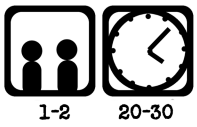
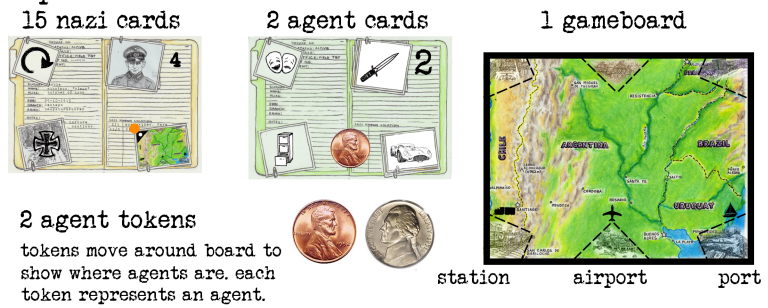




# nazi hunter



## components:



## the nazi card:

movement pattern  
the direction nazi moves during phase 1.



force  
amount of force agents must use to capture nazi.

effect  
the effect that occurs when card comes out.

last known location  
the area on board where this card appears.

effects ;

- nazis on port area escape. place in escaped pile.
- nazis on airport area escape. place in escaped pile.
- nazis on station area escape. place in escaped pile.
- move agents 1 space. (clockwise or counter-clockwise) (indicated by arrow.)
- +1 to every nazi's force while card is on board.
- draw another nazi card and add to board.

## setup:

- Game(A) create 2 agents (see "create agent" on p.2)
- Game(B) choose the 2 pre-generated agents.
- take the 2 agent tokens that match your agent cards and place them heads-up on the airport space at the bottom of the board.
- shuffle 15 nazi cards and secretly remove 1 card from deck. place it in box.
- place the remaining 14 nazi cards face down in a stack next to board.
- draw 1 nazi card and place it on the board in its "last known location" (do not resolve its).

## Phase 1 : move nazis :

- move each nazi 1 space around board according to its movement pattern. (cards move along the 6 spaces around the perimeter of the board)
- nazi with a move clockwise around board
- nazi with a move counter-clockwise around board.
- when moving nazis, start on the right side of the board and move all nazis with a then, start on the left side of board and move all nazis with a .
- some nazi cards have a . these cards dont move.

## gameplay:

- Game is played over several Rounds.
- Each Round consists of 4 Phases;
- Phase 1) move nazis : move each nazi around board (clockwise/counterclockwise).
- Phase 2) draw nazi : draw a nazi card from the deck and place on board. immediately resolve its effect.
- Phase 3) take action : each agent can take 1 of its 4 possible actions. when agent takes action flip its token from heads to tails.
- Phase 4) resolve : any nazi cards on airport space at bottom of board escape. turn agent tokens from tails to heads.

## Phase 2 : draw nazi:

- draw 1 nazi card from top of deck and place it on the board.
- Place card in area indicated in the "last known location" section of the card.
- Immediately resolve any effect indicated on nazi card.
- every time a card is added, resolve its effect immediately.
- these are cumulative. ( if 2 of these effects are on the board, all nazis get +2 force). they stay in effect until they leave the board.

## create agent:

to create agent, take blank agent card.  
Indicate agent token that will represent it (gold or silver).  
agent has 35 points to spend on abilities.  
Each agent must have 4 abilities, indicate abilities in the 4 boxes in the corners of the card.  
Combat skills are bought by the point. If agent purchases a close combat of 3 it costs 15 points (5x3=15).



		cost
	close combat use this number when using force against nazis. Range: 0 .	5 (per point)
	ranged combat agent uses this number when using force. Range: 0-1	6 (per point)
	drive auto agent may move 1-2 spaces. may pick up/drop other agent freely along way. may move back and forth or straight.	10
	moto same as drive auto but only goes 1 space. .	6
	communications draw and look at next nazi card. you may then either place it under deck or back on top of deck.	6
	research draw next 3 cards. rearrange them and return to top of deck.	8
	seduction move a nazi from an adjacent area to the area you are in..	5
	intimidation move a nazi from area you are in into adjacent area.	4
	demolitions if there are 3 or more nazis in a space adjacent to agent, place 1 of them into your "captured" pile .	7
	exchange swap a card from your captured pile with any card in same area as agent.	5
	bureaucracy move all nazis according to their movement patterns..	2
	double agent use the force of any nazi in same space as you as your force. You cannot use that nazi's force against himself.	9

## the agent card:

Each agent has 4 abilities indicated on the corners of its agent card. Each agent can use one of its abilities each turn. When creating agents, indicate their abilities in the 4 corners of their cards .



## Phase 3 : take action:

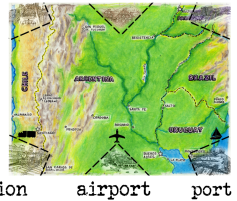
- Each agent may take 1 action during this phase
- Each agent can use 1 of its 4 abilities. or move 1 space.
- After agent takes an action, turn the agent token from heads to tails.

Using force : when an agent uses "close combat" or "ranged combat" in an area, if the agent's force is higher than the total force of all nazis in the area, place all of the nazis in the area into your captured pile.  
- if both agents use force in the same area, add their forces together, if their total force is greater than the total force of the nazi in the area, all the nazis are captured. it doesn't matter if it is long range combat, short range combat, double agent or a combination of the above. (as long as both agents are in range).  
- if double agent is used, the double agent is not captured

nazis on the airport cannot be intimidated or seduced.

## Phase 4 : resolve:

- Any nazis on airport space at bottom of board escape. remove them from game and place in escaped pile.
- Flip both agent tokens to the face up position.
- Begin next round.



## endgame and scoring:

After deck is empty AND all nazi cards with a or have either been captured or escaped the game is over.  
Any nazis with a that are still on the board escape at this time.

Scoring : count the total force of all escaped nazi cards. low score is better. over 12 is a fail, less than 8 is expert, less than 5 is master, 0 is perfect.

## advanced rule: Rookie agents. Each agent only gets 30 points for skills includes 1 additional ability (hard mode)

	disrupt move card from top of deck to bottom of deck.	3
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