

HUMAN INTERFACE

NAKAMURA.TOWER

BE A BETTER HUMAN

RULE BOOK



WARNING

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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.,
590 Kingston Road, London, SW20 8DN,
2019

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WARNING



[Hi:BABH RULES]



DESCRIPTION OF COMPONENTS

CHARACTER ID CARDS

These are double-sided cards. **The black side** is the “Healthy” side and the **red side** is the “Crippled” side (with reduced Skills and different Special Abilities). Character cards start on their “Healthy” side for single Missions and are turned over to the “Crippled” side when the Wound dial on the character’s Dashboard goes to 0. **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 Mission or between them (see individual Missions). Characters can have a number of equipment cards. Normally each one can carry **a maximum of 4 cards**. Weapons, Armour, Cybergears and other “Gear” can be placed under the HUD. Note that an Ammunition card takes up one slot (unless otherwise stated).



Physical Skill: 6

Mental Skill: 5

Speed Skill: 5

Wounds: 6

Faction logo: BOMB

Hit Location & Armour Diagram:

4	10
4	7-9
4	5-6
3	1-4

Character base cost: 50 points



Physical Skill: 3

Mental Skill: 3

Speed Skill: 3

Wounds: 3

Faction logo: BOMB

Hit Location & Armour Diagram:

4	10
4	7-9
4	5-6
3	1-4

Character name: BOMBSHELL

Character class: RONIN

Character Special Skills:

- // GUN DISARMING TECHNIQUE**
When Bombsshell uses a pistol in Close Combat, the Opponent cannot use his weapon card's special rule.
- // 🔥 OVERDRIVE**
ACTION. COST: 3 ADRENALINE POINTS.
After a successful Close Combat Attack Action Bombsshell can perform a second Attack against the same target.
- // 🔥 CLOSE QUARTERS PISTOL TRAINING**
When Bombsshell uses a pistol in Close Combat, the target does not receive the +3 modifier to Dodge Reactions.
- // 🔥 MEDICAL EMERGENCY PACK**
ACTION. COST: 4 ADRENALINE POINTS.
Ignore the first Wound suffered this turn.

Cost: 50 points



OPFOR CARDS

OPFOR cards are similar to Character cards except that they can have a maximum of **2 equipment cards**. These are used to upgrade the characters and can be occupied by Weapons, Armour and other Cybergear. This equipment is specific to the OPFOR models.

HUMAN UNIVERSAL DASHBOARD

The player's unique Human Universal Dashboard (HUD) houses all cards and tokens that players will use during the game. Just insert the character's card, assign equipment and you can play a different character.



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. There are three availability levels:

COMM. = Commercial, MIL. = Military, BLACK = Black Market.

Cost, Availability and Class



Neurochip Name

Bonus number and Skill or Action/Reaction affected

A number from 1 to 10



Additional choices

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 the numbers within the deck. You always 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. The CanDo cards don't only have a random value. Some of the cards give additional choices. So either you accept the result and you keep the card, or you choose the alternative option. It could be better or maybe worse. It's up to you how you want to play it.

ADRENALINE BOOST

EXAMPLE

It wouldn't be cyberpunk without epic feats worthy of legends. Successful combat actions and hacking generate Adrenaline points. Accumulate enough and unleash extraordinary abilities! But watch out, unused Adrenaline may cause a temporary loss of control, making the character perform a spectacular action, though not necessarily the one you'd expect...



WEAPON CARDS

Name of the Weapon

Type of the Weapon and Keywords

Picture of the Weapon

A pair of numbers denoting Weapon Damage up to Maximum range (number of squares)

Special Abilities

Class, Availability and cost



GEAR CARDS

Name of the Gear

Type of the Gear and Keywords

Picture of the Gear

Number of Cybershock symbols denoting the increase in initial Cybershock Level when equipped

Special Abilities

Class, Availability and cost



CYBERWARFARE CARDS

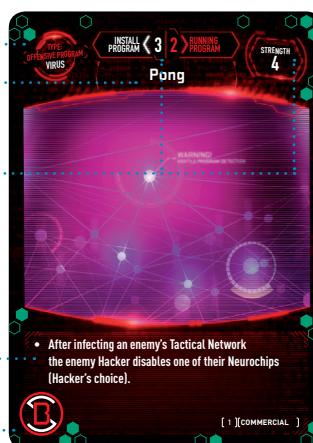
Offensive program card (Red)

Type of program

Name of the program
Program Strength & System Resources required (Installing, running)

Program
Special Abilities

Faction symbol, card number, availability



Defensive program card (Yellow)

Program Strength & System Resources required (Installing, running)

Type of program

Name of the program
Program
Special Abilities

Faction symbol, card number, availability

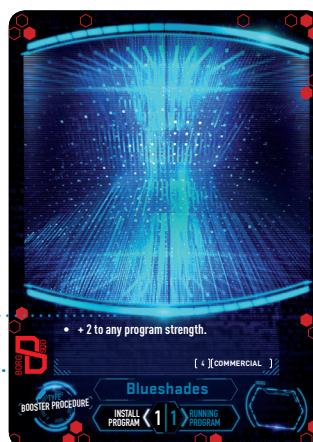


Booster program card (Blue)

Program
Special Abilities

Card number, availability and faction icon

Program Strength & System Resources required (Installing, running)



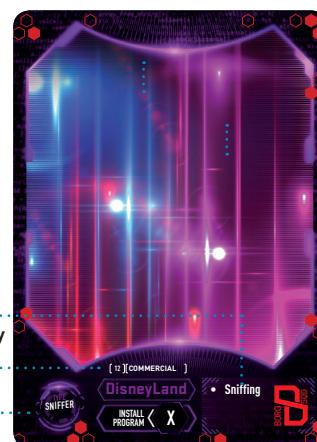
Sniffer program card (Purple)

Program
Special Abilities

Card number, availability and faction icon

Name and type of the program

System Resources required to install





TOKENS

Below you can see all of the tokens the game uses. The game uses a number of tokens to track different effects during the game.



45 x Alarm tokens

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



36 x Activated tokens

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



18 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 amount of System Resources available to a Team.



18 x Stunned tokens

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



24 x Cyberwarfare tokens

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



16 x Speed Skill modification tokens

"Speed Skill modifiers" tokens are placed on a character's HUD if the character Skill is modified in the course of the game.



30 x Physical Skill modification tokens

"Physical Skill modifiers" tokens are placed on a character's HUD if the character character Skill is modified in the course of the game.



32 x Mental Skill modification tokens

"Mental Skill modifiers" tokens are placed on a character's HUD if the character character Skill is modified in the course of the game.



6 x OPFOR Entry Point tokens

"OPFOR Entry Point" tokens are placed on the game board to show where new OPFOR models will appear.



18 x Mine tokens

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



18 x Objective tokens

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



5 x Terminal tokens

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



4 x Security Terminal tokens

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



1 x Turn tracker token

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



18 x Letter tokens

Whenever a player want to collect the gear of fallen characters, use these tokens to mark a place with "goods".



23 x Locked/Unlocked tokens

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



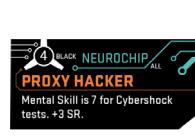
15 x Number tokens

The "Number" tokens are placed next to character, Weapon or Gear cards to show their status or state.



4 x Exit tokens

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



48 x Neurochip tokens

These are bought before the game and are placed in the character's dashboard. They give certain bonuses during the Missions.



40 x CanDo cards



18 x Weapon cards



18 x Gear cards



4 x Terminal cards



25 x Adrenaline cards



16 x Tactical Response cards



9 x character and OPFOR character cards



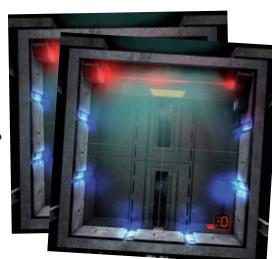
30 x Borg Squad Cyberwarfare cards



30 x OPFOR Cyberwarfare cards



9 x Human Universal Dashboard boards



2 x Lift tokens



16 x door tokens with plastic bases



17 x Double-sided board tiles



5 x Borg Squad members

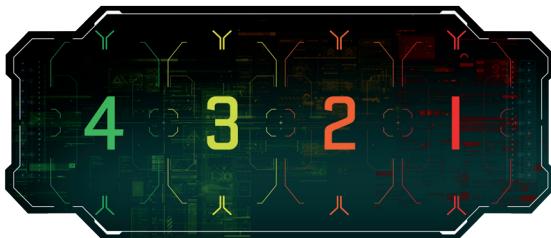


8 x Black Site Agents

8 x Vello Mekanik Shapu

8 x Tanken N1 Drones

8 x TacTeam Officers



2 x Tactical Network dashboards



8 x Tanken N1 Drones



8 x TacTeam Officers

GAME MECHANICS

LENGTH OF THE GAME

A standard Mission has individual victory conditions and a certain number of turns before the game ends. Check selected Mission.

ACTIONS (ACTIVE PLAYER)

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

- Move;
- Attack;
- take 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, Gear, Adrenaline, Weapons and Virus / Worm programs.



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. Characters can Dodge any number of times during a turn, even if the model is marked with the "Reacted" token.

NOTE: OPFOR cannot take the Take Cover or Fast Attack Reaction. They can only Dodge. Certain cards or Mission effects can have them take the Fast Attack or Take Cover Reactions.



NOTE: An activating character may still Dodge in response to a Fast Attack during their 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

While scanning the area, a patrol drone chances upon U-Bolt. As the interloper is within the effective range of its weapon, the drone immediately opens fire. The drone's Physical value is 4, and is raised by 2 for its Nakamura Chain Gun, giving it a base attack power of 6. It draws a CanDo card with a value of 4, which makes the total sum 10. U-Bolt makes a Dodge Reaction in an attempt to dive out of harm's way. The test uses the Speed attribute - in U-Bolt's case, it's 5. A Dodge Reaction adds another +3. The base value of 8 with a CanDo value of 5 makes for a total of 13. This means that, U-Bolt is lucky enough to avoid a close encounter with a hail of hot lead.

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 Special Skills, Cyberwarfare cards or gear), the test is successful. If the CanDo card is higher, the test fails.

Some CanDo cards offer alternative options to the stated number and in certain situations it can be worthwhile to choose the alternate effect instead. Work out the effect(s) and then draw a new CanDo card for the test.

EXAMPLE

Len.Ka tries to hack into a Terminal. To pull this off, she'll need all the computing power she can muster. She has a Mental Skill value of 7. The base value is 7 against drawn CanDo card (6). This means that Len.Ka pass the test.

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.



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 HUD** (you can track it by using the dial). The starting Cybershock Level is **the total** of the character's starting Gear and Special Skills.
- 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 program** then the Team must take a Cybershock test (see below) and later at the beginning of the Phase I. Each character that fails this test **will raise their Cybershock Level by 1**.
- 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 activated in the next OPFOR Operations Phase as an OPFOR model but with the abilities and equipment of the character.



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

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

During a firefight, Bombshell turns on her inbuilt AMM Visor V-3500, giving her a +2 modifier to Range Attacks. She must first perform a Cybershock test. Her Mental Skill value is 5, so she hopes for a CanDo card with a value of 1-5. She draws a 7, failing the test - her Cybershock Level rises by 1.

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 rotating the Wound dial on the character's Dashboard reducing the number by the number of Wounds. Once the Wounds dial is rotated down to the value 0, flip the character's card in the Dashboard to the Crippled side and set the Wounds dial to the Wounds stat of the "Crippled" side ignoring any excess Wounds suffered. The backside of the card shows the Crippled profile of the character which often differ greatly from the Healthy side.



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.



NOTE: If a Crippled character is ever reduced to 0 Wounds, then the character goes unconscious until the end of the Mission. Place the model on its side. It can't activate anymore during the Mission unless it has a special Skill that recovers Wounds. The character remains unconscious until the end of the Mission.



TACTICAL SITUATION



Tactical Situation (TAC) – Every room on the board has its own Tactical Situation modifier that negatively affects Ranged Attack tests in the Real World Phase.

Simply subtract the modifier when making the opposed 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 for the entire Team in the room, adjacent rooms and adjacent hallways.



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

LINE OF SIGHT



NOTE: If the Line of Sight goes through rooms and hallways with different TAC values, apply only the highest TAC value to the test.

All models have **360 degrees** field of vision. The below 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.

Line of Sight (LoS)



STUNNED STATE

Stunned characters **can do nothing** (including Reactions) **until the end of the turn**. Place a "Stunned" token next to the model. The model does generate System Resources.

ADRENALINE RUSH

THE WORLD OF HUMAN INTERFACE IS NO GOOD FOR THOSE WHO HESITATE. HERE, IT'S DO OR DIE. NO EASY WAY OUT. END OF. IN A WORLD OVERFLOWING WITH CYBERIMPLANTS, INITIATIVE IS KING. IT GOES LIKE THIS. YOU PREP FOR A MISSION, BOOT UP NEUROCHIPS, UPDATE YOUR SOFT, SYNCHRONIZE COMBAT COPROCESSORS, RELOAD YOUR GUN AND TAKE OFF. CAN YOU FEEL YOUR HEART PUMPING ON A LIQUID HIGH? CAN YOU FEEL IT? IT'S JUST A START... A START OF AN ADRENALINE RUSH. MOTHER NATURE KNOWS HER STUFF. ALL THIS JUNK YOU CRAM INTO YOUR BODY IS MERELY A SIDE DISH. THE MAIN COURSE IS WHEN NATURAL CHEMISTRY STREAMS THROUGH YOUR AUGMENTED BODY AND RUNS THROUGH YOUR VEINS LIKE HOT MERCURY. CAN-YOU-FEEL-IT-YET? AWW, YEAH! SEE THAT SCHMUCK ACROSS THE STREET? JUST LOOK AT HIM. YOUR HANDS ALREADY START TWITCHING AS YOU IMAGINE HIM WRITHING IN AGONIZING PAIN, DON'T THEY? YOU DRAW YOUR GUN, SQUEEZE THE TRIGGER AND GAZE AT THE RESULT.

A WELCOME WARMTH BRINGS BLISS TO EVERY FIBRE OF YOUR BODY. SEE, IT'S A NATURAL REACTION - IT'S ADRENALINE GIVEN VOICE. ANOTHER LOSER COMES INTO VIEW AND YOU SPRING AWAY TO SHIFT POSITION. THE HIGH SWELLS. IT'S ADRENALINE AS WELL. THE MORE YOU DO, THE MORE ACTIVE YOU ARE, THE MORE THE CHEMISTRY CHURNS YOUR BODY. AND THAT'S WHAT IT'S ALL ABOUT. ACTION.

ADRENALINE RUSH - HOW IT WORKS?

A character gains Adrenaline cards whenever they:

- **HIT AND WOUND** - Each time you wound an enemy model, your Adrenaline goes up. Draw one Adrenaline card.
- **HIT AND ELIMINATE** - Each time you eliminate a model, you draw an Adrenaline card. This stacks with the previous condition, so you draw a total of 2 Adrenaline cards.
- **SECURE OBJECTIVE** - For each Mission objective you secure, your Adrenaline goes up. Draw one Adrenaline card.

HIGH ADRENALINE LEVEL, OR HOW TO HARNESS EXCESS JUICE. YOU'RE ACTIVE WITHOUT PAUSE, HUSTLING AND BUSTLING. NOTHING CAN BREAK YOUR STRIDE! YOUR ADRENALINE LEVEL IS SO HIGH YOU'RE EAGER TO DIVE OFF THE TOP OF A FIFTY-STORY SKYSCRAPER. BUT THAT WOULD BE BAD FOR BUSINESS. YOU CAN LET OFF SOME OF THE STEAM IN A NUMBER OF WAYS. ON AN ADRENALINE RUSH YOU CAN EITHER PULL ONE MAJOR STUNT THAT WILL BE THE TALK OF THE DAY, OR BORE YOUR ENEMY TO DEATH BY DOING THE SAME TRICK OVER AND OVER AGAIN.

Each character collects their own Adrenaline cards. Place the Adrenaline cards next to the character's Dashboard to keep track of them. Don't forget **you can only benefit from the Adrenaline rush if you're the Active player** and never as part of a Reaction. Once in a while, blow off some steam and do something spectacular. Don't bottle it up! You can then spend them for effects during the character's activation. Effects and their value are given on the cards. You can use Adrenaline cards to trigger effects or play their value. Unused point values are lost.

NOTE: You can use Adrenaline cards to trigger effects or play their value to activate Special Skills. Unused point values are lost.



Any effects from Adrenaline cards will not generate new

Adrenaline cards. So if you make an attack by playing an Adrenaline card, the attack does not generate new Adrenaline cards. In addition, Adrenaline cards can only be played by the Active character and never as part of a Reaction. You can then **spend them for effects during the character's activation.** Effects and their value are given on the cards. You can use Adrenaline cards to trigger effects or play their value. **Unused point values are lost.**

EXAMPLE

During a Ranged Attack, Andrea draws a CanDo card rated 1 and with a special rule - VALUE 1: Accept the result OR pay 2 Adrenaline cards to draw another CanDo card. You must accept the result of the second draw. Her current Adrenaline cards are: Kick down the door (2 pts.) and Adrenaline overdrive (4 pts.), for a total of 6 pts. She may spend two cards to change the result or keep both to spend later to activate effects or open up new possibilities.

ADRENALINE RUSH - OVERDOSE

If at any point the total value of the character's Adrenaline cards are higher than 8, trouble's a comin'! Make a standard Physical test. If you are successful, nothing happens. If failed, the character suffers 1 Wound.

YOU SHOOT YOURSELF IN THE FOOT, PASS OUT FROM A SUDDEN ADRENALINE SURGE, OR YOUR CYBERHEART IS PUMPING SO MUCH BLOOD THAT YOU BURST TOO MANY BLOOD VESSELS.



WARNING

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** (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 4) of the same colour which are placed in adjacent rooms and hallways. See below for more information on how to use controlled doors.

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 16 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).

NOTE: OPFOR 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 in their way. These doors are returned to their original state, (close, open or locked) after the OPFOR model has moved through.



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, by a character equipped with a specialised Neurochip in the Real World phase or by use of the appropriate Adrenaline card. (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; except if a character is standing in the doorway.
- 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. Standing behind a door **does not prevent it from being opened** (the doors are assumed to slide aside or upwards).

CHARACTERS IN A DOORWAY

If a character model stands in an open doorway, **friendly characters can move past them**. The character prevents enemy models from entering the room or hallway 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 OPFOR. 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 OPFOR Operations Phase.

NUMBER OF TOKENS	ACTION PERFORMED
+2 🟡	Direct Terminal takeover (if successful)
	Use of hacking gear (Cyberdecks included)
	Use of heavy weapons or grenades
	Use of Ranged Attack weapons or Flash Bang grenades
+1 🟡	Close Combat without using Ranged Attack weapons
	Forced door opening (Special Skill or Adrenaline only)
+X 🟡	For characters presence in the room or hallway (unless negated by certain gear or abilities/Skills)
-X 🟢	For active programs / gear generating Alarm (see description on the card)
+X 🟢	For each program / gear generating false signature (see description on the card)
+X 🟢	Certain Cyberwarfare cards infecting a Tactical Network
+X 🟢	Certain Event or other special cards effects

The "Alarm" tokens are generated just once for EACH type of Action
(e.g. two characters in one room generate 1 Alarm token for presence)



SYSTEM RESOURCES



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.

System Resources (SR) are used by a Team to improve their chances of gaining the initiative and to attack or defend during Cyberwarfare. See the **Check System Resources Phase** for more details.

PREPARATION OF THE TEAM

1. Mercenary character

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

2. Determine the starting Cybershock Level of all characters.

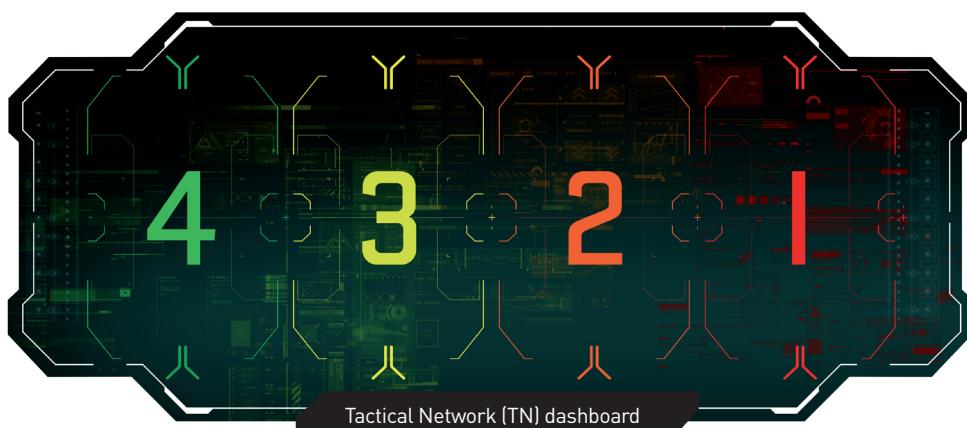
The Cybershock Level equals the sum of all Cybershock symbols on their Gear and Weapon cards

TEAM BUDGET

You can spend Team Budget Points on Weapons, Gear and/or Neurochips. Each player draws a CanDo card. The players alternate by buying cards or tokens with their Team Budget, the player with the highest card value having the first choice. 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 in Mission rules or by certain special rules. The cost of extra equipment is on the cards and tokens.

TACTICAL NETWORK

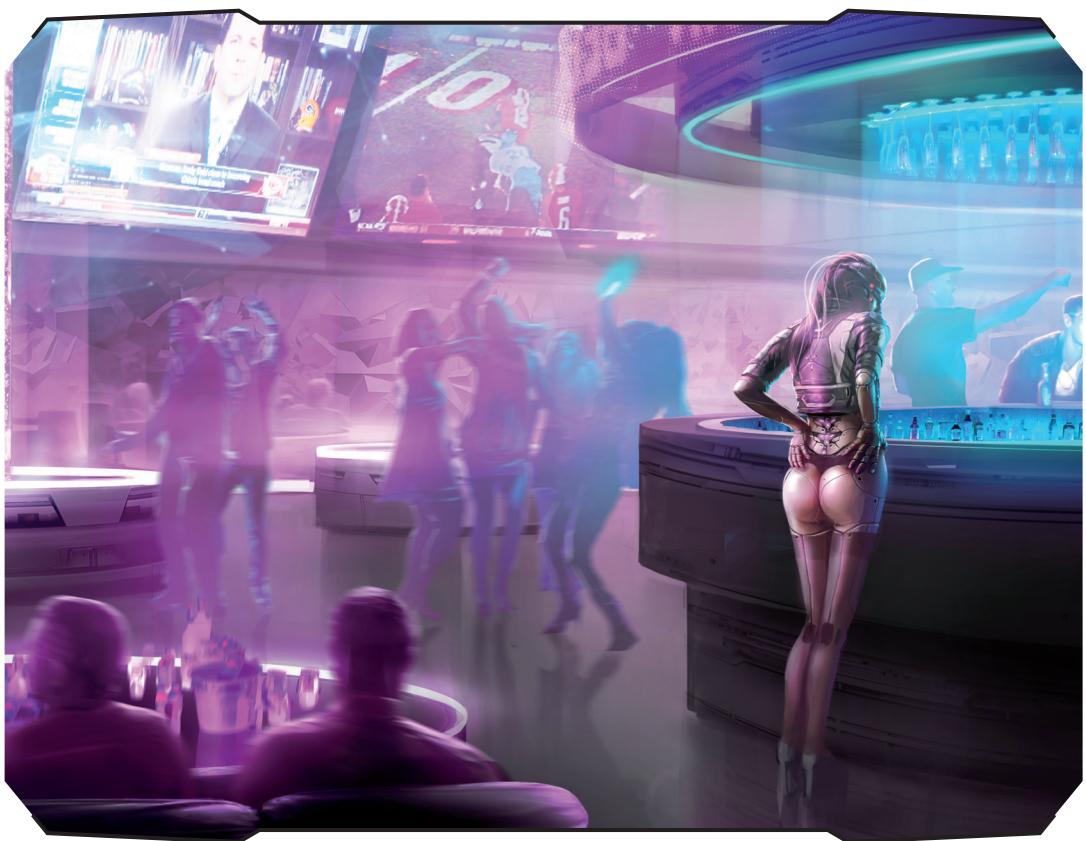
The Tactical Network (TN) is a Virtual Computer system, which the Hacker uses for Cyberwarfare. Unless the Mission or certain cards state otherwise, all Team members are connected to the TN. Enemy Hackers can try to infect the TN with a Virus or Worm program. If a Hacker tries to hack a Security Terminal and fails, the TN can be infected by any defensive software in the Terminal.



PLAYING THE GAME

PHASE SEQUENCE IN A GAME TURN:

- PHASE 1** Virus/Worm infection and Cybershock test
- PHASE 2** Check System Resources
- PHASE 3** Initiative determination (competitive mode)
- PHASE 4** Cyberwarfare
- PHASE 5** Real World
- PHASE 6** OPFOR Operations
- PHASE 7** Clean-Up





GAME SETUP

1. CHOOSE THE MISSION
2. ASSEMBLE THE MAP
3. BUILD THE TEAM
4. SETUP THE TABLE
5. PLAY THE GAME

Board tiles

Board tiles are used to set up the game map



OPFOR Entry Points

Tokens are placed on the board to show where new OPFOR will appear

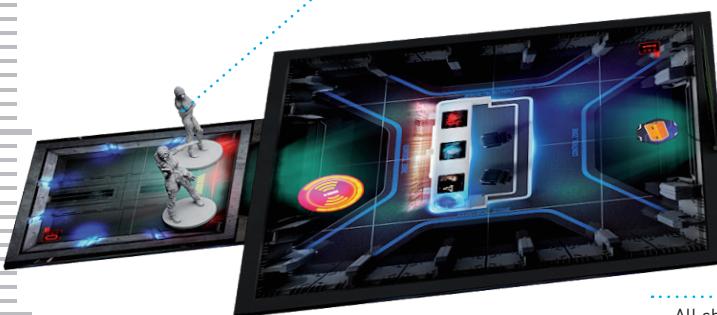
Objective tokens

Tokens are used to mark special places described in the Missions book



Character miniatures

The Mission states which character miniatures the player(s) will use and where they will start the Mission



ID cards

All characters have their own ID cards with all stats and values



HUD

Place the ID card in a Human Universal Dashboard (HUD). These show the current stats and modifiers



Weapon & Gear cards

Characters start with Gear and abilities and can buy more with their Team budget



Tactical Network

You place all your active programs and infected program cards on the Tactical Network dashboard

Cyberwarfare cards deck

This deck of Cyberwarfare belongs to the Team and is used in the Cyberwarfare phase



WARNING

Alarm tokens

These tokens are used to show the total Alarm Level generated in a location

Doors

Door tokens with plastic bases

Terminal tokens

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

1. **ASSEMBLE THE MAP** using map tiles, doors and tokens as described in the Mission book.
2. **CHOOSE THE TEAM**. Players decide who will be a Team Leader and Hacker (those character classes are necessary in most Missions) then chooses other classes: Skimmer, Uberboy/Ubergirl, Ronin.
3. **EACH CHARACTER PLAYER** takes the dashboard, ID card, miniature and all Weapons, Gears and Neurochips cards shown in the Mission.
4. **PLAYERS PREPARE** all necessary OPFOR cards as well.
5. **PREPARE** CanDo, Adrenaline, Cyberwarfare and Tactical Response cards decks.
6. **DEPLOY ALL THE MINIATURES** as indicated on the map in the Mission book.
7. **ENJOY** the game.



Security Terminal cards

These cards show the Strength of the Terminal

OPFOR Cyberwarfare cards

The OPFOR use their own deck of cards during the Cyberwarfare phase

Adrenaline cards

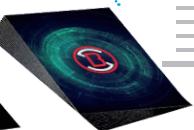
These cards give characters a special Adrenaline boost and allow you to affect your luck

CanDo cards

These cards are used for all tests in the game

Tokens

The game uses all kinds of tokens to track game effects





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 all characters in that Tactical Network will make a Cybershock test and those that fail increase their Cybershock Level by 1 (see page 10).
 - If a Virus/Worm in your Tactical Network has special rules then the opponent selects which characters are affected and applies the effects.
- Check Cybershock Level and perform Cybershock test, if necessary.

1.1 CHECK FOR ANY HOSTILE VIRUS/WORM IN YOUR TACTICAL NETWORK

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 infected TN card. It will occupy a slot in the Tactical Network and will use System Resources from that Tactical Network to keep it running.

The turn that it infects the Tactical Network and at the start of every subsequent turn that it is present in the Tactical Network any special Virus/Worm abilities will be implemented and **all characters** in that Tactical Network (i.e. the whole Team) will have to undertake a Cybershock test.

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 in 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 TACTICAL NETWORK HAS SPECIAL RULES THEN SELECT THE CHARACTERS TO BE AFFECTED

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**.



EXAMPLE

At the start of Phase 1 it turns out the Team has an offensive program, STYX Worm, installed in their Tactical Network. Until the Virus/Worm is removed from their TN, the Team will be affected by the card's special rules during every Phase 1.

1.2 CYBERSHOCK LEVEL

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

The more Cybergear a character has the higher their starting Cybershock Level. Different Cybergears 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 Cybergear. **Some Weapons can also require to pass 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** that characters must perform Cybershock tests during certain turns.
- 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.

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 OPFOR Operations Phase. The player loses control of that character which is then treated as an OPFOR and is activated as though it is an OPFOR in the next OPFOR Operations Phase.





PHASE 2

CHECK SYSTEM RESOURCES PHASE

Summary

- Remove all System Resource (SR) tokens.
- Generate System Resources:
 - One for each conscious Team member connected to the Tactical Network;
 - Extra for Gear and Special Skills;
 - For each point of Mental Skill more than 5, gain +1SR (as noted on the character ID cards);
 - 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 point of Mental Skill above 5);
- specific **SR** related Skills, Neurochips and certain Cybergear;
- minus the **SR** cost of running hostile programs on the TN.

A character can only use **one Cyberdeck** gear card towards generating System Resources.

Look at each Team's Tactical Network and check 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

U-Bolt, Bombshell and Len.Ka are on a Team. Given Len.Ka is the most accomplished Hacker in the gang, she'll be the main Hacker this turn. For her Cyberattacks to be effective, the Team must accumulate as many System Resources as they can, enabling them to overpower the enemy in one fell strike. Let's see what the gang can bring to bear:

- +3 for each conscious Team member, including the Hacker
- +2 for a high Mental value (Len.Ka's score is 7, 2 points more than 5)
- +2 for using the Netsec ONE Cyberdeck

The Team's Tactical Network is clean and isn't infected with Virus/Worm cards. All said, Len.Ka's gang have 7 System Resources this turn. This should be enough to launch a devastating attack on a Security Terminal.



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 above 5, as noted on the character ID card)
- +X specific SR related Skills, Neurochips and certain Cybergear (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



COMPETITIVE
MODE

Summary

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

3.1 BID FOR INITIATIVE USING SR TOKENS

Each player secretly takes a number of their System Resource tokens and then reveals them. Both players then draw a CanDo Card and add the value of the card to the number of SR tokens.

The player with the higher total score 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:

- Who will be the first player in both the Cyberwarfare Phase and Real World Phase;
- Which OPFOR model activates first in the OPFOR Operations Phase. The players will then alternately activate OPFOR until they all have activated.



Phantom





PHASE 4

CYBERWARFARE PHASE

Summary

- The player with the Initiative begins the Cyberwarfare Phase.
- If there is more than one Hacker in the Team decide which Team member is the Hacker this turn,
- The player can remove any programs installed in their Tactical Network.
- Pay the SR running cost of any programs remaining in your Tactical Network.
- Discard any number of cards from your hand, but not blank cards.
- Draw up to five CW cards minus the number of cards in your hand plus any bonuses.
- Use the Sniffer cards.
- Install program cards.
- During the player's turn they can choose to do one of the following:
 - Attack an enemy Tactical Network;
 - Attack a Terminal;
 - Purge / Protect their Tactical Network.
- When the player no longer wishes to or is unable to take further actions he must pass.
- In competitive mode the player with the next highest Initiative then has their go.
- When all players have passed move on to Phase 5.

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



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** plus any extra cards granted by gear and/or Skills. **The active player's Hacker** may attempt Cyberwarfare attacks or purges. **They are the only Team members** that may attempt a Cyberwarfare attack or defend against them. The Hacker can **attack a Terminal or an enemy Tactical Network**.

The player makes Cyberwarfare attacks until they pass or have spent all of their SRs.

An attack against a Terminal may either be made:

- directly** (in the same or adjacent square to the Terminal); or
- remotely** (from anywhere on the board).

An attack against a Tactical Network always counts as a remote attack (unless specified otherwise in the Mission).

Hacking remotely incurs a -3 Strength modifier to the attack.



There are three basic types of Cyberwarfare cards:

- Offensive programs (e.g. Virus/Worm cards, red cards),
- Defensive programs (e.g. Ice, Bastion and IDS, yellow cards),
- support programs (e.g. Sniffer, System Resource Boosters and program Boosters, blue and purple cards).
- blank bluffing cards.



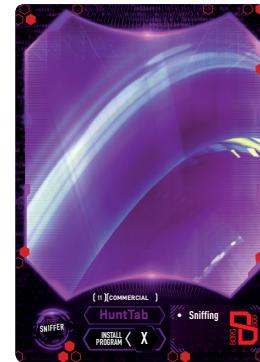
Offensive program card

The program's name, type, System Resources required can be found at the top of the card. The Special Abilities can be found at the bottom of the card.



Defensive program card

The program's name, type, System Resources required can be found in the middle of the card. The Special Abilities can be found at the bottom of the card.



Sniffer program card

The program's name, type, System Resources required and the Special Abilities can be found at the bottom of the card.



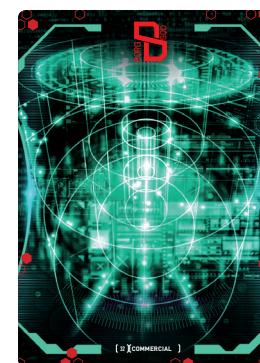
Booster card

The program's name, type, System Resources required and the Special Abilities can be found at the bottom of the card.



SR booster card

The program's name, type, System Resources required and the Special Abilities can be found at the bottom of the card.



Blank bluff card

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

To Attack a TN or Terminal you have to use Offensive (Virus or Worm) CW cards. ICE, IDS or Bastion cards cannot be used to make a CW attack unless otherwise stated.

DETAILED CYBERWARFARE PHASE SEQUENCE:

1. Skip this Phase if your Team has no conscious Hacker.
2. If there are multiple Hackers in a Team, the player announces who will be this turn's Hacker. Only conscious Hackers can play Cyberwarfare cards.
3. The player can remove any programs installed in their Tactical Network.
4. Pay the SR running cost of any programs remaining in your Tactical Network.

NOTE: If there are insufficient CW cards in the Team's Cyberwarfare deck then reshuffle the CW cards from their CW discard pile and make a new deck, drawing as many additional cards as required.



5. Draw 5 Cyberwarfare cards, minus the number of cards in your hand plus any bonuses. The number of cards can be modified by Gear and/or Skills.
6. Install System Resources Booster(s).
7. Use the Sniffers - Sniffer programs are discarded after use.
8. Install CW programs from player's hand.

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 Security Terminal. In this case the enemy pays SR for running the program (which reduces the number of available SR during Phase 2).



9. The first player takes one of the following actions, in any order, then the second player and so on. Once all players have taken an action, the first player can take another action if he wants to and he still has sufficient System Resources left to run / install the programs he will use. It is then the turn of the second player and so on.

9.1. Attack an enemy Tactical Network (TN) - competitive mode:

- a. The attacker places a Virus/Worm CW card from his hand face-down in the TN and places any supporting Booster / Blank card from his hand face down (one per Virus/Worm card) on top. If there are any defensive programs running in the enemy TN the attacker has to attack the defensive program in the TN with the lowest slot number.
- b. The defender may place a defensive CW card from their hand face up in his TN. If the player already has a defensive CW card in his TN, he shows it to the attacker. He can then play any Booster programs face-down from his hand. If the defender has no SR to install defensive CW programs or has no defensive CW cards to place he can only defend his TN with a CanDo Card and no supporting SRs.
- c. Both players declare how many SR they are spending to boost the attack/defence (with a maximum of 2 SR). The defender can only spend SR if they have an active defensive program in their TN.
- d. Both players reveal their Booster cards and then pay their SR cost.
- e. 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.
 - The losing program and its Booster 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. Any cards that have not had their Running cost paid are discarded.
 - 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 and any Booster cards are discarded from his TN.
 - If all defensive cards in the attacked TN are destroyed the attacker wins.
 - If 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. In the following turns the ability triggers in each Phase 1, until the card is removed from the TN.



9.2. Attack a Terminal

- a. Draw OPFOR Cyberwarfare cards equal to the Terminal Strength (Base Terminals are always Strength 1) and place them face-down.
 - In competitive mode do this separately for each player attacking the Terminal because the Terminal uses different programs to defend against different Tactical Networks.
- b. The attacker may place offensive CW cards face-up in his Tactical Network and places any supporting Booster cards face-up (one per offensive card) paying the required SR install costs.
- c. Conduct Cyberwarfare battle. Offensive card Strength + Booster card (if any) + up to 2 SR tokens + CanDo card against OPFOR CW card Strength + CanDo Card. The higher total wins and the Terminal wins any ties.
 - The losing program and its Booster card (if any) are discarded.
 - If the attack was successful the attacker can place the CW card used for free or place any number of CW cards from his hand (paying the Install Program cost) or TN into the Terminal, up to the Terminal Strength. Later in this Phase, if the player still controls the Terminal he may change the card(s) for any other card(s) after paying its Install Program cost.
 - Defensive OPFOR CW cards will defend the Terminal against attacks.
 - Offensive OPFOR Cyberwarfare Cards will attack an attacker.
 - Conduct Cyberwarfare battle. 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 OPFOR Offensive CW card. Place the card on the highest numbered empty slot. If there are no empty slots discard all cards on the highest numbered slot.
 - If the Hacker attack was not successful, the defensive OPFOR Cyberwarfare card stays face-up on the Terminal.

NOTE: In competitive mode when attacking Terminals each Team attacks through their own access route: draw the appropriate number of Terminal Defensive cards separately for each Team. Terminals draw Cyberwarfare cards equal to its base Defence value. Basic Terminals have a Defence value of 1 (one Cyberwarfare card will be drawn against each Player).



9.3. Purge / Protect System

- a. Choose a defensive CW card and optionally a Booster program to attack a hostile Virus/Worm card in your Tactical Network (If there is no hostile Virus/Worm card present, you can build up your defences by placing a defensive CW card against future attacks and paying its install cost).
- b. Conduct a Cyberwarfare battle. Defensive card Strength + Booster (if any) + 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).
- d. If the Purge system procedure fails all hostile Virus/Worm cards stay face-up in the player's TN and the Defensive program and Booster if any are discarded. Discard any SRs used.

9.4. The second player decides which one of the above actions to take.

9.5. The third player decides what to do and so. Move to the next Phase.



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

NOTE: After a successful infection of a TN the Hacker and all Team members suffer one Wound and their Cybershock Level increases by one in addition to the special effects shown on the CW card.


EXAMPLE
SYSTEM RESOURCES CHECK:

You total up the available System Resources in Phase 2.

- +2 for a Mental Skill score 2 points over 5
- +4 for the Hacker (Len.Ka) and the other Team members (U-Bolt and Bombshell)
- +2 for using the Netsec ONE Cyberdeck


DRAW CYBERWARFARE CARDS:

Each Team draws random Cyberwarfare cards separately (in competitive mode). In our example, Len.Ka draws 5 cards from her deck.

Offensive cards - Backdoor Virus and Snoopy Worm

Defensive - Honeypot 2.0

Sniffer - DisneyLand

Booster - Cleaner





WARNING

EXAMPLE

Her pool of System Resources allows for a solid assault but without a good defence. Len.Ka decides to attack a Terminal directly (the model is adjacent to the Terminal token). This is the first attack attempt and the Team's Tactical Network contains zero cards.

Len.Ka uses the Cleaner booster to increase her System Resources. She pays 1 SR to swell up her pool by an extra 2 points (so for a net gain of +1SR). The Cleaner card is then placed in the discard pile. The amount of Len.Ka's System Resources consequently rises to 9 (8 - 1 for running the Booster + 2).

**DECLARING AND PREPARING FOR THE ATTACK**

Given that Len.Ka is connected to the Terminal directly, she suffers no remote-hacking penalties. The Terminal's base defense value is 1, which means it's being protected by a single program. Using a Sniffer Len.Ka can learn what program she's up against.

The player has the following plan:

- attack the Terminal with the Backdoor program - 4 SR (installation cost)
- secure Len.Ka's Tactical Network with the Honeypot 2.0 defensive program - 3 SR

After installing the offensive and defensive programs, Len.Ka will have one SR remaining.

USE OF THE SNIFFER PROGRAM

Before Len.Ka initiates her attack, she chooses to use a Sniffer program to scope out the defensive program installed in the Terminal. She fires up DisneyLand, pays 1 System Resource, and checks the top card from the OPFOR's Cyberwarfare deck. It turns out the Terminal is being protected by a SteelBastion card with a Strength of 5. Len.Ka's System Resources pool is now 8.



EXAMPLE

PLAYING THE CARDS

Len.Ka plays the cards face down.

- 1 Backdoor is placed on the TN's first space.
- 2 Honeypot 2.0 is placed on the TN's next free space.

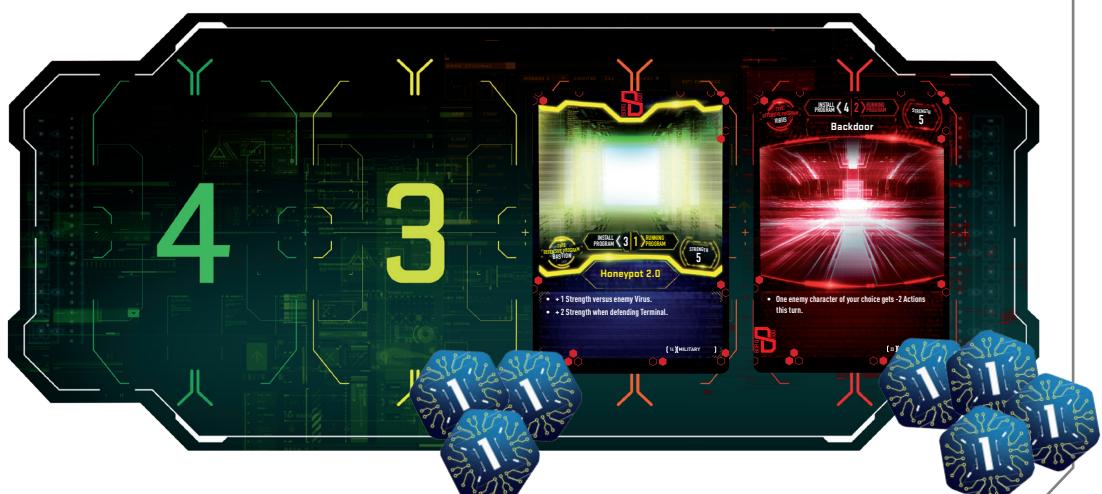


BOOSTING THE CARDS:

With the one System Resource left over, Len.Ka could bolster her attack or her defence by one.

REVEALING THE CARDS:

Next, the cards are revealed simultaneously and their SR cost paid.





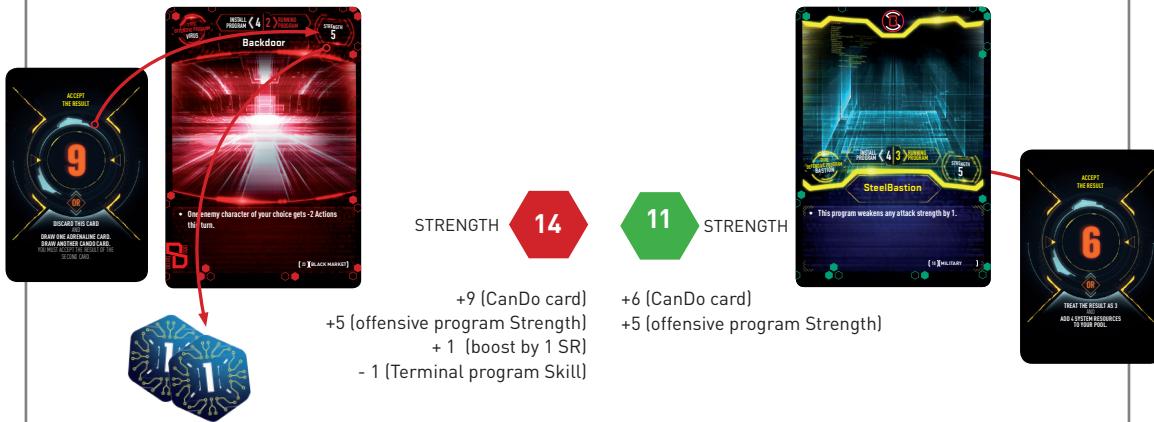
WARNING

EXAMPLE

RESOLVING A CYBERWARFARE ATTACK:

Len.Ka's CanDo card shows a 9, which means her total Strength against the Terminal is 14. This time, the Hacker's Virus brings down the Terminal's defences without a hitch.

The SteelBastion card is moved to the discard pile. Had the Terminal been guarded by two cards, Len.Ka would've needed to defeat them both. After neutralising the first, she would need to pay the cost of the already active program (Running Program) and win against the remaining program protecting the Terminal, in order to take control of it.



If Len.Ka's attack[s] failed, the program guarding the Terminal would remain in place, face-up. If any card was an offensive program, it would immediately launch an attack against the player's Tactical Network.

FINISHING THE ATTACK:

Len.Ka takes control of the Terminal and now controls the security systems in the room as well as all doors leading in and out of it and any others of the matching colour and number. Moreover, the TAC modifier is now ignored in this room, adjacent rooms and adjacent hallways for her Team. The Terminal remains under Len.Ka's control until it is reset or specific circumstances arise.

This ends the Cyberwarfare phase.



AN ALTERNATIVE OUTCOME

Were Len.Ka's attack to fail and the Terminal was protected by an offensive program, it would immediately attempt to launch a counterattack on the player's Tactical Network. In this scenario, Len.Ka's TN was protected by a Honeypot 2.0 Bastion-type defensive program. If Len.Ka didn't install any defensive program, the defence would be provided by just the base value of the CanDo card (and she can't boost the score with SR, if she had any).

If the Hacker loses the combat, the hostile offensive program installs itself into the TN, infecting it (place on the highest numbered TN slot). All models from the Hacker's Team suffers 1 Wound and raises their Cybershock Level by +1. The Hacker must make a Cybershock test and implement any special effects given on the program's card. If the hostile program is not purged from the Tactical Network before Phase 1 of the next turn, the special effects of the program(s) activate again.

Len.Ka. mercenary Hacker





WARNING





PHASE 5

REAL WORLD PHASE

Summary

- In Competitive Mode the player with the Initiative determines who activates their Team first 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 some Gear
- In general each Action costs one Action Point. Some Special Actions (e.g. opening a door) and usage of Gear don't require any Action Points to use.
- When a Team has activated all of its characters, a player may again change the status of all doors if they control the corresponding Security Terminal.

5.1 ACTIONS

NOTE: Characters can NEVER spend more than three Action Points in one turn.

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 and may respond to Fast Attack Reactions with the "Dodge" Reaction.** Reactions are **not treated as an Action**, but as a response to any Attack.

- 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).
- When a character has completed its Actions 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 character's Speed Skill shows **the number of squares** the model can move during each Move Action.
- **Only one model can be placed in a square** (note: some special characters have two models on a single base).
- Team members (or models of friendly Teams in cooperative games) **may pass through each other** 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.
- Models can move **both orthogonally and diagonally, except** when moving through a doorway or past a corner which **must be straight**.
- A model **may move less** than their Speed value.
- Active moving models can use the Dodge as a response to a Fast Attack Reaction during their **Move Action**. This can happen when the active player's model moves into 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**.



Movement distance



2. ACTION: ATTACK

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

- Ranged Attack;
- Close Combat Attack.

All attacks use an opposed test.

3. ACTION: RANGED ATTACK

1. **Determine the Weapon** for the attack (must be face up in an equipment slot).
2. **Choose the target** (check Line of Sight; the attacker can choose a different Action if there is no valid Line of Sight).



3. **Check the Weapon's range** (the attacker can choose a different target or Action if the initial target is out of range).
4. Use the attacking character's **Physical Skill (PH)** value.
5. **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).
6. If the target takes a **Dodge** or a **Take Cover Reaction** use the **target's Speed Skill** and **add 3**, plus any Dodge specific bonuses.
7. If the target uses the Fast Attack Reaction **apply a -3 modifier** to his Physical Skill unless otherwise specified.
8. Each character draws a CanDo card and adds its value to the total.
9. Compare the totals and apply Damage as explained on page 11:
 - **The player with the highest score wins, the defender wins on any ties.**
 - If the attacker wins, their **drawn CanDo card value 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. Change the number of **Wounds** on the target's HUD.

Checking the weapon range



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



NOTE: All Weapons have their own profile. One of them is range. Ranged Weapons have two ranges: Effective and Maximum. Those factors indicate the abstract distance of the Weapon in squares, and how effective it is on a given range. For example average Pistol has Effective range from 0 to 4 squares. Maximum range starts beyond the 4th and ends at 8 square.



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 target can take a **Dodge, Fast Attack** or **Take Cover Reaction**. The attack is resolved **in the same way as the Ranged Attack.**

Close Combat range





NOTE: Heavy weapons cannot be used in Close Combat and characters carrying them fight "barehanded" instead (see next section). Pistols and submachine guns can be used with no modifiers in Close Combat. All other ranged weapons suffer a -3 modifier to Close Combat Attacks.

If the reactive character 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, any Gear and Close Combat Weapon bonuses. Subtract any penalties due to Fast Attack (-3) and any penalties from the chosen Weapon.

5. FIGHTING CLOSE COMBAT BAREHANDED

Some characters have no Close Combat weapons and choose to fight barehanded. In an era of cyberbodies and exoskeletons, cyberarms have the potential to be far more lethal than bullets.

The attack uses the Physical Skill. The weapon's Damage value is equal to the **Physical Skill** of the attacker **with a -2 modifier** to a minimum of **4**.

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.



Number on CanDo card determines the hit location (Legs - range 1-4).

EXAMPLE
The place was swarming with guards. Morgan moved down the corridor sticking to the shadows. Black Site Agent rounded the corner, raised his pistol and fired at Morgan. Morgan was only metres away (Effective Range), there was no way the Agent could miss. Hitting his target, the Agent's CanDo card has a value of 7, which means the bullet hits Morgan squarely in the Chest. Thanks to full cyborgisation, this part of Morgan's body has an Armour value of 5. The Kruger R7 pistol wielded by the Agent deals 5 Damage at Effective Range, the exact same amount as Morgan's Chest Armour - not enough to penetrate the Armour and Wound Morgan. This time, the shot ricochets off Morgan's body armour. The Agent may now learn he should have prepared better for the likes of Morgan.



7. SPECIAL ACTIONS

Spend Action Points to undertake Special Actions or to use certain Gear. Some Special Actions add effects to standard actions. Characters can drag friendly Stunned, unconscious or dead models. 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.

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

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 either Active and Reactive characters. Perform an opposed test using the dodging 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.

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

The reactive player can respond to an active character's Actions with a Reaction. 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. 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.

If more than one enemy character has Line of Sight to an active player's model then all of them can take a Reaction (in an order chosen by the reactive player). Reactions can be performed only once per turn (except Dodge) and only by the reactive player's models at any time during the active player's turn:

NOTE: Basically OPFOR members cannot perform the Take Cover or Fast Attack Reactions, only the Dodge Reaction unless specific Tactical Response card would change that protocol.





WARNING

- **Fast Attack** – perform an opposed Ranged Attack or Close Combat Attack **with a -3 modifier** (plus any modifiers from Gear, Neurochips, etc.). If the reacting character makes a Fast Attack Reaction against an Attack Action, then the winner of the opposed test hits the target and the other character will miss.
- **Take Cover** – a model can take this Reaction when an enemy moves or when it is attacked. **In the first case**, the reacting model can move **one square away from the active model**, or into cover. **In the second case**, make an **opposed test**. The reacting model uses their Speed Skill with a +3 modifier. The reacting character can make the move if they win. Otherwise they cannot move and will be hit by the attack.

The reactive player can declare the use of a Fast Attack Reaction at any point during a Move or Attack Action by the active player's character, **choosing the most favourable moment**.

EXAMPLES OF REACTIONS

ACTION	VS	REACTION
Move (perform a Dodge, +3 modifier to Speed)	vs	Fast Attack (-3 modifier to PH)
Move	vs	Take Cover (no test required)
Ranged Attack (test on PH)	vs	Fast Attack (-3 modifier to PH)
Ranged Attack (test on PH)	vs	Dodge (+3 modifier to Speed Skill)
Ranged Attack (test on PH)	vs	Take Cover (test on Speed, +3 to Speed)
Close Combat (test on PH)	vs	Fast Attack (-3 modifier to PH)
Close Combat (test on PH)	vs	Dodge (+3 modifier to Speed Skill)
Close Combat (test on PH)	vs	Take Cover (test on Speed, +3 to Speed)



EXAMPLE

MOVE VS. FAST ATTACK

As U-Bolt raced through the tangle of corridors to escape the complex. U-Bolt's Speed Skill is 5, increased to 6 by her Cyberlegs. She had managed to move only 2 spaces when a Shapu drone appeared, interrupting her Move Action. The drone's offensive protocols engaged the firing procedure.

The Shapu responds to U-Bolt's move with a Fast Attack Reaction. Since the enemy reacts to her Move Action, U-Bolt can only Dodge. Can an augmented body be faster than a speeding bullet...?



The test goes as follows:

U-Bolt's Speed is 6 and is modified by +3 for Dodging for a total base value of 9. With no other modifiers applicable, she adds the value of the drawn CanDo card (let's assume a 4) for a final score of 13. The Shapu performs a Fast Attack Reaction. For this test it uses its Physical Skill of 5. This would have been adjusted by the Fast Attack penalty of -3, but it has the "Lightning Reflexes" ability that negates this penalty and has no other applicable modifiers (none), and finally, the CanDo card (an 8). Altogether it makes for a 13 (5 + 8).

Fortunately the shot just misses.

Bullets gun whiz over U-Bolt's shoulder, who scrambles away at a rapid pace. U-Bolt's player can now finish U-Bolt's move. She can move up to 4 squares from here.

A "Reacted" token is placed next to the Shapu model, which means it can only Dodge for the rest of the turn.



Pic. 1.1



EXAMPLE

RANGED ATTACK VS. DODGE REACTION

This is the most common opposed test the players will encounter while playing. The active model uses its Physical Skill plus any Ranged Attack modifiers plus the CanDo card value. The reactive player uses his Speed Skill plus the Dodge bonus of +3 along with any applicable modifiers plus the CanDo card value.



Pic. 2.1



WARNING

EXAMPLE

Ranged Attack Example**Active player**

Ranged Attack Action

THE CAN
UBERBOY

// WALKING TANK
The Can can carry two Heavy Weapons in his inventory.

// COME AND GET SOME
ACTION COST: 4 ADRENALINE POINTS.
The Can may make two Ranged Attack Actions per turn. The second Ranged Attack Action gets an additional +2 modifier to the attack.

Cost: 52 points

BOLT GUN [HEAVY WEAPON]

EFFECTIVE: 0-4
MAXIMUM: 8
DAMAGE: 8

FORCED STRIKE
When the weapon hits the head (locally), the target is stunned.

+ Physical value
+ Gear and Weapon modifiers
+ Skills (if any)
+ CanDo card

Opposed Test**Reactive player**

Dodge Reaction

TACTEAM OFFICER
TEAM LEADER

// SQUADSNC
Team Leader can activate simultaneously with a friendly adjacent model. This triggers only one Reaction.

// HAIL OF BULLETS
ACTION COST: 3 ADRENALINE POINTS.
TacTeam Officer can make an additional Attack Action simultaneously with a friendly adjacent model.

Cost: 52 points

+ Speed value (plus 3) +
Gear and Weapon modifiers +
Skills (if any) +
CanDo card +

Here's how it looks in practice. The Can makes a Ranged Attack using a Bolt Gun weapon. His Physical Skill is 7 and he has no bonuses to Ranged Attacks. He draws a CanDo card with a value of 6, for a total of 13. The TacTeam Officer that is the target has a Speed of 4. The only Reaction he can make at this point is a Dodge. Thus, to his Speed of 4 we add the CanDo card value of 5 plus Dodge modifier +3 for a total of 12. Quite unlucky for the TacTeam Officer: A furious volley from The Can's Bolt Gun does serious damage despite the armour on his arms.

EXAMPLE

**Pic. 2.1****RANGED ATTACK VS. TAKE COVER REACTION**

In this scenario, if a character is targeted by a Ranged Attack and didn't take a Fast Attack or Take Cover Reaction earlier this turn, this is the time for it. Should the player decide to Take Cover, he needs to make an opposed test. The reactive character will use his Speed Skill value with a +3 modifier and any other applicable modifiers plus the CanDo card value against the active player's attack (Physical Skill + modifiers + CanDo card). If the defender wins (the reactive player's result is equal to or higher

than his opponent's), the character taking cover may move a single square away from the attacker or into cover. If the test is failed, the character is hit by the attack.



EXAMPLE

RANGED ATTACK VS. FAST ATTACK REACTION

This scenario is very similar to the previous one. If the character is targeted by a Ranged Attack and hasn't used a Fast Attack or Take Cover Reaction yet, this is his chance. It's up to the owning player to decide which Reaction to take. In this case, the defender returns fire with a quick hip shot.

Make an opposed test using the Physical attribute taking into account any applicable modifiers (both characters use this attribute, only the defender makes it with a -3 modifier).

Active player
Ranged Attack Action

LEN.KA
HACKER

// NEURAL SOCKET IMPLANTS
Len.Ka automatically passes Cybershock tests caused by an infected Tactical Network.

// 🔥 HYPER-THREADING
ACTION, COST: 4 ADRENALINE POINTS.
Increases the dice strength of her Tactical Network by 2 Strength points (add these points to a program's Strength or to the basic TH defence level).

Cost: 52 points

Reactive player
Fast Attack reaction

KRUGER R7
[PISTOL/GUN]

EFFECTIVE 0-4
DAMAGED 5
SHOCK AMMUNITION
> On a successful hit draw a CanDo card. On a result of 1-4, the target is Stunned.

LASER SIGHT
> +2 to Ranged Attack Actions.

BLACK SITE AGENT
SKIMMER

// IN POSITION
No Alarm token for presence.

// 🔥 TARGET MARKER
ACTION, COST: 3 ADRENALINE POINTS.
The Black Site Agent takes a Fast Attack Reaction without negative modifiers.

Cost: 42 points

Opposed Test

+ Physical value
+ Gear and Weapon modifiers
+ Skills (if any)
+ CanDo card

Physical value (minus 3) +
Gear and Weapon modifiers +
Skills (if any) +
CanDo card +

CLOSE COMBAT ATTACK VS. DODGE EXAMPLE



Pic. 6.1

This is the second most common test the players will perform.

The active model uses its Physical Skill plus any Close Combat Attack modifiers plus the CanDo card value.

The reactive player uses his Speed Skill plus the Dodge bonus of +3 plus any applicable modifiers plus the CanDo card value. Compare the results. Higher wins.



EXAMPLE

CLOSE COMBAT ATTACK VS FAST ATTACK REACTION

Active player
Close Combat Attack Action



Reactive player
Fast Attack Reaction



+ Physical value
+ Gear and Weapon modifiers
+ Skills (if any)
+ CanDo card

Opposed Test

Physical value (minus 3) +
Gear and Weapon modifiers +
Skills (if any) +
CanDo card +

Assuming the clash between the Shapu and Bombshell doesn't end decisively, Bombshell will have the opportunity to strike back next turn. As the active character, she chooses to make a Close Combat Attack, while the drone's dynamic protocols boot up and it reacts with a Fast Attack. This is an opposed test using the Physical Skill of both characters. Bombshell's Physical Skill of 5 plus any modifiers (none applicable at this time) plus the CanDo card of 7 ends up a good 12. The Shapu's Physical is 5, its "Lightning Reflexes" ability means that it does not get the minus Fast Attack modifier of 3 plus the CanDo card of 6 produce a total of 11. The drone is not fast enough to attack first and it is hit hard by Bombshell's furious shot. Bombshell's blow strikes the drone in the torso, punching right through it. Game over, Shapu, game over.

EXAMPLE

CLOSE COMBAT ATTACK VS TAKE COVER REACTION

In this scenario, a Black Site Agent finds himself adjacent to the player and declares a Close Combat Attack. The player opts to respond with a Take Cover Reaction. Make an opposed test using the active (attacking) model's Physical score with any applicable modifiers and the value of a CanDo card against the reactive (defending) model's Speed score with a +3 modifier and any other applicable modifiers, plus a CanDo card. If the defender's total result is equal to or higher than the attacker's, the character escapes Close Combat and moves 1 square away from the attacker. As a result the attack fails.

Active player
Close Combat Attack Action

+ Physical value
+ Gear and Weapon modifiers
+ Skills (if any)
+ CanDo card

Opposed Test

Reactive player
Take Cover Reaction

Speed value (plus 3) +
Gear and Weapon modifiers +
Skills (if any) +
CanDo card +

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. A result of '1' hits the square behind the target. Count the rest of the numbered squares clockwise. For numbers 9 and 10

the grenade lands in the same square as number 1 lands. 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 wall or door.

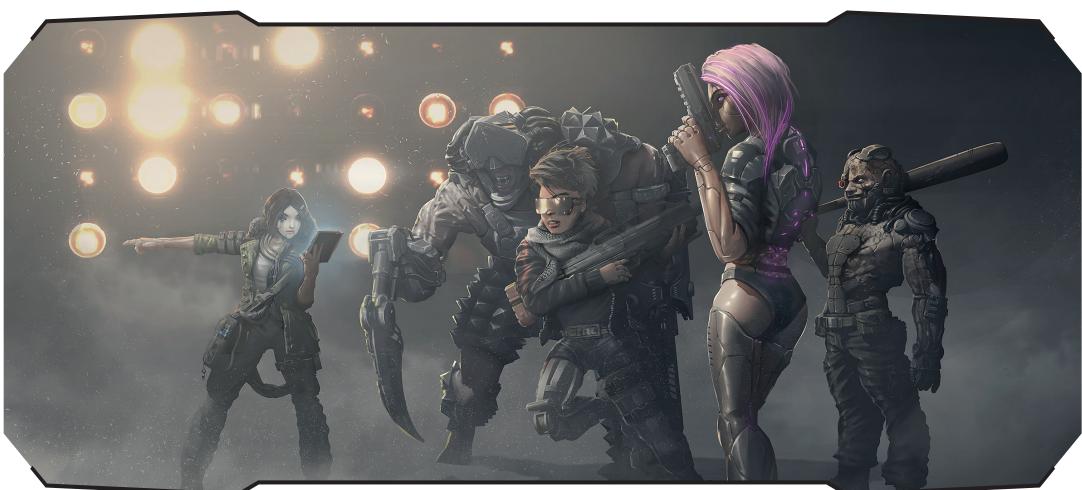
Characters with grenades carry an unlimited number for a Mission, unless the Weapon card states otherwise.

5.6 MINES



In order to use mines, **the card must be face up in one of the character's equipment slots. It takes a Special Action to place a mine (this costs 0 Action Points)**. 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 OPFOR Operations Phase.

Characters carrying mines **can place only one mine** during a Mission.





PHASE 6

OPFOR OPERATIONS PHASE

Summary

- Add an Alarm token for the presence of each character.
 - Maintain the number of OPFOR models in play at the Security Protocol, adding them at the OPFOR Entry Points as required.
 - Activate OPFOR models. They will do an Attack Action, Move-Move or Move-Attack Actions. OPFORs that have Line of Sight to a character from either Team will immediately Move to Effective Range and attack the closest character. If there is no character in Line of Sight, then they 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 OPFOR TEAM MEMBER

Add Alarm tokens in each room and hallway with at least one non OPFOR model (treat hallways on different tiles separately). Alarm tokens may also have been generated by Cyberwarfare and Attack Actions (see Table on page 15).

SECURITY PROTOCOL

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

At the beginning of the OPFOR Operations Phase and during the Clean-Up Phase check the number of OPFOR models on the board with the number specified in Security Protocol of the chosen Mission. If during any player's Real World Phase or the OPFOR Operations Phase any OPFOR models were destroyed or the Mission states to raise the Security Protocol, then new models are placed randomly at the "OPFOR Entry Points". Draw a CanDo for each OPFOR Entry Point placing an OPFOR model at the entry point with the highest drawn card value. If there is more than one model located at a "OPFOR Entry Point", subsequent ones come onto the board adjacent to the previous ones with one less point of movement.

OPFOR ACTIONS

Unless otherwise specified OPFOR models **use two Action Points** and only perform combinations of either **Move-Move, Move-Attack or a single Attack Action**.

OPFOR MOVEMENT

The OPFOR models use a simple tactic to determine their movement.

- OPFOR models that have Line of Sight to a character model treat the character as their priority target.



- If OPFOR model cannot draw Line of Sight to a character, then determine the room or hallway with the highest number of Alarm tokens.
- All OPFOR models will move along the shortest route and at their maximum speed towards the room or hallway with the highest number of Alarm tokens.
- When there are two rooms with exactly the same amount of Alarm tokens, OPFOR models move to the nearest (if the distance is the same randomly determine the location with CanDo cards).
- If during the OPFOR's movement they have a Line of Sight to a character model then the character becomes the priority target for the OPFOR. If they have a Line of Sight to more than one character then the OPFOR model prioritises the nearest model. If two models are at the same distance, the players decide which model is the priority target (in competitive mode the player without Initiative chooses).

NOTE: OPFORs 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. OPFOR will only do a Move-Move if they cannot make an attack after the first Move.



In Competitive Mode the player with the Initiative chooses one OPFOR model and moves and attacks with it according to the guidelines above.

The next enemy model is chosen by the next player and so on, alternating between players until all OPFORs have activated.

In a Solo game the OPFOR are moved in any order.

OPFOR MODELS ATTACK

When an OPFOR model is in a room or hallway with Line of Sight to a character is in Effective Range it immediately attacks otherwise it will first move towards being at 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 OPFORs ignore the TAC modifier unless the appropriate Security Terminal has been take over by a Team.

NOTE: OPFOR models that are attacked by a character model can only perform the Dodge Reaction. They cannot use Take Cover or Fast Attack Reactions unless specified otherwise (by Tactical Response cards or Mission rules).



USING TACTICAL RESPONSE CARDS

Whenever the Threat Level increases (as defined in the rules for each Mission) OPFOR forces change their mode of operation. At the beginning of Phase 6, players draw a card from the Tactical Response card deck. From now on, until the next change to the Security Protocol, the effects on the drawn card apply.



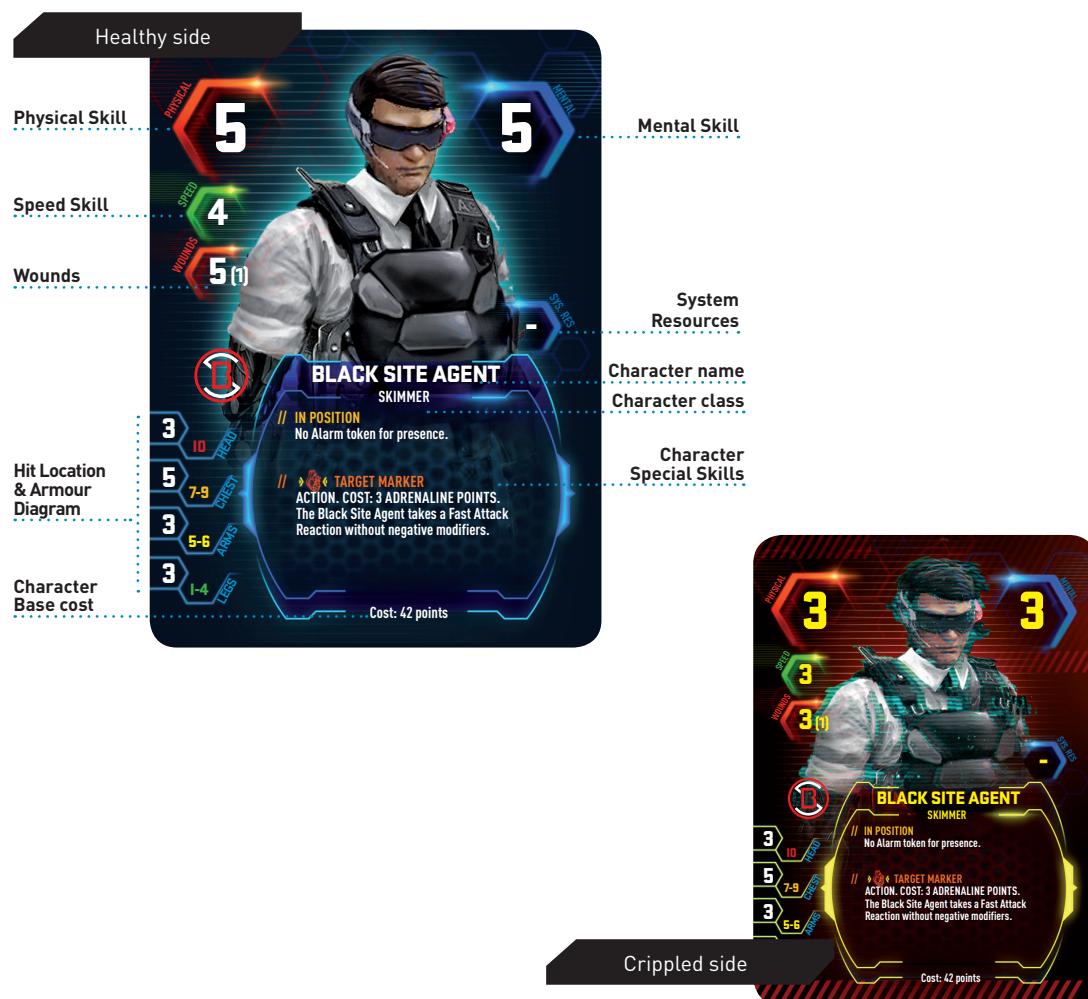
EXAMPLE

During a Mission, unsuccessful attempts to break into the Security Terminals resulted in raising the Alarm Level and the Threat Level by one. Players must draw a Tactical Response card. This time the Stim Pack card is drawn. The card is placed face-up next to the board and from that moment the rules on it are in effect until the Security Protocol changes with another increase in Threat Level.

OPFOR CARDS

OPFOR cards are almost identical to the regular character cards. When playing Missions or playing in Solo Mode, the OPFOR use the Wounds statistics in brackets and they cannot neither receive Adrenaline cards nor use special Adrenaline Skills. Unless otherwise stated that also do not suffer Cybershock.

In any other case, the characters from the OPFOR can be used in Missions like 'Skirmish' and 'Horde' as regular characters. In this case use their full stats and rules that apply to regular characters.



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 and Stunned tokens from all models or dashboards.





WARNING



ADVANCED RULES

ADVANCED CYBERWARFARE RULES

Blank CW cards. With this option Faction CW deck has two blank CW cards added to their CW deck. 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. These cards are used to bluff their opponent(s).

INCREASED DIFFICULTY LEVELS

The players can 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 OPFOR models on the board during a Mission) by 1 or 2.
- Increase the Terminal Base Defence by one CW card for all Security Terminals.

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 intervening friendly and/or enemy 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 (use the drawn 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. A model can use Human Shield if it's adjacent to a targeted Team member and if it can be targeted by the attack too. It becomes the target of the attack. Place a "Reacted" token after the attack is finished.

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 look of some of the models you can use this rule to differentiate between left and right limbs. When determining Hit locations, a result of '5' hits the left Arm, '6' hits the right Arm, '1'/2' the left Leg and '3'/4' the right Leg.

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 Cybergear then if a single hit causes three or more Wounds, remove the Cybergear from the game. If the attack hits the Arms, Legs or Head, then the character suffers Damage as normal.





WARNING

FORCING A LOCKED DOOR

In addition to the 'Doorbreaker' Neurochip and "Kick The Door Down" Adrenaline card, **characters equipped with a cyberarm or cyberlegs can attempt to force open locked Doors**. Each attempt costs the character **one Action Point**. Draw a CanDo card when trying to force a locked door. **A locked door has a base defence of 13.** The character draws a CanDo card and adds their Physical Skill to it. **If the character beats the Defence value**, the door is smashed. Remove the door from the game. If the character has a lower total, the door stays intact and the Action fails.

LOOTING GEAR

After eliminating enemy models in combat, **players may wish to pick up** their Gear to better adapt to the current situation on the game board: perhaps a Ronin character wielding nothing but a nano-sword could use an assault rifle to deal with a drone that sits a dozen squares away, or maybe your character could really use that Cyberdeck of a Hacker that he just have brutally dealt with.

If you want to include the option of collecting the Gear of fallen characters, **use the Letter Tokens (A-L)**. When a Player's character is eliminated place the chosen Letter token on the square that he occupied. **Place all the Gear and Weapon cards except Cybergear** on a pile outside the gaming area and cover it with a corresponding token with the same letter. Cybergear (except Gear cards) and Neurochips cannot be transplanted outside of a TraumaDoc Clinic and surely not in the middle of a firefight! To pick up the Gear, perform a Special Action (cost 0 Action Points) on the square with Letter Token. You may add any items from the pile to your inventory, or exchange the ones that you already have, as long as this complies with the equipment rules (see page 53). If a player would like to collect an item dropped by an OPFOR model, he can state this when an OPFOR model is eliminated. Treat this model the same way as the player characters - place a Letter Token etc. In other situations discard the OPFOR Gear, as it is redundant.

SECRET AGENDA CARDS *

Secret Agenda cards are nothing else but additional secret goals that players can complete during the Mission. If it is not overruled in the basic rules for a given Mission, then the Players should draw a random Secret Agenda card and place it face-down on the table. During the final scoring after the Mission is finished, or earlier in case the goal can be achieved during the Mission, the card is revealed and its point value is added to the general score.

COLLATERAL DAMAGE CARDS *

The Collateral Damage are special cards, which use is described in certain Mission rules. Their effect is activated instantly and lasts for the duration specified on the card or until other factors influence it (change of Mission rules, a new Collateral Damage card, etc.). They are usually activated after an Objective is completed, a Terminal successfully hacked or other important events. After its effects cease, this card is placed on a discard pile.

UNEXPECTED EVENTS CARDS *

These cards are randomly drawn at the beginning of each turn during the Phase 1 (unless it's stated otherwise in the Mission rules), and their effect lasts until the moment described on the card, or until a new card is drawn. Afterwards, they are placed on a discard pile. Unexpected Events are short-term effects that have a positive or negative impact on the turn that they are drawn.

HIDDEN OBJECTIVES CARDS *

Rules for using these cards appear in the Mission rules. If not stated otherwise, these cards are activated when Objectives present on board are uncovered, and their effect and duration varies depending on the card. After use they are discarded.

* These cards are available separately.



SKIRMISH MODE

In Skirmish mode, every character in your Team is important. Even the dumb cyborg can fire the shot that makes the difference between victory and defeat. However, certain miniatures amongst the ranks of every Team deserve a special mention. These are the Team's Leader and its specialists such as the Hacker.

Team Leaders direct their Team members in the field. Many Team Leaders have access to exotic Weapons and specialised Cybergear and it is their leadership and authority that keeps the Team fighting when the odds are against them. Specialists are the other important asset common to every Team ranging from a skilled Ronin, to the brilliant Hacker, a brutal Uberboy to a smart Skimmer. Each has a number of Special Abilities, depending on their specialisation and bring special equipment to the field. Every member within a Team matters and all can win a Mission with their pals.

CHARACTER'S CLASS AND SPECIALISATION'S TRAIT

- A **Team's Leader** is both its brain and its heart. Typically the most experienced member in the Team, the Leader has ultimate responsibility for his Team's actions during the Mission. Most are exceptional individuals.
- - CLASS SKILL: **SquadSync:** Team Leader can activate simultaneously with a friendly adjacent model. This triggers only one Reaction from each opponent.
- A **Ronin**, may be connected with gangs, but is not a gang member. He follows his own path, making his own story for himself and doesn't take nonsense from anyone. Ronin are hired bodyguards and mercenaries.
- - CLASS SKILL: **Lightning Reflexes:** This character gets no penalties when using the Fast Attack Reaction.
- A **Hacker** is a well respected individual who loves the use of cyberdecks. Using their Neurochips and sophisticated Cybergear, they roam the web, looking for information and systems to hack. Nothing can stop them with their direct mental link to the cyberdeck.
- - CLASS SKILL: **SysOp:** +2 System Resources per turn.
- A **Skimmer** is the well-connected smuggler and information broker who ply their trade on the Black Market. They buy, sell and trade favours. Many Skimmers are skilled in natural stealth and agility to defend themselves and Team members. They are expert at observing without being observed.
- - CLASS SKILL: **On position:** No Alarm token for presence.
- An **Uberboy/Ubergirl**. In a firefight between Teams a big buddy carrying a Heavy Weapon can be every bit as devastating as a gun emplacement would be in a slaughterhouse. The Uberboy directs ferocious hails of fire into the enemy. The Uberboy acts as an executor for their Team, suppressing the enemy, while their buddies advance.
- - CLASS SKILL: **I'm the gun guy:** You can use Heavy Weapons in Close Combat.

WEAPON SPECIALISTS CLASS

Each Weapon in the game is normally used by the Specialist classes noted on the bottom of the card. Some Weapons are commonplace and have an "ALL" availability rating, while others are restricted to certain Specialist classes, like UBERBOY, RONIN, TEAM LEADER etc.





WARNING

If you want to equip your character with a Weapon that is restricted to another class, **the character receives a -3 negative modifier to Physical** every time that he uses this Weapon (this is cumulative with -3 Fast Attack Reaction negative modifier).

Weapons with the Machine class restriction cannot be used by characters; they are exclusive to Drones and other models with the Machine keyword.

MISSIONS

Human Interface Skirmish is an objective-based game mode. In every game, a good player comes in with a strategy for how they're going to accomplish their objectives. Before you can play a game, you select a Mission. The main rules include an example Mission that is ideal to get the action started quickly.

STRIKE TEAMS

Once you have chosen which Mission to play, you must choose your Strike Team. For the first training Mission you can include any miniatures from your collection, but the full rules for choosing a Strike Team can be found in a Mission description. The Mission you are playing may include additional rules that change how you choose your Strike Team and how to play the Mission.

PUTTING THE STRIKE TEAM TOGETHER:

When assembling a Strike Team, you may not exceed 300 points. This number covers point costs of both characters and their starting Gear.

- The Team must include a Hacker and any number of other specialists.
- You may have a maximum of:
 - one leader (Team Leader)
 - one extra Hacker (for a total of 2 - one main and one auxiliary)
 - up to two Drones
 - one Machine class model
 - any number of specialists (Uberboy, Ronin, Skimmer), but no more than two of one class; for example: up to two Uberboy or Ubergirl and two Ronins.

If you are planning to play a one-off game we recommend building Strike Teams of 180 points.

BATTLEFIELD

Once you have chosen your Mission and your Strike Teams, you must set up the battlefield. A battlefield can be composed of any board tiles. We typically assume a battlefield covers an area of 3 tiles by 3 tiles, though some Missions will state another set up.

DEPLOYMENT

Once you have set up the battlefield, it is time to deploy your Strike Teams. Each Mission will explain how to do this. Once the Strike Teams are set up as described in the Mission, begin the first game turn.



EQUIPMENT:

Each Team member may be kitted out with extra Gear, but no more than:

- two Weapons or a single Heavy Weapon.
- one copy of a single cyborgisation, for example, Cyberlegs or Cyberarms. You may not possess two copies of a single type of Cybergear.
- one extra ammo type.
- one Cyberdeck.
- one grenade type.
- one Armour type.
- one of each Neurochip type.

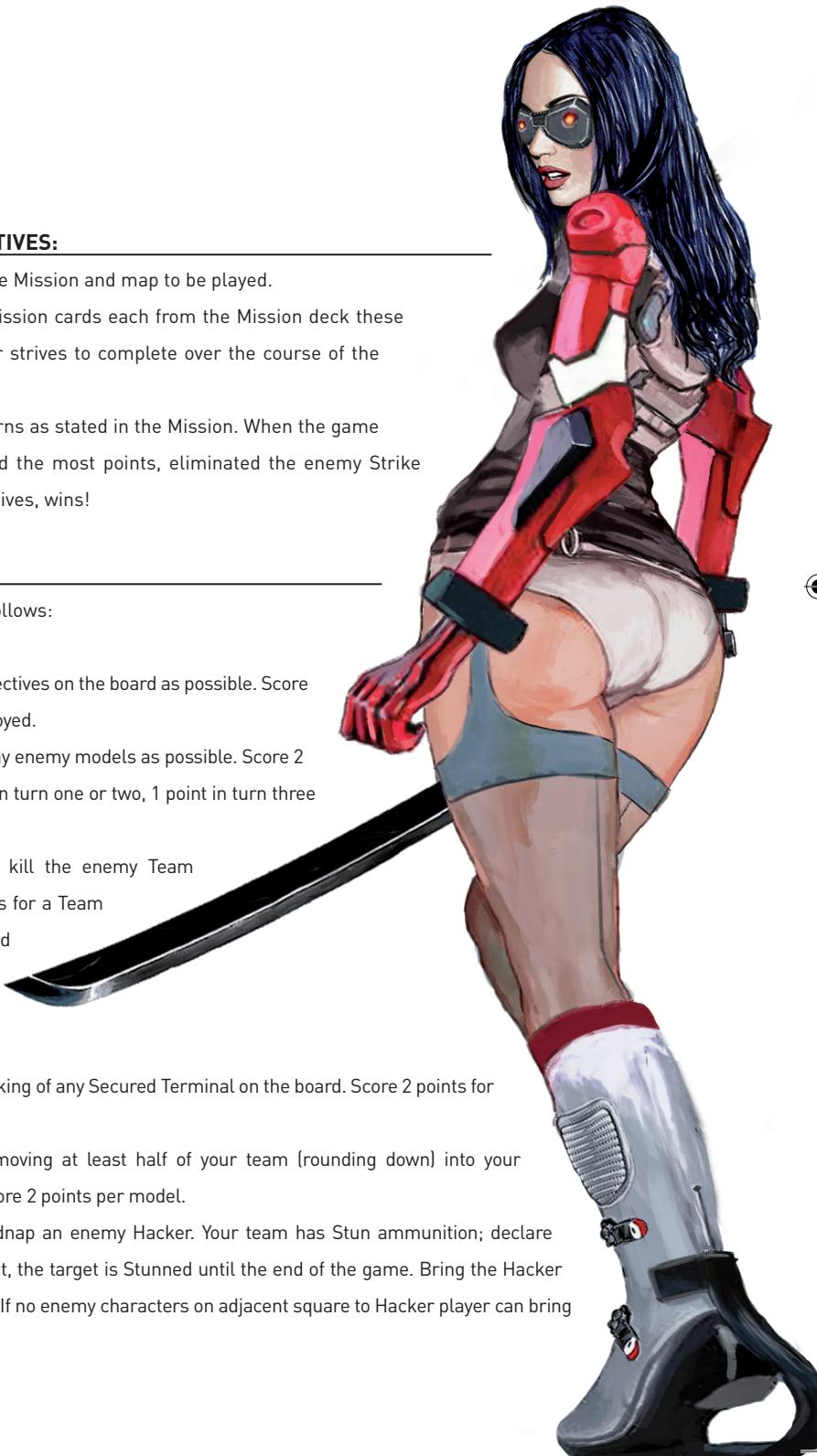
DETERMINING MISSION OBJECTIVES:

- Players randomly determine the Mission and map to be played.
- They then secretly draw two Mission cards each from the Mission deck these are active objectives the player strives to complete over the course of the game.
- The game lasts a number of turns as stated in the Mission. When the game finishes, the player who scored the most points, eliminated the enemy Strike Force, or met all Mission objectives, wins!

MISSION CARDS

The complete list of Missions is as follows:

- **Sabotage** - Destroy as many Objectives on the board as possible. Score 2 points for each Objective destroyed.
- **Killing Spree** - Eliminate as many enemy models as possible. Score 2 points for each character killed in turn one or two, 1 point in turn three onward.
- **Assassinate** - Hunt down and kill the enemy Team Leader or Hacker. Score 4 points for a Team Leader, 2 points for a Hacker and 1 point for each other team member.
- **Corporate espionage** - Steal data with a successful direct hacking of any Secured Terminal on the board. Score 2 points for each hacked Secured Terminal.
- **Breakout** - Exit the board by moving at least half of your team (rounding down) into your opponent's deployment zone. Score 2 points per model.
- **Kidnap the enemy Hacker** - Kidnap an enemy Hacker. Your team has Stun ammunition; declare before use. Upon a successful hit, the target is Stunned until the end of the game. Bring the Hacker back into your deployment zone. If no enemy characters on adjacent square to Hacker player can bring





the Hacker back to consciousness (cost 1 Action). Score 4 points for a stunned Hacker or 1 point for a dead Hacker in your deployment zone.

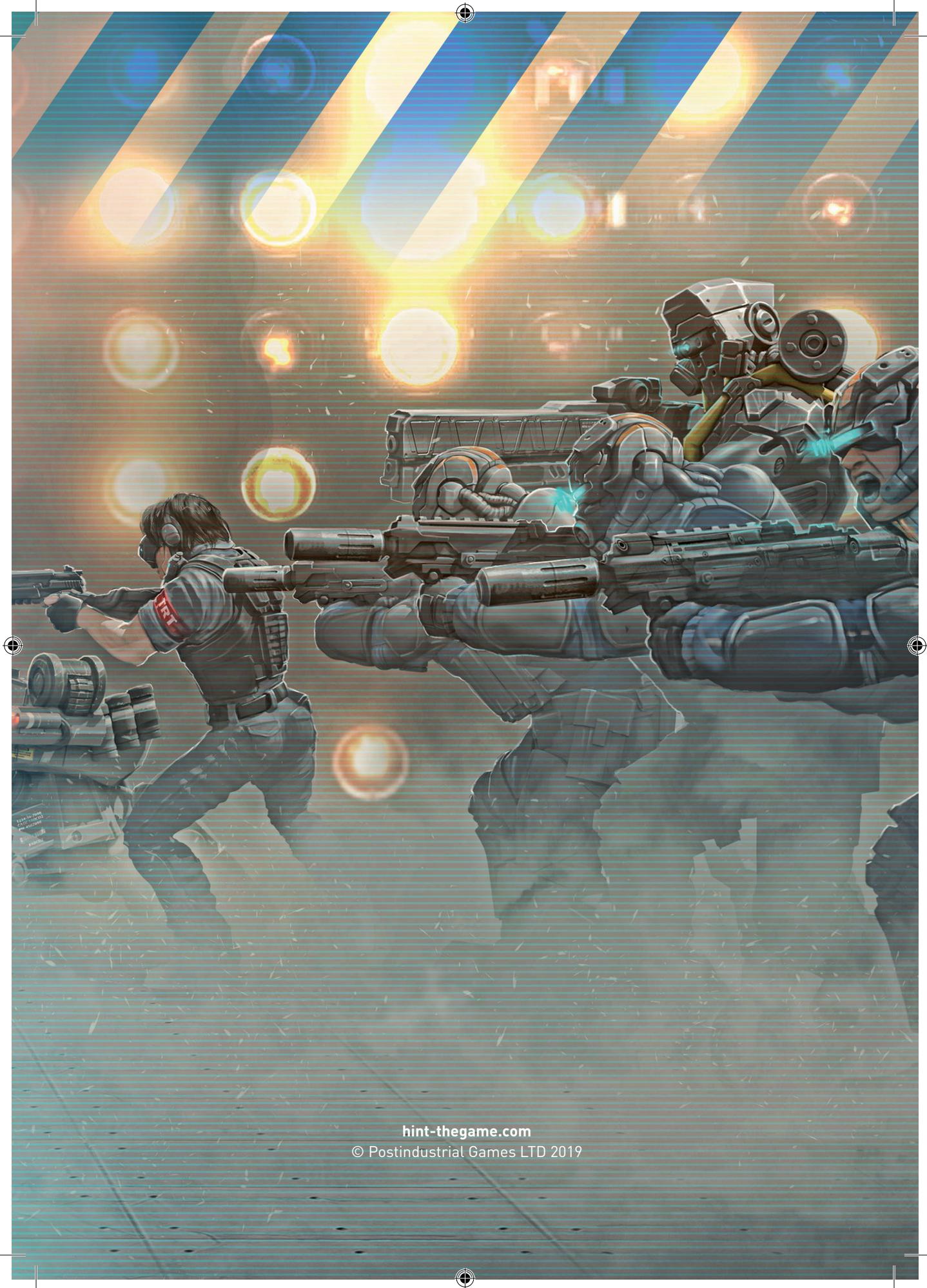
- **Manhunt** - Choose one of the opponent's models to be the target for a manhunt Mission. Your goal is to capture the target, preferably alive and exfiltrate him/her via his deployment zone. Score 4 points for a live prisoner or 1 points for a dead character. Locked doors may be opened or closed by the character whose Team controls the appropriate corresponding (Security) Terminal.

CHARACTERS - DEFAULT EQUIPMENT		
NAME	WEAPON	CYBERGEAR
LEN.KA	KRUGER R7	NETSEC ONE
BOMBSHELL	KRUGER R7	AMM VISOR V-3500
U-BOLT	ARCHER AR15	MATSUSHITA LABS VELOCIRAPTOR
MORGAN	BASEBALL BAT	KAGOMA CYBERARM TYPE II KAGOMA TORSO v3.5
THE CAN	COMBAT SCYTHE BLADE BOLT GUN	MOMURO C-BODY MOMURO SUPPORTER
KARO	STRESSMAYER SG4 CUSTOM GREAT SWORD	MPS RECCE DRONE
ANDREA	BAYONET	LUIGINO ROLLER BLADES
HYENA	BRUGG-BARRET RAZORS V2	MOMURO ARTIFICIAL MUSCLES BIOKINETICS KANGAROO
ARATA YAMAGUCHI	KAGOMA GOJU	MPS ARCHANGEL
BIG GIRL	KAGOMA COMBAT ARMS	BIOMECH S12
LINDON PAXTON	NAKAMURA HOTOKE ANTIQUE KATANA	JOSE MORANO TRENCH-COAT KAJIMA SEKI
ROMPER STOMPER	BASEBALL BAT AMM MCHAMMER	KAGOMA CYBERBODY
MR. BRICK	BRUGG-BARRETT BRENEX	BANELLI DAGON MASK
PISTORIOUS	SAIPAN TONFA	NOKE P.O.P. AY
GUN DESIRE	AMM RAPTOR	VELLO MEKANIK BLINKER I
HIROTARO RONIN	ISETANI JOKOTO	NOKE MONOBLOCK 3
MORGAN THE BLACK	NAKAMURA HTK CUSTOM BRUGG-BARRET A3	KAGOMA TORSO v3.5 CENTURION COMBAT NANOCHIP
THE RED SISTER	MARUTO SHINTO	NAGIRA COMMAND
JOHNNY THE SILVER	SAIPAN FENDER	FARETTI RETRO-FACE
KIJO	NÔDACHI	MOMURA COMBAT MASK

ADDITIONAL MODELS

OPFOR - DEFAULT EQUIPMENT		
NAME	WEAPON	CYBERGEAR
VELLO MEKANIK SHAPU V2	HARSTEL LIGHTNING	VELLO MEKANIK JOINTS
TANKEN N1	NAKAMURA CHAIN GUN	
BLACK SITE AGENTS	NAKAMURA KAHAKU OR NAKAMURA HOTOKE	BANELLI GOOGLE
TACTTEAM OFFICER	STRESSMAYER SG3	AMM COMBAT HELMET
KAMAKIRI K1 HEAVY ASSAULT DRONE	NAKAMURA CHAIN GUN	
SUBJECT ZERO	GRIP HOOK	TAKEDA STIMPACK
KAMIKAZE ORPHANS	ISETANI JOKOTO	MOMURO FACELESS
HUMAN HYBRID: THE MASTER FORM	NAKAMURA GAKU	ABC CEREBROSPINAL FLUID
REMOTE CONTROL PSYCHO KILLER	HACHET	COMBAT DRUGS
YUKIO NAKAMURA	NAKAMURA RHINO	TAKEDA STIMPACK
ANTI-RIOT HEAVY ARMOUR	BRUGG-BARRET RAM 001	CSS ANTI-RIOT ARMOUR
INSPECTOR SOPHIA MARANTZ	.44 MAGNUM	CSS AVIATOR
PRISON MEDICAL SERVICE	WHITE SWAN MEDICAL SCALPEL -CC-	NERVE AGENT INJECTOR
POUNDER	ARCHER HYPER-C ASHIGARU SMOKER	
HATUTAKU	UCHIGATANA TYPE 95	MOMURO NOGAKU
BSC EXOS OPERATOR PETERSON	BRUGG-BARETT AGL	EXOS OPERATOR HELMET
MASAMUNE V2	REKKEN MAAS CANNON	

ADDITIONAL MODELS



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