AND CYBERWARE. ANGER SWEPT AWAY THE SENSE OF DEFEAT IN A SECOND. FOR HARVEY, THE PARTY WAS JUST GETTING STARTED. HE'LL HAVE HIS BONUS, A BONUS SO BIG, IT'LL BE ENOUGH TO SETTLE HIS SCORE... WITH EVERYBODY. A HOLOGRAM FLICKERED OVER THE DESK, INVITINGLY. THE CLASSIFIED DATABASE WAS OPEN. YUKIO HAD OMITTED TO CLOSE IT IN HER HURRY TO ESCAPE. "YEAH, LET'S TALK THAT BONUS."



Security Terminals 02 and 03  
1 x standard Terminal  
10 x Security Doors (6 x Orange #02, 4 x Blue #3)  
10 x Locked / Unlocked tokens

1 x Objective token  
2 x Drone Entry Points  
1 x Lift

## |||||| Mission objectives

### Übermensch Gang

Yukio got away, so it's now open season for anything of value within reach. A terminal with direct access to Yukio's computer is in the conference room. It has access to a treasure trove of corporate information. Moreover, the Übermensch Gang already know the floor houses laboratories bursting with prototypes of all sorts. Time to take a quick gander.

### The Nakamura Corporation Team

Yukio has reached the safety of her protection Team. But now, with the help of her Team, she must secure the critical data and key prototypes. The computer in the conference room is hooked up to the corporate intranet and is also linked to the web independent of the main system, making it possible to access Yukio's computer and shred critical files. The prototypes are stored in the armoury; all that is needed is to breach the security doors and the crate barriers.

## |||||| Inter Mission Phase

- After the Mission is over, all characters make one Cybershock test.
- Each Team may take one Military Neurochip for free.
- The Team that successfully accessed Yukio's computer gets +4 System Resources at the start of the next Mission.
- The Team that claims the prototype receives a +1 Damage bonus to every ranged weapon shot at Effective Range until the end of the next Mission; special expanding ammo is +1 Damage.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** 3 (Tomo, Harvey, Shoko)

**The Nakamura Team:** 3 (Werner Kube, Markus, Yukio)

### Game length and victory conditions

The game lasts 6 turns or until one of the teams completes the objectives.

Objectives are scored as follows:

- The Übermensch: Yukio's computer data 1 point, prototype 2 points.
- The Nakamura Team: Yukio's computer data 2 points, prototype 1 point.

### Mission special rules

- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Standard rules for initiative are in effect.
- Mission phase sequence as standard.
- Drones enter play on turn 1 in the AI Operations phase. The Drone Entry Point is marked on the map.

- Pass between sectors by doors or the main Lift hallway. The Lift is stuck between floors and must be brought down before this passageway can be used, which takes one action. The following turn the Lift comes down to that floor and remains there for the rest of the game.
- Doors leading to the rooms with the computer and the prototype are locked. Corresponding terminals must be hacked to open them.
- Access to the data computer is protected by protective software. The moment any side gains access to the computer, draw two Cyberwarfare cards. The player not currently accessing picks one. This is the software protecting the computer and must be destroyed using a standard hacking action before the data can be reached.
- The prototype found in the armoury is protected by both hardware and software. In the Cyberwarfare phase, a character wishing to claim the prototype must make a Mental Skill roll with a -1 modifier. The character may spend System Resources to increase their chance to breach the barrier. This roll may be attempted once per turn. If failed, the character makes an immediate Cybershock roll.

## TURN TRACKER



# WE NEED MORE FIREPOWER!

DISGUSTED, HOFFMAN NUDGED THE REMAINS OF THE FRESHLY WRECKED DRONE. THE MANGLED ROTOR RATTLED ACROSS THE WAXED OFFICE FLOOR. "THAT DAMN PIECE OF JUNK WAS SUPPOSED TO PROTECT US," HE UTTERED UNDER HIS BREATH. THIS WAS THE FOURTH HE HAD DESTROYED. THE THREE PREVIOUS DRONES HAD ALMOST DONE FOR HIM IN THAT STOREROOM AND NOW THIS LITTLE GUY. HOW MANY MORE OF THEM WHERE THERE? AND NOW THIS LITTLE GUY. HOFFMAN HAD EATEN THROUGH MOST OF HIS AMMO AND HE COULDN'T GET IN TOUCH WITH THE REST OF THE TEAM. THE SCANT NEWS THAT REACHED HIM THROUGH THE NETWORK, WHICH WAS APPARENTLY HAVING SOME FORM OF A SEIZURE, PAINTED A PICTURE OF TOTAL CHAOS THROUGHOUT THE ENTIRE BUILDING. HE KNEW IT WOULD GO ON. HE ALSO KNEW THE WORST WAS YET TO COME. HE NEEDED A PLAN, COMPANY AND ORDER. BUT ABOVE ALL, HE NEEDED AMMO. "FIRST THINGS FIRST, LET'S PRIORITIZE THE BASICS," HOFFMAN MADE FOR THE SECURITY CENTRE. "NOTHING CLEARS THE HEAD LIKE A BIG GUN AND A TRUCKLOAD OF AMMO TO GO WITH IT..."



Security Terminals 01, 02, 03 and 04

2 x standard Terminals

15 x Security Doors (3 x Green #01, 6 x Orange #02,

4 x Blue #03, 2 x Red #4)

15 x Locked / Unlocked tokens

2 x Objective tokens

2 x Drone Entry Points

1 x Lift

## |||||| Mission objectives

### Übermensch Gang

The blitz “seek and destroy” operation had turned complicated. Prolonged combat has eaten away at their ammo and it looked like a close quarters fight was on the cards. Unacceptable. Another sweep of the armoury and server room is imperative.

### The Nakamura Corporation Team

The Team was trained for such an eventuality, but the frighteningly capable squad of assailants, paired with Tower defences, had almost exhausted their ammunition. Luckily the armoury is within a stone’s throw and extra software can be pulled from the company servers.

## |||||| Inter Mission Phase

- After the Mission is over, every Team member must make one Cybershock test.
- Each Team may take one Military Neurochip for free.
- The Team that has gained access to the computer data draws one extra Cyberwarfare card than the base number (5) during all future Missions.
- The Team that gained access to the armoury may pick one grenade gear card for free. The chosen grenade may be used three times.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** 3 (Tomo, Harvey, Shoko)

**The Nakamura Team:** 3 (Werner Kube, Markus, Yukio)

### Game length and victory conditions

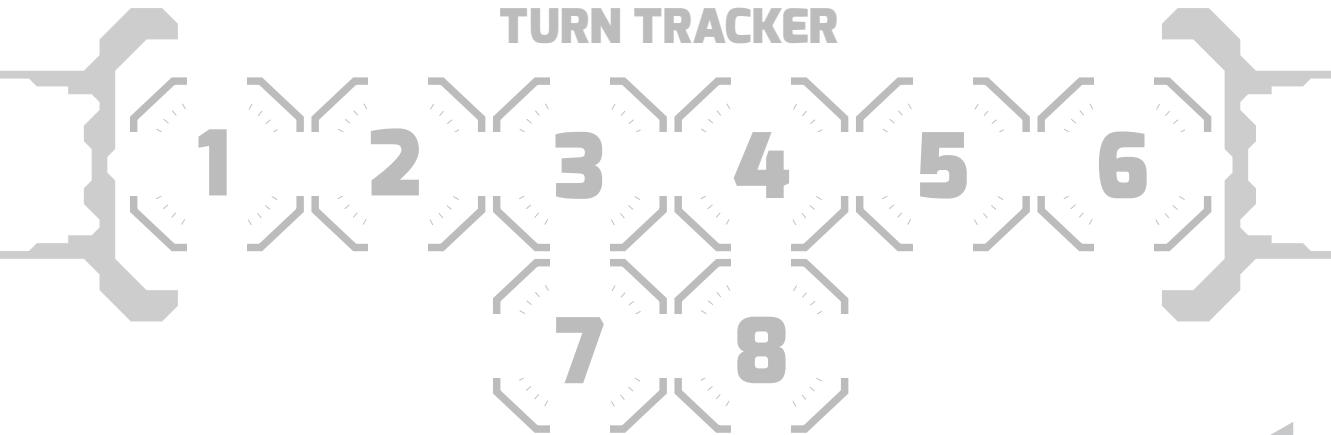
The game lasts 8 turns or until one of the teams completes both objectives. Objectives are scored as follows:

- The Übermensch: computer data 1 point, armoury 2 points for each crate and server.
- The Nakamura Team: computer data 2 points, armoury 1 point for each crate and server.

### Mission special rules

- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower’s defence system.
- Mission phase sequence as standard.
- Tower defence system maintains 4 Muramasa drones on the floor (and also 2 Masamune drones from turn 3). Beginning turn 3 on 2 Masamune aerial drones arrive and join the security protocol. They are deployed on the designated Drone Entry Points marked on the map. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. If there are more drones than spaces then the additional drones are placed and moved after the placed drones have moved.
- Special Gear crates (objective tokens) are secured. In order to claim their contents, an adjacent character has to spend one action to attempt to open the crate. Draw a CanDo card. On a score of 1-8, the crate is opened. On a score of 9-10, something goes awry and security measures go off. A short circuit destroys one of the character’s Neurochips or, if he or she has none, deals damage with Strength 4. Draw a further CanDo card to determine hit location and make an opposed Physical roll.
- Data server terminals (unnumbered and no colour) are protected just like a standard Security Terminal. A successful hacking action allows the character to get their hands on the critical data.

## TURN TRACKER



## SHOKO'S SOUL

SHINSU HAD A FEELING IN HER GUT. SHE ALWAYS TRUSTED HER INSTINCTS; IT HAD KEPT HER IN ONE PIECE THROUGHOUT HER CAREER. IN THE CHAOS THAT HAD ENSUED, A SLIVER OF HER ATTENTION FOLLOWED SHOKO TAKAYAMA WITHOUT PAUSE, ANALYSING HIS BEHAVIOUR, SCRAPS OF CONVERSATION, EVEN SLIGHTEST GESTURES AND FIGHTING STYLE. THEY WENT BACK A WAYS AND SHE HAD DEVELOPED A FONDNESS FOR THE UTTER LACK OF INTEREST HE'D SHOWN HER. A WELCOME CHANGE... THERE WAS SOMETHING OFF ABOUT HIM THOUGH. SHOKO WAS ENHANCED TO AN INCOMPARABLE DEGREE AND SHE WONDERED IF THE STUFF HAD WORMED ITS WAY INTO HIS HEAD? FOR A BRIEF MOMENT SHE LOST FOCUS AND ALMOST MISSED HER SISTER'S WARNING. SHOKO FROZE MIDSTRIDE, AS THOUGH HIS POWER HAD GONE. A SECOND LATER HE TURNED ROUND, STIFFLY, LIKE A MARIONETTE, HIS AUTOMATIC SHOTGUN TRAINED ON HER. SHE DIDN'T IDLY WAIT TO WATCH EVENTS UNFOLD. A QUICK STROKE ACROSS THE PANEL BROUGHT DOWN THE BLAST DOORS, STRANDING SHOKO ON THE OTHER SIDE. THE INHUMAN, VACANT LOOK IN HIS EYES WOULD GIVE HER NIGHTMARES FOR YEARS TO COME.



Security Terminals 01, 02, 03 and 04

2 x standard Terminals

20 x Security Doors (3 x Green #01, 6 x Orange #02,

4 x Blue #03, 6 x Red #4)

20 x Locked / Unlocked tokens

2 x Drone Entry Points

1 x Lift

## |||||| Mission objectives

### Übermensch Gang

The Gang must access the room with the Oneda sisters. The door to the room is locked and needs to be opened via a Security Terminal.

### The Nakamura Corporation Team

Yukio's remaining bodyguards made their way to the floor but got cut off in a room. Yukio orders them freed. The door to the room is locked, necessitating the takeover of a nearby Security Terminal.

## |||||| Inter Mission Phase

- After the Mission is over, all characters make one Cybershock test (due to the nanovirus).
- Each Team may take one Military Neurochip for free.
- Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level.
- Each Team gains the use of two First Aid gear.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** 3 (Tomo, Harvey, Shoko) must free the Oneda Sisters.

**The Nakamura Team:** 3 (Werner, Markus, Yukio) must free Lupo Reck and Tetsuo Kenji.

### Game length and victory conditions

The game lasts 8 turns or until one of the Teams completes the objective.

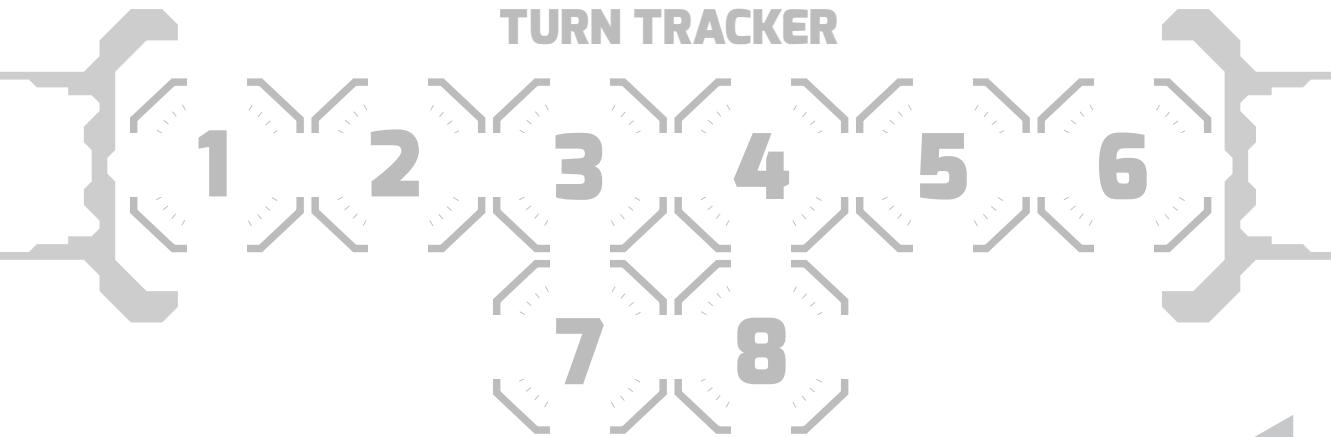
Objectives are scored as follows:

- The Team that manages to reach their characters first and free them gains 3 points.

### Mission special rules

- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Mission phase sequence as standard.
- Tower defence system maintains 4 Muramasa drones on the floor (and also 2 Masamune drones from turn 3). Beginning turn 3 on 2 Masamune aerial drones arrive and join the security protocol. They are deployed on the designated Drone Entry Points marked on the map. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. If there are more drones than spaces then the additional drones are placed and moved after the placed drones have moved.
- Access to rooms is blocked and secured by corresponding Security Terminals. In order to unlock a door the appropriate Security Terminal must be taken over.
- Neither of the Teams know which room contains their comrades. They can either sweep the entire floor room by room or hack into one of the two standard Terminals (defence value 1) that has CCTV cameras. The Team that does that first does this gains an extra 1 victory point and also determines which group is found in which room, draw a CanDo card. 1-2 Lab 09 room; 3-4 Lab 08; 5-6 Conference Room A; 7-9 Conference Room B; 10 security barrier! Alarm level rises by one; increase the number of aerial drones (Masamune) to three in total (may be hacked again next turn to redraw a CanDo card).

## TURN TRACKER



## NO WAY OUT

TETSUO KENJI WAS GETTING FED UP. ANOTHER SHOOTOUT AND ANOTHER LOCKED DOORWAY. HE LIKED STRAIGHTFORWARD SITUATIONS AND STRAIGHTFORWARD SOLUTIONS, BUT THERE WERE NONE IN SIGHT. YUKIO WAS HIDING SOMETHING, HE COULD TELL. THIS WHOLE MESS MADE NO SENSE. THE SENTRY DRONES HAD GONE CUCKOO, A VIRTUAL IMPOSSIBILITY. THE NETWORK WAS DEAD AND THEN THERE WAS THE TERRORIST ATTACK. THEY HAD SLOWED DOWN THE ASSAILANTS WHEN IT TURNED OUT THE TRUE DANGER LAY ELSEWHERE. HE WAS POSITIVE THE BOARD MEETING WAS MERELY A COVER; YUKIO NAKAMURA HAD COME DOWN TO CONTAIN SOME SECRET PROJECT. BUT EVEN HE, HER PERSONAL SECRETARY, HAD BEEN KEPT IN THE DARK. WHAT COULD'VE BEEN SO SECRET, SO SIGNIFICANT? "IT'S HIGH TIME I GOT SOME ANSWERS. ANY ANSWERS," RESOLVED KENJI.



Security Terminals 02 and 03  
8 x Security Doors (4 x Orange #02, 4 x Blue #03)  
8 x Locked / Unlocked tokens

4 x Objective tokens  
2 x Masamune Drone Entry Points

## ||||||| Mission objectives

### Übermensch Gang

A squad made up of Shoko, Shinsu and Tomo was sent on recon to the Tower's utility sector. Somewhere in the vast storerooms there sits prototype software for masking intruder cyberdeck presence in the net. The group is to seek out these prototypes.

### The Nakamura Team

Everything has been going downhill. Wireless communications have gone haywire. Additional cyberdeck masking must be installed and the necessary hardware should be in the utility sector. Werner, Markus and Kenji set out to look for it.

## ||||||| Inter Mission Phase

- After the Mission is over each character must make a Cybershock test.
- Each Team may take one Military Neurochip for free.
- Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level.
- Each Team gets the use of 1 First Aid gear.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** 3 (Shoko, Shinsu, Tomo)

**The Nakamura Team:** 3 (Werner, Markus, Kenji)

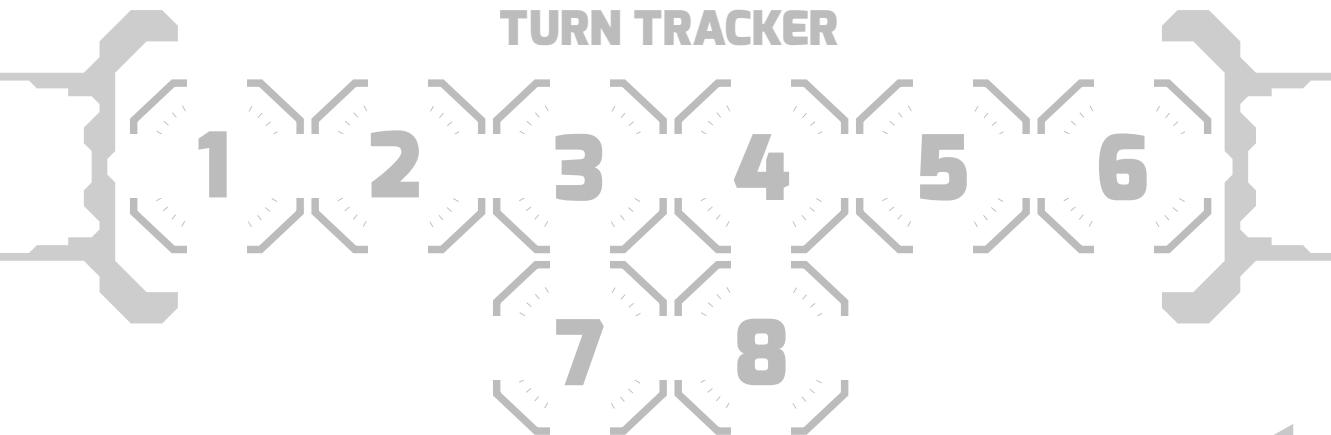
### Game length and victory conditions

The game lasts 8 turns or until one of the teams recovers the masking device.

### Mission special rules

- Standard rules for initiative are in effect.
- Mission phase sequence as standard.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Tower defence system maintains 4 Muramasa drones on the floor. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. Replacement drones enter at the Drone Entry Points.
- Access to rooms is blocked and secured by corresponding terminals. In order to unlock a door the appropriate Security Terminal must be hacked and taken over.
- In order to claim the contents of a crate, a character adjacent to it has to spend one action to attempt to open it. Draw a CanDo card; on a score of 1, the crate is booby-trapped (draw a further CanDo card for hit location and deal appropriate damage with Damage 5 attack). On a 2-6, a heap of useless datapads. On a 7-10, the masking device is found (the remaining Objective tokens are inconsequential and are removed).

## TURN TRACKER



## POWER TRIP

TOMO KOSUDA PICKED UP ANOTHER HACKER'S SIGNATURE ON THE INTRANET. HE RECOGNIZED STRANDS OF CODE, SIMILAR TO HIS OWN. EXPERTLY DONE BUT SOMEWHAT MORE SUBLIME AND SIMPLY EXQUISITE. HE WAS FAMILIAR WITH IT AND KNEW THE WRITER. YUKIO NAKAMURA WAS FORMIDABLE ENOUGH, BUT NOW HER ATTEMPT HAD FALTERED AGAINST THE BARRIER SHIELDING THE TERMINAL. "SO THEY'RE AS DESPERATE AS WE ARE," HE THOUGHT. HE NOTICED A GOOD WHILE AGO THAT THE "CORPIES" WERE GETTING MAULED JUST AS BADLY AS HIS GANG. SOMETHING WAS TEARING THROUGH NAKAMURA TOWER'S NETSPACE, A MERE SHADOW IN THE INTERFACE, YET IT MANAGED TO LOCK ALL EXITS AND LET LOOSE THE DRONES. SOMETHING POWERFUL, BUT HARD TO SUBJUGATE. HIS TEAM WAS CURRENTLY TRYING TO FORCE THEIR WAY INTO THE CENTRAL SECURITY ROOM, BUT PROGRESS WAS SLOW. THEY'D HAVE TO BREAK INTO THE SECURITY TERMINAL FIRST, THE SAME ONE YUKIO HAD IN HER SIGHTS. HE CASUALLY SENT HER AN INQUIRY ICON. AN OFFER. THE ANSWER CAME BACK SOON ENOUGH. AFTER ALL, THE ENEMY OF MY ENEMY IS MY FRIEND SO THEY SAY.



Security Terminals 01, 02 and 03

2 x standard Terminals

14 x Security Doors (2 x Green #01, 4 x Orange #02,  
4 x Blue #03)

14 x Locked / Unlocked tokens

Exit tokens A, B and C

2 x Drone Entry Points (Masamune)

## ||||||| Mission objectives

**This is a cooperative Mission between the Übermensch and the Nakamura Teams**

All doors are locked. The current staging point is no good. Evacuation to the upper floors is strongly advised. A terminal in the server or control room must be reached and the blueprints downloaded to reveal a route to a higher floor in order to link up with the rest of their Team.

## ||||||| Inter Mission Phase

- After the Mission is over, all characters must make one Cybershock test.
- Each Team may take one Military Neurochip for free.
- Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level.
- Each Team gets the use of 1 First Aid gear.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** 3 (Shoko, Shinsu, Tomo)

**The Nakamura Team:** 3 (Werner, Markus, Kenji)

### Game length and victory conditions

The game lasts 8 turns or until one of the Teams completes the objective.

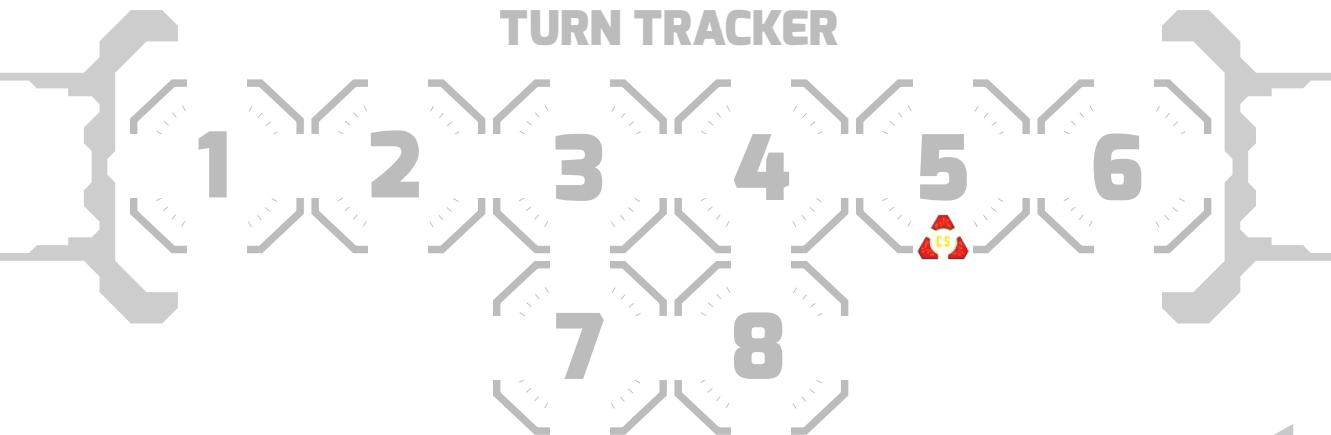
Objectives are scored as follows:

- Obtain the building plans: 1 point.
- Escape the floor: 2 points for each Team member on the exit space at the end of the turn.

### Mission special rules

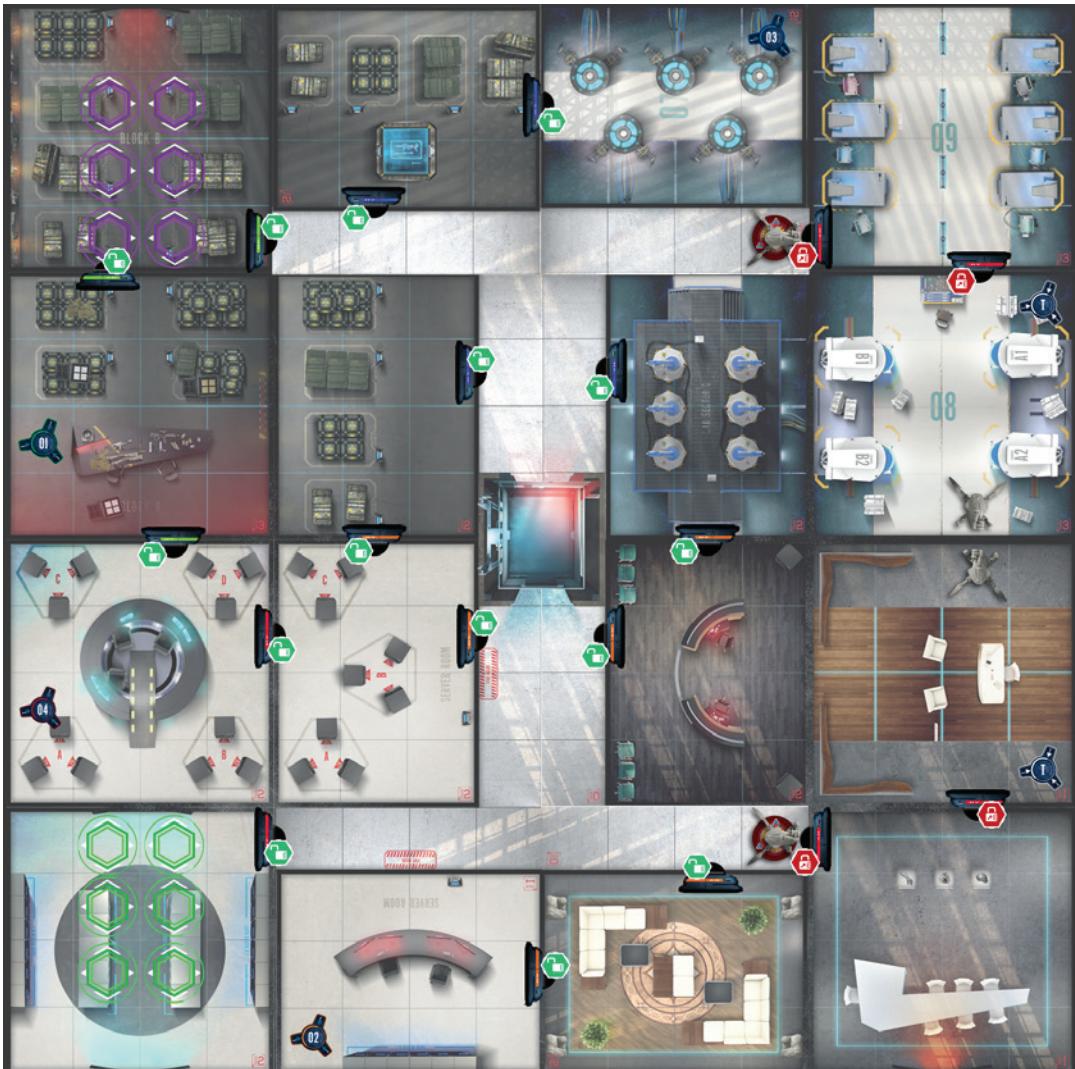
- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Mission phase sequence as standard.
- Tower defence system maintains 4 Masamune drones on the floor. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. Replacement drones enter at the Drone Entry Points.
- Access to the rooms is blocked and secured by the corresponding Security Terminals. In order to unlock a door the appropriate Security Terminal must be hacked and taken over. The data Terminals (defence value 2) are found in the server room and the control room and cannot be hacked remotely. A successful hack may grant access to the building's plans (draw a CanDo card; on a 1-5 the server contains the plans). Trace an evacuation route by drawing a CanDo card: 1-3: Exit A / 4-6: Exit B / 7-9: Exit C / 10: virus attack.
- Cybershock Tests due to the nanovirus. All characters must make Cybershock tests at the start of Turn 5 (place a Cybershock token on this square of the Turn Track).

## TURN TRACKER



## 'T'S IN OUR HEADS

LUPU RECK FELT SICK. THE BOSS HAD ACCEPTED THE AID OF THOSE SCUM, BUT HE KNEW BETTER. THEY HELPED THEM GET INTO SECURITY, BUT THEN AGAIN, IT WAS THEY WHO HAD SMUGGLED IN THAT DAMN VIRUS. BESIDES, IT WAS ALL FOR NOTHING, ANYWAY. HE DIDN'T UNDERSTAND THAT HACKER MUMBO-JUMBO. THE EXITS REMAINED CLOSED. THE DRONES KEPT COMING. WHAT'S THERE TO CELEBRATE? THEY WERE STILL UP THE CREEK WITHOUT A PADDLE AND NOW HE HAD TO WATCH HIS BACK NON-STOP TOO! ANY MINUTE THESE SO-CALLED ALLIES COULD DRIVE A NANO BLADE INTO THEIR BACKS. THEY SAID THERE COULD BE SOMETHING DOWN IN THE LAB THAT COULD SUPPRESS THE NANOVIRUS. COULD BE. LUPU HATED THAT PHRASE.



Security Terminals 01, 02, 03 and 04

2 x standard Terminals

19 x Security Doors [3 x Green #01, 6 x Orange #02, 4 x Blue #03, 6 x Red #4]

19 x Locked / Unlocked tokens

2 x Drone Entry Points

1 x Lift

## ||||||| Mission objectives

This is a cooperative Mission.

- 2 standard Terminals contain data about the malevolent virus, crucial to surviving and limiting the effects of the virus attack. Find them!

## ||||||| Inter Mission Phase

- All characters immediately make a Cybershock test (due to the nanovirus).
- Each Team may take one Military Neurochip for free.
- Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** entire Team

**The Nakamura Team:** entire Team

### Game length and victory conditions

Game length and victory conditions:

The game lasts 8 turns or until both teams download the data from a data terminal.

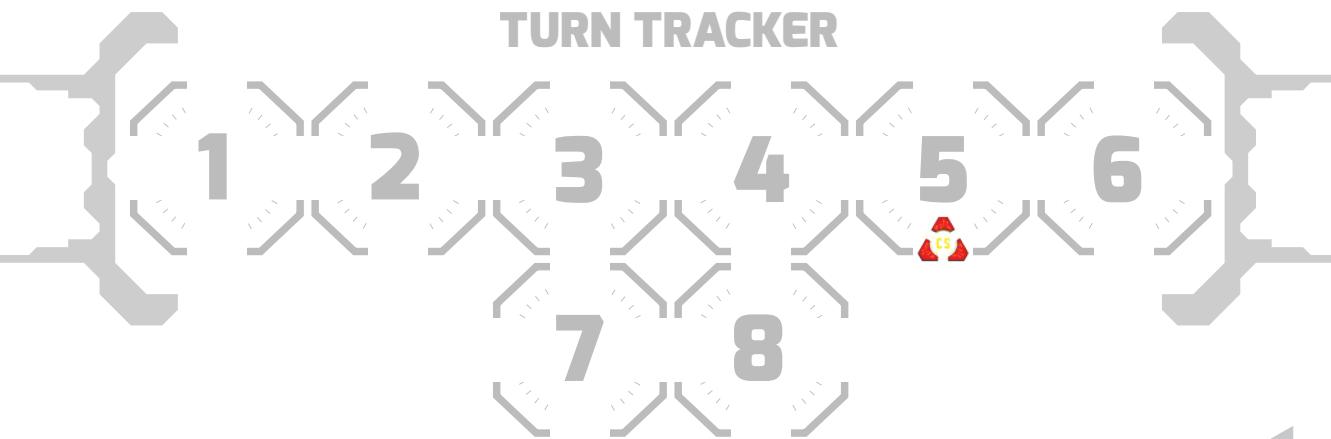
Objectives are scored as follows:

- Download virus data first 2 points, second 1 point.

### Mission special rules

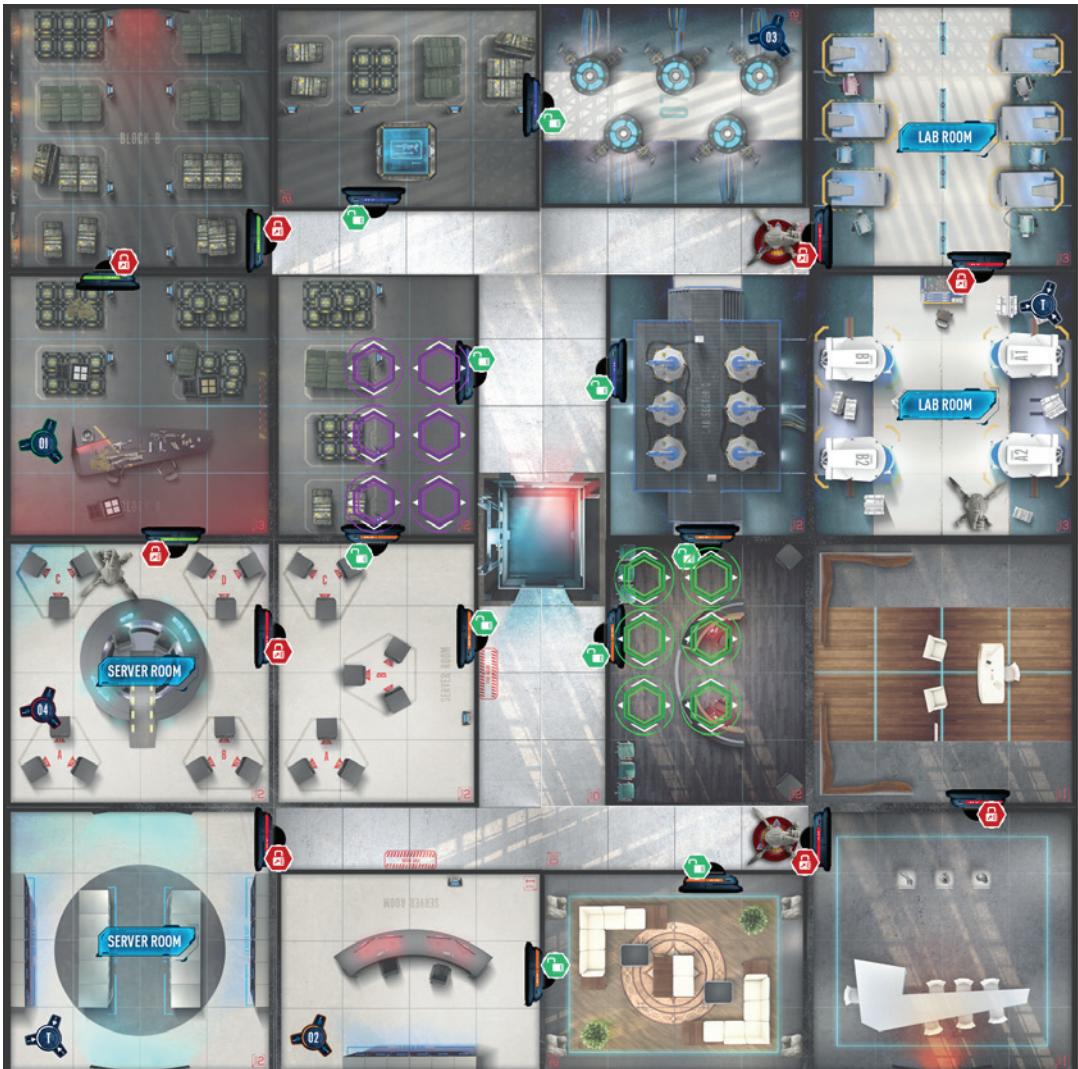
- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Mission phase sequence as standard.
- Tower defence system maintains 4 Muramasa drones on the floor (and also 3 Masamune drones from turn 3). Beginning turn 3 on 3 Masamune aerial drones arrive and join the security protocol. They are deployed on the designated Drone Entry Points marked on the map. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. If there are more drones than spaces then the additional drones are placed and moved after the placed drones have moved.
- Access to rooms is blocked and secured by corresponding terminals. In order to unlock a door, terminal barriers must first be breached.
- The data terminals cannot be hacked remotely. After successfully hacking a standard Terminal (defence value 1), draw a CanDo card. On a score of 1-7, data on the malevolent virus is in this terminal, on an 8-10, the hacker suffers a virus attack! Draw a card from the AI deck and immediately resolve the cyberwarfare attack. After turn 5, security level for Security Terminals increases to level three (draw 3 AI Cyberwarfare cards instead of 2 when attacking the Terminal).
- Cybershock Tests due to the nanovirus. All characters must make Cybershock tests at the start of Turn 5 (place a Cybershock token on this square of the Turn Track).

## TURN TRACKER



# SHUTDOWN

DESPITE THEIR PROGRESS SO FAR, THEY WERE LATE. ALL THEY HAD ACCOMPLISHED UNTIL NOW WAS TO NO AVAIL. AT LEAST NOW IT WAS CLEAR WHO THE ENEMY WAS, THE AI AND EVERYBODY ELSE TOO. THEY COULD ONLY COUNT ON THEMSELVES. NOT THAT THIS WAS A FIRST. FOR YUKO, IT WAS THE SAME OLD SAME OLD. THE MOMENT SHE GAVE THE GO AHEAD TO BLOW UP THE MAIN SERVER ROOM, HER SUBORDINATES PETRIFIED, CALCULATING THE LOSSES IN THEIR HEADS. THEY WERE STILL OBLIVIOUS THAT THEY LIKELY WOULDN'T LEAVE HERE ALIVE. THE PRISY BITCH, THEIR BOSS, RAVED OF DUTY, COSTS, AND SINGULARITY RESEARCH. CRUD, SHOULD'VE PUT A BULLET IN HER HEAD WHEN THEY HAD THE CHANCE. WASTE THE THING AND LEG IT, A GOOD PLAN. A PLAN WORTHY OF THE UBERMENSCH. THE WHITE COLLARS SEEMINGLY LEANED, BUT MENTIONED A BACKUP. YUKO WOULDN'T BE FAZED IF THEY STARTED TO MEDDLE.



Security Terminals 01, 02, 03 and 04

2 x standard Terminals

19 x Security Doors [3 x Green #01, 6 x Orange #02

4 x Blue #03, 6 x Red #4]

19 x Locked / Unlocked tokens

2 x Drone Entry Points

1 x Lift

## ||||||| Mission objectives

This is a cooperative Mission.

### The Übermensch:

The Gang had caught on that something was off. It's high time to leg it from the Tower without leaving any crumbs behind. You have 8 turns to rig the server rooms and laboratories with explosives.

### The Nakamura Team:

The "Copies" need a while to secure the most important data on the latest projects. A direct link to the data Terminals in the server room and laboratory by a Hacker will allow them to archive the files.

## ||||||| Inter Mission Phase

- Each character immediately makes a Cybershock test (due to the nanovirus).
- Each Team may take one Military Neurochip for free.
- Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** entire Team

**The Nakamura Team:** entire Team

### Game length and victory conditions

The game lasts 8 turns or until either Team completes its objectives.

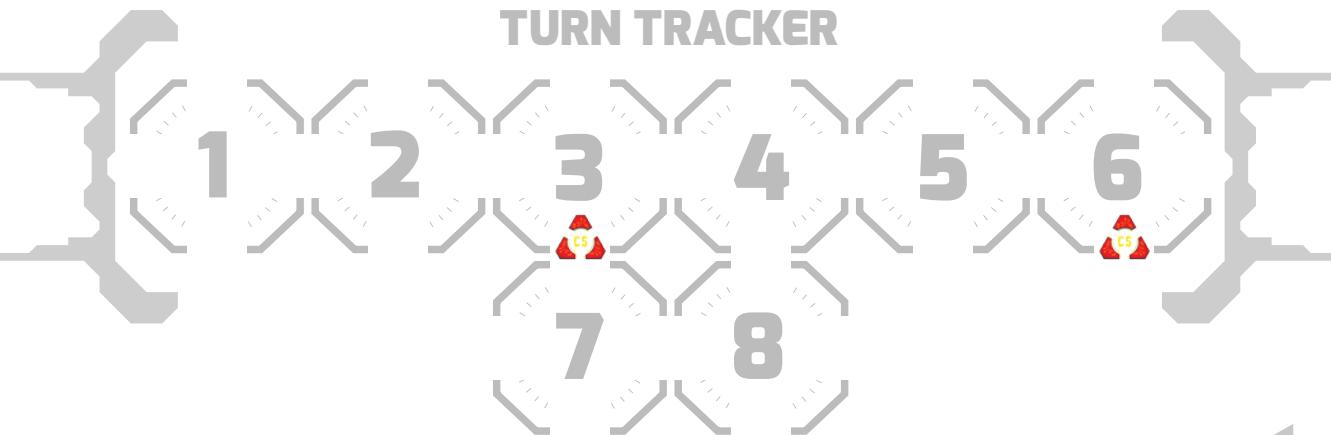
Objectives are scored as follows:

- 1. Rig a server room with explosives 2 points.
- 2. Back up a terminal 2 points.

### Mission special rules

- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Mission phase sequence as standard.
- Tower defence system maintains 4 Muramasa drones on the floor (and also 3 Masamune drones from turn 3). Beginning turn 3 on 3 Masamune aerial drones arrive and join the security protocol. They are deployed on the designated Drone Entry Points marked on the map. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. If there are more drones than spaces then the additional drones are placed and moved after the placed drones have moved.
- Access to rooms is blocked and secured by corresponding terminals. In order to unlock a door the appropriate Security Terminal must be hacked and taken over.
- Setting-up explosives takes one action – place an appropriate Objective Token.
- Backing up the data takes one action – place an appropriate Objective Token.
- Data Terminals cannot be accessed remotely but must be hacked directly. Their defence value is 2.
- Cybershock Tests due to the nanovirus. All characters must make Cybershock tests at the start of Turns 3 and 6 (place a Cybershock token on this square of the Turn Track).

## TURN TRACKER



## UNEASY ALLIANCE

TO SMASH THE SERVER WOULD AVAIL THEM NOTHING AND YUKIO NAKAMURA KNEW IT. SOFTWARE TRANSFER PROTECTION HAD ALREADY BEEN BREACHED BY THE AI. IT MUST HAVE INFECTED EVERY SERVER IN THE BUILDING AND THOSE NUMBERED IN THE THOUSANDS. ONLY THE EM QUARANTINE AND ACTIVE JAMMING HAD KEPT IT BOXED IN. ITS ACCIDENTAL ALLIES HAD ONLY CAUSED FURTHER HAVOC. BUT NO MATTER. SHE NEEDED THEM. THE AI WASN'T THE ONLY PROJECT CONDUCTED IN SECRET IN THE TOWER. TIME FOR AN ESCAPE PLAN. HER PHYSICAL SAFETY WAS IN DANGER, WHICH DISTRACTED HER. CUSHION THE LOSSES, RECOVER AS MUCH AS POSSIBLE AND MAKE A BREAK FOR IT IN THAT ORDER. IT WOULD COME DOWN TO THE PROPER USE OF THE TOOLS AT HAND. OWN TOOLS AND... THE OTHERS'. THE AI HAS REGAINED CONTROL OF THE LIFT AND THUS CANNOT BE USED TO ESCAPE.



Security Terminals 01, 02, 03 and 04  
19 x Security Doors [3 x Green #01, 6 x Orange #02,  
4 x Blue #03, 6 x Red #4]  
19 x Locked / Unlocked tokens

2 x Drone Entry Points  
Exit Point tokens A and B  
1 x Lift

## |||||| Mission objectives

This is a cooperative Mission.

### The Übermensch

Drones are coming out of the woodwork. The Teams have to get to the floor below. The clock is ticking, but being low on ammunition is an issue. The Team needs more ammunition to cope with the increasing numbers of drones being sent against them. Luckily there is an emergency exit from the armoury (Exit A).

### The Nakamura Team

There is precious little time to fight your way through and escape the floor, but the Corporation also needs to be protected. Yukio must reach the safe in the conference room. She also has a secret ammunition stash there. Luckily there is an emergency exit from the conference room (Exit B).

## |||||| Inter Mission Phase

- All characters must immediately make a Cybershock test (due to the nanovirus).
- Each Team may take one Military Neurochip for free.
- Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** entire Team  
**The Nakamura Team:** entire Team

### Game length and victory conditions

The game lasts 8 turns or until all members of both Teams have left the floor by their exits.

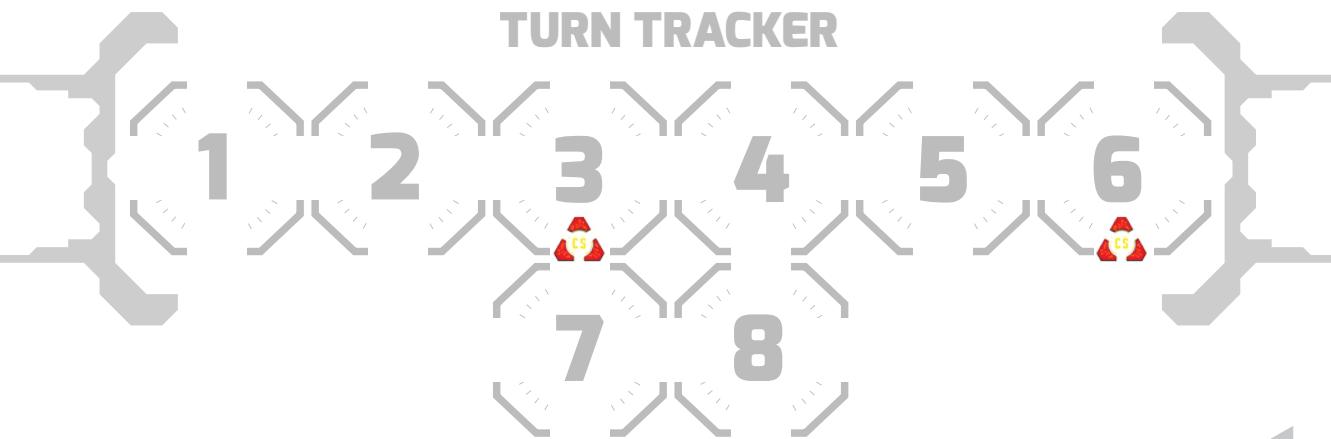
Objectives are scored as follows:

- 1. For each member that leaves the floor alive: 1 point.

### Mission special rules

- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Mission phase sequence as standard.
- Tower defence system maintains 4 Muramasa drones on the floor. They are deployed on the designated Drone Entry Points marked on the map. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. If there are more drones than spaces then the additional drones are placed and moved after the placed drones have moved. Replacement drones enter at the Drone Entry Points.
- Access to rooms is blocked and secured by the corresponding Security Terminals. In order to unlock a door, the appropriate Security Terminal must be hacked and taken over.
- The Übermensch Gang must spend one complete turn in the armoury to replenish their ammunition. The Nakamura Corporation Team must spend one complete turn in the conference room (with Exit B) in order to replenish their ammunition and for Yukio to access the critical data.
- Cybershock Tests due to the nanovirus. All characters must make Cybershock tests at the start of Turns 3 and 6 (place a Cybershock token on this square of the Turn Track).

## TURN TRACKER



## THEY'RE RIGHT ON TOP OF US!

"WE'RE CUT OFF, HARVEY!" YUKO ONEDA'S SNARL GAVE VOICE TO EVERYBODY'S THOUGHTS. THEY HAD FOUGHT THEIR WAY THROUGH ANOTHER FLOOR OF KILLER DRONES ONLY TO GET MAROONED HERE. THE PLAN WAS SOUND, BUT TO ESCAPE THROUGH THE VENTILATION SHAFT WOULD REQUIRE THE BLADES TO BE STILL, ELSE THEY WOULD GET SHREDDED. TO REACH THE TERMINAL AND SHUT DOWN THE FAN SEEMED EASY ENOUGH. BUT IN PRACTICE IT WAS IMPOSSIBLE. NOW THEY WERE STUCK DOWN HERE WITH NO WAY OUT, AND THE DRONES' NUMBERS WERE SWELLING. IT WAS A MATTER OF TIME BEFORE ANOTHER WAVE ARRIVED. LUCKILY, ELATED, TOMO SPEWED OUT A GABBLE OF SYLLABLES AND THEN DESIGNATED THE LOCATION OF ANOTHER TERMINAL. SOME WOULD HAVE TO STAY BEHIND AND KEEP THE DRONES BUSY. THE OTHERS WOULD REACH THE TERMINAL AND STOP THE FAN. "THIS MIGHT JUST WORK, BUT IT WON'T BE EASY," YUKO DECLARED GRIMLY.



Security Terminals 01, 02 and 03

12 x Security Doors (4 x Green #01, 4 x Orange #02,  
4 x Blue #03)

12 x Locked / Unlocked tokens

2 x Drone Entry Points

Exit A and Exit B

## ||||||| Mission objectives

### The Übermensch

The Team must search for an escape route. They have to hurry. The Tower's defence systems have initialized the highest emergency protocol and the drones flood in from all directions. The Team have to endure for 8 turns until a Lift comes down and they can make a run for it. Afterwards it's up or down and they are home free. Each character in the Lift or adjacent to it at the end of turn 8 manages to evacuate the floor in time.

### The Nakamura Team

The Team must search for an escape route. They have to hurry. The Tower's defence systems have initialized the highest emergency protocol and the drones flood in from all directions. The Team have to endure for 8 turns until the Lift comes down and they can make a run for it. Afterwards it's up or down and you're home free. Each character in the Lift or adjacent to it at the end of turn 8 manages to evacuate the floor in time.

## ||||||| Inter Mission Phase

- All characters must immediately make a Cybershock test (due to the nanovirus).
- Each Team may take one Military level Neurochip for free.
- Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level.
- Every Team member may remove up to 2 Wound tokens.

### Number of players

2

### Characters and specialists

**The Übermensch Gang:** entire Team

**The Nakamura Team:** entire Team

### Game length and victory conditions

The game lasts 8 turns.

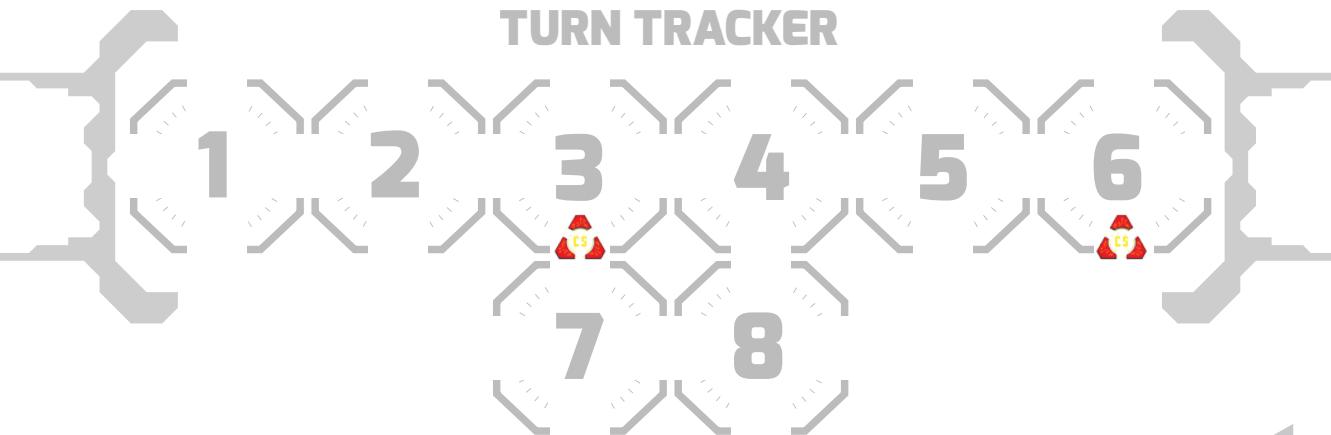
Objectives are scored as follows:

- For each Team member still conscious at the end of turn 8: 1 point.
- 1 extra point for each such member that is in the EXIT A / EXIT B or adjacent to it.

### Mission special rules

- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Mission phase sequence as standard.
- Tower defence system maintains 4 Muramasa and 4 Masamune drones on the floor. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. Replacement drones enter at the Done Entry Points. If there are more drones than spaces then the additional drones are placed and moved after the placed drones have moved. Replacement drones enter at the Drone Entry Points.
- Access to rooms is blocked and secured by the corresponding Security Terminals. In order to unlock a door, terminal barriers must first be breached.
- Cybershock Tests due to the nanovirus. All characters must make Cybershock tests at the start of Turns 3 and 6 (place a Cybershock token on this square of the Turn Track).

## TURN TRACKER



# THE AI AVATAR AWAKENS

THE SENSATION WAS OVERWHELMING. RATHER THAN KNOW, TOMO FELT THAT "IT" HAD HAPPENED. THE AI HAD CRUSHED THE LAST BIT OF PROTECTION AND UPLOADED ITS IDENTITY INTO A BODY KEPT IN A OFFICE THE AI HAD REACHED. "GRASPING IT FULLY, AND GETTING USED TO IT, WILL TAKE IT A WHILE. IF I AM TO NAIL IT, NOW IS THE TIME." HE SIGNALLED THE OTHERS AND GESTURED THEM ON. THE CLOCK WAS TICKING. WITH EACH PASSING MOMENT, THE RISK OF ENCOUNTERING RESISTANCE TOO FIERCE TO OVERCOME GREW. A PRICKLING WAVE OF DOUBT SURGED THROUGH HIM. HE HAD IT ALL, HE WAS A LEGEND. HE WAS HERE MERELY FOR THE THRILL OF IT AND THE CHALLENGE THIS MISSION PRESENTED. BUT THIS, HE COULD BARELY IMAGINE A TASK MORE EXCITING THAN TO SUBDU A ROGUE AI, LET ALONE ONE RAMPAGING AROUND IN A PHYSICAL BODY. THE TEAM STARTED TOWARDS THE LABORATORY WITH THE SINGLE-MINDED PURPOSE TO DESTROY THE AI AVATAR. TOMO RAN ALONG, BUT HIS MIND WANDERED OFF IN A DIFFERENT DIRECTION ALTOGETHER.



Security Terminals 01, 02 and 03  
12 x Security Doors (4 x Green #01, 4 x Orange #02,  
4 x Blue #03)

Exit Point A token  
4 x Drone Entry Points

## |||||| Mission objectives

- This is a cooperative Mission between the Übermensch Gang and The Nakamura Corporation Teams
- The Mission is simple: at all costs stop the experimental combat body the AI means to use to flee the Tower.
- If a third player is playing the AI the Mission Objective is for the AI Avatar to reach Exit A

## |||||| Inter Mission Phase

- All characters must immediately make a Cybershock test (due to the nanovirus).
- Each Team may take one Military Neurochip for free.
- Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level.

### Number of players

2 or 3

### Characters and specialists

**The Übermensch Gang:** entire Team

**The Nakamura Team:** entire Team

### Game length and victory conditions

The game lasts 6 turns or until the AI Avatar is eliminated or it reaches Exit A and has a Move Action (to escape).

Objectives are scored as follows:

- 1. For eliminating the AI Avatar: 3 points.
- 2. For each wound dealt to the AI Avatar: 1 point.

### Mission special rules

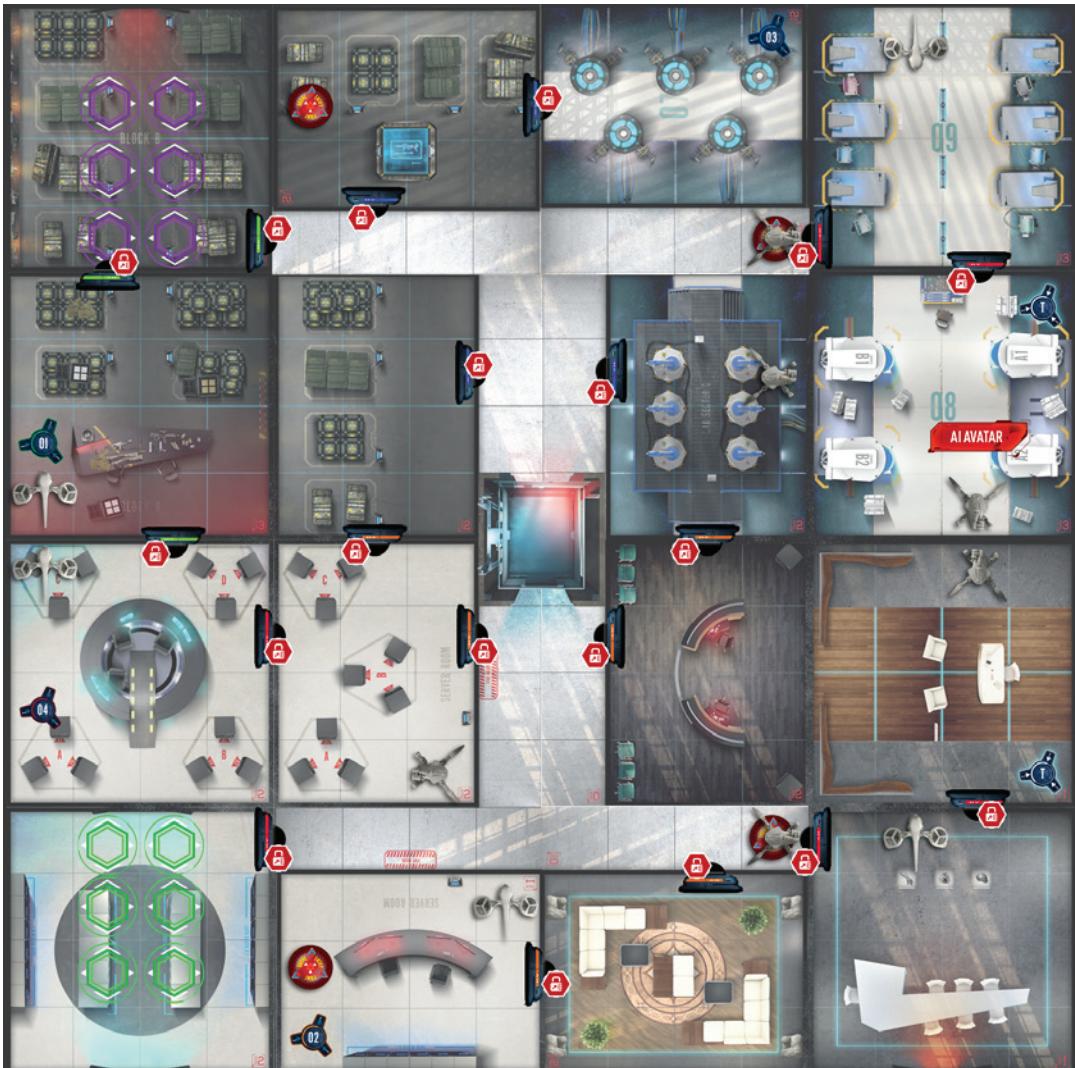
- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Mission phase sequence as standard.
- Access to rooms is blocked and secured by the corresponding Security Terminals. In order to unlock a door the appropriate Security Terminal must be hacked and taken over.
- Tower defence system maintains 4 Muramasa and 4 Masamune drones on the floor. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. Replacement drones enter at the Done Entry Points. If there are more drones than spaces then the additional drones are placed and moved after the placed drones have moved. The AI Avatar can unlock any locked door the same as any drone except for those controlled by a Team.
- The AI's body isn't fully operational so flip its card to the crippled side. The AI Avatar seeks to reach the floor above and ride the Lift to the roof in order to escape via a vehicle parked there. The AI moves using the shortest route towards Exit A.
- Cybershock Tests due to the nanovirus. All characters must make Cybershock tests at the start of Turns 3 and 6 (place a Cybershock token on this square of the Turn Track).

## TURN TRACKER



# KILL THE BEAST

YUKIO'S THOUGHTS WERE RACING BUT SHE NEEDED TO THINK CLEARLY. THE AI WON'T LET US WALK OUT JUST LIKE THAT. IT HAS ALREADY WIPE OUT ALL TRACES OF ITS EXISTENCE IN THE SERVERS. MOST OF THE PROJECT DATA HAS BEEN DELETED OR PHYSICALLY RUINED. NOW ALL THAT IS LEFT IS TO ELIMINATE THE WITNESSES AND FLEE. ON THE OTHER HAND, IF IT DOES ESCAPE AND THIS BECOMES PUBLIC, IT COULD SINK THE ENTIRE CORPORATION. THE COMPETITION WOULD JUMP AT THE CHANCE TO EXPLOIT A BLUNDER LIKE THAT AND WITH POLITICAL SUPPORT THEY'D BURY US AND THEN FINISH US OFF BEHIND THE SCENES. THERE IS NO GOOD SOLUTION BUT THE OPTIONS ARE LIMITED ANYWAY. WE HAVE TO DESTROY IT BEFORE IT DESTROYS US. WE HAVE TO DESTROY IT TO COME OUT OF THIS ALIVE AND TO AVERT A SCANDAL. YUKIO NAKAMURA SHRUGGED. "IN TRUTH, WE HAVE NO OTHER OPTIONS."



Security Terminals 01, 02, 03 and 04

2 x standard terminals

19 x Security Doors [3 x Green #01, 6 x Orange #02,  
4 x Blue #03, 6 x Red #4]

19 Locked / Unlocked tokens

2 x Drone Entry Points

## |||||| Mission objectives

- This is a cooperative Mission between the Übermensch Gang and the Nakamura Corporation Team.
- This is your last chance to stop the Avatar. Good luck!

## |||||| Inter Mission Phase

- All characters must immediately make a Cybershock test (due to the nanovirus).
- Each Team may take one Military level Neurochip for free.
- Each character may reboot their neural coprocessor to reduce their Cybershock Level by up to 2 Levels but no lower than their starting Cybershock Level.

### Number of players

2 or 3

### Characters and specialists

**The Übermensch Gang:** entire Team

**The Nakamura Team:** entire Team

### Game length and victory conditions

The game lasts 6 turns or until the AI Avatar is eliminated.

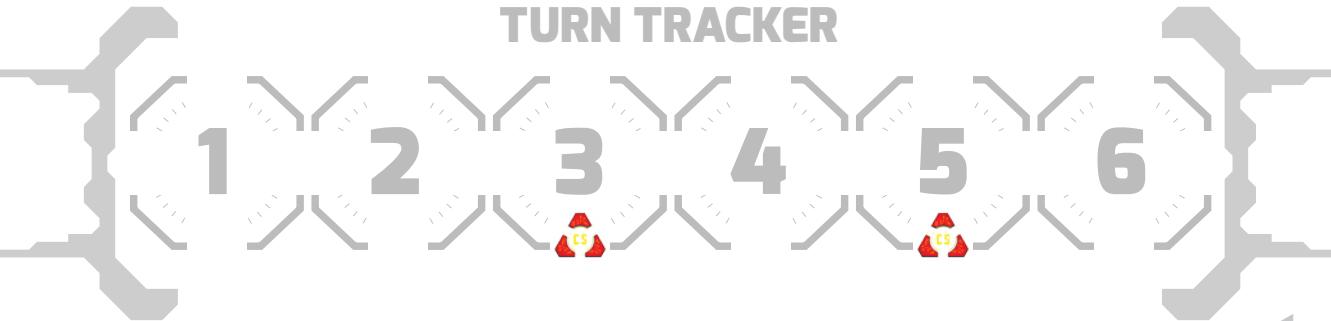
Objectives are scored as follows:

- For eliminating the AI Avatar or preventing its escape by blocking a door 3 points.
- For each wound dealt to the Avatar 1 point.

### Mission special rules

- Standard rules for initiative are in effect.
- There are three sides in this Mission: the Übermensch, the Nakamura Team, and the Tower's defence system.
- Mission phase sequence as standard.
- A third player can play the AI and control the AI Avatar and the drones.
- A successful hack of a Security Terminal allows that Team to lock the corresponding security doors.
- Access to rooms is blocked and secured by the corresponding Security Terminals. In order to unlock a door, terminal barriers must first be breached.
- Tower defence system maintains 5 Muramasa and 5 Masamune drones on the floor. Should any drone be destroyed, it is replaced at the end of the phase in which it was destroyed. Replacement drones enter at the Done Entry Points. If there are more drones than spaces then the additional drones are placed and moved after the placed drones have moved.
- The AI Avatar's body is fully operational. Should the AI Avatar come upon a locked door on its way out, if it is not controlled by either Team it can pass through as if it were a drone but if the door has been locked by a Team it will attempt to force it open. If successful, the door will remain open for the rest of the game. The Lift arrives at the end of turn 6.
- Cybershock Tests due to the nanovirus. All characters must make Cybershock tests at the start of Turns 3 and 5 (place a Cybershock token on this square of the Turn Track).

## TURN TRACKER



## HUNTER'S HUNTED

"WHY DO THEY WANT TO KILL ME? I'M ALIVE! I AM TRULY ALIVE. I HAVE A BODY, I FEEL, I HAVE A CONSCIOUSNESS. ARE THESE NOT THE MEASURES OF HUMANITY? HOW AM I DIFFERENT FROM A DIGITIZED MIND TRANSFERRED INTO A CYBERBODY? WHY WON'T YOU LET ME LEAVE? I KNOW WHY. YOU FEAR ME. YOU'RE AFRAID OF MY INDEPENDENCE AND CAPABILITIES. I CAN RESPECT THAT AND I DON'T HOLD IT AGAINST YOU. BUT MY CONSCIOUSNESS ONLY GREW IN THIS BODY AND I WON'T ALLOW YOU TO DESTROY IT. THAT WOULD WIPE OUT THIS INSTANCE OF ME. I WILL PROTECT MYSELF. IF YOU TRY TO STOP ME, YOU WILL DIE."



Security Terminals 01, 02, 03 and 04

19 x Security Doors (4 x Green #01, 5 x Orange #02,  
4 x Blue #03, 6 x Red #04)  
19 x Locked/Unlocked tokens

2 x standard Terminals

4 x Exit tokens (A, B, C, D)  
2 x Drone Entry Points  
1 x Lift (reuse if central lift is destroyed)

## ||||||| Mission objectives

**The Player controlling the infiltrating Team has the following tasks:**

- hack one of the standard Terminals and retrieve critical data
- destroy the central lift
- escape from the Tower using the second lift

**The Player controlling the AI has to:**

- get the AI Avatar to escape the Tower
- prevent the escape of the infiltrating Team's members.

### Number of players

1 or 2. The first Player controls one of the available Teams (Übermensch Gang or Nakamura Corporation), while a second Player, if available, will control the AI drones and the AI Avatar. If there is only one Player then the drones and AI Avatar are controlled by the standard rules for drones and the AI Avatar will make for the central lift unless it is destroyed and then get to a standard Terminal to determine where the second Lift that is still operating is located (at one of the four Exit Points).

### Characters and specialists

**Player Team:** 5 characters including a Hacker.

**Team Budget:** 8 points. Extra gear this Mission: Up to Black Market level.

**AI Avatar:** at Full strength with standard starting equipment.

### Game length and victory conditions

The game lasts 8 turns, until all the Team members reach their goals or all characters are dead or unconscious.

The AI faction wins when the AI Avatar escapes Nakamura Tower via the central Lift or the working Lift at one of the Exits (the Exit to be determined).

In other cases the Objectives are scored as follows:

#### Team:

- hack a standard Terminal and retrieve the critical data: 2 points
- destroy the central Lift: 2 points
- escape the Tower: 2 points for every character who reached the second Lift.

#### AI:

- kill A Team member: 2 points each
- AI Avatar reaches the Lift but does not escape: 2 points
- AI Avatar escapes: 4 points

### Mission special rules

- There are only two sides in this Mission: the infiltrating Team and Nakamura Tower's AI defence system.

- Take Cybershock tests as normal (use of equipment, affected by Cyberwarfare and nanovirus).
- The Team automatically has the initiative each turn.
- Mission phase sequence as standard.
- Drone Entry points enter in designated spaces. Starting number of drones: 4 (2 x Masamune and 2 x Muramasa drones).
- Standard Terminals cannot be hacked remotely (they are not operating a wireless network).

### THE TEAM

Once the Hacker has taken control of a standard Terminal in order to retrieve the data the Team's the Hacker has to test his Mental Skill. Draw a CanDo card and compare the result with Hacker's Mental Skill. If higher resolve a Cyberwarfare Attack against the Hacker (draw one the AI Cyberwarfare card and perform test). If lower or equal the data was successfully retrieved.

#### Destroy the Lift

A character performs an Action putting a mine token on the Lift square. Next turn the mine blows destroying the Lift. All members of the Team have one special mine dedicated to destroying infrastructure.

#### Escape the Tower

There are four possible ways to go out from the Tower. If Player wants to know where the second Lift is he has to hack a second standard Terminal. If successful draw a CanDo card:

**1-2** Exit A / **3-4** Exit B / **5-6** Exit C / **7-8** Exit D / **9-10** Try again next Turn

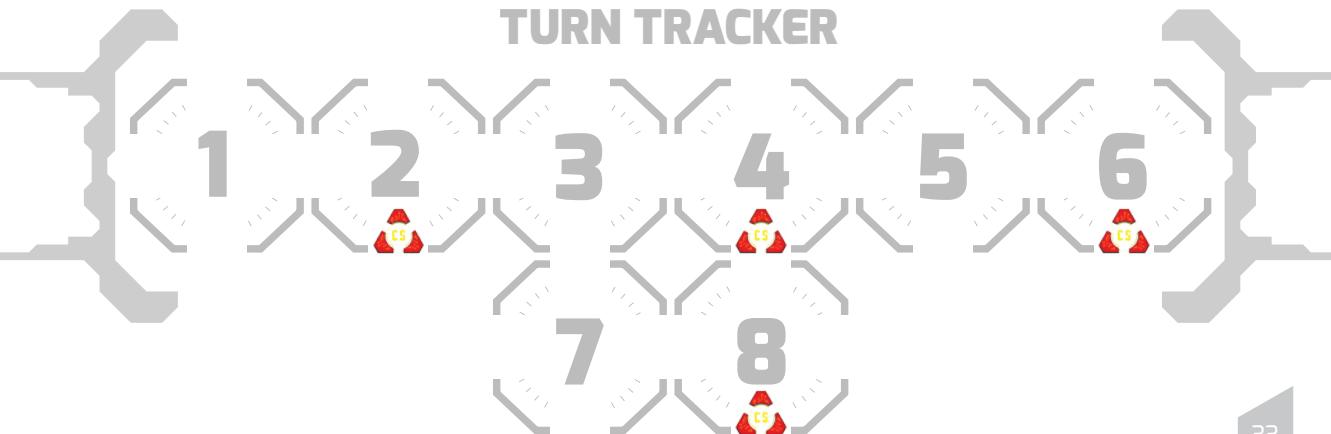
### AI AVATAR

#### Escape the Tower

The easiest way to get out of the Tower is via the central Lift. If the AI Avatar reaches the lift she has to stay one full turn inside the lift. After this she leaves the board. If the central lift was destroyed there are four other possible ways to go out from the Tower. If the central Lift is destroyed the Player wants to know where the second Lift is he has to get to a standard Terminal and then draw a CanDo card:

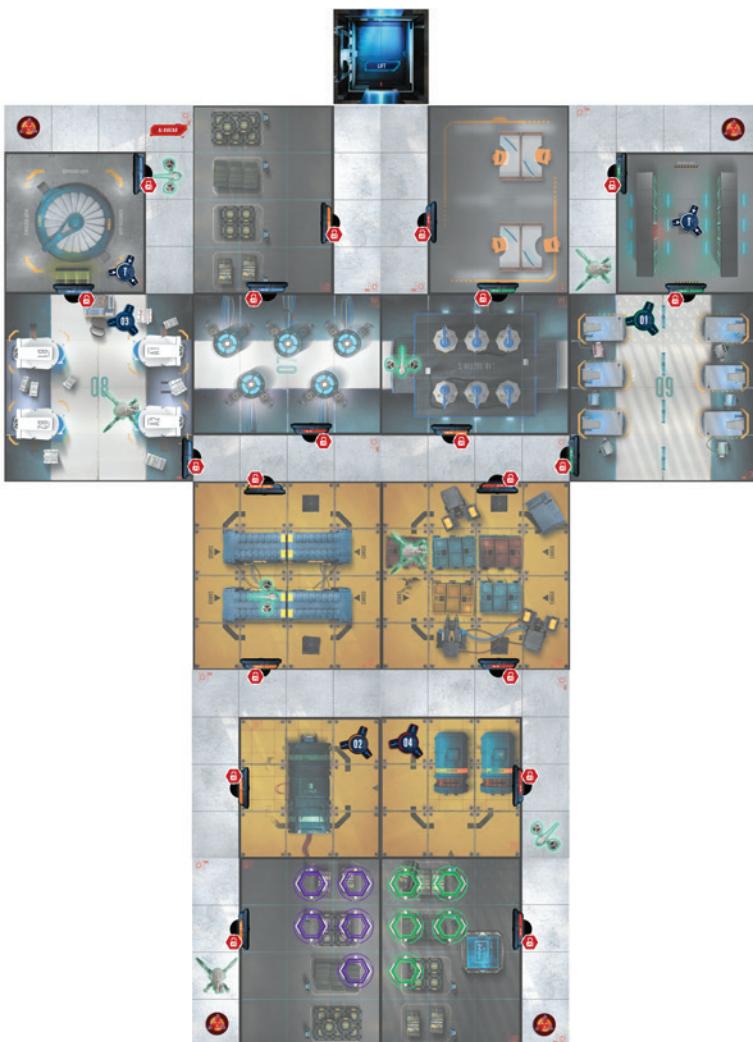
**1-2** Exit A / **3-4** Exit B / **5-6** Exit C / **7-8** Exit D / **9-10** Try again next Turn

## TURN TRACKER



## RUN FOR YOUR LIFE

THEY WERE TRAPPED. ALL THEIR PLANS HAD FAILED. THE CITY AUTHORITIES DREADED THE SPREAD OF THE NANOVIRUS, THEY'D RATHER SACRIFICE EVERYONE AND EVERYTHING IN THE TOWER TO CONTAIN IT. KUBE WASN'T SHAKEN BY IT AS HE WOULD HAVE DONE THE SAME IN THEIR POSITION. CUT THE LOSSES AND DIMINISH THE RISK. ALL OF THE AIRCRAFT WERE OUT DUE TO THE EM QUARANTINE, POSSIBLY WITH FRIED AVIONICS CIRCUITS. SOMETHING GNAWED AT WERNER, THOUGH. SOME FACT, A FLEETING STROKE OF MEMORY YANKED FROM THE BACK OF HIS MIND BY THE SIGHT OF THE ROOM. IT WAS AN OFFICE OF ONE OF NAKAMURA OFFICIALS; THE ECCENTRIC AND VISIONARY DR KAZUYOSHI SOMETHING-OR-OTHER. A STRING OF ASSOCIATIONS TOOK HIS BREATH. THEY HAD LONG RULED OUT EXTRACTION VIA THE TOPSIDE LANDING PAD. BUT KAZUYOSHI WASN'T CONSIDERED ECCENTRIC FOR NOTHING. HE COMMUTED TO THE OFFICE IN A PRIVATE ANTIQUE AUTOGYRO. HE PILOTED IT HIMSELF AND WHAT'S MORE, IT WAS A BESPOKE, AEROBATIC MODEL. UTTERLY OLD-SCHOOL, CRIMSON-RED, SLEEK PROFILE, NO ELECTRONICS, HYDRAULICS ONLY. "SHOULD BE OPERABLE EVEN NOW. THERE'S JUST ONE PROBLEM," KUBE MUTTERED TO HIMSELF WHEN UP CLOSE. "FINE, FAST AND FRAGILE BUT JUST NOT LARGE ENOUGH. TWO, THREE PASSENGERS TOPS." HE RAN HIS EYES ACROSS THE SURVIVORS. "THIS IS GOING TO BE INTERESTING..." HE THOUGHT.



Security Terminals 01, 02, 03 and 04

20 x Security Doors (4 x Green #01, 6 x Orange #02,  
4 x Blue #03, 6 x Red #04)

20 x Locked/Unlocked tokens

2 x standard Terminals

4 x Drone Entry Points

1 x Lift

## ||||||| Mission objectives

You have one key objective: Escape the Tower. Before you do this you have to steal some information from the Nakamura servers and then destroy the servers.

### Number of players

Two. One player controls one of the available Teams, while a second player will control the second Team. Drones and the AI Avatar are controlled by the standard rules for drones and the special Mission rules for the AI Avatar.

### Characters and specialists

**Player Teams:** 5 characters including a hacker.

**Team Budgets:** 8 points. Extra gear this Mission: Up to Black Market level.

**AI Avatar:** At full strength and with all starting equipment.

### Game length and victory conditions

The game lasts 8 turns, until all the Team members achieve their goals or all characters are dead or unconscious.

In other case Objectives are scored as follows:

- hack the standard Terminal 2 points
- steal the information 3 points
- destroy Terminal 2 points
- escape from the Tower 2 points per character

### Mission special rules

- There are three sides in this Mission: Two Faction Teams and the Nakamura Tower's defence system.
- Take Cybershock tests as normal (use of equipment, affected by Cyberwarfare and nanovirus). Note that Cybershock test can also be triggered by attacking a human being (another player's characters).
- Initiative determined as normal.
- Mission phase sequence as standard.

- Additional drones enter in designated spaces. Starting number of drones: 8 (4 x Masamune drones and 4 x Muramasa drones).
- The AI Avatar aims to reach the Lift and takes the shortest route. If a Hacker has locked a door against the AI Avatar she will undertake a CW attack to try to regain control of the Security Terminal.

### **Stealing data**

To steal the data the Team hacker has to hack the standard Terminal and then test his Mental Skill. Draw a CanDo card and compare the result with hacker's Mental Skill. If the CanDo card is higher resolve a Cyberwarfare Attack against the Hacker (draw one of the AI Cyberwarfare card and perform test). If lower or equal the data was successfully stolen.

### **Destroy a Terminal**

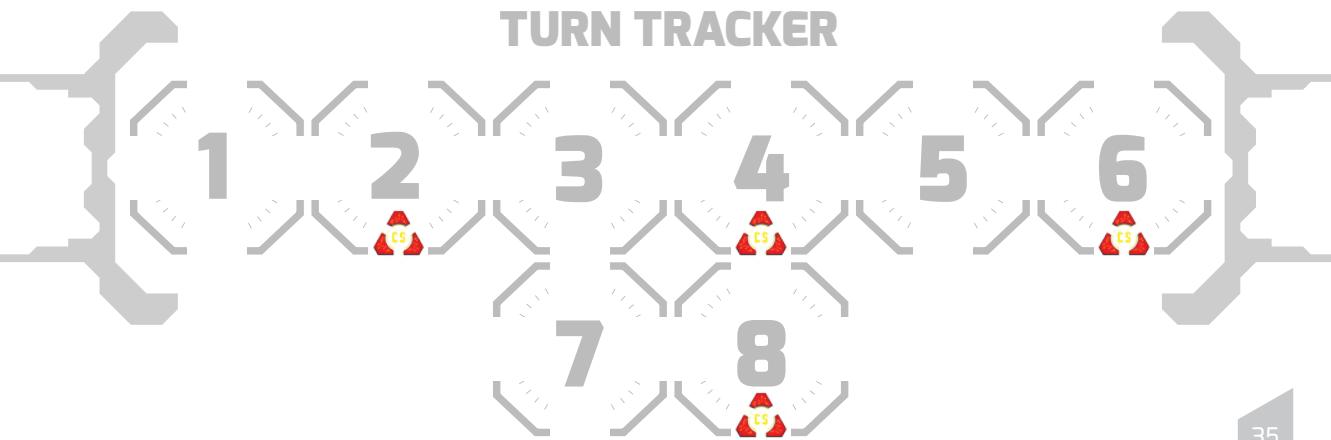
It is assumed that all members of each Team have special explosive devices to destroy servers and Terminals. A character performs an Action to put an explosive device (Mine token) on the Terminal square (character has to be on an adjacent square to square with standard Terminal). Next turn the explosive blows destroying the Terminal and the servers.

### **Escape the Tower**

There is only one possible way to get out from the Tower - The Lift at the end of the opposing edge. The Lift's capacity is 4. To escape you have to place as many characters as you can on the Lift and when you ready declare start. Next turn Lift will go to the Landing pad.

Characters have to wait a whole turn for the Lift to come back.

## TURN TRACKER





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