

GO AHEAD PUNK!

Game Manual



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San Francisco... A City Under Siege

A maniac is on the loose. Codename - Stinger

Striking at random, he doesn't want money... he's enjoying himself.

Standing in his way, three of SFPD's finest.

Their task, to close the net while there's still time.

They must stop the killing or as a last resort, prevent his escape.

Game Overview

Inspired by classic '70s Cop cinema, Go Ahead Punk is a One vs All hidden movement game of cat and mouse stealth, and all guns blazing action.

One player takes the role of a sadistic sniper holding the city to ransom.

The other players take on the roles of San Francisco's finest; inspectors Lacey, Johnson and Brannigan. It is their task to track down the shooter.

Winning the game

Stinger wins if he achieves 3 hits and escapes the city. All the Cops have to do is take Stinger down first.

Core Game Contents



- 720 X 440MM GAME BOARD OF 1970'S SAN FRANCISCO
- #4 260 X 137MM DOUBLE LAYER HIGH QUALITY CHARACTER BOARDS. RECESSED AREAS KEEP YOUR TOKENS IN PLACE
- 570 X 220MM DOUBLE SIDED HIDDEN MOVEMENT SCREEN
- 251 X 162MM HIDDEN MOVEMENT TRACKER & MARKER
- #48 59 X 92MM COP CARDS
- #14 59 X 92MM COP INVENTORY CARDS
- #33 59 X 92MM STINGER CARDS
- #9 STINGER KEY CARDS
- #24 SOLD A.I. CARDS
- #3 CARD GUIDES
- #38 TOKENS INC. 15 EQUIPMENT/GAME MARKERS, 4 HEALTH MARKERS, 14 WEAPONS, SOLO MARKER, 3 CARS
- #9 10 X 20MM GAME PIECES
- #16 DICE
- GAME MANUAL

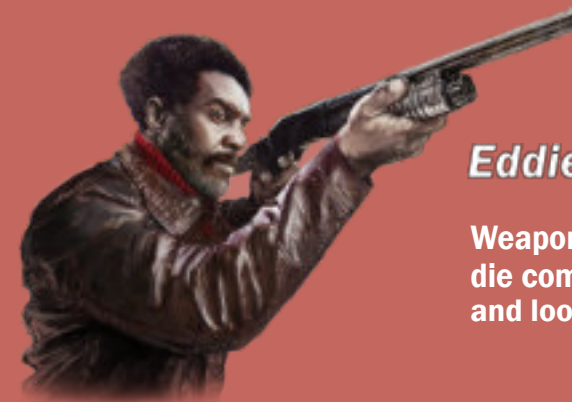
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San Francisco's Finest



Frank Brannigan

A grizzled Cop, Brannigan hates hoods and whatever he hits with that canon of his, he destroys. He gets +1 damage with any hits scored.



Eddie Johnson

Weapons specialist Johnson favours the shotgun. With a 1 die combat re-roll it's hard to miss. He loves what he does... and looks damn good doing it.

Katherine Lacey

After years in Personnel & Records, Lacey knows the law and all the criminal connections on the street, making her the intel specialist. When drawing an 'Intel Location' card, she gets Stingers exact location, not just his district.



Stinger

A maniac on the loose. Little is known about the assassin, so the police gave him the codename "Stinger".

A highly skilled, well trained operative, he's not in it for money, or revenge.

It's because he likes it.

The Cops are sending in their best to bring him down while they still can.



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Setting Up

We recommend setting up the board in the way shown. Play proceeds clockwise. The second and third order Cops don't matter, but Lacey should be first if you are to get the best out of her intel ability.

Stinger is set up at the top of the board.

Place the Stinger deck and Stinger Key deck by Stinger's player board.

Put Stinger's inventory item tokens (black border) next to the cards.

Put the Stinger, JAM and Hit playing pieces near Stinger's player board.

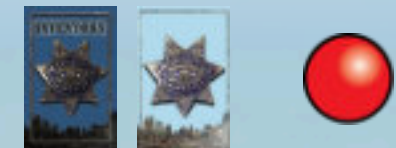


Give each player 4 dice matching the colour of their player board.



Each player should also take a health marker and put it on the highest number of the health tracker shown on their player board. 5 for Cops and 10 for Stinger.

Place the Cop deck and Cop inventory deck within reach of the Cop players. For a standard game remove all cards marked with a red dot to the box. (see page 21)



Player Count:

1 Player: See page 18 for differences in setup

2 Players: One player is Stinger, the other plays all Cops

3 Players: One player is Stinger, the others choose a Cop each and share control of the third Cop

4 Players: One player is Stinger, the other players choose a Cop each

Place the movement tracker behind the screen, and place the tracker token with it. Add the sniper rifle and free escape token to Stinger's Inventory. (the grid on his board)



Place the hunch token on position 1 of the hunch tracker.



Add the Cops starter weapons to the inventory slots on their player boards:

Brannigan: .44 Pistol



Johnson: Shotgun



Lacey: .38 Pistol



Place all the Cop Inventory Items (red border) close to the Cop players.

Place the Helicopter playing piece close to the Cop players.



Board Elements

All players will move around the San Francisco map, either visibly (the Cops) or in secret (Stinger). Making the best use of the transport and city facilities is the key to success.

Game Board

The board is a representation of 1970s San Francisco.

Players move around different coloured transport lines between numbered intersections.

The city is further separated out into different coloured districts.

Key game elements are summarised in the top left corner of the board. The hunch tracker in the top-right corner counts down to the next time the Cops get a free hunch to Stinger's location.



Board Elements Continued

Hit Locations

These are shown on the board as cross-hairs and in the case of red and black locations represent good vantage points across the city. Stinger can make use of these locations if he can access them without attracting attention, using a janitor key or park ranger uniform.

Note: Sniping locations also count as a space for movement purposes and Stinger can still move through them without a key.



Black Locations - Stinger needs the relevant janitor key card to make a hit. Each janitor key will only let Stinger access the named location on the card and once used the key card is discarded.



Red Locations - These are treated like black locations, except that they cannot be used for the third and final hit.



Green Locations - Stinger needs the park ranger uniform card to make a hit at these locations. When you choose to reveal you have the card (p.17), take the park ranger handgun and display the park ranger uniform on your player board. Stinger only needs one park ranger uniform to access any green location and unlike key cards, Stinger keeps hold of the uniform after each use. (more info on p.17)



Ports and Hospitals



The 4 ports are marked with the anchor symbol. Stinger must attempt to leave from one of these locations in the escape phase to win the game.



Hospitals are shown as 'ER'. The player heals 2 health points at these locations on arrival and +2 per turn as long as the character remains there. They are:

- Park Emergency Hospital, 811 Stanyan Street
- San Francisco General Hospital, 1001 Potrero Avenue



Stinger may also use an E.R. If he does you must place his marker at the location.

When he leaves remove it from the board.

The Hunch Tracker

Hunch Tracker

1

2

3

Reveal

Every 4 rounds, the Cops will get a hunch as to Stinger's location.

Each round the hunch tracker is moved after Stinger's turn and before the first Cop's turn.

When the hunch tracker reaches "Reveal" Stinger must immediately reveal his current district, e.g. "Pacific Heights" if he is at location 28, 29 or Alta Plaza Park.

The hunch tracker is NOT moved:

- During the first round
- During combat
- In the escape phase of the solo game

Character Boards

Each character has their own board to track Health, Inventory and in the case of Cops, Vehicles.

Additionally, Stinger has the movement tracker behind his screen to keep track of his movement in secret.

Character Boards

The Cops' health starts at 5, and Stinger at 10. Each time a character is hit, reduce the Health Tracker marker by the number of hits rolled.

If a Cop's health drops to 'ER', move that player piece directly to the nearest ER and heal 2 health on the tracker.

If Stinger's health drops to Zero, the Cops win!



If a Cop draws a 'Vehicle' card, add the appropriate car token to the board. That character now has +1 movement, unless they are in a JAM district.

Any inventory items have to be kept in the players inventory. There is limited space, and players must discard what they can't carry! If you pick up something and there's not enough space in the inventory, you can choose whether to discard the new item or one or more existing ones.

Stinger Movement Tracker

The movement tracker is hidden behind Stinger's screen at all times. It is a numerical representation of all locations in the city.

★ Stinger's marker always stands on his current location, it is moving all the time as the game progresses.

If Stinger decides not to move or decides to draw a card, he must declare it.



Other Game Elements

For details on the other game elements, including Inventory Items and Tokens, please see the reference on the back page.

For explanation of the card and dice symbols, see page 17.

Starting the game - The First Round

Stinger needs to set the scene and the Cops need to decide where they're going to start the hunt.

Stinger Preparation

Firstly, the player playing as Stinger should choose their start location, and mark it secretly on the Movement Tracker behind the screen

Next, draw from the Keys Deck. You have now obtained your first Janitor Key. This can be the location of your first hit, or you can try and draw another key later on, if the Cops turn out to be a bit close to that location this round.

Now wait for the Cops to choose their starting locations. (see next panel)

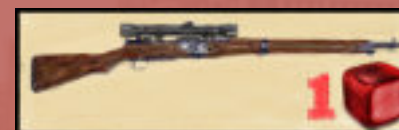


Early concept for Stinger art

After the Cops have decided where to start the hunt and have placed their pieces, draw 1 card from the Stinger deck, then make a move action or draw another Stinger card if you prefer to stay in place.

After this, you must give the cops their first lead. Declare 2 districts (areas encircled in gray.) The one you are currently in and an adjacent district in any order. Then play moves back to the cops

For example: If you are currently in Soma, you may say "I'm in The Mission or Soma"



Cops Preparation



Early concept for card backs

Once Stinger has allocated his start location, each cop needs to choose a starting location on the board and place their Cop playing piece on that location.

Once the pieces are on the board, it's back to Stinger to finish his first turn and reveal the first lead.



Early Lacey Concept

Now the Cops can each make their first move (see Movement, p10) and then play continues as described in Phase 1: The Hunt!

Note: The hunch tracker is not moved in the first round (p6)

Round 2 Onwards

The game is played in 2 phases - 'The Hunt' and 'The Escape'. During the hunt, Stinger is attempting to complete 3 hits while the Cops are trying to track down and eliminate him.

Once the 3 hits are complete, the game moves to the escape phase, where Stinger has to escape the city via one of the 4 port locations while the Cops have one final chance to take him down!



Phase 1: The Hunt

The instructions assume you are using the recommended setup and player order of Stinger, Lacey, Brannigan then Johnson. For the first round, follow the section 'Starting the Game' on page 8. Thereafter play is conducted as below.

Round Order:

- 1) Stinger can do *one* of the following things:
 - Move up to 4 (incorporating a previously held card if desired)
 - Play a previously held card from his hand
 - Draw a new card to keep or play
 - Declare a hit. If Stinger is on a hit location, he may place a hit marker on that location together with his playing piece. He then draws a card as a free action to play or keep
 - Heal up to 2 if in an ER and staying on that location
- 2) Move the Hunch Tracker:
 - Move the hunch tracker marker one space along the tracker
 - If the tracker moves to the 'Reveal' space, Stinger must reveal the *district* he is currently in (within the gray boundary lines)
 - If the tracker is already on the 'Reveal' space, move it back to position 1.
- 3) Each Cop player in clockwise order (Lacey - Brannigan - Johnson) can do *one* of:
 - Move up to 3 (plus any bonuses or cards if held)
 - Play a previously held card from their hand
 - Draw a new card to keep or play
 - Share inventory items with another Cop at the same location. Unlimited item swaps are allowed, but all new items must fit in the inventory of each player.
 - Heal up to 2 if in an ER and staying on that location.



Cops may use the card guides shown above. Stinger has a guide on the inside of his screen.

Movement

All players can move along roads and freeways.

Movement on roads and freeways can be combined, so players can make a move on a road, all the way along a freeway and further moves onto roads to use their movement points.

Freeway spaces must be continuous and connected. You cannot jump from Star 1 on the North West Freeway to Star 152 on the South East Freeway.

Cops can still move to or through green-coloured transit spaces if a road or freeway connects to them.



Movement - All Players

ROADS (Black) - All players may move along the black lines between each numbered star. Each star reached, counts as 1 movement point.

FREEWAYS (Blue) - Movement along a *continuous* freeway line counts as 1 movement point no matter how far you go.



Movement - Stinger Additional Options

If Stinger has collected the relevant transit pass, he can move along the green cable car and street car lines.

Passes are single use only and work in the same way as freeways. Movement along a continuous line counts as 1 movement point no matter the distance, including through the tunnels.

Movement Example - Roads and Freeways

In this example, a player starting on star 4 can use 3 moves in this way:

- First movement: 4 to 1 (Road),
- Second movement: 1 to 7 (Freeway),
- Third movement: 7 to 8 (Road).



Movement Example - Cable Cars and Streetcars

In this example, Stinger can play a cable car pass to move straight from 45 to 48 using only 1 of his 4 movement points.

The Cops can make the same move, but they have to move to 52, Bank of America and then 48, costing 3 movement points.



Finding the Sniper

Stinger's exact location is revealed under the following circumstances. In each case, put the Stinger playing piece on the main board at his current location if:

- A Cop moves over or lands on Stinger (combat begins, see p13)
- Stinger draws a "Spotted" card that requires him to reveal his location
- A 'Location Intel' card is drawn by Lacey (intel specialist)
- A 'Location Intel' card is drawn by another Cop who has cash to pay for more precise intel
- Stinger intentionally moves onto a Cop space (he may see a weakened Cop he can send to the ER!)

Making a Hit

The turn AFTER moving on to a sniping location, Stinger can make a hit! The Stinger player places a hit token and their playing piece on the hit location. Stinger can then also draw 1 card as a free action.

NOTE: If Stinger has the silencer, the hit is completed in secret and he pretends to move.



Stinger then places the hit token and draws a card the turn AFTER the hit, when he has already moved away. This is the ONLY time Stinger may 'pretend' to move. Normally he must draw a card or actually move.

Game play continues until Stinger completes three hits. At this point the game moves into Phase 2: The Escape!

IMPORTANT: The sniping locations shown in red CANNOT be used for the third and final hit.

Phase 2: The Escape









After making 3 hits, Stinger must try to sneak away from the city unseen to his hideout on Alcatraz. The only way out is to try and steal a boat and escape from one of the 4 ports.

To stop him, the Cops need to close the net, watch the ports like a hawk and try to stop him sneaking through!

Play continues in the same order as the previous phase, with the same options each turn, except Stinger does not make any further hits.

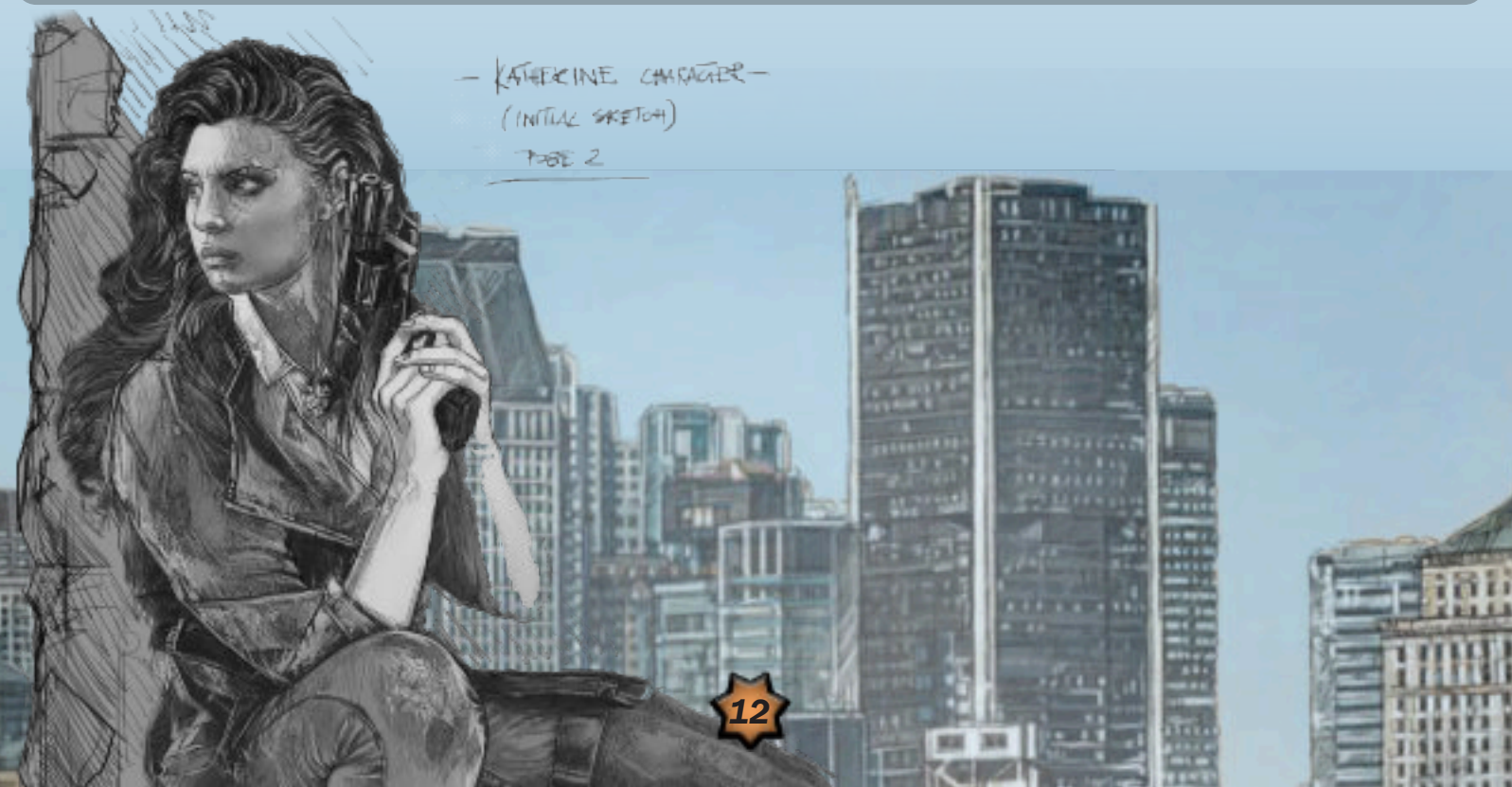
Lockdown in the City! Differences in the Escape Phase:

With chaos and fear gripping the population, the city is now in lock down. There are some important differences in the Escape Phase:

- Stinger can no longer use the Cable Cars  the Streetcars  or the Freeway . The city is in lock down!
- Stinger *must* have at least 1 spare movement point to leave port after moving in. If Stinger finishes his move on a port, he must wait until the next turn to win.
- Stinger cannot leave a port and win as part of an escape move, escaping in a hail of bullets is not the same as sneaking away unseen!
- Stinger's auto-escape token  is discarded at the start of the Escape Phase if it hasn't been used.
- The Jam token  is removed if it is in play and no further Jams can be created (Stinger may draw again)
- ER locations are now guarded and Stinger cannot use them.
- Any cards marked with the  symbol cannot be used in the Escape Phase. (draw again)
- When placed, the chopper reveals Stinger's district in the escape phase if he is present.



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Combat

Anytime a Cop moves on to a space occupied by Stinger, or Stinger chooses to move on to a space occupied by a Cop, the Stinger player must declare it and combat ensues!

The Stinger playing piece is placed on the board. The player moving on to the occupied space is assumed to be attacking, and rolls to attack first.

Combat Procedure

On your turn, if in combat you play just 1 round of combat (you roll once, they roll once). After that round, combat is paused while the other players each take their turn and combat resumes again when it is your or your opponent's turn. (this simulates other Cops closing in on the firefight)

Prepare for action!

Starting with the player who's moved onto the occupied space, players can choose whether to play a combat card. (combat cards can modify the dice rolls)

Make the shot!

The player who moved in, chooses one of their available weapons and rolls their weapon dice first. Roll the number of dice shown on the weapon held by the player. If the player has multiple weapons, they must pick one to use for the round.

Next, deduct 1 health point from the opponent for each hit symbol shown.

Apply any special abilities, e.g. Brannigan gets one extra hit if any of his dice show a hit symbol, and Johnson can re-roll one die if it misses.

Fire back!

If the attacked player is still alive or not on the way to the E.R., they fire back.

The attacked player rolls their weapon dice and deducts one health from their opponent for each hit symbol. Also remember to apply any character special abilities if applicable.

Retreat... or Stick it out!

Each player can choose to roll for escape if they want to. Roll 1 die, and if it shows the escape symbol that player moves up to 4 places away. (in secret if the player is Stinger)

Remember: In the the escape phase, Stinger cannot profit from the escape move and may not use it to leave a port and win the game. This must be done with a standard move.

IMPORTANT

If nobody has escaped, combat is now paused while the next player(s) take their normal turn(s), until it is again the turn of one of the players involved in combat. Whoever that player is, they get to roll first.



Shown here, Brannigan's 44 Magnum. He rolls 3 dice for this weapon and if scoring any hits adds 1 to the damage (his special ability).

Combat on Stinger's Turn and the effect of Escape

Combat is slightly different for the Stinger player on his turn. If a Cop engages Stinger in combat and Stinger doesn't escape, play will pass to any remaining Cops and then to Stinger.

On his turn, Stinger has the option to try and escape BEFORE the combat round if he is weakened or fears he may not survive the round. If the escape is successful, the Stinger player moves up to 4 places away in secret. Stinger may also use transit cards as part of his escape move if desired.

When Stinger escapes from combat during the first or second Cop's turn he may move on his turn later in the round as normal. However if he escapes during the 3rd Cop's turn or his own turn, he cannot move again and must instead draw a card.

Example: In our multi combat situation on page 16 Stinger finally achieves an escape roll and moves 4 away. However he does so on his own turn. He cannot then make a normal move action on top, instead draws a card and sits 4 spaces away, hoping the Cops don't guess which way he went.

Normally Stinger must return fire at the Cop who just shot at him, but on his turn he may CHOOSE who to fire at, targeting maybe the weakest Cop present. If Stinger is still engaged in combat after his turn, remember the Hunch Tracker is NOT moved during combat.

Finally: If Stinger sends all cops present to the ER on his turn, this does not require an escape, so he may then move as normal including to a port to win the game!

Escape rolls not going your way? - Burning Cards

If you really need to escape and the die just isn't rolling your way, then there are two further options.

- You can 'burn' a card in your hand in exchange for an extra escape roll. Burned cards are returned to the box and are not used for the rest of the game. This can be done as many times in a row as you have cards. If the burned card is a Janitor Key or Park Ranger Uniform, Stinger must show the burned cards to the cops. They can now eliminate those locations. However BE CAREFUL not to make the game impossible to win by burning too many keys!
- Stinger starts the game with a single-use escape token. You may discard this token after a failed escape roll and move up to 4 places in secret.



Key Combat Points

- Characters cannot heal using a med-kit in combat, however if a character escapes and is caught again before their next turn, they can use a med kit before combat re-starts.
- Cops cannot exchange inventory items during combat.
- If Stinger is firing first and sends a Cop to the ER they don't get to fire back before leaving.
- During Stinger or the 3rd Cop's turn, if Stinger escapes from a combat he must draw NOT move

Finishing Combat

Combat continues until one of the following:

- Stinger is dead, and the Cops declare victory
- Stinger or all the Cops present escape
- Stinger sends all the Cops present to the ER

Combat Examples

Follow these two examples to see how combat plays out, first as 1 vs 1 and then as 1 vs many.

1 vs 1 Combat

Brannigan moves on to Stinger's location, Stinger declares it and places his piece on the board.

1. Brannigan is the character who moved in on his turn, so he initiates combat
2. Brannigan selects the .44 magnum and rolls the 3 dice the weapon allows. Brannigan rolls 2 hits, but because of his special ability he adds +1 hit if at least one of the dice hit.
3. Stinger reduces his health by 3 on the Health Tracker.
4. It's early in the game and Stinger only has his Sniper Rifle - not great in a firefight! Stinger therefore plays a combat card that doubles any damage rolled. The player rolls 1 die and scores a hit! That hit is doubled thanks to the combat card.
5. Brannigan reduces his health by 2 on the health tracker.

6. Brannigan can now try to escape, but he chooses not to in the hope of doing even more damage to Stinger next time.
7. Stinger doesn't fancy his chances at the moment with a severely under-powered weapon, so he decides to try an escape roll. He rolls 1 die and it's an Escape symbol! The player removes Stinger's playing piece from the board and moves up to 4 places away from the combat location in secret.

NOTE: When escaping, normal movement rules still apply, so Stinger cannot move through another Cop without announcing it and stopping to fight again. Cops can use this to their advantage to limit Stingers escape options when closing in on the the firefight.

1 vs Many Combat Example

Use the map image opposite to help understand what is going on in this combat example.

1. It's Lacey's turn and she moves on to position 132. Stinger declares he is present. Lacey initiates combat, she also has a radio, so any other Cops with a radio get +1 movement while Lacey is in combat.
2. Lacey decides not to play a card, but Stinger decides he will, so he plays a combat card to add +1 damage to any hits rolled.
3. In response to this, Lacey can now play the card she had to cancel Stinger's card. Neither player has any combat cards left at this point.
4. Lacey rolls the dice for her attack, and Stinger records any damage
5. Stinger rolls the dice for his attack, and Lacey records any damage.
6. Stinger rolls to escape but fails. COMBAT NOW PAUSES and it is Brannigan's turn.
7. Brannigan is 4 places away and his standard movement is 3, but he's already picked up a car and gets +1 to all movement. He joins Stinger and Lacey on the same space and rolls his combat dice to attack Stinger.
8. Stinger records any damage and rolls his combat dice to fire back at Brannigan. Brannigan records any damage.
9. Stinger rolls to escape, and again fails! COMBAT NOW PAUSES. It's now Johnson's turn.
10. Johnson is also 4 places away, he has no car, but does have a radio so gains +1 movement because Lacey also has a radio and she is in combat. Making good use of the freeway, Johnson is able to join the fight!
11. Johnson plays a combat card to deal double damage. He rolls 3 dice and gets 2 hits. His special ability lets him re-roll the 3rd die and he gets another hit. Because of the combat card, that's 6 damage to Stinger!
12. Stinger fires back at Johnson and rolls 2 hits. Johnson only has 2 health left after a previous encounter. With his health reduced to zero, he is moved immediately to the nearest ER.

13. Stinger once again rolls to escape (he is still fighting 2 Cops) and once again fails!
14. It is now Stinger's turn. On his turn, Stinger can roll to escape before any combat. He does so, but incredibly the escape roll fails again!
15. Stinger is now desperate! He's got very little health left and if he can't get away, he'll be starting a new combat round with both Lacey and Brannigan. The Stinger player discards the only card in their hand in exchange for another escape roll. Sadly for Stinger, it's a Janitor Key that must be revealed to the Cops, so they know that location can't be used for any further hits.
16. Stinger rolls. Success! It's an escape symbol and he limps away up to 4 places in secret. The hunch tracker can now be moved and he's hoping he doesn't have to reveal his district once again before the Cops move. As he escaped on his own turn, he cannot now move again and must instead draw.



Card and Dice Reference



Hit! The opponent reduces their health 1 point for each hit rolled



Ricochet! The shot bounces harmlessly away. No effect on either player.



Escape! If it is an escape roll, Stinger moves up to 4 places or Cops move 1 place. If it is not an escape roll, nothing happens.



Play now, or keep for later



Play immediately



This type of card cannot be used in the escape phase. Player may draw again.



Discard card. Place the relevant token onto your player board. If there isn't room, you can discard other items to make room. Also used on the 'JAM' and 'Assign Chopper' cards. (p23)



Play now, or keep for later, *but* you can only hold 1 of these types of card in your hand at any one time.



Draw an additional card. Further +1 symbols are ignored if drawn again. Also used on the hit markers to indicate Stinger's free card draw when he completes a hit.

Card Clarifications

Location Intel - Stinger must reveal the *district* he is in. If the card is played by Lacey, or another Cop with cash, Stinger must reveal the exact location. If cash is used, it is then discarded.

Car Card - Discard the card and place the relevant car token on your player board. The player then draws a card from the Inventory deck. It's amazing what people leave in the trunk!
Note: A Cop can only have 1 car and must discard further car cards if he already has one.

Hoods! - Stinger isn't the only criminal in the city, sometimes Cops just kick down the wrong door! Hoods always have the jump and fire first. Unlike normal combat, the fight is continuous until resolved. Players take it in turns to roll combat dice with Stinger playing the hood. Remember how many hits the hood has taken and remove him when defeated. Hood attack strength is explained on the card. Combat cards may be used by the Cop and if the Cop is sent to the ER, the combat ends. (Discard the Hood card)

Movement Cards - The number on the card is *in addition* to the standard movement, so a Cop with a car playing a Lights & Sirens card can move 3+1+2 = 6 places! A Cop can only hold 1 of these cards. But may exchange a +1 for a +2 if drawn.

Key Cards - In order to make a hit, Stinger needs access to the relevant building. A Key Card gives Stinger access to the named location. Keys are one-use only and are discarded after use.

Uniform Cards - In order to set up unnoticed, Stinger must have the park ranger uniform to hit some of the park locations. Unlike keys, the Uniform card is multi-use and can be used at any green hit location. If Stinger already has the uniform, he may draw again. On drawing a uniform card, Stinger may choose 1 of:

- Take the ranger sidearm and uniform tokens and add them to his player board **OR**
- Only reveal the uniform and sidearm when making the first hit at a green hit location



Out of Cards? - If the Cop pack runs out, reshuffle the deck minus the hood, inventory and used car cards.

Solo Play

You are Stinger.... You Are the Bad Guy.... but is all as it seems?

A skilled ex-military operative, you have been blackmailed by organised crime figures to take out rival gang heads around the city.

Only then will they release your daughter held on Alcatraz.

You play Stinger, the Cops are controlled by the AI. Most elements are the same as the standard game.



Setup shown above, has the following changes from the multiplayer game

1. Line up the character boards in turn order at the bottom of the game board
2. Remove the following to the box: Stinger Screen, Stinger Movement Tracker, Cash Tokens, Cash Inventory Cards, Stinger Diversion Card
3. Assign a car token to Lacey, remove its car card from the Cop pack and reshuffle (This is to balance the fact that her special ability is unused in the solo game)
4. Place the Cop playing pieces on the following locations: Lacey - Mountain Lake Park, Brannigan - City Hall & Johnson - Christmas Tree Point
5. Stinger setup as per the standard game, choosing a start location and then drawing a key and 1 card
6. Stinger makes his first move leaving behind the Last Known Location marker in his starting space. (or current space if he decides to draw again instead of moving)

Solo Play Order

1. Stinger's Turn

In your role as Stinger you take your turn and move in the usual way, the only difference being that your playing piece is on the board at all times.



The Last Known Location Marker (LKL):

There are various times in the game when Stinger is considered "Spotted". Whenever this occurs, place the LKL under his current position.

The cop A.I. is often directed to Stinger's LKL so it is very important that you remember to keep the marker updated.

2. Move the Hunch Tracker

3. Cop's Turn

If Stinger isn't 'Spotted', draw a solo A.I. Card and follow the instruction for each cop depending on the current phase of the game (Hunt or Escape). The symbols are as follows.



The Cop moves directly towards Stinger. If a freeway will get them closer they will take it. If there is a choice, always take the worst option for Stinger.



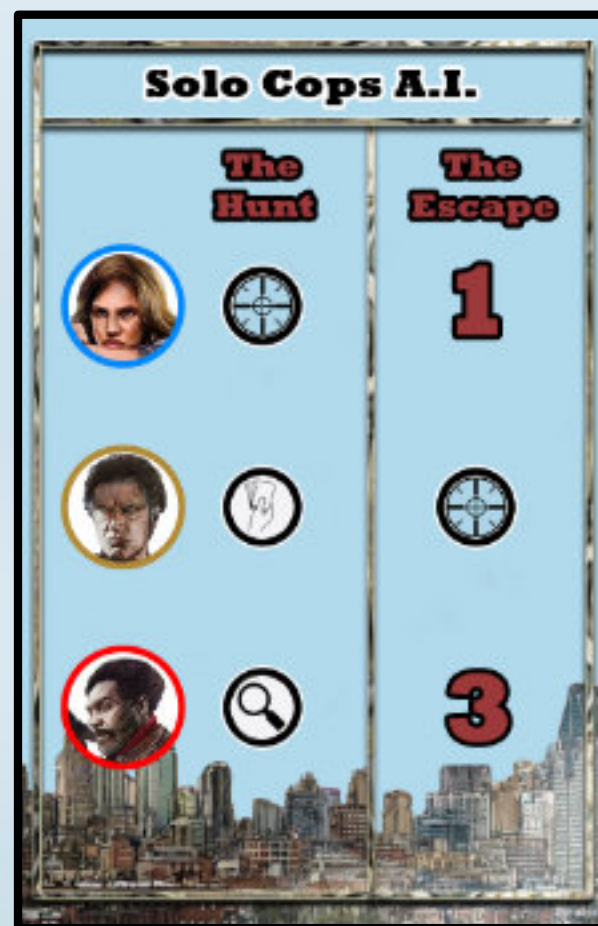
The Cop draws a card.



The Cop moves directly towards the LKL. If already there, they remain in place and stake out the area.

1-4

The Cop moves directly towards the relevant numbered port. If already there, they stay in place.



Spotted! (Update the LKL Marker / Ignore the A.I. Card)

Stinger is considered Spotted under the following circumstances.

- The Hunch Tracker is on 'Reveal'
- He has just completed a hit (Unless using the silencer, then update it the following turn)
- He is in combat
- He has just drawn a 'Spotted' card
- He has just played the 'Bus Hijack' card
- He is at an ER
- A Cop draws an 'Intel location' card. In the solo game this reveals his EXACT location.

Under these circumstances, the Cops *ignore* the A.I. card for that round and move directly towards Stinger. Note: If Stinger escapes combat during a round with Cops still to move, draw an A.I. card for them as he is no longer 'Spotted' after moving away.

Remember: Stinger is not spotted just because a Cop draws a target symbol, unless it results in them landing on him and causing combat. The target simply means they move directly towards him.

Cop Behaviour

- In the escape phase, Cops drawing a target or pursuing a 'Spotted' Stinger, never move more than 2 districts away from a port. (Exception: If they can land on him). If they cannot land on him, they move towards the port nearest to Stinger
- A Cop holding a first aid kit will use it automatically after taking 2 or more damage (not in combat)
- A Cop holding a movement card will only use it if Stinger is 'Spotted'
- Cops can still only hold 1 movement card but will exchange a move +1 for a +2 if possible
- Cops will place the chopper in the closest district to Stinger with an eligible hit location
- Cops will automatically exchange equipment to improve each other when on the same space. Unlike in the main game they don't have to use their turn to do this

Stinger Behaviour (Special Solo Rule)

If Stinger escapes combat involving a Cop with a car, he may make 5 moves instead of the usual 4.

Remember...

Whenever there is a choice to be made regarding the Cops, you always choose the worst option for Stinger.

JAM Card Behaviour

Remove the JAM token if the LKL marker is placed in a district containing it. Cops do not try to avoid the JAM district and will still move towards Stinger and face the restrictions

In the Escape Phase


The LKL marker and hunch tracker are no longer used, characters simply take turns to move until Stinger escapes or is killed. Stinger can no longer draw cards or use the ER

Game Balance and Sliding Difficulty


Every effort has been made in play testing to give you the most exciting and tightest games possible. However we acknowledge the existence of both highly skilled and novice snipers out there!

For this reason we have created 4 grades of difficulty for Go Ahead Punk. These apply to both the solo and multiplayer versions of the game and we hope will give you much extended replay-ability. See below for the different options.


Novice Punk:

- Remove all but 2 Location Intel cards
- Remove all cards with the red indicator 
- Stinger draws 2 cards on a 'Draw' action instead of one
- (Solo Only) Cops will pursue beyond 2 zones from the ports in the escape phase
- (Solo Only) Lacey begins without a car


Standard Punk: Manual as Written

- Remove all cards with the Red Indicator 

Lucky Punk:

- Include all cards with the Red Indicators 
- Cops are instantly moved to the 3 closest ports to Stinger on their first turn after the 3rd hit is achieved unless it is worse for Stinger for them to stay in place. (i.e. They can reach him this round)
- Stinger begins without the 'Free Escape' Token

Deadly Punk:

- Include all cards with the Red Indicators 
- Cops are instantly moved to the 3 closest ports to Stinger on their first turn after the 3rd hit is achieved unless it is worse for Stinger for them to stay in place. (i.e. They can reach him this round)
- Stinger begins without the 'Free Escape' Token
- Stinger may not use an ER
- All Cops begin with a car but without the trunk item. Remove the relevant car cards from the Cop deck.

Acknowledgements

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Token Guide



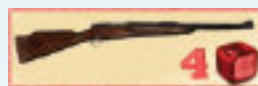
When a Cop plays the chopper card, they can choose a district to place the chopper token in. Stinger can no longer make hits in this district. Whenever a chopper card is drawn the chopper must be relocated from its current location. In the escape phase this card reveals Stingers district.



Cop inventory items have a red border. The number next to the dice shows how many dice to roll in combat if that weapon is being used.



Any Cop using the Shotgun can re-roll one missed die (Ricochet or Escape symbol) during each combat round.



Cops can choose to use the 7mm rifle from 1 space away, Stinger is only permitted to fire back with his sniper rifle. Good if a cop is on low health and Stinger is well armed. Note: Stinger cannot move away if under fire from the Winchester. He is considered pinned down and can only exit with an escape roll even if there are no other Cops on his space.



If a Cop in combat has a radio, all other Cops with radios get +1 movement while the first Cop remains in combat.



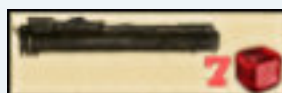
If a Cop has a bulletproof vest, they take 1 less damage point each combat round.



Stinger can play a JAM card to sabotage the traffic light controls in a district. Place the token in the chosen district. Effect: Cops Outside. They must stop at the first space inside the district. Effect: Cops Inside. Maximum move 1. (They may continue moving if the 1 move takes them outside)



Stinger inventory items have a black border. As with Cop items, the number next to the dice shows how many dice to roll when using that weapon.



Rocket Launcher / Grenades are big hitters, but must be discarded after 1 use. Roll dice against *all* Cops present. The rocket launcher can also be used to take down the chopper at the same time as making a hit, when on a hit location. Stinger just declares a hit and removes the chopper. Stinger does not have to roll. (Chopper take down can't be combined with the silencer)



If Stinger has the Silencer, he declares the hit on the turn *after* making it, instead of on the same turn.

On his following turn, Stinger places the hit marker on the board but not his playing piece as he has already moved away. (See page 11)



Stinger starts the game with a 'Free Escape' token that can be discarded to change a failed escape roll into a successful one.



A Cop with cash can discard the token when playing a location intel card. This forces Stinger to reveal his exact location, instead of just the district.



A first aid kit can be discarded at any time to heal 2 health points. (Apart from during combat)