

GO AHEAD PUNK!

Game Manual



Index

1 - Introduction

3 - Setting Up

5 - Board Elements

7 - Character Boards

8 - Starting the Game

9 - Phase 1: The Hunt

10 - Movement

11 - Making a Hit

12 - Phase 2: The Escape

13 - Combat

17 - Card & Dice Reference

18 - Solo Play

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.

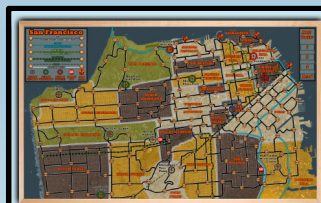
One player takes the role of a sadistic sniper holding the city to ransom.

The other players take on the roles of San Francisco's finest; inspectors Lacey, Johnson and Brannigan.

Winning the Game

Stinger wins if he achieves 3 hits and escapes the city. The Cops win if they take down Stinger first.

Core Game Contents



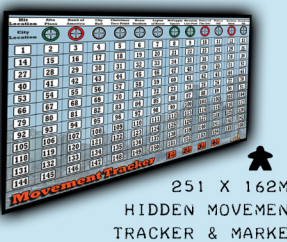
720 X 440MM GAME BOARD OF 1970'S SAN FRANCISCO



4 260 X 137MM DOUBLE LAYER HIGH QUALITY CHARACTER BOARDS. RECESSED AREAS KEEP YOUR TOKENS IN PLACE



573 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



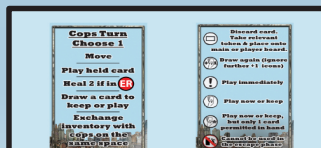
33 59 X 92MM STINGER CARDS



9 STINGER KEY CARDS



24 SOLO A.I. CARDS



3 COP CARD GUIDES



38 TOKENS INC. 16 EQUIPMENT/GAME MARKERS 4 HEALTH MARKERS 14 WEAPONS SOLO MARKER 3 CARS



9 10 X 20MM GAME PIECES



16 DICE



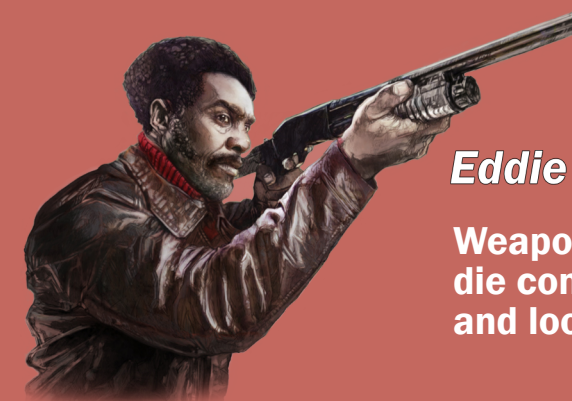
GAME MANUAL



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.

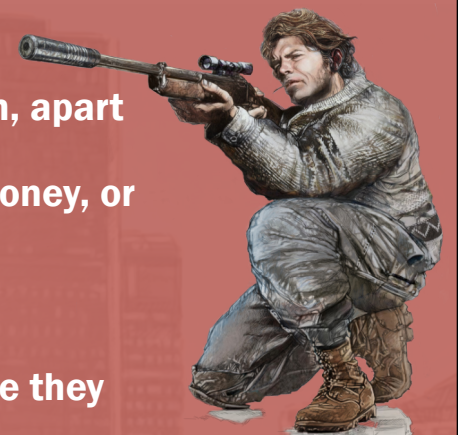


Stinger

A maniac on the loose. Little is known about the assassin, apart from his calling card, 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.



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 p.21).



Player Count:

1 Player: See p.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.

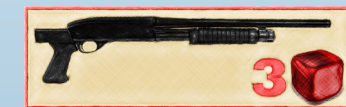


Add the Cops starter weapons to the inventory slots on their player boards:

Brannigan: .44 Pistol



Johnson: Shotgun



Lacey: .38 Pistol

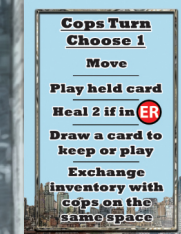


Place all the Cop inventory items (red border) close to the Cop players.

Place the helicopter playing piece close to the Cop players.



Give each Cop player a card guide for reference.



The main game board setup includes a central San Francisco map with various districts and landmarks. At the top, Stinger's player board is set up with his deck, key deck, inventory items (sniper rifle and free escape token), and playing pieces (Stinger, JAM, Hit). To the right, the Cop players' boards are shown with their respective health markers, inventory items (.44 Pistol for Brannigan, Shotgun for Johnson, .38 Pistol for Lacey), and card guides. A movement tracker and hunch tracker are also visible.



Board Elements

All players 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 players 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 is revealed to the Cops and 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 & 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 their character remains there. They are:

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



Stinger may also use an ER. 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 scored.

If a Cops 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 their board.

That character now has +1 movement, unless they are in a JAM district (p.23).

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.

City Location	Alta Plaza	Bank of America	City Hall	Christmas Tree Point	Bozar Stadium	Legion of Honor Square	McCoppin Lake Park	Mountain View Arts	Palace of the Arts	Potrero Hill	Stockton Street	Strawberry Hill
1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90	91
92	93	94	95	96	97	98	99	100	101	102	103	104
105	106	107	108	109	110	111	112	113	114	115	116	117
118	119	120	121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140	141	142	143
144	145	146	147	148	149	150	151	152	153	154	155	156

Movement Tracker 1V 2V 3V 4V

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 p.17.

Starting the Game - Round 1

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 the Cops get their first lead (see prev. panel).



- KATHERINE FACE DESIGN - (POSE 2) Early Lacey Concept

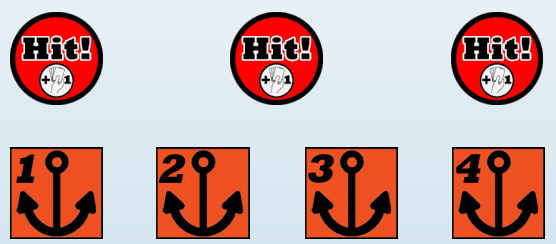
Now the Cops can each make their first move (see movement p.10) and then play continues as described in Phase 1: The Hunt!

Note: The hunch tracker is not moved in the first round (p.6).

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 p.8. Thereafter play is conducted as follows.

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 currently 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 (which may involve movement).
 - 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.

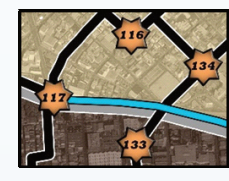
Movement

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 & 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 & 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 p.13)
- 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.

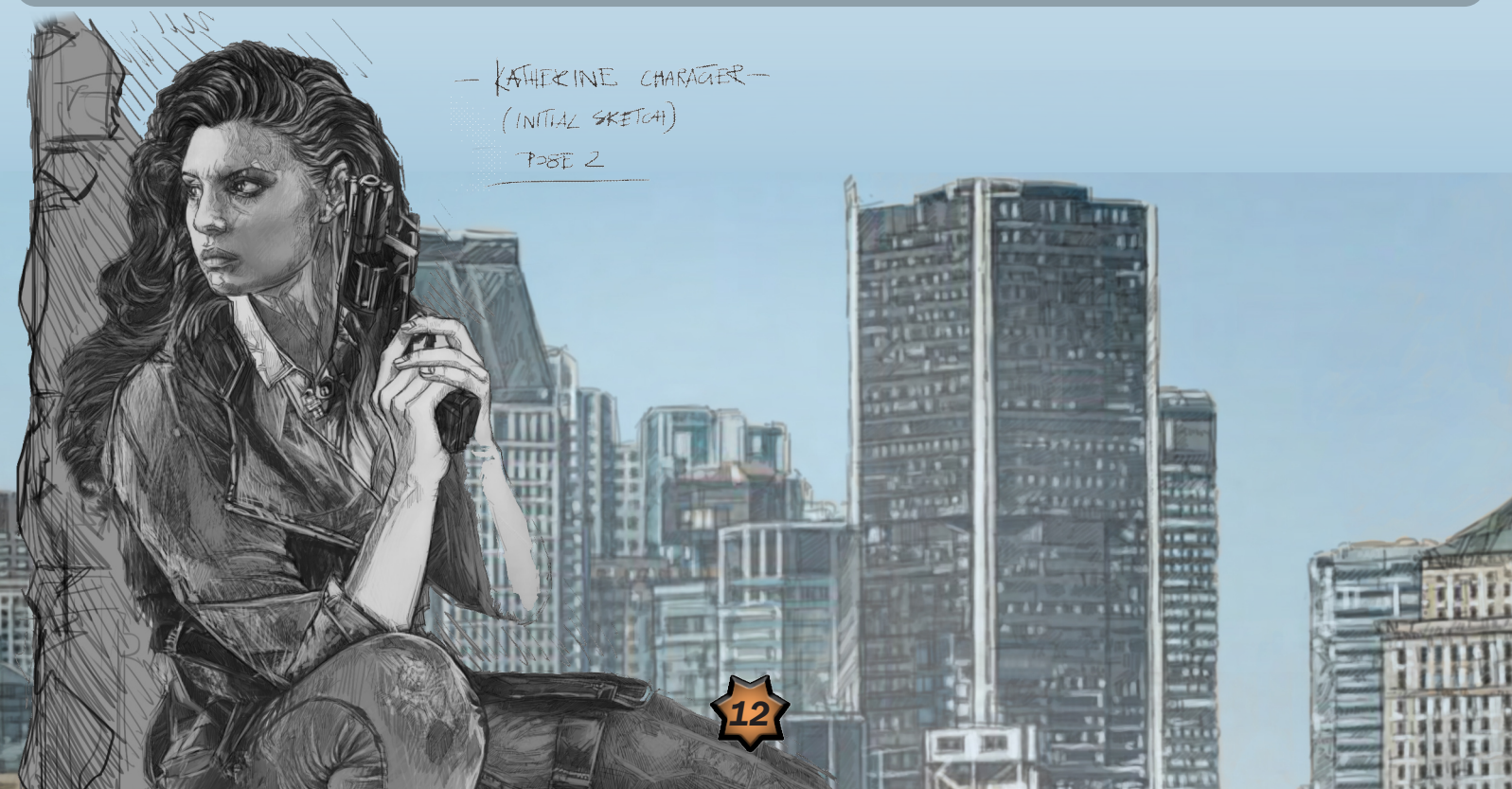
Lockdown in the City! Differences in the Escape Phase:

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  discard and draw again if drawing further jam cards).
- 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.



11



12

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 character 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 you or your opponent's turn. (This simulates other Cops closing in on the firefight).

Prepare for action!

The character who's turn it is, always rolls first. If able to, their opponent may respond. Players can also choose whether to play a combat card *before* rolling. The character who's turn it is, may play a combat card first. The other player may cancel the card if they have a card to do so (this cancel may also be cancelled!) After the first roll, the defending player may play a card and roll.

Make the shot!

The character who's turn it is, 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.

Finally, 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 character is still alive or not on the way to the E.R., they fire back.

The attacked character rolls their weapon dice and deducts one health from their opponent for each hit symbol. Also remember to apply any character special abilities or cards 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 characters(s) take their normal turn(s), until it is again the turn of one of the characters involved in combat. Whoever that player is, they now 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 & 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 p.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 he 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

- 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.
- The character whose turn it is always fires first.

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.

Card & 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 to spend, Stinger must reveal his 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.

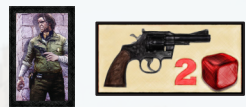
Hoods! - Stinger isn't the only criminal in the city, sometimes Cops just kick down the wrong door! Hoods always have the jump and fire first. Unlike normal combat, the fight is continuous until resolved. Players take it in turns to roll combat dice with Stinger playing the hood. Remember how many hits 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 card 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 Cop Cards? - Reshuffle the deck minus the hood, inventory and used car cards. If it is the escape phase, also remove cards with a symbol.

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 A.I. 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 it's 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 Stingers 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 (If using the silencer, the LKL is updated on 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 those remaining Cops 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 escape 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 & 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 of the escape phase 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 of the escape phase 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

Designer: **Mark Prentice**

Additional Material: **Paul Sanders, Marc Goodall, Ben Wilson**

Artwork: **Ania Kryczkowska**

Game Board: **Mark Prentice**

Manual: **Paul Sanders**

Editing: **Tom Magness**

Additional Art Elements: **Mark Prentice, Beyond Cataclysm, IMDesign**

Marketing: **Dina Ramse / Alex Cannon (dinasaidstudio.com)**

Emily Prentice

Shipping & Logistics: **James Naylor (naylorgames.com)**

Play Testing Thanks To:

Board Gamers Manchester

North West Play Testers

Tabletop Manchester

Fan Boy 3

Geek Retreat Bolton

UK Games Expo



GO AHEAD PUNK!

from

Next Dimension Games

Email: info@nextdimensiongames.com

Web: nextdimensiongames.com / Facebook: [NDGamesUK](https://www.facebook.com/NDGamesUK) / X: [@NDGamesUK](https://twitter.com/NDGamesUK)

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 Stinger reveals his district if present.



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 7mm rifle. 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.



(Solo Game) Whenever Stinger is considered 'Spotted' place this token under his current position (p.19-20).



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.



The rocket launcher and 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 (p.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).