

GO AHEAD PUNK!

Deluxe Edition Extras

*Important: Characters in this supplement follow the same rules as stated in the main rule book.
Any unique rules are explained overleaf*

Additional Components

- Two double layered character boards and their playing pieces



- Five Tokens



Kelloway's 38 pistol



Hutchins' 357 Magnum



Road Closed Tokens

- Eight Dice



Kelloway Dice



Hutchins Dice

- This supplement

Your Additional Characters

Pete Hutchins

Full time Cop, part time vigilante. Hutchins has had his fill of crime in the city and will do anything to clean it up even if it puts him on the wrong side of the law.

Unique Rules for Hutchins

- He begins the game with 4 movement, if drawing a car card he draws again and shuffles the car card back into the pack
- Hutchins is immune to a 'JAM' district and moves as normal on his bike
- Hutchins does not have to fight hoods, he just blows them away on sight without attempting arrest!



Lt. Kelloway

Kelloway has his hands full keeping a lid on Frank and Hutchins! He is also a smart operator. Using his knowledge of the city, he carefully uses roadblocks to close the net on Stinger

Each round, on his turn, Kelloway may place or move one of the 3 roadblock tokens onto any black road section of the board

Roadblocks in detail

- Cannot be used on a freeway or transit section that is not also a road
- Cannot cover a star or deny access to a hit location
- Stinger must always have at least 1 escape route from his current position to at least 1 star
- Does not block the 'Bus Hijack' card
- All cops move freely through roadblocks
- Cannot be placed while Stinger is in combat
- Cannot be used in the escape phase (tokens are removed)



Road blocks can be used for more than one road. They deny access to every intersection that they completely cover. However they must be laid along a road not across a space between roads

Not Allowed

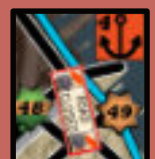
Blocking Access



Blocking Only Escape



Bridging Between Roads



Solo: The solo version of the game has been designed for the 3 core Cops. However if you wish you may substitute Hutchins for Frank or Eddie and Kelloway for Katherine. Kelloway cannot use his special ability in the solo game so he gains a car at the beginning just like Katherine.