

URBAN MIDNIGHT THE MINIATURES GAME

**SINGLE-PLAYER
SYSTEM**

THE NEXT BIG THING

by Cynthia Celeste Miller

The young raven-haired woman swung wildly with her specially-created lead pipe, but the crim sidestepped, causing the strike to whiff by a wide margin. With the woman creating a gaping hole in her defense, the crim capitalized with a blow of his own. The impact send her crashing to the ground.

"Simulation, rewind ten seconds and pause," a male voice rang out.

Suddenly, the crim and all her surroundings vanished into thin air and the woman was once again looking up at her two trainers in the digital simulator room. Her trainers were both legendary figures in the world of Urban Manhunt and were, in fact, household names.

Daisy Aronson crouched down beside the fallen hunter-to-be, her signature curly locks dangling but inches from her face. The young woman looked up at her apprehensively. "What the fuck was that, Jennifer?" the ex-hunter asked, the irritation quite apparent.

"I... I just swung too wide. That's all," she responded in a meek tone that made her sound like a child talking to the school principal after getting caught smoking in the bathroom.

"That's not what that was and you know it," interjected Rob Rage. Despite being old enough to be her father, Jennifer found him to be so very attractive. The disappointment in his voice cut the young woman deep.

"It... It's not?," she queried, getting up to one knee.

"No, it's not," Rob stated flatly. "What we have here is a lack of focus. That particular crim simulation was set at a very low skill level, yet you were looking right past him to the big bastard fifty feet behind him, because you knew he was a bigger threat."

"Exactly," agreed Daisy. "You figured you'd quickly dispatch the low-level crim and move on to the one you thought would give

you more trouble."

Daisy extended her hand to help Jennifer to her feet, a gesture intended to let her know that she wasn't angry at her for her mistake.

"Not placing your focus on the nearest threat is a one-way ticket to the grave. You have to be aware of other crims in the area, but maintain your concentration on the prick whose breath you can feel."

"Simulations don't have breaths." Jennifer's voice trailed off toward the end of that sentence, realizing that it probably wasn't a good time for humor. Luckily, the remark was ignored by the instructors.

"Take a deep breath, grab a drink of water and get ready to continue the match."

With a nod, Jennifer told the simulator to mark her spot before walking off to get her bottle of water.

"Think we were too hard on her?" asked Rob.

"Hell no. She's got promise, but still has a long way to go. We have to get her 'zone ready' in the timeframe the company wants, so we have to be a little hard on her. It's for her own good. If she goes out there next season and gets wasted in her first match, we're going to look like shit and probably lose our jobs. The corporation wants their golden child to be the next big thing. It's on our shoulders to make that happen."

"Well," joked Rob, "us and the marketing department."

Jennifer made her way back over to her spot, stretching a bit to limber up. "I'm ready."

Daisy gave Jennifer a quick reminder. "Just remember to concentrate on the scrawny crim first. The big one isn't going to get close to you for at least another fifteen to twenty seconds. Deal with him then and not a second before. Got it?"

"Got it," responded the young woman, determination in her voice.

"Simulation, resume!"

The urban environment was replicated exactly as it was when the simulator was paused, except the skinny crim was further back due to the rewind. The crim had his club ready as he made his approach. This time, Jennifer started to swing wild, but feinted instead. The crim fell for it hook, line, and sinker, going for the side-step that previously kept him from getting smashed with the pipe. The second he made his maneuver, she directed her weapon so that it would make contact right around his left temple. The resulting 'thud' sounded so realistic. It was hard to believe this wasn't real. And then there were the visuals. The force of the blow ejected his eyeball from its socket in spectacular fashion, flying high into the air.

Sensing a way to impress the simulated crowd, Jennifer belched out, "Batter up, motherfucker."

She leveled her pipe like a baseball bat and cracked the airborne eyeball with it. The eyeball rocketed toward the incoming muscle-ripped, scar-faced crim with great force, hitting him right in the chest. It certainly wants enough to fell him, but it sure seemed to raise his ire. He let out a primal roar and charged toward Jennifer.

"What? You don't like baseball?"

Rob couldn't help but crack a smile. "That kid's gonna do okay."



SINGLE-PLAYER SYSTEM

“It may just be a VR simulator, but the pain you feel when a digital crim shoots you is real as hell. On the plus side, though, there’s no actual bullet hole. Just don’t expect to walk out of it without hurting like a son of a bitch.”

— Daisy Aronson, trainer

ABOUT THESE RULES

Practice makes perfect... or so they say. It's a good thing there are options for hunters to get some zone time in between actual matches. The most common way to do it these days is via computer simulations. The hunter steps into a virtual reality zone and eliminates digitally created crims. The opponent? An AI hunter that operates in an entirely different simulated zone.

This variant for *Urban Manhunt* allows you to play the game by yourself. No other players are needed!

The normal rules for the game still apply, except where noted below.

ASSUMPTIONS AND CONCEPTS

The single-player game plays mostly like it does in the normal game. However, due to not having other hunters, the following rules apply

- You are always the First Player.
- You are always considered to be the player to your right.
- Your hunter is always “the closest/nearest hunter”.
- Event Cards are not used.
- The “I Don’t Do Requests” Special Rule may not be used. Replace it with another Special Rule of the same or lesser cost.
- The “I’ll Take That” and “Trickery” Momentum Options may not be used. Replace them with another Special Rule of the same or lesser cost.
- Given that iconic hunters have access to Special Rules and Momentum Options that are unique to them and new hunters will be released, use common sense as to what is allowed and what isn’t. Generally, if a Special Rule involves only an opposing hunter, it cannot be used. If it involves an opposing hunter and another model/target (your hunter or a crim, for example), ignore the element that involves the opposing hunter. See the sidebar for how to handle the iconic hunters from the core rulebook.

ICONIC HUNTERS

Most of the iconic hunters from the core rulebook can be used verbatim. A few, however, must be altered.

- **Blue Beret:** The “Ultimate Preparation” Special Rule may not be used.
- **Neon Leon:** The “Glowing Brightly” Special Rule can be used, but ignore all the effects to opposing hunters.
- **Sly Fox:** Sly Fox’s entire shtick revolves around messing with other hunters, so it’s probably best if he’s not used at all. However, if you insist, all of his Special Rules are unavailable. Also, you may not use the “Distraction” or “I’ll Take That!” Momentum Options.

OPTIONAL RULE: USING EVENT CARDS

This optional rule reintegrates the Event Deck back into the single-player game. Before the game begins, you should remove all cards that...

- a) directly affect only an opposing hunter
- b) require the participation of an opposing hunter
- c) make no sense in the absence of an opposing hunter

If a card affects “a hunter”, “any hunter”, “each hunter” or “all hunters”, it only affects *your* hunter. If a card gives an option to affect an opposing hunter or another target (such as a crim), the other target must be chosen.

The following cards from the core Event Deck should be removed: *Bland Elimination*, *Caught Off Guard*, *Double Shot*, *Double Strike*, *Got the Drop on You*, *I Don’t Think So!*, *In the Cover of Darkness*, *Knocked Down*, *Limited Options*, *Losing Blood*, *Mistakes Were Made*, *Oversized Gun*, *Sabotaged Pod*, *Shortsword*, *Small Pistol*, *Turned Around*, *Unexpected Shot*, and *Unusable Scrap*.

SETUP ALTERATION

The setup process remains largely the same, with the following exceptions:

- It’s up to you to place terrain, tubes and pods.
- Your hunter’s starting corner is randomly determined.
- Crim placement is randomized during set-up.
- Choose a difficulty level: Easy, Normal or Hard.

HUNTER PHASE ALTERATION

After your hunter takes their two actions, roll on the AI Hunter Progress Table that matches the difficulty level you selected during setup. This determines what happens with the opposing AI hunter. *If you selected Easy, the AI hunter skips the first turn of the game.*

OPTIONAL RULE: REWINDS

Using this optional rule, once per match, you can call for a Rewind at the end of the Crim Phase. Upon doing so, you go back to the beginning of the Hunter Phase, undoing everything that was done during this turn’s Hunter Phase and Crim Phase. This could mean moving models back to the positions they were in at the beginning of the turn, losing Momentum gained, removing Wound Tokens and even losing points that were earned. It’s a total reset to the way things were at the beginning of the Hunter Phase. The two phases are then replayed from scratch.

AI HUNTER PROGRESS TABLE (EASY)							
D10 ROLL:	RESULT:						
1	The AI hunter gains one or more Wound Tokens. <i>Roll a further d10:</i> <table border="1"> <tr><td>1-3</td><td>4 Wound Tokens</td></tr> <tr><td>4-7</td><td>3 Wound Tokens</td></tr> <tr><td>8-10</td><td>2 Wound Tokens</td></tr> </table>	1-3	4 Wound Tokens	4-7	3 Wound Tokens	8-10	2 Wound Tokens
1-3	4 Wound Tokens						
4-7	3 Wound Tokens						
8-10	2 Wound Tokens						
2	The AI hunter gains one or more Wound Tokens. <i>Roll a further d10:</i> <table border="1"> <tr><td>1</td><td>3 Wound Tokens</td></tr> <tr><td>2-4</td><td>2 Wound Tokens</td></tr> <tr><td>5-10</td><td>1 Wound Token</td></tr> </table>	1	3 Wound Tokens	2-4	2 Wound Tokens	5-10	1 Wound Token
1	3 Wound Tokens						
2-4	2 Wound Tokens						
5-10	1 Wound Token						
3	The AI hunter makes no progress.						
4	The AI hunter makes no progress. <i>Roll again on the AI Progress Table.*</i>						
5	The AI hunter makes no progress.						
6	The AI hunter gains d8 points (<i>maximum of 3 times per match; further rolls of 5 count as making no progress</i>)						
7	The AI hunter gains a d8 points.						
8	The AI hunter gains a d8+2 points.						
9	The AI hunter gains a d8+4 points.						
10	The AI hunter gains a d8+6 points.						

AI HUNTER PROGRESS TABLE (NORMAL)							
D10 ROLL:	RESULT:						
1	The AI hunter gains one or more Wound Tokens. <i>Roll a further d10:</i> <table border="1"> <tr><td>1-2</td><td>4 Wound Tokens</td></tr> <tr><td>3-4</td><td>3 Wound Tokens</td></tr> <tr><td>5-10</td><td>2 Wound Tokens</td></tr> </table>	1-2	4 Wound Tokens	3-4	3 Wound Tokens	5-10	2 Wound Tokens
1-2	4 Wound Tokens						
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2	The AI hunter gains one or more Wound Tokens. <i>Roll a further d10:</i> <table border="1"> <tr><td>1</td><td>3 Wound Tokens</td></tr> <tr><td>2-4</td><td>2 Wound Tokens</td></tr> <tr><td>5-10</td><td>1 Wound Token</td></tr> </table>	1	3 Wound Tokens	2-4	2 Wound Tokens	5-10	1 Wound Token
1	3 Wound Tokens						
2-4	2 Wound Tokens						
5-10	1 Wound Token						
3	The AI hunter makes no progress.						
4	The AI hunter makes no progress. <i>Roll again on the AI Progress Table.*</i>						
5	The AI hunter gains d10 points (<i>maximum of 3 times per match; further rolls of 5 count as making no progress</i>)						
6	The AI hunter gains a d8 points. <i>Roll again on the AI Progress Table.*</i>						
7	The AI hunter gains a d8 points.						
8	The AI hunter gains a d8+2 points.						
9	The AI hunter gains a d8+4 points.						
10	The AI hunter gains a d8+6 points.						

AI HUNTER PROGRESS TABLE (HARD)							
D10 ROLL:	RESULT:						
1	The AI hunter gains one or more Wound Tokens. <i>Roll a further d10:</i> <table border="1"> <tr><td>1</td><td>3 Wound Tokens</td></tr> <tr><td>2-4</td><td>2 Wound Tokens</td></tr> <tr><td>5-10</td><td>1 Wound Tokens</td></tr> </table>	1	3 Wound Tokens	2-4	2 Wound Tokens	5-10	1 Wound Tokens
1	3 Wound Tokens						
2-4	2 Wound Tokens						
5-10	1 Wound Tokens						
2	The AI hunter makes no progress. <i>Roll again on the AI Progress Table.*</i>						
3	The AI hunter makes no progress.						
4	The AI hunter makes no progress. <i>Roll again on the AI Progress Table.*</i>						
5	The AI hunter gains d10 points (<i>maximum of 3 times per match; further rolls of 5 count as making no progress</i>)						
6	The AI hunter gains a d8 points. <i>Roll again on the AI Progress Table.*</i>						
7	The AI hunter gains a d8+2 points.						
8	The AI hunter gains a d8+4 points.						
9	The AI hunter gains a d8+6 points.						
10	The AI hunter gains a d8+8 points.						

* The AI Progress Table can never be rolled on more than twice per turn. Ignore the instructions to roll again if you have already rolled twice this turn.

INCAPACITATION

Incapacitation is handled a bit differently than in the normal rules. Exactly how it's handled depends on which hunter is Incapacitated.

INCAPACITATION FOR THE AI HUNTER

The AI hunter has a Wound Maximum of 6. Therefore, when it reaches 6 Wound Tokens, it is Incapacitated. The AI hunter misses its next turn, but returns to the zone the following turn and makes its roll(s) as usual.

INCAPACITATION FOR YOUR HUNTER

The hunter being Incapacitated works like in the standard rules, except with the crims. They won't necessarily just stand around and wait for the hunter to hit the field. Each turn, during the Crim Phase, each crim will take a default action, based on their Demeanor.

- **Cowardly** crims take a Hide action. Once they reach a **hideable** terrain piece, they will remain there until the hunter returns to the zone, at which point, they will take one further Hide action. After that, they obey the normal rules for crims taking actions.

- **Aggressive** crims move directly toward the nearest corner of the zone a number of inches equal to their Move score. Crims always ignore the effects of *difficult* terrain. They will stop once they get 6 inches from the corner, hoping that the hunter will re-enter the match there.

- **Typical** crims take a Seek Cover action, taking cover from the nearest visible corner (since there is no closest hunter at this point). Once they reach **cover**, they will remain there until the hunter returns to the zone, at which point, they obey the normal rules for crims taking actions.

- **Cunning** crims are removed from the table and remain there until the hunter returns to the zone. On the Crim Phase in which the hunter returns, place each cunning crim directly on top of a random tube and then relocate them d8 inches toward the hunter (this does not count as movement of any kind). Then they take their action as normal. Once the action is complete, move on to the next cunning crim and repeat the process until all cunning crims have taken their action.

EXCEPTION: Regardless of a crim's Demeanor, if it is Hiding when the hunter is Incapacitated, it remains Hiding until the hunter returns to the zone. From that turn on, the crim acts according to the current Control Card as normal.