

GO AHEAD PUNK!

Deluxe Edition Extras

Important: Characters in this supplement follow the same rules as stated in the game manual.

Any unique rules are explained overleaf.

Additional Components

- Two double layered character boards & their playing pieces



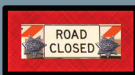
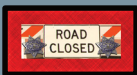
- Five tokens



Kelloway's .38 Pistol



Hutchins' .357 Magnum



Road Closed Tokens

- Eight dice



Kelloway's Dice



Hutchins' Dice

- This supplement & six miniatures



Solo: The solo version of the game has been designed for the 3 core Cops. If you wish, however, you may substitute Hutchins for Brannigan or Johnson, and Kelloway for Lacey. Kelloway cannot use his special ability in the solo game, so he gains a car at the beginning like Lacey.

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:

- Hutchins begins the game with 4 movement. If drawing a car card, he shuffles it back into the pack and draws again.
- He is immune to a 'JAM' district and moves as normal on his bike.
- He 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 Brannigan and Hutchins! He is a smart operator. Using his knowledge of the city, he carefully uses roadblocks to close the net on Stinger.

Unique Rules for Kelloway:

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 joined to 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
- Stinger can break a roadblock with the 'Bus Hijack' card (remove the token)
- All Cops move freely through roadblocks
- Cannot be placed while Stinger is in combat
- Cannot be used in the escape phase (remove all)



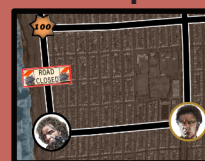
Roadblocks can be used for more than one road. They deny access to every intersection that they completely cover. They must however be laid along a road, not across a space between roads.

Not Allowed

Blocking Access



Blocking Only Escape



Bridging Between Roads



Position Management:

When multiple characters occupy a single space, simply stack their wooden playing pieces.

When using miniatures, place them around the location, keeping the star visible in the middle.

