NIGHTLANCER

RULE BOOK

ADVERSITY GAMES

NIGHTLANCER

Britain 2099

Society crumbles as the authorities fight to keep everything under their control. Cities are divided into cloistered inner zones cut off from the outside world, and the dangerous slums riddled with chaos and violence.

In the city slums organised crime and roving street gangs battle for control. Death cults try to turn the desperate population to their fanatical causes.

People lose all sense of themselves and succumb to Techshock in their struggle to keep up with everything in the ever-changing state of technology and society. The worst of the Techshocked form into savage Shockpacks, driven only by thoughtless and violent pack mentality.

A small handful struggle to escape the world that is out to destroy them. People that don't want to live under anyone's control or become one of the controllers. They'll do whatever they can in the seedy underworld to escape the crumbling society before it collapses and takes them out in the process.

THEY ARE THE NIGHTLANCERS

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1. INTRODUCTION

1.1 OVERVIEW

Each player becomes a Nightlancer – an underworld operative in the dystopian world of Birmingham, England 2099. Through the game they must navigate their underworld life. They work with their contacts, trade on the black market and take on shady missions for the big money. They must not forget their end goal though – to give up the underworld and leave it as far behind them as they can.

To begin with the Nightlancers are just getting a foothold. They can invest in their prospects early but could also focus on improving their abilities with training or improving their equipment from the black market.

The end of the game marks the collapse of the crumbling society. Nightlancers must focus on building up their prospects, so they have a future to escape to.

The Nightlancer with the most prospects wins the game – as long as they've held on to their ideals.

> Connecting to server...
> Entering room NIGHTLANCER
> Users: CERBERUS, MONGOOSE, guest

"Cerberus, why are we called Nightlancers?"

"People could call us mercenaries, but it wouldn't sound as mysterious."

1.2 COMPONENTS

Rulebook

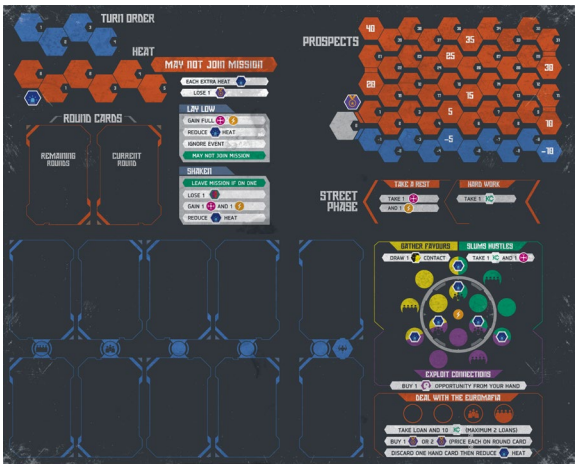
This book!

Game mats (4)

The four game mats fit together as below. These record the player status with tracks for Turn Order, Prospects and Heat. Turn Order is used to track the order players act in during a game round.

Prospects are used to determine the winner. They represent investments, connections and favours a Nightlancer could use for their future.

Heat makes a player more vulnerable to dangerous Events, affects the turn order and will penalises Prospects at the end of the game.



Dice

Six six-sided dice are included which are used for Challenges.

Tokens

Health

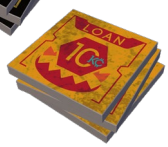
(13 1x, 8 3x) - The amount of physical wear and tear a Nightlancer can take.

Resolve

(13 1x, 8 3x) - The amount of stress and trauma a Nightlancer can take.

Chips

(4 10x, 9 5x, 18 1x) - How much money a Nightlancer has, in KC (kilocredits).

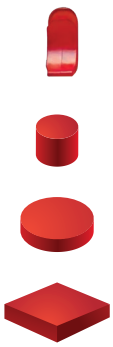


Loan

(8) - These tokens represent outstanding loans from loan sharks.

Deal

(4) - This token is used to mark when a Nightlancer has an exclusive deal on a mission.



Four sets of player tokens, each in a different colour.

Each set contains:

Ideals slider - These are used to track the current amount of Ideals a Nightlancer has.

3 Status tokens - Each player has three of these for marking Prospects, Heat and Turn Order on the game board.

4 Action tokens - Each player has four of these for taking actions in the Streets phase.

1 Nightlancer token - For claiming a mission

One set of AGENT tokens

3 Status tokens and 4 Action tokens. These are used for the solitaire/cooperative optional rules.

Cards

For full card anatomy see page 19.

Black Market cards (45)

Black Market cards are rare, illegal equipment that the Nightlancers will get chances to buy throughout the game. This can include guns, melee weapons, cybernetic enhancements, explosives, exotic drugs, armour and more.

Contact cards (45)

Contacts are influential people who can help out a Nightlancers with favours and guidance. Nightlancers are constantly connected to the criminal underworld to connect with contacts.

Opportunity cards (45)

Opportunity cards are special chances a Nightlancer has to get extra training to increase their skills, or to advance their prospects with agendas. Some Missions and Contacts can give access to Opportunities.

Round cards (8 Early, 8 Late)

Round cards bring about the Events of the crumbling Nightlancer world. They set the Missions available to the Nightlancers, but also bring dangerous events that can interfere with their work.

Nightlancer cards (10)

A Nightlancer card contains all the key information about the Nightlancer. All a player's choices revolve around their Nightlancer, so it is important to understand it. See page 15 for full details.

Nightlancer Black Market cards (10)

&

Nightlancer Opportunity cards (10)

Each Nightlancer card has a matching Black Market card and Opportunity card, unique to that Nightlancer.

Mission cards

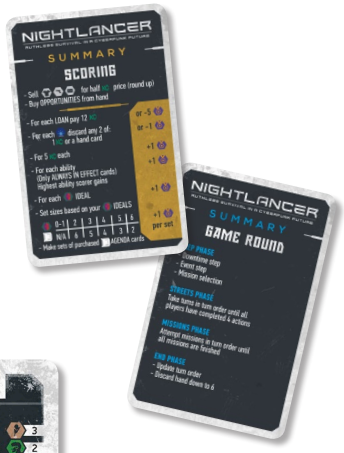
(16 Low Profile, 8 High Profile)

Mission cards are unique Missions that a Nightlancer can attempt to complete for a big payday. Each card details three stages which have multiple paths for completion.

See page 13 for more information about how to score Missions.

Mini-summary (4)

The mini-summary cards give each player a game round overview and a scoring reminder.



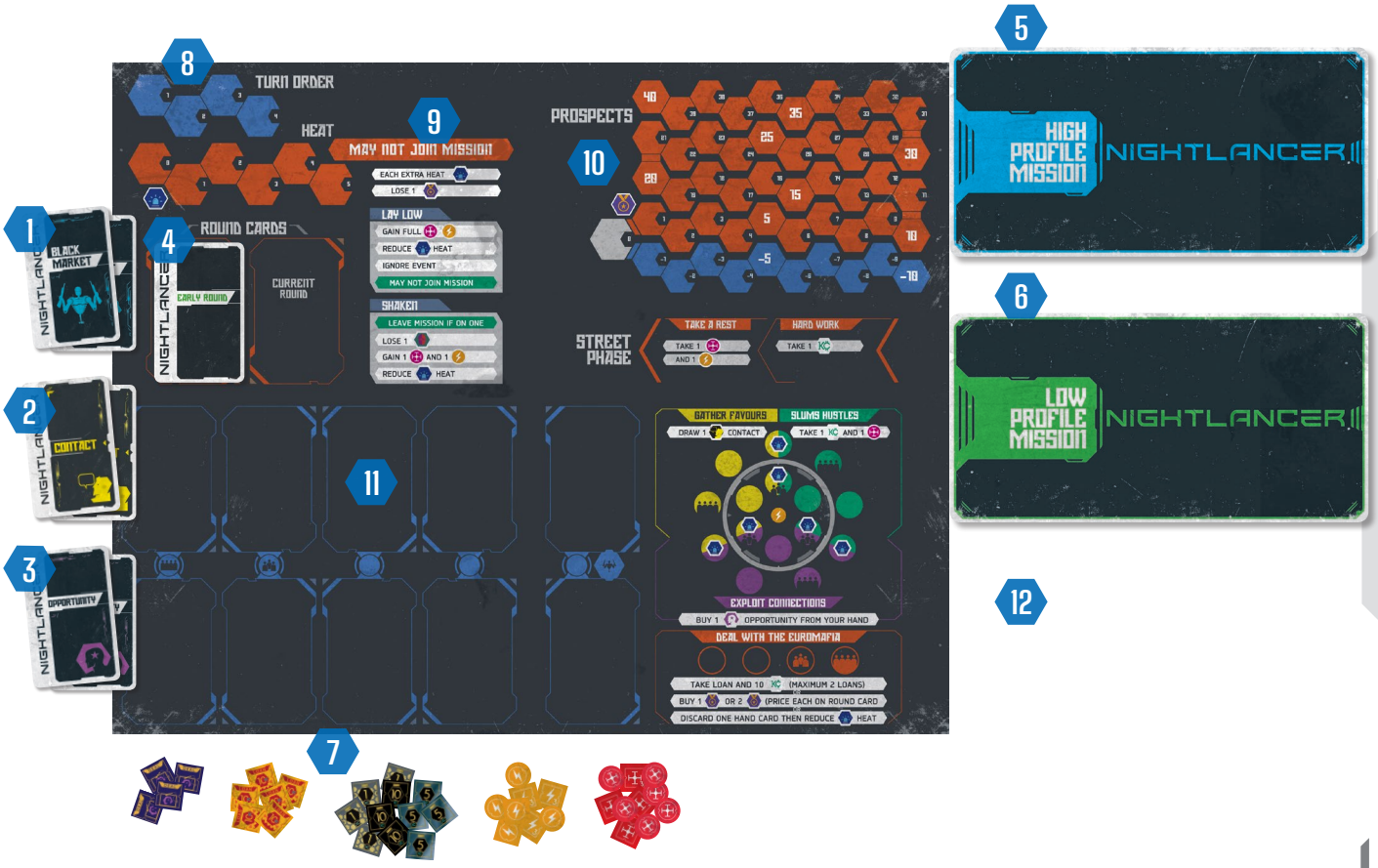
2. SETUP

2.1 SET UP PLAYING AREA

Lay out the game board and other components in the available space. An example lay out is shown on the next page.

1. Shuffle the Black Market cards , put them here.
2. Shuffle the Contact cards , put them here.
3. Shuffle the Opportunity cards and put them here.
4. Round deck
   Shuffle the Late round cards, then draw 3 and put them here face-down. Shuffle the Early round cards, then draw 3 and put them on top of the Late round cards also face down.

   This stack is the Round deck for this game. Place the remaining Round cards back in the game box without looking at them.
5. Shuffle the High-profile mission cards and put them here.
6. Shuffle the Low-profile mission cards and put them here.
7. Put all the Health, Resolve, Chip, Deal and Loan tokens beside the game board.
8. The Turn order track records the current order of play.
9. The Heat track records the amount of investigation and scrutiny the Nightlancers are under.
10. The Prospects track records the scores of the Nightlancers.
11. The Open Black Market is the area in which Black Market cards are placed when drawn.
12. The Open Mission Area is the area in which Mission cards are placed when they are drawn.



1. BLACK MARKET CARDS	7. TOKEN POOLS
2. CONTACT CARDS	8. THE TURN ORDER TRACK
3. OPPORTUNITY CARDS	9. THE HEAT TRACK
4. ROUND DECK	10. THE PROSPECTS TRACK
5. HIGH-PROFILE MISSION CARDS	11. OPEN BLACK MARKET
6. LOW-PROFILE MISSION CARDS	12. OPEN MISSION AREA

2.2 Set up Nightlancers

Each player chooses one of the Nightlancer cards and lays them out in front of them as shown.

13. The Status section shows your maximum and starting Health and Resolve.
14. Take the number of Health and Resolve tokens shown in the Status.
15. The Setup section shows the rest of your starting Ideals, Chips, Assets and Hand.
16. Place your Ideals slider on the Ideal track at the starting position.
17. Take the starting amount of Chips.
18. Take any cards listed under Assets and place them face-up beside your Nightlancer.
19. Take any cards listed under Hand section and add them to your Hand. Unless otherwise specified, the indicated cards are drawn at random.
20. Take a Deal token. Choose a colour and take the Nightlancer token, 3 status tokens, 4 action tokens and the ideals slider in that colour.

2.3 Starting status

The status tokens of the players are placed on the game board.

Place one for each player on the Heat track 0 space.

Place one for each player on the Prospects track 0 space.

Finally, take the remaining status token that each player has left. Randomly place them on the turn order track. The player who is placed last in the turn order takes one additional Chip.

Setting up the Weapon Smith

13. THE STATUS
14. HEALTH AND RESOLVE TOKENS
15. SETUP GUIDE
16. IDEALS TRACK
17. MONEY CHIPS
18. STARTING ASSETS
19. STARTING HAND
20. STATUS, ACTION, DEAL & NIGHTLANCER TOKENS

3 GAME PLAY

The game is played in a series of rounds. In each round 4 phases are completed in the following order.

- Prep phase
- Streets phase
- Mission phase
- End phase

Sell

At any time, a player may sell Armour, Gear or Weapon cards from their Assets. They discard the card and take half (rounded up) of the Chip cost of the card from the supply.

3.1 Prep phase

During the Prep phase each step is performed by all players before moving on to the next step.

Downtime step

- **Skip the Downtime step in the first game round**

Each player takes one Health and one Resolve up to the maximum for their Nightlancer. They also take 1 Chip and draw 2 Contacts. All players that are Shaken stop being Shaken.
Loan costs are always resolved absolutely last in the Downtime step. For each Loan token a player has they must pay 1 Chip or immediately lose 3 Health and 3 Resolve.
After paying interest, for each Loan they may pay 10 Chips to discard it.

Draw cards step

Turn over the top card of the Round deck and draw the number of Low-Profile Mission and High-Profile Mission that it indicates for the number of players.
Draw Black Market cards and place them on the game board Black Market card spaces that are usable with the number of players (6 with 2 players, 8 with 3 players, 10 with 4 players).

Event step

In Turn Order players choose to face the Event or Lay Low. If they have 5 Heat, they must Lay Low.
To face the Event check if it applies to them and if it does, they must face the Challenge. There will then be a Penalty that applies on failure. See page 23.
During this step a player does not need to assign a Loadout. They may use any cards from their Assets as long as they are not Obvious.

Take missions step

In Turn Order players each choose one option:
- Start a First Crew
- Start a Second Crew
- Join a Crew
- Lay Low

If a player has 5 Heat or is Shaken, then they must Lay Low during this step. If they already chose to Lay Low in the Event step, they skip their turn.

"No-one will come near you if every cop in the city is looking for you. Unlike you, they're smart enough to avoid that sort of attention."

For more about completing missions see page 14.

Start a First Crew

If there is no First Crew on a mission, then a player may start one. They put their Nightlancer token on the First Crew space for Stage 1. They are now the Boss on that mission, forming a Crew of one. The top token in a Crew is always the Boss of that Crew.

Some Contact cards give you the option to place your Deal token when you start a First Crew. Doing this stops a Second Crew being formed and competing against you.

With a Deal the Boss will also gain an extra Opportunity card when the mission is Scored.

Start a Second Crew

A player may start a Second Crew on a mission if the First Crew space is occupied, unless there is already a Second Crew, or a Deal token is blocking the Second Crew space.
They place their Nightlancer token on the Second Crew space for Stage 1. They are now the Boss of this Crew.

Join a Crew

A player may join a Crew if the Boss of that Crew agrees. If they are accepted place their Nightlancer token beneath all others already in the Crew.

"Sometimes you can't handle a job on your own. Better to split the money than get nothing at all."

Leaving a mission

When a player takes their Nightlancer token out of a mission do not change the order of any other tokens in the Crew. If the Boss leaves a mission, the topmost token remaining becomes the Boss. If there is no First Crew remaining, and there is a Second Crew, move the Second Crew to the First Crew space.

A player may leave their position on a mission at any time during the Take Missions step in order to Lay Low.

"You wouldn't want to go on a job when you know you can't beat the competition."

"Right. Better to cut your losses and get out, take the chance to recover."

Lay Low (event step or mission step)

If a player chooses to Lay Low, they regain Health and Resolve up to the maximum for their Nightlancer. They also reduce their Heat.

End of Prep Phase

The Prep phase ends when all players have taken their turn in the Take Missions step.

Discard any mission cards that have no Crews on them.

On his turn the blue player chooses this mission. Since it has no Crews, he starts a First Crew. He places his Nightlancer token on the First Crew space in Stage 1.

On the red player turn, she decides that she wants to do this mission too. Confident that she can manage alone, she doesn't offer to join the Assassin. She starts a Second Crew. She places her Nightlancer token on the Second Crew space.

3.2 Street phase

During the Street phase players take it in turns to act in Turn Order. On a player's turn they place one of their unused action tokens on one of the available action spaces on the game board. They can only choose an action space if they are able to complete the connected action.
Once all players have taken a turn it becomes the first player's turn again.

Some action spaces are limited by number of players as shown by these icons.

Only usable with 3 or 4 players

Only usable with 4 players

Buy a Black Market card

A player can use a Black Market space to buy one of the two adjacent Black Market cards (see page 20) and discard the remaining card.

"It can be tempting to buy every piece of new hardware that turns up. Don't try to do everything. Get what you need for the job."

Edge ring

Any player using an action space in the inner ring of the action grid may take one Resolve immediately upon placing their action token.

Direct spaces

These spaces each have a single use.

Gather favours

Draw 1 Contact.

Slums hustles

Take 1 Chip and 1 Health (up to maximum).

Use connections

With this action a player can choose an Opportunity card from their Hand, meet the criteria/pay the cost on the card, and then place it in their Assets.

Risky spaces

When a player uses one of these spaces, they immediately increase their Heat then must use one of the two actions with a matching colour.

Deal with the Euromafia

When using these spaces choose one of the following options:

- Take 10 Chips and a Loan token. A player may not take a Loan if they already have 2 Loans.
- A player may buy one or two Prospects for one action. The cost to buy a Prospect is shown on the current Round card.
- Discard one Hand card then reduce Heat.

Open spaces

The Open Spaces are large rectangular spaces that can be used more than once. Each time a player uses one of these spaces they place their action token in the rectangular space then completes the action.

Hard work

Take 1 Chip.

Take A Rest

Take 1 Resolve and 1 Health (up to maximum).

End of street phase

When all players have used all their action tokens the Street phase ends. Discard all the remaining cards in the Black Market, the players take back their action tokens.

3.3 Mission phase

In Turn Order, if a player is on a mission then that mission is attempted for all players on that mission.
Once all missions have been attempted, or if no players have taken missions, the phase is over.

Mission steps

To attempt the Mission, follow these steps in order.

I. Loadout
II. Stage 1
III. Stage 2
IV. Stage 3
V. Payment

I. Loadout

At the start of a mission all members of the Crew must decide on at most three cards they have in their Loadout. These may be Armour, Gear or Weapon cards.

All other Armour, Gear and Weapon cards must be left in their Assets for the duration of the mission and will not be usable.

"The amount you take with you on a job isn't how much you can physically carry, it's how much you can use efficiently."

II–IV. Stages

Each Stage of a mission offers a choice of two Routes for how it can be attempted and a penalty that applies if the chosen Route is failed. Each Route will be a Challenge (see page 23).

Failing at the chosen Route does not mean the mission itself is over. In the event of the chosen Route being attempted and failed the Penalty takes effect (see page 26).

As long as the Penalty does not force the Crew to leave the mission, they may still continue to next Stage.

After each step of the mission is complete, move the Crew to the next Stage.

Cooperative Crew

When multiple players face a challenge together as part of a Crew, the Boss chooses which route they attempt. Each of the Crew must then choose whether to assist or not and which cards to use in challenges before any of them roll.

All who choose to assist make the attempt independently. Any Contact cards played for this challenge only apply to the player they are played on. Re-rolls may be taken in any order.

Once all the assisting Crew have made the attempt, they use the highest score of all attempts as their Challenge Score which determines if the Crew succeeds or not.

If they fail, all Crew members count as having failed the challenge and face all consequences whether they assisted or not.

V. Payment

If at least one player completes Stage 3 then the Crew is paid.

Each mission has a different entry for the rewards that are earned for each size Crew. Look at the entry for the Crew members remaining.

Each remaining Crew member takes the reward shown. The reward always includes Chips and can also include Opportunity card draws and Prospects. A mission may increase Heat.

Some missions are Dirty!
All members of the Crew that have finished the Mission reduce their Ideals by one.

Once payment is finished the Crew take back their Nightlancer tokens and discard the mission card.

The green player is attempting this mission.
At the first stage he can choose either a STREETWISE 5 or a COVERT 5 challenge.
If he fails his chosen challenge, he will face the penalty which in this case will be will be a MELEE challenge!
He chooses the STREETWISE 5 option as he is better at that option, then passes the challenge. So he moves his Nightlancer token to the First Crew space on Stage 2.

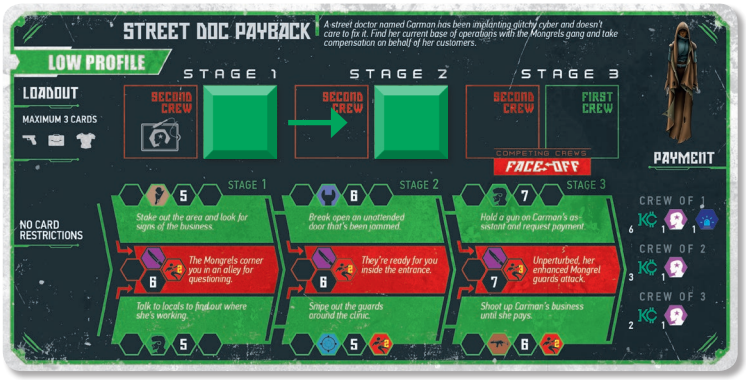
The green player now faces Stage 2.
Again he can choose either of the two options in the green boxes, either a MARKSMAN 5 challenge or a TECHNICAL 6 challenge. If he fails he will face a MELEE 6 combat challenge!

The green player isn't very good at TECHNICAL, but he's even worse at MARKSMAN! So he risks the TECHNICAL route, but oh no! He fails!
Now he must face the MELEE challenge, and it is too late to abandon the mission as he is in the middle of a stage. He soldiers on and manages to succeed in the MELEE challenge. So he moves his token on to Stage 3.

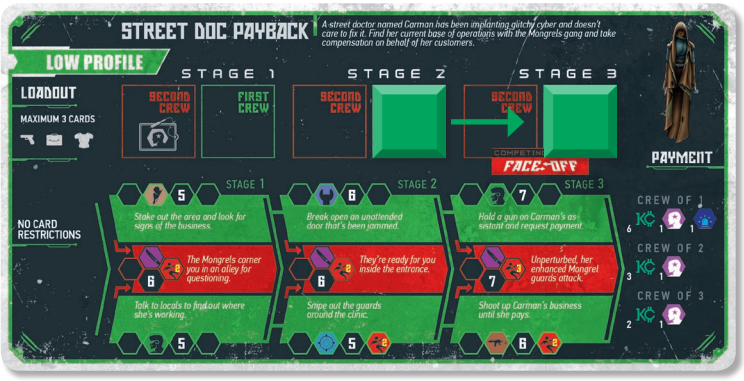
Finally The green player faces Stage 3.
Now he can choose either a STREETWISE 7 challenge or a GUNFIGHT 6 challenge. If he fails, he will have to face a MELEE 7 challenge, very tough! Though he is good at STREETWISE, the challenge is also very tough and he does not think he can survive the MELEE challenge if he fails.

So he chooses the GUNFIGHT challenge. It's a risky choice as if he fails he will lose Health and he doesn't have enough Health left! So if that happens, he will be Shaken and wont get a second chance at the MELEE challenge.
But he tries and succeeds - barely. So the mission is Complete, he breathes a sigh of relief and takes his payment.

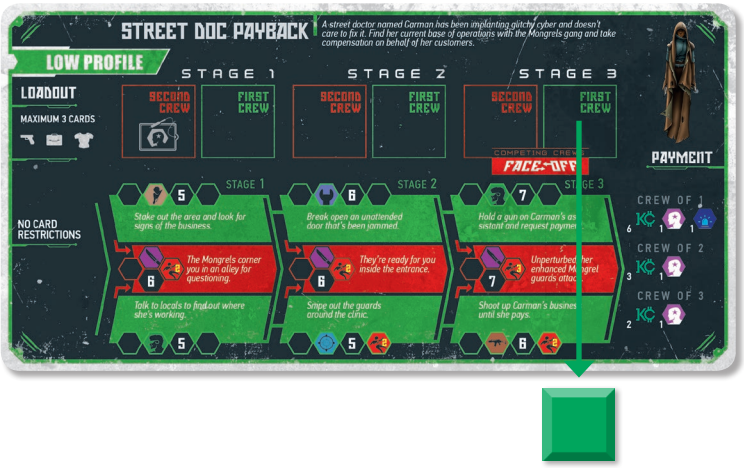
STAGE 1



STAGE 2



STAGE 3



Competing Crews

If two Crews are competing for a mission then, at each Stage, the First Crew attempts the Stage first.

First Crew advancement

If the First Crew succeed at their Route, they move on to the First Crew position of the next Stage as normal. If they fail their Route (but are not forced to leave the mission by the Penalty) they instead move to the Second Crew position.

Second Crew advancement

After the First Crew has attempted a Stage the Second Crew attempts it. If they pass their chosen Route and the other Crew are in the First Crew position of the next Stage, they are put in the Second Crew position. But if the First Crew position is available, they instead move to that position and take the lead!

If the Second Crew fail their Route and are still on the mission after the Penalty, they move to the Second Crew space on the next Stage. If the other crew is already there, the other Crew is moved to the First Crew position.

Stage 3: Face-off

If both Crews are still on the mission when they reach Stage 3 then the First Crew must either abandon the mission or choose how they will Face-off against the other Crew!
If they abandon the mission the Second Crew continues with the mission on their own.
If the First Crew decides to Face-off, they choose Melee, Gunfight or Marksman.
The Second Crew must either accept the chosen combat challenge or abandon the mission. If they accept then the two Crews have a Contested Combat Challenge of the chosen type. It's too late for either Crew to back out now!

Contested Combat Challenge

The First Crew attempts the chosen challenge type as if they were attempting a normal combat challenge. Their Challenge Score becomes the Challenge Difficulty that the other Crew must try to beat!
The Second Crew must then face the challenge and attempt to beat it. If they equal or beat the Challenge Difficulty set by the First Crew, they have won! The First Crew abandon the mission and the Second Crew may continue the mission.

If the Second Crew fail, they must abandon the mission. The First Crew may continue with the mission.

The loser of the contested combat challenge loses Health just like losing other combat challenges. The Health penalty of failing a contested combat challenge is always 5 Health.

Mission special cases

Abandoning a mission

A player may abandon a mission at the beginning of any Stage before a Route is selected.

When a player abandons a Mission, remove their Nightlancer token from the Crew and return it to their Nightlancer card. If all players abandon the mission, discard the Mission card.

If the Boss abandons a Mission and other Crew remain, the topmost Nightlancer token remaining in the Crew shows the new Boss. Keep the order of the remaining tokens the same.

Shaken on a mission

Players that are Shaken during the Mission phase immediately remove their Nightlancer token from the mission and place it on the Shaken space.

If they are Shaken at any point, they will not get the reward, even if it happens in the process of Stage 3.

Aborting a mission

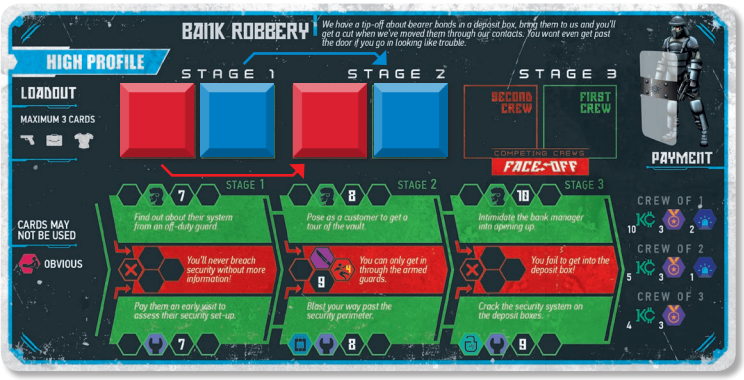
An Abort penalty forces the Crew to leave the mission. All members of the affected Crew are immediately removed from the mission card.

End of mission phase

The Mission phase ends once all accepted missions have ended (or skip it if no missions were accepted).

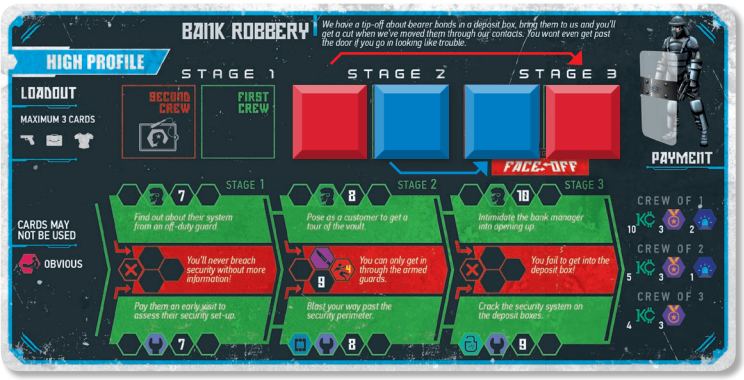
ADVANCING

The blue player and red player are competing for this mission. The blue player is the First Crew so he attempts Stage 1 first. He chooses the STREETWISE Route and passes it.
Since he passed he moves to the First Crew space of Stage 2. The red player then attempts Stage 1, she chooses the STREETWISE Route too and also passes. Since the blue player is already on the First Crew position in Stage 2, the red player is moved to the Second Crew position.



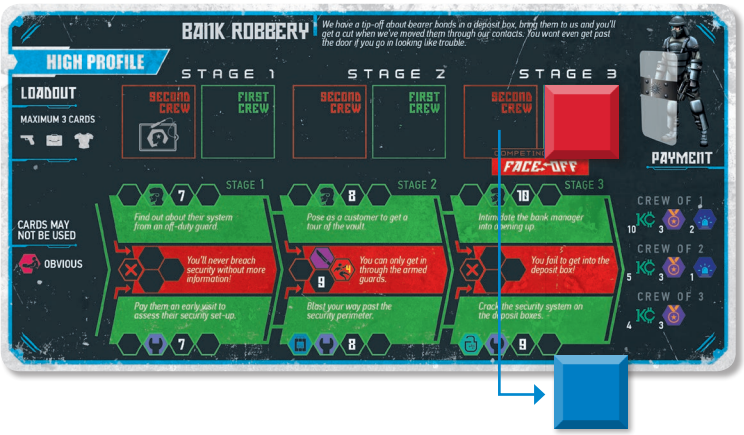
OVERTAKING

The blue player is again in the First Crew position so he attempts Stage 2 first.
He chooses the TECHNICAL Route, but he fails!
He faces the penalty and survives the MELEE challenge, but since he faced the penalty and there is another Crew he must go to the Second Crew space on Stage 3.
The red player then attempts the STREETWISE challenge and she passes!
Since the blue player is in the Second Crew space and the red player passed her Route, she jumps past him to the First Crew position and takes the lead!



FACE – OFF

Now they are in Stage 3 and still competing. Since there are two Crews now on Stage 3, they must Face-off!
The red player is in the First Crew space so she chooses how to fight. She chooses a MELEE challenge.
The blue player must then either accept the challenge, or abandon the mission. Since he is hurt from failing Stage 2, he chooses not to risk the Face-off and abandons the Mission.
The red player is left to complete the Stage 3 on her own.



3.4 End phase

Each step of this phase is completed by all players before performing the next step.

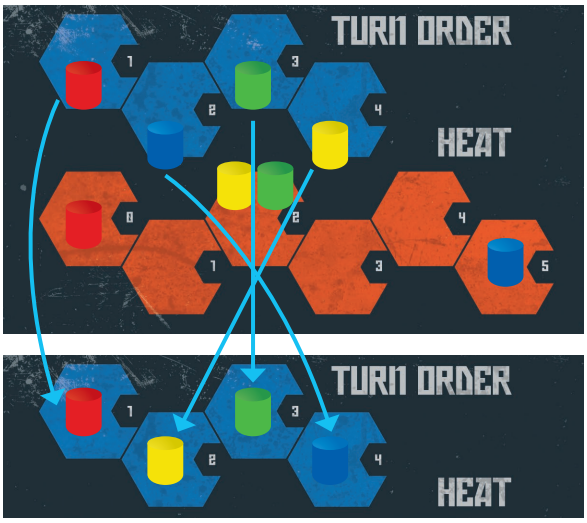
Turn order step

Move the status markers on the Turn Order track down so they are beneath the track, preserving their order.

Then in order of least to most Heat, place the status markers on the first available space on the Turn Order track so the player with least Heat becomes the first player.

"If the cops are on your tail, you gotta always be careful and keep your head down to avoid running into a patrol."

If several players are tied for Heat, then their new position on the Turn Order is the reverse of their old one. So, of the players tied for Heat, the one was last in the previous round becomes first of the tied players.



Discard cards step

All players discard cards from their Hand until they have no more than 6 left.

If there are no cards remaining in the Round deck then the game ends, continue to Scoring. Otherwise begin a new round.

4 SCORING

Players may sell any number of their Weapon, Gear or Armour cards at half Chip cost, rounded up. They can play Contact cards and buy Opportunity cards from their hand.

For each loan a player has

They must pay 10 Chips or -5 Prospects

For each Heat a player has

They must discard any 2 of:
A Hand card or 1 Chip. or -1 Prospect

Remaining Chips

Any number of times, a player may pay 5 Chips +1 Prospect

For each of the 6 abilities

Covert, Streetwise, Technical, Melee, Gunfight and Marksman
Only cards that are "Always in Effect" can apply.
The player with the highest score or all players that are tied for the highest score +1 Prospect

For each Ideal +1 Prospect

Players finally gain bonus Prospects depending on number of Agendas they have in their Assets, and their Ideals.

Ideals	Agenda cards per Prospect
0 or 1	-
2	6
3	5
4	4
5	3
6	2

The player with the most Prospects wins.
Ties go to the player earliest in the turn order.

Techshock and scoring

A player with 0 Ideals (Techshock) can never beat a player that has least 1 Ideal.

5 FEATURES

5.1 Card anatomy

NIGHTLANCER CARDS

Ideals

The Ideals track represents their values, integrity or morals. They do not represent one specific value system; they represent how strongly the values of that Nightlancer are held. Ideals can be lost by running out of Health or Resolve, or by doing something especially dirty. A Nightlancer has a minimum of 0 Ideals and a maximum of 6.

Status

The amount of Health and Resolve shown here is the maximum amount the Nightlancer can have, and the amount they start with. These represent physical and mental endurance. Combat and hazards cost Health and difficult tasks cost Resolve. Cybernetics and Cyberware reduce both.Running out of either results in being Shaken (page 28).

Setup

This area is only used during Setup (page 8).

Abilities

The six ability ratings of the Nightlancer show what they are good at. These are used in Challenges (page 23). They each represent competence with a related range of activities.

Special

Each Nightlancer has a unique special ability that only they may use.

Loadout

At the top of a Nightlancer card is the Loadout area. This is where up to 3 Armour, Gear and Weapon cards (page 20) can be placed. Cards may normally be moved in and out of the Loadout at any time except during a Mission. Cards that are in the Loadout still count as being in the Assets.

Assets

When a player buys a card, it is placed face-up beside their Nightlancer card. All Black Market and Opportunity cards that they own and have face up are part of their Assets.
Card back
On the back of each card there is a back story and set of vital statistics for the Nightlancer. This does not affect gameplay.

1. The Ideals track
2. The Status, showing the maximum Health and Resolve.
3. The Setup guide giving the starting Ideals, Chips, Hand cards and Assets
4. The Abilities, showing the starting capabilities of the Nightlancer
5. The special ability, unique for each Nightlancer

Black Market cards

These cards are drawn each round to the Open Black Market. These are opportunities to get powerful limited availability equipment. Once bought, Black Market cards are placed face-up beside the Nightlancer in their Assets and they may then be used by that Nightlancer.

Armour cards

Armour is used to reduce damage in combat challenges. They only apply in challenges and only one Armour card may be used in a challenge.

Gear cards

Gear cards are special equipment that can give a variety of special bonuses.

Weapon cards

Weapons allow a Nightlancer to be much more effective in combat challenges. They only apply during a combat challenge. At most one Weapon or Cyberweapon card may be used in a combat challenge.

Cyberware

Cyberware is surgically implanted into a Nightlancers body to enhance their capabilities. Cyberware is always available to use once bought and they are not put in the Loadout.

Cyberweapon

These function as Weapon cards, but like Cyberware they are always available and are not put in the Loadout.

LOUD

These traits may appear on black market cards. If a card has the Loud trait, the user gains Heat whenever they use it. Some missions restrict the use of Loud cards.

OBVIOUS

If a card has the Obvious trait, it may never be used during an Event. Some missions restrict the use of Obvious cards.

1. The name, type and cost of the card.
   The Assault Rifle is a WEAPON with a costs of 4.

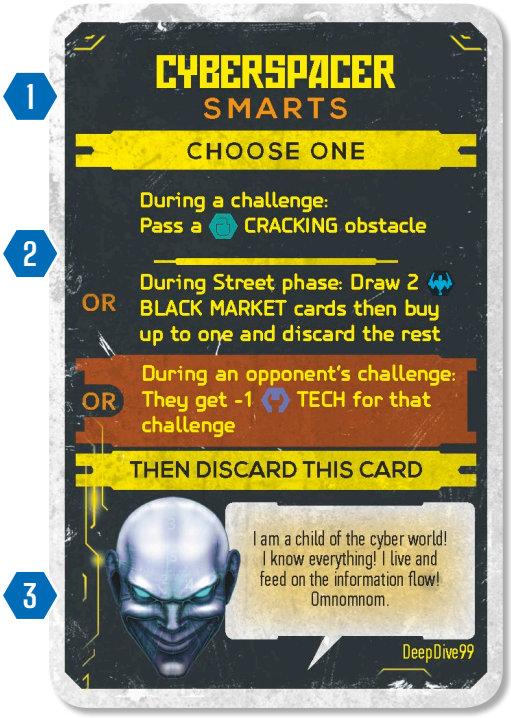
2. The ability bonuses of the card.
   When used this card gives a +1 bonus to MELEE and MARKSMAN and a +3 bonus to GUNFIGHT.

3. The other effects of the card.
   This card is a WEAPON, only one can be used at a time. It is LOUD, so the user gains HEAT when used. Some missions do not permit the use of LOUD cards.
   This card is OBVIOUS, so may not be used in an EVENT. Some missions do not permit the use of OBVIOUS cards.

4. Flavour text, no game effect.
   Overall the assault rifle is expensive and restricted in when it can be used. It also draws attention and gets you in trouble. But for the flaws, it's useful in any combat and excellent in a gunfight.

Contact cards

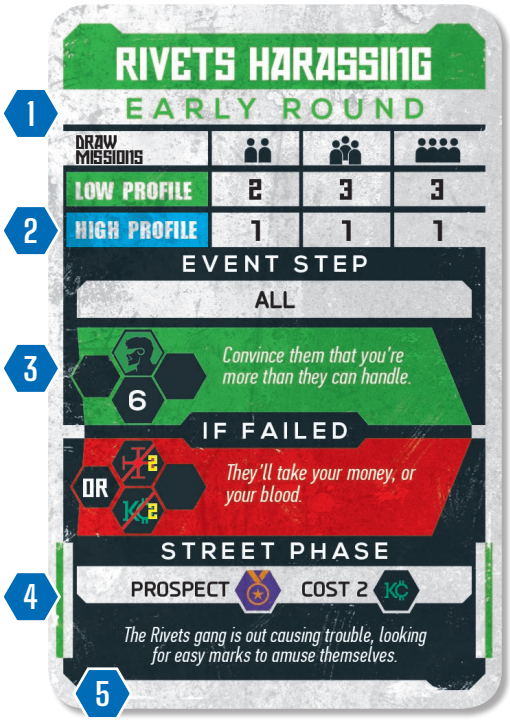
These represent opportunities to make connections with people in the underworld. Contact cards are kept in a player's hand. A player may have any number of cards in their hand during the round, but in the End Phase they must discard any excess over 6 cards. Each Contact card has a choice of 3 uses. The first two uses are always played on the user to help themselves. The third option is always played on an opponent to hinder them. There are five types of Contact card. Company, Fixer, Security, Smarts and Social. The types are used by some Opportunity cards.



1. The name and type of card. The Cyberspacer is a SMARTS contact
2. The 3 options for using the card.
   This card may be used for one of:
   - Pass a CRACKING obstacle
   - During the STREET phase draw 2 BLACK MARKET cards, buy up to one of them and discard any others.
   - Give another player a -1 penalty to TECHNICAL for one challenge.
3. Flavour text, no game effect.

Round cards

The Round cards are split into two different sets. One set is Early rounds and one is for Late rounds. These are used to form the Round deck for a game.



Rivets harassing card:

1. The name and card type.
   The Rivets Harassing card is an Early Round card so it will only come up in the first half of the game.
2. The number of mission cards to draw.
   For example if there are 3 players then draw 3 Low-Profile Missions and 1 High-Profile Mission.
3. The EVENT. When this card is drawn any player who does not Lay Low will have to attempt a STREETWISE 6 challenge. If they fail, they will have to discard either 2 or 2
4. During the STREET phase in this game round it will cost 2 to buy a PROSPECT
5. Flavour text, no game effect.

Opportunity cards

There are two types of Opportunity cards, Skill and Agenda. Both types are held in a player's hand and have no effect until the player Buys them.
When bought they take effect and are placed face-up in the player's Assets.
Opportunity cards are the only way to gain Ideals and are often a good source of Prospects.

Skill cards

Skill cards represent chances to train and improve.
They all permanently modify the ability ratings of a Nightlancer. Skill cards can also improve Prospects or Ideals when they are bought.

Agenda cards

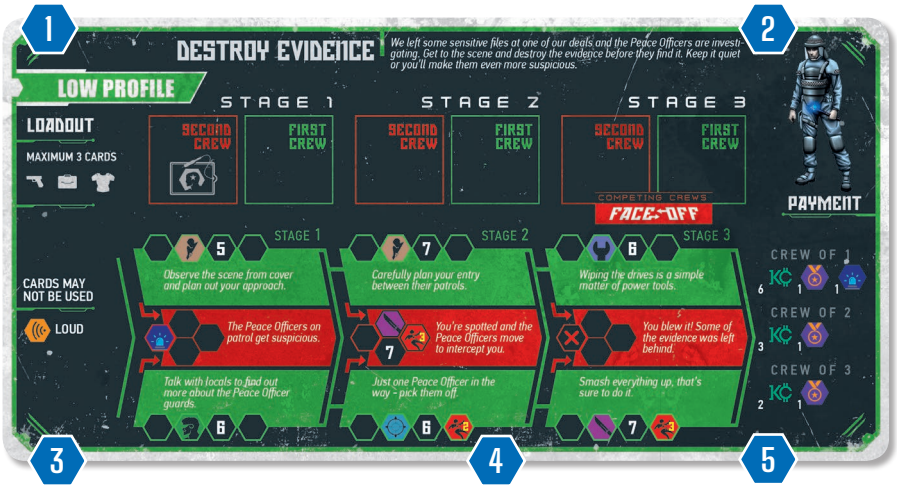
Agenda cards represent investments, exploits, trades or other ways of getting ahead for a Nightlancer.
Each card specifies the Cost (or requirements) to buy the Agenda, and the effect. All parts of the cost/requirements must be met to buy the card.

Mission cards

There are two sets of mission card, Low-Profile and High-Profile. Missions are the best way of getting Chips, but they are risky. High-Profile missions are harder and not as widely available but are much more rewarding.
Each mission card has three Stages. Each Stage has two Routes which will be Challenges and one Penalty. When attempting a mission, a player goes through the three Stages in order. At each Stage they choose one of the available Routes. If they succeed at their chosen Route they continue with the mission, if they fail they face the penalty – potentially failing the mission.

If they get past all three Stages, they get paid.

See page 14 for attempting missions.



1. The name and traits of the mission. This is a Low Profile mission.

2. Flavour text, no game effect.

3. The Loadout step and excluded cards (if any).On this mission cards that are LOUD may not be used.

4. The three stages of the mission. Each stage has two Routes and a Penalty that applies if the chosen Route is failed.

5. The payment for different crew sizes. For example with 2 Crew they would each take 3 KC and gain a PROSPECT if they complete the mission.

5.2 Key concepts

Paying costs and discarding

An action may only be chosen if the player is able to perform every part of the action, including paying any costs. The only exceptions to this are when required to discard Health after a failed combat challenge or Health and Resolve loss from failing to pay interest on a Loan. Then as much of the amount must be discarded as possible, which will result in them being Shaken.

Draw

When a player draws a card, it goes into their Hand unless otherwise stated.
If a player needs to draw a card from a deck and there are none left, then immediately shuffle the discard pile for that deck to make a new deck.
If no cards remain to be drawn, then no cards are drawn! The Nightlancer world is crumbling and opportunities are running out!

Discard

When you Discard a card place it face-up in the discard pile for that card type.Unless otherwise specified, when a player has to Discard a card it must be from their Hand.

Use

You Use a card only when you benefit from the ability on it. Having a card in your Loadout does not count as Using it until you get a bonus from the card such as during a challenge.

Challenge

Challenges are the process of performing difficult tasks and test the ability of a Nightlancer. Challenges are shown in one of two layouts.

Obstacle

Not all challenges have an Obstacle. When an Obstacle appears, this Obstacle must be passed, or the challenge will be automatically failed.

The ability icons show the ability that is used to beat a Challenge.

- Covert challenge
- Streetwise challenge
- Technical challenge
- Melee combat challenge
- Gunfight combat challenge
- Marksman combat challenge

Difficulty

This is the Difficulty of the Challenge that must be matched or beaten to succeed.

Danger

Only Combat Challenges have a symbol for the Danger. This is the amount of Health that will be lost if the Challenge is failed, in addition to any other effects of failing.

1. Obstacle
2. Challenge
3. Difficulty
4. Danger

Standard challenges

Attempting a challenge

All Challenges follow the same basic rules. Obstacles and Dangers are covered in following pages.

When a player attempts a Challenge, they first declare this out loud to give other players a chance to affect the Challenge.

Cards

The acting player adds the ability of their Nightlancer to bonuses from any cards they are using.

They can use cards from their Assets and Contact cards from their hands.

Other players may play Contact cards that penalise the acting player. There is no limit to the number of cards that can affect any one challenge.

Roll

The acting player must always give other players a chance to play cards on their challenge, for example by announcing a 3-second count so other players know they are about to roll.

When other players have had a chance to play cards the acting player rolls 3 Challenge dice. Each die that results in a crosshair adds one to the Challenge Score. Once the dice are rolled then no more cards may be used to affect the Challenge Score unless otherwise noted.

Once the dice is rolled the active player has one remaining option – they can spend a point of Resolve to re-roll the dice. They may repeat this as often as they have Resolve to spend. A player may not spend their last point of Resolve in this way.

If after any rerolls the total Challenge Score equals or exceeds the difficulty of the challenge then the attempt succeeds, otherwise it is failed.

Obstacles

Sometimes a challenge will have an Obstacle that must be passed first before the challenge.

If a player does not have a card that allows them to pass the Obstacle they will automatically fail. If they pass the Obstacle with a card, they can then attempt the challenge as normal.

Distraction obstacle
Some Contacts can pass these

Cracking obstacle
Some Contacts can pass these

Demolition obstacle
Some Black Market cards can pass these

7 The Sniper faces a COVERT 7 challenge with a DISTRACTION obstacle

1. Before the Sniper can attempt this challenge she must have a way to pass the Obstacle. She plays the PERFORMER card from her Hand and uses the first ability to pass the DISTRACTION.
2. Now she has passed the Obstacle she can move on to the Challenge. She has a basic COVERT ability of 4 and the difficulty is 7 so it is very difficult at the moment.
3. Her CALMAX card gives her a +2 COVERT bonus if she uses it. She has little chance of success at the moment so decides to use it.
4. She discards 1 RESOLVE as required by the CALMAX before she can use it. Now her total is 6 and she needs 7, which gives her good chance of success.
5. Suddenly another player plays a DETECTIVE card on her! This inflicts a -1 COVERT penalty for the current challenge! This lowers her score to only 5, reducing her chances significantly.
6. But she's prepared for this possibility! She plays a FACE MAN card from her hand which she plays to use the second effect. This allows her to ignore the effect of the DETECTIVE card.
7. Before rolling her score is now 6. She rolls the the dice and gets one success, barely passing. If she hadn't stopped the DETECTIVE card she would have failed!

Combat challenges

In a combat challenge at most one Weapon or one Cyberweapon card may be used and at most one Armour card may be used. If the combat challenge is on a Mission, then Weapon and Armour cards can only be used if they are in the Loadout. During an Event, cards may not be used if they are Obvious.

When a player faces a combat challenge they have gotten into a major fight! All combat challenges have a Danger rating on the challenge.

"What if you don't have a weapon at all?"

"I don't think you'd find even the worst-equipped Nightlancer without a basic pistol and silencer. They're cheap and common enough that you can assume they have one somewhere."

"Yeah I can't seriously imagine a Nightlancer ever being unarmed."

A Combat Challenge is passed like any other Challenge.

But if the combat challenge is failed the Nightlancer has been badly hurt winning the fight! They immediately discard Health as shown by the Danger. Cards and abilities may reduce the amount to a minimum of 1 Health lost. If they are reduced to 0 Health they are immediately Shaken (page 28).

"When it comes down to it, rent-a-cops and thugs will give up after a scare or minor injury. But few Nightlancers will stop just because they get cut or shot a bit."

Group combats

When multiple players are in a Crew and face a combat challenge, then all of them face the Danger! If none of the Crew facing a Combat Challenge attempt it or if their highest Score doesn't beat the challenge, then they all fail, and all suffer the Health penalty whether they attempted the Challenge or not!

Penalty

After attempting a Challenge (either from an Event or a Mission Stage) and failing, a Penalty will apply. This could be a Combat Challenge or some other sort of cost.

The Penalty can be a Combat Challenge (see page 26) or one of the following effects. On an Event the Penalty applies to the current player. On a Mission the Penalty applies to the entire Crew.

Gain one Heat

Abandon the Mission

Lose the amount of Health shown

Lose the amount of Chips shown

The Veteran faces a GUNFIGHT 8 challenge

1. He has a starting GUNFIGHT ability of 4.
2. His WEAPONS TECH card gives him +1 GUNFIGHT, raising his score to 5.
3. It's possible to use up to one WEAPON in a combat challenge.
   He uses the Nightbringer, which gives him a further +2 GUNFIGHT bonus.
   This gives him a score of 7, so he needs to roll at least +1 to equal the challenge difficulty.
4. He rolls 0 successes! His total Challenge Score is only 7 and he fails! Disaster, he's failed the challenge!
5. As shown on the challenge he loses 4 . However his special ability Tactical Expert reduces this by one.
6. As a result he only needs to discard 3 , this leaves him one so he is not Shaken!

Special cases

Maximum ideals

Some cards allow a Nightlancer to increase their Ideals. If they are already at 6 Ideals when they should gain an Ideal, they instead gain 1 Prospect and draw 1 Opportunity.

Out of ideals

If a Nightlancer is required to lose an Ideal and they have already run out, they instead gain Heat.

Shaken

If a player runs out of Health or Resolve they are Shaken. They place their Nightlancer token on the Shaken space, gain 1 Health and Resolve and reduce their Heat and Ideals by one. If they are reduced to 0 Ideals, they are in Techshock (see below).

"When you get hurt bad, or burn out, it can really mess with your world."

The player is Shaken until the next Downtime step. If already Shaken, a Nightlancer cannot be Shaken again.

Techshock

A player with 0 Ideals is in Techshock and is no longer able to win the game unless they regain at least one Ideal, or all the other players are in Techshock too.

"Have you known anyone who has been techshocked?"

"Once. A mate of mine. He turned up one day, drugged out of his mind and shooting anything that moved. He was raving something about choking on the stinking meat."

"What did you do?"

"What do you think? It was me or him. I wasted him"

":("

Maximum Heat

If a player should gain Heat but is already at 5 Heat, they instead lose a Prospect.

"Once you hit a point of being a well-known criminal, everything you do just builds up a bigger case file that you need to escape."

Zero heat

If a player is on 0 Heat and should lose Heat, then nothing happens.

5.3 The Nightlancer world

Anyone can learn all about the Nightlancer world on the Nightlancer wiki here:
https://nightlancer.fandom.com/wiki/Nightlancer_Wiki

5.4 Credits

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6 OPTIONAL RULES

6.1 Solitaire/Cooperative

With the following optional rules players may play entirely cooperatively, or a single player may play solitaire.

"Are teams of Nightlancers cooperating unusual?"

"It happens, but everyone is in this life for their own reasons and with their own history. Alliances rarely last past the next payday."

"I guess so. After all, we only stuck together because of our history."

"Which will remain private."

Game mats

The back of the game mats have a variant side for use exclusively in solitaire/cooperative play. The cooperative side has a handshake icon shown in the corner of each mat as follows.

Agent

During solitaire and cooperative play, the Agent will interfere with the players. The white set of status and action tokens are used for the Agent. The Agent is not a player and is not counted for any rules that refer to a player.

Agent Prospects

The Agent Prospects are a target for the round that all players need to reach to avoid a penalty. The target is set based on the highest current player Prospects at the start of each round.

Agent Heat

The Agent's heat will move up and down through the game. It will never go above 5. If the Agent heat needs to be reduced but is already at 0 Heat, advance the Agent's Prospects marker by one space instead.

Agent Contacts

The Agent plays Contact cards on the players at key points through the round.

When required to draw Contact cards the Agent will draw two cards and may then play them on the active player. The two cards are drawn and applied one at a time. If the card is played increase the Heat of the Agent by one, otherwise discard the card.

If players are on a mission and they have a Deal, the Agent does not draw cards against them for any part of the mission.

When there are multiple Nightlancers in a Crew, start from the Nightlancer at the top of the Crew stack and continue downward.

If the Agent has 5 Heat it does not draw cards.

Agent setup

Place one Agent status token each on the 0 space of the Heat track, the 2 space of the Prospects track and first place of the Turn Order. The players can choose their starting turn order following the Agent.

Agent during challenges

Whenever a player is attempting a Covert, Streetwise or Technical challenge either from an Event or a Mission, the Agent immediately draws cards before the player rolls.

If a card is drawn for the Agent that can be played on the type of challenge that is being attempted (i.e. a Social card for a Streetwise challenge, a Smarts card for a Technical challenge or a Security card for a Covert challenge) the Agent plays this card on the active player to penalise their ability score.

Agent when a mission is completed

When a player receives payment for a mission the Agent draws cards against them. If a drawn card can be played on a player who has completed a mission (i.e. a Company card) then the card is played on the active player to increase their Heat.

Agent during the Turn order step

Immediately at the end of the Turn Order step, the Agent draws cards against the current first player. If a drawn card can be used to swap position in the Turn Order (i.e. a Fixer card) then it is played on the current first player.

If the Agent is already the first player, do not draw cards for them during the Turn order step.

Ideals

If any player runs out of Ideals at any time in a cooperative or solitaire game, the game is lost immediately.

A Nightlancer that starts with 0 Ideals can still be used. They must gain at least 1 Ideal before the end of scoring and after they gain at least 1 Ideal the game will be lost immediately if they are reduced to 0 Ideals.

In cooperative play, players may...

- ...**not** start a Second Crew.
- ...**not** play Contact cards on each other.
- ...give Weapon, Armour and Gear cards in their assets to each other. They may **not** exchange cards that are unique to a Nightlancer.
- ...give Contact cards in their hands to each other.
- ...give KC tokens to each other.

In solitaire play

During set up the player takes a second set of action token which are their Decoy action tokens.

Every time the player takes their turn during the Streets phase, they place their own action token normally, then place a Decoy action token in any remaining space. They may only choose Direct spaces, Black Market spaces and Deal with the Euromafia. Decoy tokens cannot be placed on Open Spaces or Risky Spaces.

If there is no available space for the Decoy action, the player gains Heat. The Decoy tokens block the spaces as normal and the Agent will treat Decoy action tokens as player action tokens for the purpose of selecting which action space to take. The Decoy tokens have no other effect.

Game round

Some phases and steps of the game round have additional parts in solitaire/cooperative play

Prep phase

Downtime step

As normal the Downtime step does not take place in the first round of play.

At the start of the Downtime step, the Prospects marker for the Agent is placed on the position of the player with the most Prospects. Then advance it two spaces if it is an Early Round or three spaces in a Late Round. Then reduce the Heat of the Agent by one for each player.

Event step
The Agent may play Contact cards on players during Challenges in the Event step (see Agent Contacts page 29).
Take missions step
On the Agent's turn, discard the highest-paying (in Chips) Mission card that does not have a Crew on it. If multiple missions are tied for the highest payment, the players may choose which of the tied missions to discard.

In an Early Round only count the highest-paying Low Profile missions unless there are only High Profile missions available to discard.

If no missions are available for the Agent to discard at all, reduce the Agent's Heat by one instead.

Street phase

During the Street phase the Agent will occupy an action space on its turn. The only types of space it will occupy are the Direct spaces, Black Market spaces and Deal with the Euromafia. It will not occupy Open Spaces or Risky Spaces.

When the Agent occupies a space, place one of the Agent's action tokens on that space. There is no effect beside blocking the space.

The Agent is in pursuit: it chooses the type of space that has the most player tokens on them and has at least one space available.

If there is a tie for the type of space that the players have used or the available types of space have not been used at all, the Agent selects from them the first available option in the following order:

1. Use Connections open space
2. Gather Favours open space
3. Slums Hustles open space
4. Deal with the Euromafia
5. Black Market

If there is a suitable space in the Edge ring of the chosen type, the Agent will always occupy that space.
On the game board the Agent's priority order of spaces is indicated such as the following:

When the Agent needs to occupy a Black Market space, take the available space that has the total highest KC cost of cards connected to it and both cards are discarded. In the event of a tie between spaces, the players choose which of the spaces the Agent occupies.

The Agent has a special space that only they may use. If they are not able to place a token anywhere else, they place a token here and reduce their Heat.

Mission phase

The Agent may play contacts on players that attempt missions. See Agent Contacts.

End phase

The Agent may play contacts on the first player. See Agent Contacts.
As the very last part of the End Phase, each player compares their Prospects score to the Prospects of the Agent. If they have less Prospects than the Agent, they lose an Ideal immediately.

"A major reason Nightlancer groups fail is if they don't think they're making progress they lose hope and drift apart."

Game end

Scoring

Players do not gain Prospects for having the highest score in an ability.
All players gain 1 Prospect for each ability that they have a score of 6 or more in. This only counts their Nightlancer card and "Always in Effect" cards in their Assets.

Otherwise scoring is resolved as normal.

Victory

- Each player must have at least 20 Prospects.
- The players must have combined Prospects of at least 25 per player (e.g. a combined 75 or more Prospects for 3 players).
- Each player must have bought the unique starting Opportunity shown on their Nightlancer card.
- Each player must have at least one Ideal.

If these conditions are met, they win! Otherwise they are ground down and defeated by the Agent and the society collapsing around them.

6.2 Hardened Nightlancers

Expert players that want a greater challenge in cooperative or solitaire play can use Hardened Nightlancers.

When setting up the game, all players take a Loan token. They do not get any money for this loan! Players still have a maximum of two Loan tokens at once.

For the ultimate challenge, take two Loan tokens during set-up instead.

"This difficulty is not even remotely fair. Seriously. If you try it, you're asking for trouble. Don't say I didn't warn you."

"If you manage to beat the ultimate challenge, write to contact@adversitygames.com"

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8. SUMMARY

Game Round

- Prep phase
- Street phase
- Mission phase
- End phase

Players may sell Armour, Gear and Weapon cards at any time for half (round up) the ₭₵ cost each.

1. Prep phase – page 11

Downtime step (skip in first round)

- Take 1 ₭₵ and gain 1 ✠ and 1 ⚡ and take back Nightlancer tokens if Shaken
- For each Loan:
Discard 1 ₭₵ or discard 3 ✠ and 3 ⚡
May then discard 10 ₭₵ and the Loan
- Draw 2 Contacts

Draw cards step

- Draw Black Market cards to the Open Black Market for the number of players
- Turn over the top Round card and draw Mission cards for number of players

Event step

- In turn order choose: Face the Event, or Lay Low
- Must Lay Low if at 5 Heat or if Shaken

Take missions step

In turn order players join a Mission or Lay Low. If a player already Laid Low, they skip their turn. A player must Lay Low if Shaken.
To join a Mission a player may:

If no Crews	Start a First Crew
If any Crews	Join a Crew if the Boss agrees

If one Crew and no Deal Start a Second Crew

After all players have taken turns, discard unclaimed Missions.

2. Street phase – page 13

Take turns using action spaces.

Black Market To use Black Market space, buy one of the connected cards and discard the other
Risky Space When using a risky space, gain one Heat then attempt one of the two actions
Open Spaces Open spaces can be used by players any number of times

The Street phase ends when all Action Tokens are used. Discard any Black Market cards left on the game board.

3. Mission phase – page 14

In turn order players complete the Missions they are on.
When multiple players are on one Mission they all attempt it when any one of their turns arrives.

Loadout

All crew may use up to 3 Armour, Gear and Weapon cards

Stages 1-3

At each Stage the Boss chooses one of the two Routes and the Crew attempts the challenge.
If the challenge is passed continue to the next Stage else immediately apply the Penalty effect. If this does not force the Crew to leave the Mission, they may continue to the next Stage.

Payment

All Crew members receive the indicated reward for the number in the Crew. If there is a Deal on the mission the Boss draws an extra Opportunity card.

Competing Crews – page 16

If two Crews are on a mission then at each Stage they both attempt it, the First Crew then the Second Crew.
If the First Crew faces the Penalty for a Stage but the Second Crew does not, the Second Crew becomes the First Crew for the next Stage.
If both Crews reach Stage 3, they must Face Off and have a contested combat challenge before attempting Stage 3.

4. End phase – page 18

Turn order step

Change turn order to match the order of Heat markers so those with least Heat are first. If players are tied for Heat, then the order between the tied players is reversed.

Hand size step

Discard Hand cards down to a maximum of 6.
If no cards remain in Round deck then the game ends, go to scoring.

Scoring – page 18

Any number of times players may:
Sell Armour, Gear and Weapon cards (half ₭ cost round up)
Use Contact cards from their Hand
Buy Opportunity cards from their Hand
For each Loan you may pay 12 ₭ to discard it.
Then for each remaining Loan lose 5 Prospects
For each Heat you may discard any 2 of:
A Hand card or 1 ₭
Then for each remaining Heat lose 1 Prospect
Buy Prospects with remaining money for 5 ₭ each

For each Ability :
The player(s) with the highest score gain 1 Prospect
Only "Always In Effect" cards can be counted.

For each Ideal gain one Prospect, then gain bonus points for Agendas.

Ideals	Prospects for Agendas in Assets
0 or 1	-
2	1 per 6 Agendas
3	1 per 5 Agendas
4	1 per 4 Agendas
5	1 per 3 Agendas
6	1 per 2 Agendas

A player with 0 Ideals cannot beat a player with any Ideals.
The player with the most Prospects wins. Ties go to the player earliest in the turn order.

Challenges – page 23

Maximum one Weapon or Cyberweapon per challenge. Maximum one Armour per challenge.

Normal challenge

A player may choose not to attempt the Challenge, not roll and get a Challenge Score of 0.
All card effects must be applied before rolling.
Give a 3-count then roll the Challenge Dice unless interrupted.
Add ability, all used cards and die roll to get Challenge Score.
⚡ can be spent to re-roll the Challenge Dice.

If the total equals or exceeds Challenge Difficulty the challenge is passed. Otherwise, the challenge is failed.

Obstacle

If a Challenge has an Obstacle, then a player must pass it before attempting the Challenge or they get a Challenge Score of 0.

Combat Challenge

If failed, then discard ✠ as shown by the Danger level.
Cards may reduce the ✠ lost to a minimum of 1.

Group challenges – page 14

When there are multiple players in a Crew, all Crew members must choose whether they are attempting the chosen Challenge before anyone rolls.

Special cases

Shaken

A player reduced to 0 ✠ or 0 ⚡ is immediately Shaken, they place their Nightlancer token on the Shaken board space, which may result in leaving a Mission.

Ideals

If a player has 6 Ideals and should gain one, instead gain a Prospect and draw an Opportunity card.
If a player has 0 Ideals and should lose one, they instead gain Heat.

Heat

If a player has 5 Heat and is required to gain more, they lose one Prospect for each excess Heat.
If a player has 0 Heat and is required to lose one there is no effect.

Valid actions

A player may only choose an action if they can complete all necessary parts of the action.
The exception is ✠ losses from Mission stages and Events. If a player cannot discard the full ✠ amount they just discard all ✠ that they have left.

Hand

A player's Hand contains all unused Opportunity and Contact cards.
Opportunity cards in the Hand have no effect.

Assets

A player's Assets are the face-up cards around their Nightlancer.
When a player buys a card, it is added to their Assets.