NIGHTLANCER

Britain 2099. Society crumbles as the authorities fight to keep everything under their control. Cities are divided into cloistered inner cities cut off from the outside world, and the dangerous slums riddled with chaos and violence.
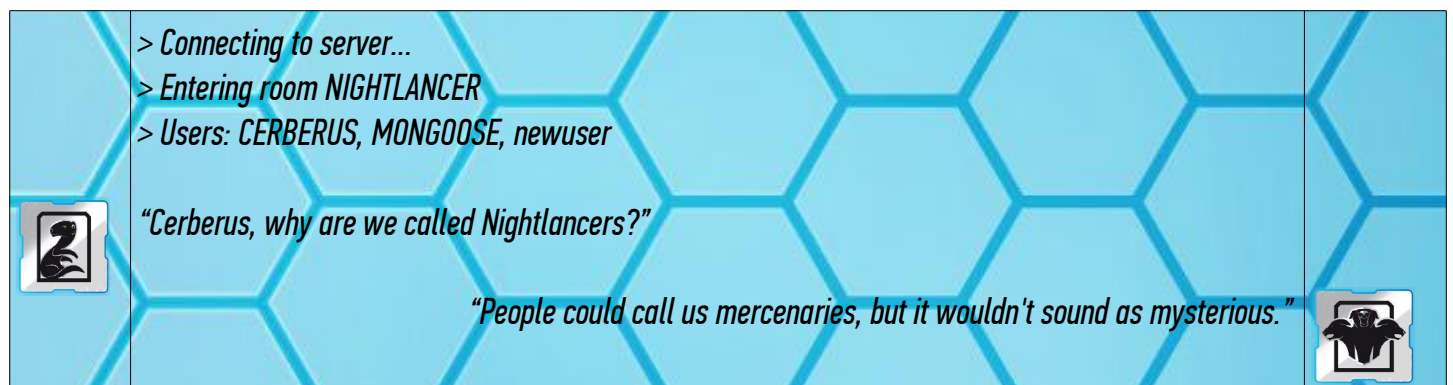
In the city slums organised crime and roving street gangs battle for control. Death cults try to turn the desperate population to their fanatical causes.

People lose all sense of themselves and succumb to Techshock in their struggle to keep up with everything in the ever-changing state of technology and society. The worst of the Techshocked form into savage Shockpacks, driven only by thoughtless and violent pack mentality.

A small handful struggle to escape the world that is out to destroy them. People that don't want to live under anyone's control or become one of the controllers. They'll do whatever they can in the seedy underworld to escape the crumbling society before it collapses and takes them out in the process.

They are the Nightlancers.

Nightlancer is a competitive board game for 2–4 players, with optional solitaire and cooperative rules. The game is set in a dystopian Birmingham in the West Midlands of England.

> Connecting to server...
> Entering room NIGHTLANCER
> Users: CERBERUS, MONGOOSE, newuser

"Cerberus, why are we called Nightlancers?"

"People could call us mercenaries, but it wouldn't sound as mysterious."

1.2 COMPONENTS

Rulebook (1)
Game board (1)
Challenge dice (2)
Health tokens (15 single, 8 triple)
Resolve tokens (15 single, 8 triple)
Money tokens (20 1s, 12 5s, 7 10s)
Deal tokens (4)
Loan tokens (8)

Nightlancer cards (8)
Nightlancer opportunity cards(8)
Nightlancer black market cards (8)
Nightlancer tokens (8)
Status tokens (3 each of 8 colours)
Action tokens (4 each of 8 colours)
Ideal slider (1 each of 8 colours)
PROTOTYPE NOTE
  – Black tokens/sliders for the Cyber Cracker
  – White tokens/sliders for the Bomb Shell
  – Final game will have matching colours

Contact cards (60)
Black Market cards (60)
Opportunity cards (60)
Early round cards (8)
Late round cards (8)
Mini–summary cards (4)

Low profile mission cards (24)
High profile mission cards (12)

CONTENTS

1 INTRODUCTION

1.1 GAME OVERVIEW

Each player becomes a Nightlancer – an underworld operative. Through the game they must navigate their underworld life. They work with their contacts, trade on the black market and take on shady missions for the big money. They must not forget their end goal though – to give up the underworld and leave it as far behind them as they can.

To begin with the Nightlancers are just getting a foothold. They can invest in their prospects early, but could also focus on improving their abilities with training or improving their equipment from the black market.
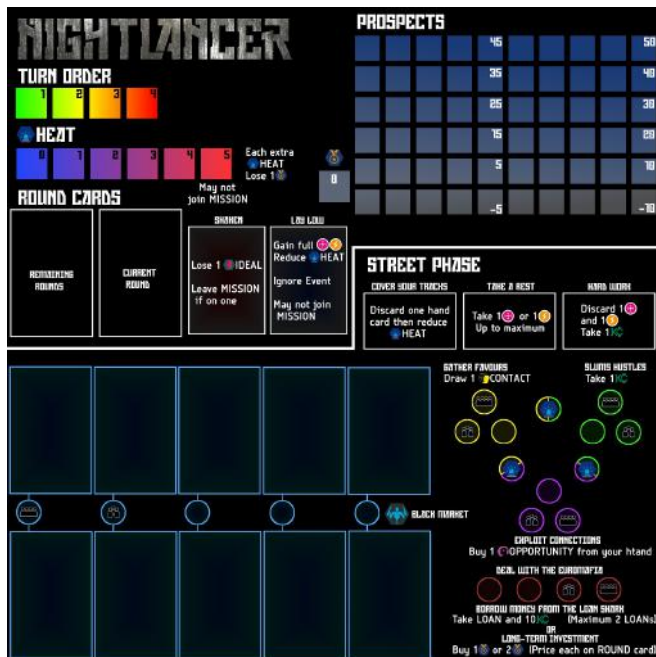
The end of the game marks the collapse of the crumbling society. Nightlancers must focus on building up their prospects, so they have a future to escape to.

The Nightlancer with the most prospects wins the game – as long as they've held on to their ideals.

NIGHTLANCER – 1 INTRODUCTION

1.3   COMPONENT OVERVIEW

GAME BOARDS

The game board tracks the player status and has action spaces for use during the Street phase.

The game board has a tracks for Turn Order, Prospects and Heat.

Prospects are used to determine the winner. They represent investments, connections and favours a Nightlancer could use for their future.
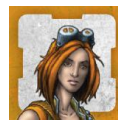
Heat makes a player more vulnerable to dangerous Events, affects the turn order and will penalises Prospects at the end of the game.

NIGHTLANCER CARDS

A Nightlancer card contains all the key information about the Nightlancer. All of a player's choices revolve around their Nightlancer, so it is important to understand it. See page 16 for full details.

TOKENS

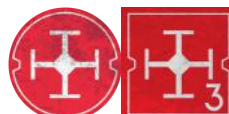 Nightlancer – This is used to claim a Mission.

 Ideal slider – These are used to track the current amount if Ideals a Nightlancer has.

 Status tokens – Each player has three of these for marking Prospects, Heat and Turn Order on the game board.

 Action tokens – Each player has four of these for taking actions in the Streets phase.

 Health – The amount of physical wear and tear a Nightlancer can take. Tokens are worth 1 or 3 Health.

 Resolve – The amount of stress and trauma a Nightlancer can take. Tokens are worth 1 or 3 Resolve.

 Chips – How much money a Nightlancer has, in KC (kilocredits). Tokens are worth 1, 5 or 10 KC.

 Loan – These tokens represent outstanding loans from loan sharks.

 Deal – This token is used to mark when a Nightlancer has an exclusive deal on a mission.

DICE

Two specialist six–sided dice are included in the game which are used for Challenges.

CARDS

For full card anatomy see page 17.

BLACK MARKET CARDS

Black Market cards are rare, illegal equipment that the Nightlancers will get chances to buy throughout the game. This can include guns, melee weapons, cybernetic enhancements, explosives, exotic drugs, armour and more.

CONTACT CARDS

Contacts are influential people who are able to help out a Nightlancers with favours and guidance. Nightlancers are constantly connected to the criminal underworld to connect with contacts.

OPPORTUNITY CARDS

Opportunity cards are special chances a Nightlancer has to get extra training to increase their skills, or to advance their prospects with agendas. Some Missions and Contacts can give access to Opportunities.

ROUND CARDS

Round cards bring about the Events of the crumbling Nightlancer world. They set the Missions available to the Nightlancers, but also bring dangerous events that can interfere with their work.

MISSION CARDS

Mission cards are unique Missions that a Nightlancer can attempt to complete for a big payday. Each card details three stages which have multiple paths for completion.
See page 10 for more information about how to score Missions.

MINI-SUMMARY

The mini-summary cards give each player a game round overview and a scoring reminder.

2 SETUP

2.1 SET UP PLAYING AREA

Lay out the game board and other components in the available space. An example lay out is shown on the next page.

1	Shuffle the Contact cards, put them here
2	Shuffle the Black Market cards, put them here
3	Shuffle the Opportunity cards and put them here.
4	Round deck Shuffle the Late round cards, then draw 4 and put them here face-down. Shuffle the Early round cards, then draw 4 and put them on top of the Late round cards also face down. This stack is the Round deck for this game. Place the remaining Round cards back in the game box without looking at them. With 2 players draw 5 Early round and 5 Late round cards instead of 4 of each.
5	Shuffle the High-profile mission cards and put them here.
6	Shuffle the Low-profile mission cards and put them here.
7	Put all of the Health, Resolve, Chip, Deal and Loan tokens beside the game board.
8	The Turn order track records the current order of play.
9	The Heat track records the amount of investigation and scrutiny the Nightlancers are under.
10	The Prospects track records the scores of the Nightlancers.
11	The Open Black Market is the area in which Black Market cards are placed when drawn.
12	The Open Mission Area is the area in which Mission cards are placed when they are drawn.
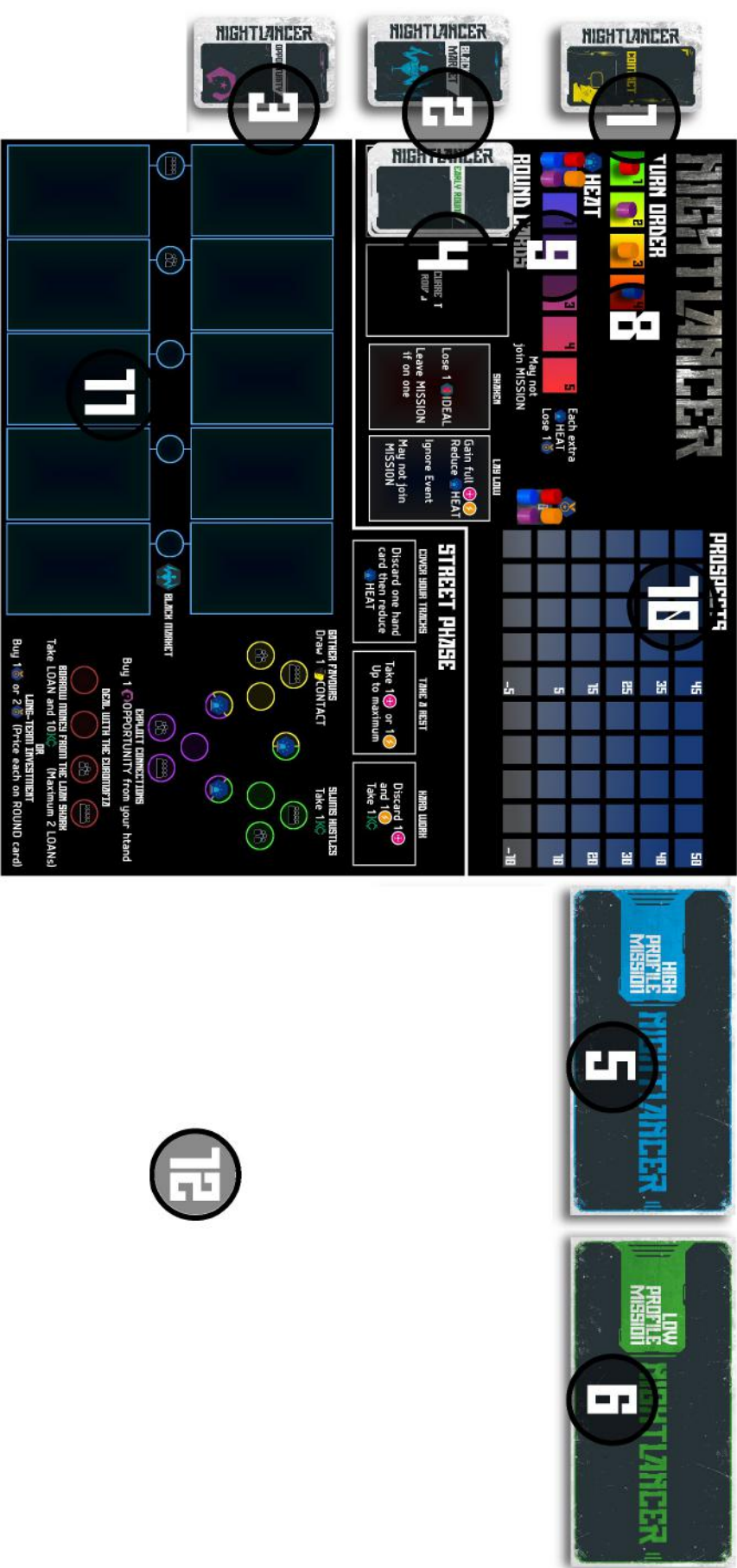
1. Contact deck
2. Black market deck
3. Opportunity deck
4. Round deck
5. High-profile mission deck
6. Low-profile mission deck
7. Token pools
8. Turn order track
9. Heat track
10. Prospects track
11. Open black market
12. Open mission area

2.2 SET UP NIGHTLANCERS

Each player chooses one of the 8 Nightlancer cards and lays them out in front of them as shown.

13	The Status section shows your Health and Resolve.
14	Take a number of Health and Resolve tokens shown in the Status area and place them beside your Nightlancer card.
15	The Setup section shows the rest of your starting Ideals, Chips, Assets and Hand.
16	Place your Ideals slider on the Ideal track at the starting position.
17	Take the starting amount of Chips and place them beside your Nightlancer card.
18	Take any cards listed under Assets and place them face-up beside your Nightlancer.

19	Take any cards listed under Hand section and add them to your Hand.
20	Take your Nightlancer token and a Deal token. Take the 3 status tokens, 4 action tokens and the slider in your colour.

2.3 STARTING STATUS

The status tokens of the players are placed on the game board.

Place one for each player on the Heat track 0 space.

Place one for each player on the Prospects track 0 space.

Finally, take the remaining status token that each player has left. Randomly place them on the turn order track. The player who is placed last in the turn order takes one additional Chip.

SETTING UP THE WEAPON SMITH

3 GAME PLAY

The game is played in a series of rounds. In each round 4 phases are completed in the following order.
1. Prep phase
2. Streets phase
3. Mission phase
4. End phase

SELL

At any time a player may sell Armour, Gear or Weapon cards from their Assets. They discard the card and take half (rounded up) of the Chip cost of the card from the supply.

3.1 PREP PHASE

During the Prep phase each step is performed by all players before moving on to the next step.

DOWNTIME STEP

Skip the Downtime step in the first game round

Each player takes one Health and one Resolve up to the maximum for their Nightlancer. They take 1 Chip. All players that are Shaken are no longer Shaken.

All players draw 2 Contact cards. They Refresh any cards they have Spent (see page 20).

Loan costs are always resolved last in the Downtime step. For each Loan token a player has they must pay 1 Chip or immediately lose 3 Health and 3 Resolve.
After paying interest, for each Loan they may pay 10 Chips to discard it.

DRAW CARDS STEP

Turn over the top card of the Round deck and draw the number of Low-Profile Mission and High-Profile Mission that it indicates for the number of players.

Draw Black Market cards and place them on the game board Black Market card spaces that are usable with the number of players (6 with 2 players, 8 with 3 players, 10 with 4 players).

EVENT STEP

In Turn Order players choose to face the Event or Lay Low. If they have 5 Heat they must Lay Low.

To face the Event check if it applies to them and if it does they must face the Challenge. Most Events will feature a Penalty that applies on failure.. See page 18.

During this step a player does not need to assign a Loadout. They may use any cards from their Assets as long as they are not Obvious.

> *Be wary of getting too much heat. It might not seem like a big deal at first. But then the Peace Bureau sends an team to "bring some peace".*

TAKE MISSIONS STEP

In Turn Order players each choose one option:
- Start a First Crew
- Start a Second Crew
- Join a Crew
- Lay Low

If a player has 5 Heat or is Shaken then they must Lay Low during this step. If they already chose to Lay Low in the Event step they skip their turn.

> *"No-one will come near you if every cop in the city is looking for you. Unlike you, they're smart enough to avoid that sort of attention."*

For more about completing missions see page 10.

START A FIRST CREW

If there is no First Crew on a mission then a player may start one. They put their Nightlancer token on the First Crew space for Stage 1. They are now the Boss on that mission, forming a Crew of one. The top token in a Crew is always the Boss of that Crew.

Some Contact cards give you the option to place your Deal token when you start a First Crew. Doing this stops a Second Crew being formed and competing against you.
With a Deal the Boss will also gain an extra Opportunity card when the mission is Scored.

START A SECOND CREW

A player may start a Second Crew on a mission if the First Crew space is occupied, unless there is already a Second Crew or a Deal token is blocking the Second Crew space.

They place their Nightlancer token on the Second Crew space for Stage 1. They are now the Boss of this Crew.

JOIN A CREW

A player may join a Crew if the Boss of that Crew agrees. If they are accepted place their Nightlancer token beneath all others already in the Crew.
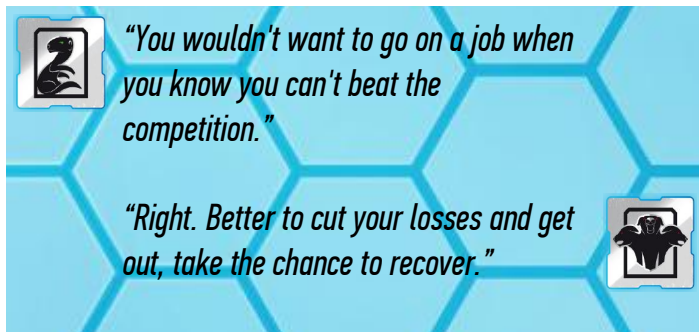
> *"Sometimes you can't handle a job on your own. Better to split the money than get nothing at all."*

LEAVING A MISSION

A player may leave their position on a mission at any time during this step in order to Lay Low. Remove their Nightlancer token from the Crew, do not change the order of other tokens in the Crew.

If the Boss leaves a mission, the topmost token remaining becomes the Boss. If there is no First Crew remaining, and there is a Second Crew, move the Second Crew to the First Crew space.

"You wouldn't want to go on a job when you know you can't beat the competition."

"Right. Better to cut your losses and get out, take the chance to recover."

LAY LOW [EVENT STEP OR MISSION STEP]

If a player chooses to Lay Low they regain Health and Resolve up to the maximum for their Nightlancer. They reduce their Heat. If they are Shaken they now stop being Shaken.

END OF PREP PHASE

The Prep phase ends when all players have taken their turn in the Take missions step.

Discard any mission cards that have no Crews on them.

On his turn the Assassin chooses this mission.

Since it has no Crews, he starts a First Crew.

He places his Nightlancer token on the First Crew space in Stage 1.

On the Bombshell's turn, she decides that she wants to do this mission too.

Confident that she can manage alone, she doesn't offer to join the Assassin. She starts a Second Crew.

She places her Nightlancer token on the Second Crew space.

3.2 STREET PHASE

During the Street phase players take it in turns to act in Turn Order. On a player's turn they place one of their four action tokens on one of the available action spaces on the game board. They can only choose an action space if they are able to complete the connected action.

Some action spaces are limited by number of players.

Only usable with 3 or 4 players

Only usable with 4 players

Once all players have taken a turn it becomes the first player's turn again. The Street phase continues until all players have used all their action tokens..

BUY A BLACK MARKET CARD

A player can use a Black Market space to buy one of the two connected Black Market cards (see page 17).

They place their action token in the action space, discard one of the two connected Black Market cards, then pay the cost of the remaining card and place it face-up in their Assets.

Players can not buy a duplicate of a Cyberware or Cyberweapon card.

"It can be tempting to buy every piece of new hardware that turns up. Don't try to do everything. Get what you need for the job."

NORMAL SPACES

The next three actions Gather favours, Slums hustles and Use connections are connected. Each action has some spaces exclusively for that action.

GATHER FAVOURS

With this action a player cay draw 1 Contact.

SLUMS HUSTLES

With this action a player cay take 1 Chip.

USE CONNECTIONS

With this action a player can choose an Opportunity card from their Hand, pays the required cost, and places it in their Assets face up.

MIXED SPACES

In addition to the single action there are Mixed Spaces that may be used for either of the adjacent actions – but only by increasing Heat first.

When a player uses one of these spaces, they immediately increase their Heat then may use one of the two adjacent actions.

DEAL WITH THE EUROMAFIA

When a player uses these spaces they have a choice of two options.

TAKE OUT A LOAN

Take 10 Chips and a Loan token. A player may not take a Loan if they already have 2 Loans.

BUY PROSPECTS

A player may buy one or two Prospects for one action. The cost to buy a Prospect is shown on the current Round card.

OPEN SPACES

The Open Spaces are large rectangular spaces that can be used more than once. Each time a player uses one of these spaces they place their action token in the rectangular space then completes the action.

HARD WORK

Discard 1 Resolve and 1 Health, then take 1 Chip.

REST UP

Take 1 Resolve or 1 Health up to their maximum amount.

COVER TRACKS

Discard one Hand card then reduce Heat.

END OF STREET PHASE

When all players have used all of their action tokens the Street phase ends. Discard all the remaining cards in the Black Market, the players take back their action tokens.

3.3 MISSION PHASE

In Turn Order, if a player is on a mission then that mission is attempted for all players on that mission.

Once all missions have been attempted, or if no players have taken missions, the phase is over.
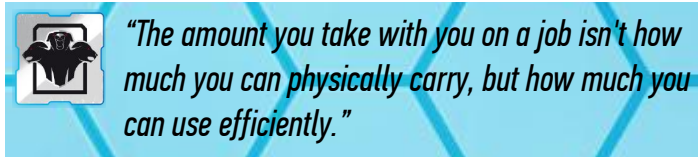
MISSION STEPS

To attempt the mission follow these steps in order.
- I.   Loadout
- II.   Stage 1
- III. Stage 2
- IV.   Stage 3
- V.   Payment

I. LOADOUT

At the start of a mission all members of the Crew must decide which cards they have in their Loadout. There may be up to three Armour, Gear or Weapon cards in a Loadout.

All other Armour, Gear and Weapon cards must be left in their Assets the duration of the mission and will not be usable.

"The amount you take with you on a job isn't how much you can physically carry, but how much you can use efficiently."

II–IV. STAGES

Each Stage of a mission offers a choice of two Routes for how it can be attempted and a penalty that applies if the chosen Route is failed. Each Route will be a Challenge (see page 20).

Failing at the chosen Route does not mean the mission itself is over. In the event of the chosen Route being attempted and failed the Penalty takes effect (see page 21).

As long as the Penalty does not force the Crew to leave the mission, they may still continue to next Stage.

After each step of the mission is complete, move the Crew to the next Stage.

COOPERATIVE CREWS

When multiple players face a challenge together as part of a Crew, the Boss chooses which oute they attempt. Each of the Crew must then choose whether to assist or not before any of them roll.

All who choose to assist make the attempt independently. Any Contact cards played for this challenge only apply to the player they are played on.

Once all of the assisting Crew have made the attempt, they use the highest score of all attempts as their Challenge Score which determines if the Crew succeeds or not.

If they fail, all Crew members count as having failed the challenge and face all consequences whether they assisted or not.

V. PAYMENT

If at least one player completes Stage 3 then the Crew is paid.

Each mission has a different entry for the rewards that are earned for each size Crew. Look at the entry for the Crew members remaining.

Each remaining Crew member takes the reward shown. The reward always includes Chips and can also include Opportunity card draws and Prospects. A mission may increase Heat.
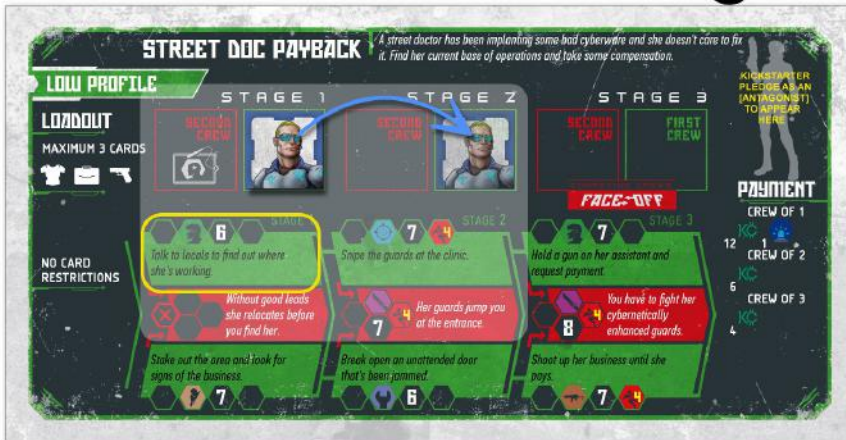
Some missions are Dirty!
All members of the Crew that have finished the Mission reduce their Ideals by one.

Once payment is finished the Crew take back their Nightlancer tokens and discard the mission card.

THE GUARD ATTEMPTS A MISSION

Stage 1

The Guard is attempting this mission. At the first stage he can choose either a 🔵STREETWISE 6 or a 🔵COVERT 7 challenge. If he fails his chosen challenge, he will face the penalty which in this case will be to Abort the mission!

He chooses the 🔵STREETWISE 6 option as he is better at that option, then passes the challenge. So he moves his Nightlancer token to the First Crew space on Stage 2.
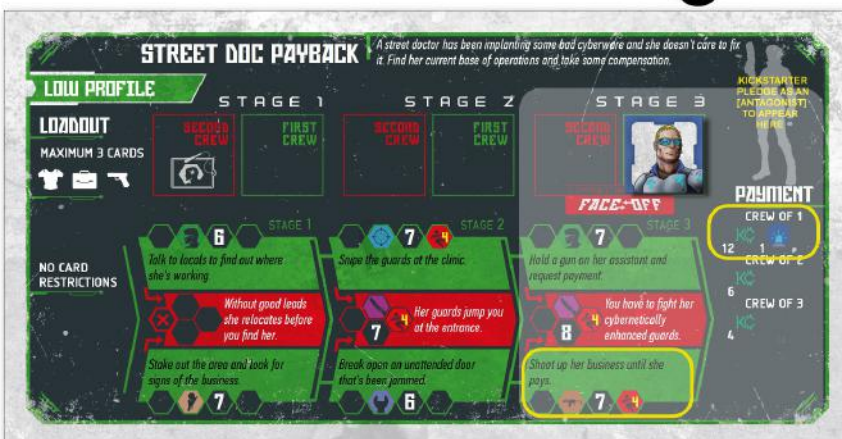
Stage 2
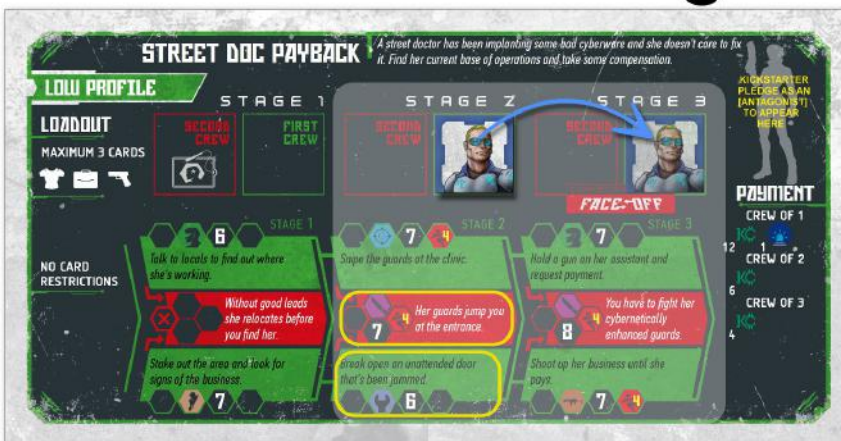
The Guard now faces Stage 2. Again he can choose either of the two options in the green boxes, either a 🔵MARKSMAN 7 challenge or a 🔵TECHNICAL 6 challenge. If he fails he will face a 🟣MELEE 7 combat challenge!

The Guard isn't very good at 🔵TECHNICAL, but he's even worse at 🔵MARKSMAN! So he risks the 🔵TECHNICAL route, but oh no! He fails!

Now he must face the 🟣MELEE challenge, and it is too late to abandon the mission as he is in the middle of a stage.

He soldiers on and manages to succeed in the 🟣MELEE challenge. So he moves his token on to Stage 3.

Stage 3

Finally The Guard faces Stage 3. Now he can choose either a 🔵STREETWISE 7 challenge or a 🟠GUNFIGHT 7 challenge. If he fails, he will have to face a 🟣MELEE 8 challenge, very tough!

Though he is good at 🔵STREETWISE, the challenge is also very tough and he does not think he can survive the 🟣MELEE challenge if he fails.

So he chooses the 🟠GUNFIGHT challenge. It's a risky choice as if he fails he will lose Health and he doesn't have enough Health left! So if that happens, he will be Shaken and wont get a second chance at the 🟣MELEE challenge.

But he tries and succeeds - barely. So the mission is Complete, he breathes a sigh of relief and takes his payment.

COMPETING CREWS

If two Crews are competing for a mission then, at each Stage, the First Crew attempts the Stage first.

FIRST CREW ADVANCEMENT

If the First Crew succeed at their Route they move on to the First Crew position of the next Stage as normal. If they fail their Route (but are not forced to leave the mission) they instead move to the Second Crew position.

SECOND CREW ADVANCEMENT

After the First Crew has attempted a Stage the Second Crew attempts it. If they pass their chosen Route and the other Crew are in the First Crew position of the next Stage, they are put in the Second Crew position. But if the First Crew position is open they instead move to that position and take the lead!

If the Second Crew fail their Route and are still on the mission, they move to the Second Crew space on the next Stage. If the other crew is already there, the other crew is moved to the First Crew position.

STAGE 3: FACE-OFF

If both Crews are still on the mission when they reach Stage 3 then the First Crew must either abandon the mission or choose how they will fight the other Crew!

If they abandon the mission the Second Crew continues with the mission on their own.

If the First Crew decides to Face-off they choose Melee, Gunfight or Marksman.

The Second Crew must either accept the chosen combat challenge or abandon the mission. If they accept then the two Crews have a Contested Combat Challenge of the chosen type. It's too late for the First Crew to back out now!

CONTESTED COMBAT CHALLENGE

The First Crew makes an attempt at the chosen challenge type as if they were attempting a combat challenge normally. Their Challenge Score becomes the Challenge Difficulty that the other Crew must try to beat!

The Second Crew must then face the challenge and attempt to beat it. If they equal or beat the Challenge Difficulty set by the First Crew they have won! The First Crew abandon the mission and the Second Crew may continue the mission.

If the Second Crew fail they must abandon the mission. The First Crew may continue with the mission.

The loser of the contested combat challenge loses Health just like losing other combat challenges. The Health penalty of losing a contested combat challenge is always 5 Health.

MISSION SPECIAL CASES

ABANDONING A MISSION

A player may abandon a mission at the beginning of any Stage. But once a Route has been chosen they must go through with it — they will only next have the option to abandon the Mission at the start of the next Stage.

When a player abandons a Mission, remove their Nightlancer token from the Crew and return it to their Nightlancer card. If all players abandon the mission, discard the Mission card.

If the Boss abandons a Mission and other Crew remain, the topmost Nightlancer token remaining shows the new Boss. Keep the order of the remaining tokens the same.

SHAKEN ON A MISSION

Players that are Shaken during the Mission phase immediately remove their Nightlancer token from the mission and return it to their Nightlancer card, just as if they had abandoned the mission.

If they are Shaken at any point they will not get the reward, even if it happens in the process of Stage 3.

ABORTING A MISSION

An Abort penalty forces the Crew to leave the mission. All members of the affected Crew are immediately removed from the mission card.

END OF MISSION PHASE

The Mission phase ends once all accepted missions have ended (or if no missions were accepted).

THE BOMBSHELL AND ASSASSIN COMPETE

Advancing


The Assassin and Bombshell are competing for this mission.

The Assassin is the First Crew so he attempts Stage 1 first. He chooses the ◔Streetwise challenge and passes it.

Since he passed he moves to the First Crew space of Stage 2.

The Bombshell then attempts Stage 1, she chooses the ◔Streetwise Route too and also passes.

Since the Assassin is already on the First Crew position in Stage 2, the Bombshell is moved to the Second Crew position.

Overtaking
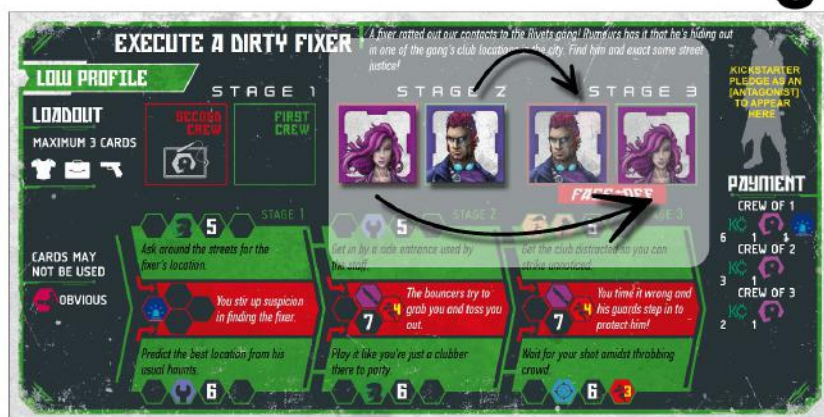
The Assassin is again in the First Crew position so he attempts Stage 2 first. He chooses the ◔Technical Route, but he fails!

He faces the penalty and survives the ◔Melee challenge, but since he faced the penalty and there is another Crew he must go to the Second Crew space on Stage 3.

The Bombshell then attempts the ◔Streetwise challenge and she passes!

Since the Assassin is in the Second Crew space and the Bombshell passed her Route, she jumps past him to the First Crew position and takes the lead!

Face-off!
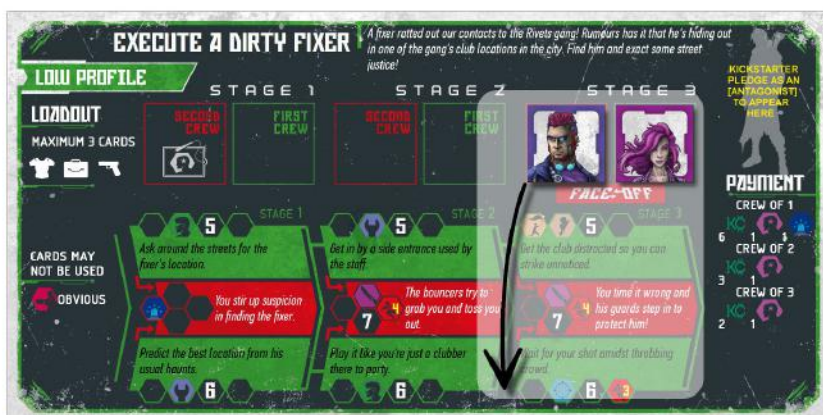
Now they are in Stage 3 and still competing. Since there are two Crews now on Stage 3, they must Face-off!

The Bombshell is in the First Crew space so she chooses how to fight. She chooses a ◔Melee challenge.

The Assassin must then either accept the challenge, or abandon the mission. Since he is hurt from failing Stage 2, he chooses not to risk the Face-off and abandons the Mission.

The Bombshell is left to complete the Stage 3 on her own.

3.4 END PHASE

Each step of this phase is completed by all players before performing the next step.

TURN ORDER STEP

Move the status markers on the Turn Order track down so they are beneath the track, preserving their order.

Then in order of least to most Heat, place the status markers on the first available space on the Turn Order track so the player with least Heat becomes the first player.

> *"If the cops are on your tail, you'll have to constantly be careful and keep your head down to avoid running into a patrol."*
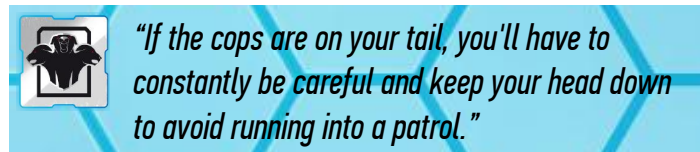
If a number of players are tied for Heat then their new position on the Turn Order is the reverse of their old one. So of the player tied for Heat, the one was last in the previous round becomes first of the tied players.

DISCARD CARDS STEP

All players discard cards from their Hand until they have no more than 6 left.

If there are no cards remaining in the Round deck then the game ends, continue to scoring. Otherwise begin a new round.

4 SCORING

Players may sell any number of their Weapon, Gear or Armour cards at half Chip cost, rounded up. They can play Contact cards, and buy Opportunity cards from their hand.

For each loan a player has	
They must pay 10 Chip	or –5 Prospects
For each Heat a player has	
They must discard any 2 of:	
A Hand card or 1 Chip.	or –1 Prospect
Remaining Chips	
Any number of times, a player may pay 5 Chip	+1 Prospect
For each of the 6 abilities	
Covert, Streetwise, Technical, Melee, Gunfight and Marksman	
Only cards that are "Always in Effect" can apply.	
The player with the highest score or all players that are tied for the highest score	+1 Prospect
For each Ideal	+1 Prospect
For Agendas and Ideals	+0–3 Prospects

Players gain bonus Prospects depending on number of Ideals they have and the number of Agendas in their Assets.

	Agenda cards in Assets					
🔶Ideals	0 or 1	2	3	4	5	6
0 or 1	–	–	–	–	–	–
2	–	–	–	1⬡	1⬡	2⬡
3	–	–	1⬡	1⬡	1⬡	2⬡
4	–	–	1⬡	1⬡	2⬡	2⬡
5	–	1⬡	1⬡	1⬡	2⬡	2⬡
6	–	1⬡	1⬡	2⬡	2⬡	3⬡

The player with the most Prospects wins.

In the case of a tie, the tied player with the most Chips wins. If there is also a tie for Chip, the tied player who is first in the turn order wins.

TECHSHOCK AND SCORING

A player with 0 Ideals (Techshock) can never beat a player that has least 1 Ideal.

NIGHTLANCER – 4 SCORING

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5 FEATURES

5.1 CARD ANATOMY

NIGHTLANCER CARDS

IDEALS

The Ideals track represents their values, integrity or morals. They do not represent one specific value system, they represent how strongly the values of that Nightlancer are held.

Ideals can be lost by running out of Health or Resolve, or by doing something especially dirty. A Nightlancer has a minimum of 0 Ideals and a maximum of 6 (page 24).

If a Nightlancer runs out of Ideals they are in Techshock (page 24). While in Techshock a player can no longer win the game and must regain some Ideals!

STATUS

The amount of Health and Resolve shown here is the maximum amount the Nightlancer can have, and the amount they start with.
These represent physical and mental endurance. Combat and hazards cost Health and difficult tasks cost Resolve. Cybernetics and Cyberware reduce both.
Running out of either results in being Shaken (page 24).

SETUP

This area is only used during Setup (page 4).

ABILITIES

The six ability ratings of the Nightlancer show what they are good at. These are used in Challenges (page 20). They each represent competence with a connected range of activities.

SPECIAL

Each Nightlancer has a unique special ability that only they may use.

LOADOUT

At the top of a Nightlancer card is the Loadout area. This is where up to 3 Armour, Gear and Weapon cards (page 17) can be placed. Cards may normally be moved in and out of the Loadout at any time except during a Mission. Cards that are in the Loadout still count as being in the Assets.

ASSETS

When a player buys a card it is placed face-up beside their Nightlancer card. All Black Market and Opportunity cards that they own and have face up are part of their Assets.

CARD BACK

On the back of each card there is a back story and vital statistics for the Nightlancer. This does not affect gameplay.

1 The Ideals track

2 The Status, showing the maximum Health and Resolve.

3 The Setup guide giving the starting Ideals, Chips, Hand cards and Assets

4 The Abilities, showing the starting capabilities of the Nightlancer

5 The special ability, unique for each Nightlancer.

NIGHTLANCER – 5 FEATURES

BLACK MARKET CARDS

These cards are drawn each round to the Open Black Market. These are opportunities to get powerful limited availability equipment.

Once bought, Black Market cards are placed face-up beside the Nightlancer in their Assets and they may then be used by that Nightlancer.

ARMOUR CARDS

Armour is used to reduce damage in combat challenges. They only apply in challenges and only one Armour card may be used in a challenge.

GEAR CARDS

Gear cards are special equipment that can give a variety of special bonuses.

WEAPON CARDS

Weapons allow a Nightlancer to be much more effective in combat challenges. They only apply during a combat challenge. At most one Weapon or Cyberweapon card may be used in a combat challenge.

CYBERWARE

Cyberware is surgically implanted into a Nightlancers body to enhance their capabilities. Cyberware is always available to use once bought and they are not put in the Loadout.

CYBERWEAPON

These function as Weapon cards, but like Cyberware they are always available and are not put in the Loadout.

These traits may appear on black market cards.

Loud
If a card has the Loud trait, the user gains Heat whenever they use it.
Some missions restrict the use of Loud cards.

Obvious
If a card has the Obvious trait, it may never be used during an Event.
Some missions restrict the use of Obvious cards.

ASSAULT RIFLE
WEAPON COST, 5 KC

+1 MELEE
+3 GUNFIGHT
+1 MARKSMAN

LOUD – Gain HEAT when used
OBVIOUS – Can not use on EVENT

One WEAPON or CYBERWEAPON per challenge

The PWT Mk24 assault rifle. One of the best of it's kind and usable in any combat role, but most effective at middle-range gunbattles.

1 The name, type and cost of the card.

The Assault Rifle is a WEAPON with a costs of 5 KC

2 The ability bonuses of the card.

When used this card gives a +1 bonus to MELEE and MARKSMAN and a +3 bonus to GUNFIGHT.

3 The other effects of the card.

This card is a WEAPON, only one can be used at a time.

It is LOUD, so the user gains HEAT when used. Some missions do not permit the use of LOUD cards.

This card is OBVIOUS, so may not be used in an EVENT. Some missions do not permit the use of OBVIOUS cards.

4 Flavour text, no game effect.

Overall the assault rifle is expensive and restricted in when it can be used. It also draws attention and gets you in trouble.

But for the flaws, it's useful in any combat and excellent in a gunfight.

CONTACT CARDS

These represent opportunities to make connections with people in the underworld.

Contact cards are kept in a player's hand. A player may have any number of cards in their hand during the round, but in the End Phase they must discard any excess over 6 cards.

Each Contact card has a choice of 3 uses. The first two uses are always played on the user to help themselves. The third option is always played on an opponent to hinder them.
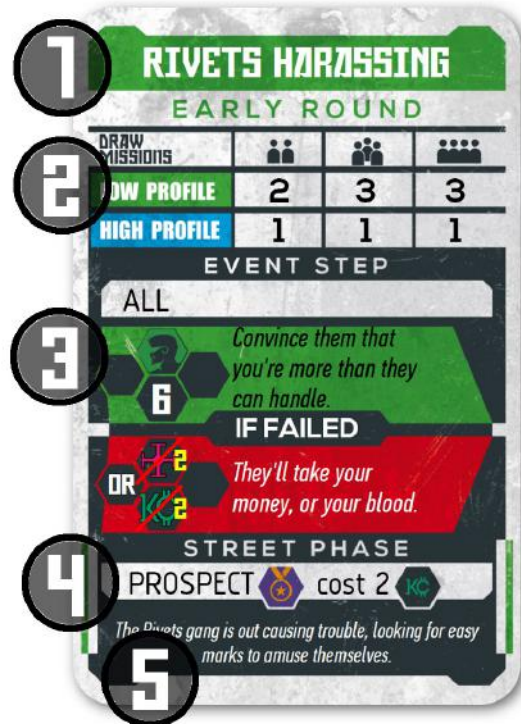
There are five types of Contact card. Company, Fixer, Security, Smarts and Social. The types are used by some Opportunity cards.

CYBERSPACER
S M A R T S

CHOOSE ONE

During a challenge:
Pass a 🔒CRACKING obstacle

OR

During STREET phase: Draw 2
🏪 BLACK MARKET then buy
up to one and discard the others

OR

During an opponent's challenge:
They get –1 🔧TECHNICAL
for that challenge

THEN DISCARD THIS CARD

KICKSTARTER PLEDGE AS A [CONTACT] TO GET YOUR FACE HERE

I am a child of the cyber world! I know everything! I live and feed on the information flow! Omnomnom.

1 The name and type of card.
The Cyberspacer is a SMARTS contact

2 The 3 options for using the card.

This card may be used for one of:
- Pass a 🔒CRACKING obstacle
- During the STREET phase draw 2 🏪BLACK MARKET cards, buy up to one of them and discard any others.
- Give another player a –1 penalty to 🔧TECHNICAL for one challenge.

3 The flavour text, no game effect.

ROUND CARDS

The Round cards are split into two different sets,. One set is Early rounds and one is for Late rounds. These are used to form the Round deck for a game.

RIVETS HARASSING
EARLY ROUND

DRAW MISSIONS	👥	👥👥	👥👥👥
LOW PROFILE	2	3	3
HIGH PROFILE	1	1	1

EVENT STEP

ALL

6 *Convince them that you're more than they can handle.*

IF FAILED

🏥2 OR KC2 *They'll take your money, or your blood.*

STREET PHASE

PROSPECT ⬡ cost 2 KC

The Rivets gang is out causing trouble, looking for easy marks to amuse themselves.

1 The name and card type.

The Rivets Harassing card is an Early Round card so it will only come up in the first half of the game.

2 The number of mission cards to draw.

For example if there are 3 players then draw 3 Low-Profile Missions and 1 High-Profile Mission.

3 The EVENT

When this card is drawn any player who does not Lay Low will have to attempt a 🗨STREETWISE 6 challenge.

If they fail, they will have to discard either 2🏥 or 2KC

4 During the STREET phase in this game round it will cost 2KC to buy a ⬡PROSPECT

5 Flavour text, no game effect.

NIGHTLANCER — 5 FEATURES

OPPORTUNITY CARDS

There are two types of Opportunity cards, Skill and Agenda. Both types are held in a player's hand and have no effect until the player chooses to Buy them in the Street phase.

When they are bought they take effect and are placed face-up in the player's Assets.

Opportunity cards are the only way to gain Ideals and can be a good source of Prospects.

SKILL CARDS

Skill cards represent chances to train and improve.

They all permanently modify the ability ratings of a Nightlancer. Skill cards can also improve Prospects or Ideals when they are bought.

AGENDA CARDS

Agenda cards represent investments, exploits, trades or other ways of getting ahead for a Nightlancer.

Each card specifies the Cost (or requirements) to buy the Agenda, and the effect. Some Agenda cards provide a one-time reward and some provide a lasting reward as described on the card.

There are a wide variety of different effects and criteria for them.

MISSION CARDS

There are two sets of mission card, Low-Profile and High-Profile. Missions are the best way of getting Chips but they are risky. High-Profile missions are harder and not as widely available, but are much more rewarding.

Each mission card has three Stages. Each Stage has two Routes which will be Challenges and one Penalty. When attempting a mission a player goes through the three Stages in order. At each Stage they choose one of the available Routes. If they succeed at their chosen Route they continue with the mission, if they fail they face the penalty — potentially failing the mission.

If they pass all three Stages they get paid.
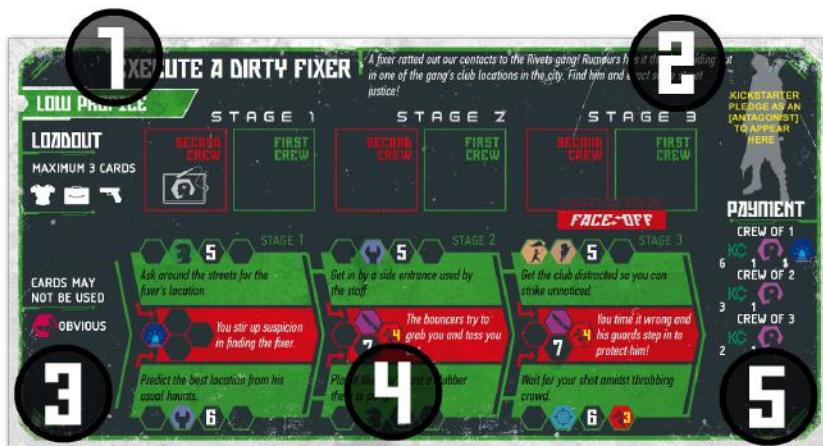
1. The name and traits of the mission. This is a Low Profile mission.

2. The flavour text. No game effect.

3. The Loadout step and excluded cards (if any).

   On this mission cards that are OBVIOUS may not be used.

4. The three stages of the mission.

   Each stage has two options and a penalty that applies if the chosen option is failed.

5. The payment for different crew sizes.

   For examplet with 2 Crew they would each take 3 KC and an OPPORTUNITY card if they complete the mission.

5.2 KEY CONCEPTS

PAYING COSTS AND DISCARDING

An action may only be chosen if the player is able to perform every part of the action, including paying any costs. The only exceptions to this are when required to discard Health after a failed combat challenge or Health and Resolve loss from failing to pay interest on a Loan. Then as much of the amount must be discarded as possible which will result in them being Shaken.

DRAW

When a player draws a card it goes into their Hand unless otherwise stated.
If a player needs to draw a card from a deck and there are none left then immediately shuffle the discard pile for that deck to make a new deck.

DISCARD

When you Discard a card place it face-up in the discard pile for that card type.
Unless otherwise specified, when a player has to Discard a card it must be from their Hand.

SPEND

To Spend a card, turn it face-down. Spent cards may not be used or discarded. Spent cards stop being Spent in the Draw Cards step when you Refresh cards (flip them back face-up), they can then be used.

USE

You Use a card only when you benefit from the ability on it. Having a card in your Loadout does not count as Using it until you get a bonus from the card such as during a challenge.

CHALLENGES

Challenges are the process of performing difficult tasks and test the ability of a Nightlancer.

Challenges are shown in one of two layouts.
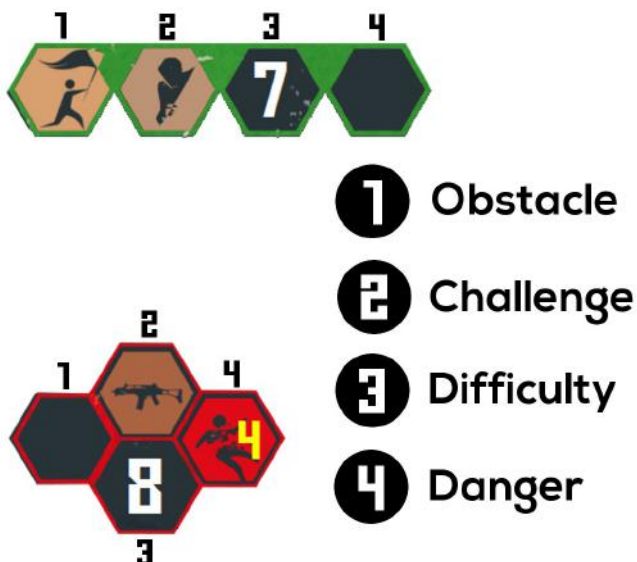
OBSTACLE

Not all challenges have an Obstacle. When an Obstacle appears, this Obstacle must be passed or the challenge will be automatically failed.

CHALLENGE

This is the ability that is used to beat the Challenge.

 Covert challenge

 Streetwise challenge

 Technical challenge

 Melee combat challenge (page 21)

 Gunfight combat challenge (page 21)

 Marksman combat challenge (page 21)

DIFFICULTY

This is the Difficulty of the Challenge that must be matched or beaten to succeed.

DANGER

Only Combat Challenges have a symbol for the Danger. This is the amount of Health that will be lost if the Challenge is failed, in addition to any other effects of failing.

NORMAL CHALLENGES

All Challenges follow the same basic rules. Obstacles and Dangers are covered in following pages.

When a player attempts a Challenge they first declare this out loud to give other players a chance to affect the Challenge.

CARDS

The acting player adds the ability of their Nightlancer to bonuses from any cards they are using.

They can use cards from their Assets and Contact cards from their hands.

Other players may play Contact cards that penalise the acting player. There is no limit to the number of cards that can affect any one challenge.

ROLL

The active player announces a 3-second count so other players know they are about to roll. Players can interrupt to play cards that affect the challenge. If the count is interrupted it is restarted.

NIGHTLANCER — 5 FEATURES

When the active player has finished their countdown they roll the Challenge die. The modifier shown on the result is added to the Challenge Score. Once the die is rolled then no more cards may be used to affect the Challenge Score unless otherwise noted.

If the total Challenge Score equals or exceeds the difficulty of the challenge then the attempt succeeds, otherwise it is failed.

If the challenge die result shows a Resolve symbol the player discards one Resolve. If this causes them to be Shaken, they get a Challenge Score of 0.

"If you totally mess up a difficult situation it's going to be a drain. On the other hand, giving it all you've got is exhausting."

OBSTACLES

Sometimes a challenge will have an Obstacle that must first be passed before the challenge.

If a player does not have a card that allows them to pass the Obstacle they will automatically fail. If they pass the Obstacle with a card they can then attempt the challenge as normal.

Distraction obstacle
Some Contacts can pass these

Cracking obstacle
Some Contacts can pass these

Demolition obstacle
Some Black Market cards can pass these

COMBAT CHALLENGES

In a combat challenge at most one Weapon or one Cyberweapon card may be used and at most one Armour card may be used. If they are on a Mission then these cards can only be used if they are in their Loadout.
During an Event, cards may not be used if they are Obvious.

When a player faces a combat challenge they have gotten into a major fight! All combat challenges have a Danger rating on the challenge.

"What if you don't have a weapon at all?"

"Even the worst-equipped Nightlancer has a basic pistol and silencer. They're cheap and common enough that you can assume they have one

somewhere."

"Yeah I can't seriously imagine a Nightlancer ever being unarmed."

If the Combat Challenge is beaten then it is like any other Challenge.

But if the combat challenge is failed the Nightlancer has been badly hurt! They immediately discard Health as shown by the Danger. Cards and abilities may reduce the amount to a minimum of 1 Health lost. If they are reduced to 0 Health they are immediately Shaken (page 24).

"Crawling away from a fight, bloody and broken, is still better than dying in a fight you can't win."

GROUP COMBATS

When multiple players are in a Crew and face a combat challenge, then all of them face the Danger! If none of the Crew facing a Combat Challenge attempt it or if their highest Score doesn't beat the challenge, then they all fail and all suffer the Health penalty whether they attempted the Challenge or not!

PENALTY

After attempting a Challenge (either from an Event or a Mission Stage) and failing, a Penalty will apply. This could be a Combat Challenge or some other sort of cost.

The Penalty can be a Combat Challenge (see page 21) or one of the following effects. On an Event the Penalty applies to the current player. On a Mission the Penalty applies to the entire Crew.

Gain one Heat

Abandon the Mission

Lose the amount of Health shown

Lose the amount of Chips shown

The Sniper faces a ⓕCOVERT 7 challenge with a ⓕDISTRACTION obstacle

1 Before the Sniper can attempt this challenge she must have a way to pass the Obstacle. She plays the PERFORMER card from her Hand and uses the first ability to pass the ⓕDISTRACTION.

2 Now she has passed the Obstacle she can move on to the Challenge. She has a basic ⓕCOVERT ability of 4 and the difficulty is 7 so it is very difficult at the moment.

3 Her CALMAX card gives her a +2 ⓕCOVERT bonus if she uses it. She has little chance of success at the moment so decides to use it.

4 She discards 1 ⚡ as required by the CALMAX before she can use it. Now her total is 6 and she needs 7, which gives her good chance of success.

5 Suddenly another player plays a DETECTIVE card on her! This inflicts a –1 ⓕCOVERT penalty for the current challenge! This lowers her score to only 5, reducing her chances significantly.

6 But she's prepared for this possibility! She plays a FACE MAN card from her hand which she plays to use the second effect. This allows her to ignore the effect of the DETECTIVE card.

7 Before rolling her score is now 6. She rolls the die and gets a +1! Success, but only barely. If she hadn't stopped the DETECTIVE card she would have failed!

The Veteran faces a ⬡GUNFIGHT 8 challenge

1 He has a starting ⬡GUNFIGHT ability of 4.

2 His WEAPONS TECH card gives him +1 ⬡GUNFIGHT, raising his score to 5.

3 It's possible to use up to one ⬡WEAPON in a combat challenge.
He uses the Silenced SMG, which gives him a further +2 ⬡GUNFIGHT bonus.

This gives him a score of 7, so he needs to roll at least +1 to equal the challenge difficulty.

4 He rolls a +0! His total Challenge Score is only 7 and he fails! Disaster, he's failed the challenge!

5 As shown on the challenge ⬡ he loses 4⬡. However his special ability Tactical Expert reduces this by one.

6 As a result he only needs to discard 3⬡, this leaves him one ⬡ so he is not Shaken!

7 Since his roll has a ⚡ symbol on it, he must discard also 1⚡.

SPECIAL CASES

MAXIMUM IDEALS

Some cards allow a Nightlancer to increase their Ideals. If they are already at 6 Ideals when they should gain an Ideal they instead gain 1 Prospect and draw 1 Opportunity.

OUT OF IDEALS

If a Nightlancer is required to lose an Ideal and they have already run out, they instead gain Heat.

SHAKEN

If a player runs out of Health or Resolve they are Shaken. They place their Nightlancer token on the Shaken game board space.

They also reduce their Ideals by one. If they are reduced to 0 Ideals they are in Techshock.

"When you get hurt bad, or burn out, it can really mess with your world."

If already Shaken, a Nightlancer can not be Shaken again.

The player is Shaken until the next Downtime step.

TECHSHOCK

A player in Techshock is no longer able to win the game unless they regain at least one Ideal, or all the other players are in Techshock too.

"Have you known anyone who has been techshocked?"

"Once. A buddy of mine. He turned up one day, drugged out of his mind and shooting anything that moved. He was raving something about choking on the stinking meat."

"What did you do?"

"What do you think? It was me or him. I wasted him"

":("

MAXIMUM HEAT

If a player should gain Heat but is already at 5 Heat, they instead lose a Prospect.

"Once you hit a point of being a well-known criminal, everything you do just builds up a bigger case file that you need to escape."

ZERO HEAT

If a player is on 0 Heat but should lose Heat then nothing happens.

6 EXTRAS

6.1 SOLITAIRE/COOPERATIVE PLAY

UNDER DEVELOPMENT   UNDER DEVELOPMENT

Players may play entirely cooperatively or a single player may play alone. Up to 3 players can play in a cooperative game.

> *"Are teams of Nightlancers cooperating unusual?"*
>
> *"It happens, but everyone is in this life for their own reasons and with their own history. Alliances rarely last past the next payday."*
>
> *"I guess so. After all, we only stuck together because of our history."*
>
> *"Which will remain private."*
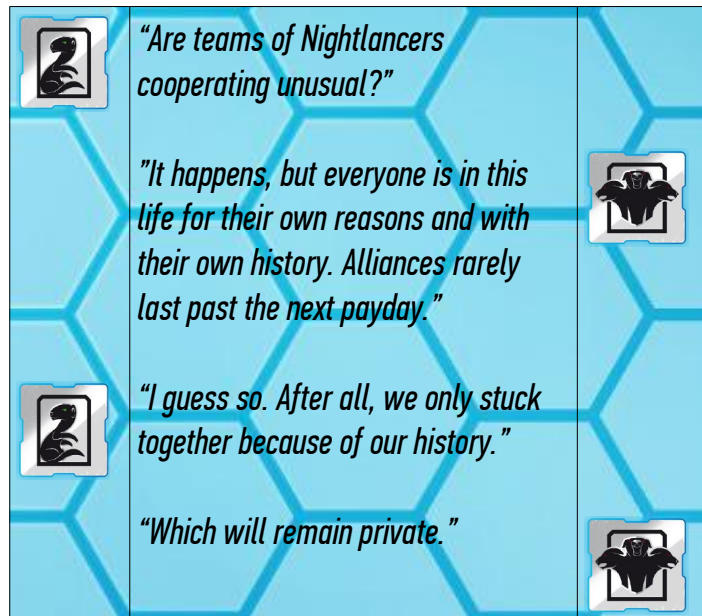
Players may not start a Second Crew.
Players may not play Contact cards on each other.
The players may give Chips or Contact cards from their hand to each other at any time. Other cards and tokens may not be exchanged.

RIVAL

During solitaire and cooperative play an additional Rival is used that will interfere with. the other players Take a set of status and action tokens for one of the unused Nightlancers, these are used for the Rival.

Place the Rival status tokens on the game board. One is placed on the 0 space of the Heat and Prospects tracks. The third is always placed in the first place of the Turn Order. The other players positions in the Turn Order are randomised after the Rival.

PREP PHASE

DOWNTIME STEP

During the Downtime step reduce the Heat of the Rival by one for each player. Skip this in the first game round like normal.

UNDER DEVELOPMENT   UNDER DEVELOPMENT

DRAW CARDS STEP

Draw Black Market and Mission cards as if there is an additional player (so with 2 players, draw cards as if there are 3 players).

In addition, place the Prospects marker for the Rival on the same position as the highest-scoring. Then add 2 Prospects if it is an Early Round or 3 Prospects if it is a Late Round.

MISSION CLAIMING STEP

During the Mission Claiming step on the Rival turn discard the highest-paying (in Chips) Mission card that does not have a Crew on it. In an Early Round the Rival will only take the highest-paying Low Profile mission that is available. If multiple missions have the same payment, the players choose which of them to discard.

If there are no available Missions instead reduce the Heat of the Rival by one.

STREET PHASE

Players may use action spaces as if there is an additional player (so with 2 players, they may use spaces that are for 3 players).

The Rival will use action spaces on it's turn. The only spaces it can use are the normal action spaces, not the Open Spaces or Mixed Spaces.

The Rival is jealous, it chooses the type of action that the other players have used most as long as there is at least one space of that type remaining.

If there is a tie for types of action spaces that the players have used, the Rival picks from them in this priority order:
1. Use Connections
2. Gather Favours
3. Slums Hustles
4. Deal with the Euromafia
5. Black Market

When the Rival uses a Black Market space, use the available space that has the highest cost pair of items connected to it and discard both cards. In the event of a tie, the players can choose which of the tied pairs the Rival uses.

END PHASE

At the very end of each Round, each player compares their Prospects score to the score of the Rival. If they have less Prospects they lose an Ideal immediately.

Remember that if any player runs out of Ideals in a cooperative or solitaire game, the game is lost immediately.

UNDER DEVELOPMENT   UNDER DEVELOPMENT

CONTACTS

The Rival plays Contact cards on the players at key points through the round..

When called to draw Contact cards the Rival will draw two cards and may then play them on the active player. If the card is played, increase the Heat of the Rival by one.

The two cards are drawn one at a time as if the Rival already has 5 Heat no more cards are drawn for them.

CHALLENGES

Whenever a player attempts a Covert, Streetwise or Technical challenge either from an Event or a Mission, the Rival immediately draws cards.

If a card is drawn for the Rival that can be played on the type of challenge that is being attempted (a Social card for a Streetwise challenge, a Smarts card for a Technical challenge or a Security card for a Covert challenge) the Rival plays this card on the active player to penalise their ability.

If multiple players are attempting the same challenge, the Rival draws cards for all of them. The players may choose which order they attempt the challenge in for this purpose.

MISSIONS

When a player receives payment for a mission the Rival draws cards against them. If a drawn card can be played on a player who has completed a mission (a Company card) then the card is played on the active player to increase their Heat.

If multiple players complete a mission at once, the Rival draws cards for all of them. They may choose which order the Rival plays cards on them.

TURN ORDER STEP

Immediately at the end of the Turn Order step, the Rival will draw cards against the current first player. If a drawn card can be used to swap position in the Turn Order (a Fixer card) then it is played on the current first player.

If the Rival is already the first player, do not draw cards for them.

GAME END

SCORING

Players do not gain Prospects for having the highest scores in abilities.

Instead, each player gains 1 Prospect for each ability that at least one player has at least a score of 6 in.

Like the ability bonus in a normal game they can only count their Nightlancer card and Always in Effect cards in their Assets.

Otherwise scoring is resolved as normal.

VICTORY

To win the game, each player must have at least 15 Prospects and the players must have a total combined score of at least 20 per player. If these conditions are not met, the players all lose and the Rival wins.

HARDENED NIGHTLANCERS

A variant for expert players that want a greater challenge. This is intended for use in cooperative or solitaire play but can be used as a variant in normal competitive play.

When setting up the game, all players take a Loan token. They do not get any money for this loan!

Players still have a maximum of two Loan tokens at once.

For the ultimate challenge, take two Loan tokens during setup instead.

"This difficulty is not even remotely fair. Seriously. If you try it, you're asking for trouble. Don't say I didn't warn you."

6.2 THE NIGHTLANCER WORLD

THE CITY OF BIRMINGHAM

A place rife with criminal activity, immoral corporations, corrupt officials. It's the largest city in England outside of London.

The city is divided into the cloistered inner city which is tightly regulated and controlled, and the unregulated slums rife with violence and danger.

Only those who behave and speak in ways that are deemed acceptable are permitted to live in the slums. All residents are encouraged to report any inappropriate behaviour so it can be promptly met by Community Peace Officers to help with necessary counselling.

Meanwhile the slums residents are constantly under threat of street gangs, Shockpacks, organised crime and more. The slums Peace Force are sorely undermanned, only able to help with the most noticeable criminals who lack the political pull to avoid intervention.

THE PEACE BUREAU

The Peace Bureau are concerned with keeping the tightly regulated inner city quiet and safe for the people who are permitted to live there.

Community Peace Officers patrol the inner city streets. They help everyone behave correctly at all times by avoiding conflict and other disturbance of the peace. They help the citizens avoid being troubled by ideas that might make them unhappy.

Applied Peace Officers are tasked with the most urgent breaches in the peace in all areas of the city. They are equipped and trained to resolve disturbances and help everyone be friendly and peaceful.

Special Peace Officers are never caught in the public eye. The only thing that typical citizens know of them is that they are dispensed to resolve any major breaches of the peace, typically only in the slums.

The Public Justice department is a specialist hands-on group who pro-actively seek out threats to peace and order. They have the freedom to bring justice to any situation where the authorities deem executive action necessary.

THE UNDERWORLD

A place of shady bars, back alley trades and fixers making connections between illegal supply and demand. You can find arms dealers selling weapons and cybernetics and back alley surgeons implanting illegal technology away from the prying eyes of the law.

It's here that Nightlancers are sought by people who want shady work done and have the Chips to pay for it.

THE EUROMAFIA

A huge crime family branching across all of Europe, that has absorbed many crime families from across the region in the past century. They play a major part in the Birmingham underworld and involve themselves in criminal enterprises across the city. They even have significant pull with the government.

STREET GANGS

RIVETS

The Rivets are a violent street gang that can be identified by the rivets implanted into their skulls. They're loud and aggressive with an intensely loyal brotherhood. They're individually not very well dangerous but are eager to fight to prove themselves and support each other.

MONGRELS

The Mongrels are a street gang that works with stealth from the shadows. They run protection rackets and drug operations. They're not very dangerous head-on, but use guile and ambushes to get the advantage.

SHARP ENDERS

The Sharp Enders are a vigilante biker gang originating from the Sharp End region of Birmingham. They pick fights with other gangs or with Shockpacks, sometimes to protect the innocent slums citizens. Many of them are disillusioned soldiers or Peace Officers who have decided they can do more good as a street gang than a public servant.

SHOCKPACKS

A shockpack is composed of members all in a state of Techshock and are more like feral packs of animals than organised gangs.. Without any clear purpose or values, they typically come and go in a short, bloody and violent disasters.

> *"If you're going to get into a fight with a shockpack, be ready for the worst you think people are capable of. Then be ready to be surprised."*

MEATHOOKS

A brutal, violent gang of savages. They fight to the death amongst themselves for fun and status, implant lethal weapons into their bodies and are fearless and reckless in combat. They are disorganised and don't plan ahead, but they are wildly unpredictable and can cause a lot of damage with suicidal aggression.

HARMONY

For all their apparent poise, Harmony are no less dangerous than the Meathooks. Using exotic combat drugs to hype them up to inhuman speed, they are all dangerously unhinged and fearless fighters. They use augmented reality implants and superimpose fantastic sounds and images to their reality to make the world "a more beautiful place". They seek to eradicate anything they consider "ugly" or "offensive".

MEGACORPORATIONS

A large powerful multinational corporation. With enough money and contacts to turn corrupt governments to their desires. Following are a selection of some relevant Megacorporations.

"I can't say I think all corporations are bad. But we don't do much biz with the good ones."

AEGIS INDUSTRIES

Aegis Industries is a powerful worldwide defence contractor. They can be seen anywhere weapons, armour or military vehicles are in use.

ASSIMILATEX

Widely known for the bonus packages it offers employees who implant their technology. They produce high quality cybernetic limbs, body plating and other body-improvement implants. The company advocates cybernetics as a natural replacement for obsolete human body parts.

ELECTRATECH

A corporation with headquarters and labs in and around Birmingham. They develop new technical innovations, from household electronics to implanted cybernetics. Rumour has it that they use unwilling subjects as test beds for their cybernetic implants, a practise which the authorities don't seem to be doing anything about.

NEUVITA

The NeuVita corporation is focused on advanced medical technology for life-preserving. Their cancer treatments and biological upgrades are highly effective at extending the human life.

PHARMASYNTH

A corporation head-quartered nearby, with extensive influence in the city. Their speciality is pharmaceutical development, but it's said that they also deal illegally on the black market with expensive and addictive drugs.

PRAZISIONSWAFFENTECHNIK [PWT]

After a start in it's home country of Germany this corporation trades it's high quality military firearms worldwide to anyone who will buy them. Few competitors match the quality of their creations.

OTHER FACTIONS

DEATH CULTS

Death cults hide behind a friendly, encouraging veneer of peace, tolerance or standing up for the unfortunate to get public acceptance and hide their darker nature.

They bring members in with promises of a higher purpose and unity and connection, using the vulnerability of disaffected and isolated individuals. Then they trap them in a web of vague and violent beliefs that threaten them with eternal damnation if they are not devout enough, or kill them if they ever betray the cult.

They claim any violence or harm done by their members as either self-defence, or the acts of unrelated extremists.

TRUEHUMAN FOUNDATION

An organisation with connections worldwide. Their manifesto dictates a return to nature and opposes technological advancement and industry. They eschew the use of technology to change the human form, considering it an unnatural violation. They constantly push for more government support of Techshock monitoring and treatment, which they consider a symptomn of technological corruption.

Their criminal activities range from harassing people who use or create cybernetics, sabotaging labs and factories to forcefully removing cybernetics from people and murdering cybersurgeons.

THE EXALTED

The Exalted are a group that claims to work towards unity, peace and tolerance for mankind and has members worldwide. They say they want everyone to become one friendly family and all should join their cause and observe their code. They recruit many bitter, disaffected people seeking family and union and a greater cause.

Many of their members seek positions of power in government and charitable organisations, where they try to make their code more accepted and even try to bring it into law.

Their criminal activities include harassment, fraud, murder, mass murder, destruction of property for any who publicly speak or act in opposition to their code.

NIGHTLANCER — 6 EXTRAS

PHENOMENA

CYBERNETICS

Cybernetics are advanced robotics, implanted surgically into a person's body and wired directly into their nervous system. Most commonly used to replace lost biological parts. They can also be made faster, stronger, tougher and more reliable than flesh.

The process of installing them is both physically and psychologically traumatic.

Many elements of society reject the cybernetically enhanced transhumans in their midst, thinking them inhuman monsters.

TECHSHOCK

Called "Transhuman Disassociative Neurosis" clinically. Techshock is most commonly connected to excessive cybernetic implants or performance-enhancing drug use, but trauma or injury can also place an unbearable burden on an individual.

This is a condition of great concern amongst the people of the inner city where people are carefully watched by the Community Peace Officers and referred to Counsellors if they behave unusually. Some so diagnosed are harmless, simply lost in their own world cut off from society. Counsellors attempt to reclaim them and bring them back into society and normalise them "for their own good". Those in the slums are left to fend for themselves, for good or bad.

Rumour has it that some cases of Techshock are actually political action, to keep troublemakers under control by discrediting them as "ill" and keeping them locked up "for their protection". For these people, disagreeing or resisting control will only confirm the diagnosis.

CHIPS

"Chips" is the widespread term for money chips, measured in thousands of credits or KC. Chips are the widely-used unit of currency in the Nightlancer world and Nightlancers use large quantities of them. It is not a legal currency in Britain, but is widely used since there is little that can be done to stop it.

Chips are a cryptocurrency operated privately. Very few people know anything about who exactly maintains the currency and runs the servers that track all the transactions.

THE NIGHTLANCERS

 THE ASSASSIN

 THE BOMBSHELL

 THE CYBERCRACKER

 THE ENGINEER

 THE GUARD
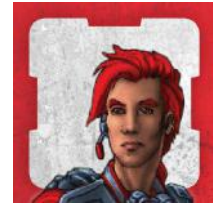
 THE SNIPER

 THE VETERAN

 THE WEAPON SMITH

YOUR GUIDES

Anonymous advisers.
Reputed to be retired Nightlancers.

 CERBERUS

 MONGOOSE

NIGHTLANCERS

A Nightlancer is an underworld operative with specialised skills that allow them to pull off a variety of unusual and illegal jobs. They are people who will do what it takes to get something done. Their motives are as varied as the Nightlancers themselves.

7 INDEX

8 SUMMARY

GAME ROUND

1. Prep phase
2. Street phase
3. Mission phase
4. End phase

Players may sell Armour, Gear and Weapon cards at any time for half (round up) the KC cost each.

1. PREP PHASE   PAGE 7

DOWNTIME STEP [SKIP IN FIRST ROUND]

– Take 1 KC and gain 1 ✚ and 1 ⚡ and take back Nightlancer tokens
– For each Loan:
  Discard 1 KC or discard 3 ✚ and 3 ⚡
  May then discard 10 KC and the Loan
– Draw 2 Contacts, recover Spent cards

DRAW CARDS STEP

– Draw Black Market cards to the Open Black Market for the number of players

– Turn over the top Round card and draw Mission cards for number of players

EVENT STEP

– In turn order choose: Face the Event, or Lay Low

– Must Lay Low if at 5 Heat or if Shaken

TAKE MISSIONS STEP

In turn order players join a Mission or Lay Low. If a player already Lay Low they skip their turn. A player must Lay Low if Shaken.

To join a Mission a player may::

If no Crews	Start a First Crew
If any Crews	Join a Crew if the Boss agrees
If one Crew and no Deal	Start a Second Crew

After all players have taken turns, discard unclaimed Missions.

2. STREET PHASE   PAGE 9

In turn order players take turns placing one action token on an available action space and completing the action.

Black Market	When using a Black Market space, buy one of the connected cards and discard the other
Mixed Space	When using a mixed spacce, gain one Heat then attempt one of the two mixed actions
Open Spaces	Open spaces can be used by players any number of times

The Street phase ends when all Action Tokens are used. Discard any Black Market cards left on the game board.

3. MISSION PHASE   PAGE 10

In turn order players complete the Missions they are on.

When multiple players are on one Mission they all attempt it when any one of their turns arrives.

Loadout	All Crew take up to 3 Armour, Gear and Weapon cards Some mission cards do not allow Loud or Obvious cards to be used.
Stages 1–3	At each Stage the Boss chooses one of the two Routes and the Crew attempts the challenge. If the challenge is passed continue to the next Stage. Otherwise immediately apply the Penalty effect. If this does not cause the Crew to leave the mission they may continue to the next Stage.
Payment	All Crew members receive the indicated reward for the number in the Crew. If there is a Deal on the mission the Boss draws an extra Opportunity card.

COMPETING CREWS   PAGE 12

See page 14.
If two Crews are on a mission then at each stage they both attempt it, the First Crew then the Second Crew.

If the First Crew faces the Penalty for a Stage but the Second Crew does not, the Second Crew becomes the First Crew for the next Stage.

If both Crews reach Stage 3 they must Face Off and have a contested combat challenge before attempting Stage 3.

4. END PHASE   PAGE 14

TURN ORDER STEP

Change turn order to match the order of Heat markers so those with least Heat are first. If players are tied for Heat then the order between the tied players is reversed.

HAND SIZE STEP

Discard Hand cards down to a maximum of 6.

If no cards remain in Round deck then the game ends, go to scoring.

SCORING   PAGE 14

Any number of times players may:
- Sell Armour, Gear and Weapon cards (half 🄺 cost round up)
- Use Contact cards from the Hand
- Buy Opportunity cards from the Hand

For each Loan you may pay 10🄺 to discard it.
For each remaining Loan lose 5 Prospects

Reduce Heat each for any 2 of: pay 1🄺 or discard 1 Hand card
For each remaining Heat lose 1 Prospect

Buy Prospects for 5🄺 each

For each Ability 🗡 🛡 🔧 🔪 🔨 ⬡:
The player(s) with the highest score gain 1 Prospect
Only "Always In Effect" cards can be used.

For each Ideal gain one Prospect

Gain 0–3 Prospects from Agendas.

	Agenda cards in Assets					
Ideals	0 or 1	2	3	4	5	6
0 or 1	–	–	–	–	–	–
2	–	–	–	1⬡	1⬡	2⬡
3	–	–	1⬡	1⬡	1⬡	2⬡
4	–	–	1⬡	1⬡	2⬡	2⬡
5	–	1⬡	1⬡	1⬡	2⬡	2⬡
6	–	1⬡	1⬡	2⬡	2⬡	3⬡

A player with 0 Ideals can not beat a player with any Ideals. The player with the most Prospects wins.

Highest remaining 🄺 is the first tie breaker. Ties go to the player earliest in the turn order.

CHALLENGES   PAGE 20

Maximum one Weapon or Cyberweapon per challenge. Maximum one Armour per challenge.

Normal challenge 🗡 🛡 🔧
A player may choose not to attempt the Challenge, not roll and get a Challenge Score of 0.

All card effects must be applied before rolling.
Give a 3–count then roll the Challenge Die unless interrupted.
Add ability, all used cards and die roll to get Challenge Score.

If the Challenge Die result has the ⚡ icon, discard one ⚡. If Shaken then the Challenge Score is 0.

If the total equals or exceeds Challenge Difficulty the challenge is passed. Otherwise, the challenge is failed.

Obstacle 🜨 🔲 🏃
If a Challenge has an Obstacle then a player must pass it before attempting the Challenge or they get a Challenge Score of 0.

Combat Challenge 🔪 🔨 ⬡
If failed then discard ✛ as shown by the Danger level. Cards may reduce the ✛ lost to a minimum of 1.

GROUP CHALLENGES   PAGE 18

When there are multiple players in a Crew, all Crew members must choose whether they are attempting the chosen Challenge before anyone rolls.

SPECIAL CASES

SHAKEN

A player reduced to 0 ✛ or 0 ⚡ is immediately Shaken, they reduce Ideals by 1 and place their Nightlancer token on the Shaken board space, which may result in leaving a Mission.
A player may not be Shaken again if already Shaken.

IDEALS

If a player has 6 Ideals and should gain one, instead gain a Prospect and draw an Opportunity card.
If a player has 0 Ideals and should lose one they instead gain Heat.

HEAT

If a player has 5 Heat and is required to gain more, they lose one Prospect for each excess Heat.
If a player has 0 Heat and is required to lose one there is no effect.

VALID ACTIONS

A player may only choose an action if they can complete all necessary parts of the action.
The exception is ✛ losses from Mission stages and Events. If a player can not discard the full ✛ amount they just discard all ✛ that they have left.

HAND

A player's Hand contains all unused Opportunity and Contact cards. Opportunity cards in the Hand have no effect.

ASSETS

A player's Assets are the face–up cards around their Nightlancer. When a player buys a card it is added to their Assets.

SPENT

When a card is Spent turn it face–down, do not discard it. The card will become available again in the next Downtime step.