

Blade Runner

Components

Markers (coloured discs), one of which has a star, the **Boss Marker**. They belong to players.



Pawns (gray discs) can be *Civilian*, *Police*, *Replicant*, depending if they have an icon on one side. When a pawn on the board has no symbol facing up, it's considered *unexposed*.



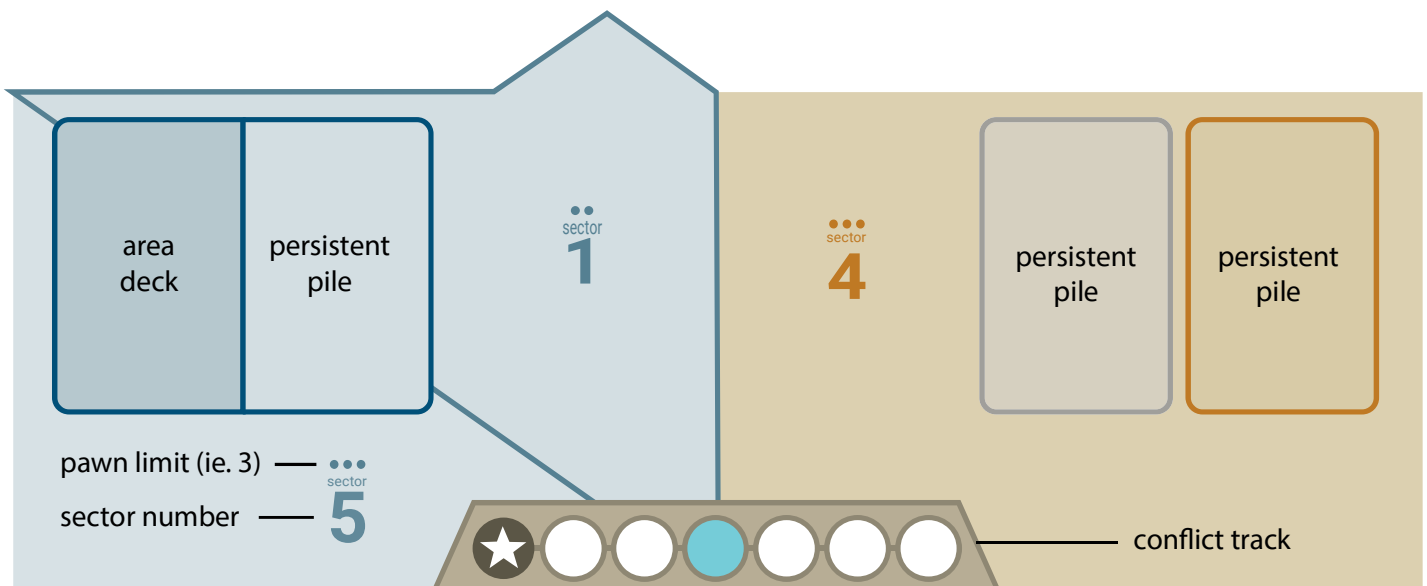
Cards have four suits (colours): *Civilian*, *Police*, *Replicant*, *Corporation*, can be of four types (icons): *Character*, *Location*, *Prop*, *Event* and might have an associated effect (text on white frame).

Initiative Token (use any prop as token)

Board, has a *map* divided in 4 areas, each containing 2 sectors. Each sector has an associated number and pawn limit. Sectors sharing a border are considered *adjacent*.

Each area also has two card slots: the **area deck** will go on the left one, the **persistent pile** on the right.

Finally, the board contains a **conflict track**, where pawns get placed once *exposed and caught*.



Setup

- * Mix all pawns (4 police, 5 replicants, 7 civilians), blank side up, over the board. Place 2 pawns on each map sector.
- * Prepare and place the 3 area decks (suburbs don't get a deck). Flip the top card of each and place it on top, face up.
- * Each player draws 2 cards from any deck on the board.
- * Prepare the mission deck and deal 2 cards to each player.
- * Each player collects their markers (3 normal and a *Boss*) and place them on the player board.
- * The player who made a unicorn origami last gets the first *Initiative Token*. Turns will proceed clockwise.

Placement phase

In turns, each player can do one of the following:

- * **stack** a player marker on a *pawn*; they can move it to an *adjacent sector* and, if *unexposed*, peak at its back side.
- * **pass**, no marker is placed (players can still play subsequent turns, unless the phase ended).

The placement phase ends immediately if all players passed on their turn.

Action phase

The *action phase* is resolved by *sector number*, lowest to highest. For each sector, in turns, each player can **activate** one player marker or **pass** (players can play subsequent turns, unless all players pass). When activating they can:

- * **unstack** (place marker next to the pawn it was stacked on) over a card in the same area or on the map sector.
- * **exhaust** one marker on their board (move from *Supply* to *Activation*).

When **unstacking on a card**, do one of the following:

- * **explore**: look at the persistent pile and take 2 cards from it in your hand.
- * **investigate**: if the top card of the deck is face up, move that to the bottom of the persistent pile; then draw the new top card, look at it and either take it in your hand or place on top of the deck.
- * **leverage affiliation**: resolve the effect of the card.

When **unstacking on a sector**, do one of the following:

- * **negotiate**: propose a card exchange to another player; the two players show each other 1 card from their hands, they can then negotiate (any number of cards from the hands can be used in the exchange).

The deal is optional: if the exchange takes place, both players also draw a card; if there's no agreement, nothing happens (players still got a chance to communicate via cards).

When **exhausting** a marker on the player board, do one of the following:

- * **leverage affiliation**: spend 1 card from hand to resolve its effect (discard to the persistent pile of any area with owned markers)
- * **take hostage**: spend 2 cards to move an unstacked pawn to your Hostage player board slot.

Dilemmas

Whenever a dilemma card is drawn, it must be placed next to the board face-up. It will have to be resolved at the end of the current action phase.

Intermission

As soon as a pawn (any) is placed on the coloured spot in the *Conflict Track*, each player must select a single affiliation, from the *mission* cards.

They will all remove their *Boss Marker* from the map or player board and place it on top of the selected card.

End of Game and Victory

When the last card is drawn from an area deck, if there's only one area deck left on the map, the game ends immediately.

Each player reveals their chosen affiliation and places their *Boss Marker* on in the *Conflict Track*, on the top spot occupied by an enemy pawn, then move up by 1 for each *mission* achieved.

The top player in the track, regardless the winning faction is the winner.

On ties, the winner is the one affiliated to the winning faction.

On further ties, players share victory.