



**POLICE**



**PARAMEDICS**

**POLICE**



**PROSTITUTES**

**HOOLIGANS**

**VANDALS**



**NEUTRAL (CITIZENS)**

Sample file

## EVERYDAY CONFLICT

The struggle between Law and Chaos is as old as human civilisation - there have always been people who want to build walls and those who prefer to tear them down.

In every city, on every street, war is being waged.

Forget fantasy battlefields and subjective values like 'good' and 'evil' – this shit is real, and it's happening now.

## A NIGHT ON THE TOWN

No-Go-Zone (NGZ) is a 2-player tabletop miniatures game which involves collecting metal figures (which may be painted), card model making, and ultimately playing out various tactical scenarios. This book contains the basic rules and the first NGZ scenario: A Night on the Town.

On a typical Friday night, as the city's pubs and clubs are throwing out, people start to flood onto the streets - some heading home, others looking for further 'entertainment'.

The forces of Law are standing by to ensure that the night passes without incident but for the city's criminal element the day has only just begun...

## LAW & CHAOS

People in No-Go-Zone are grouped into three categories:

**Law** (police and other public services)

**Chaos** (criminals and anti-social elements)

**Neutrals** (ordinary citizens)

Before starting a game, both players must decide who will play **Law** and who will play **Chaos**. The Chaos player also controls the neutrals.

As a visual guide, the colour blue is used for things relating to Law and red for Chaos.

## HOW TO WIN

Respect is everything in No-Go-Zone. It doesn't matter whether it is gained through approval or fear - without it, you're nothing.

- Respect is represented by counters.
- During the game you win immediately if the other player has no Respect.
- When you **lose 1 Respect**, put one of your counters into the central pot.
- When you **gain 1 Respect**, take a counter from the pot.  
**If the pot runs out of counters, take them from your opponent instead.**

### Law also wins if...

- All 6 Chaos figures are arrested, locked up, dead, down (casualties) or hospitalised.
- Chaos has no figures (including neutrals) on the board.

### Chaos also wins if...

- 8 areas are tagged by Vandals.
- All 10 Police figures are dead, down or hospitalised.

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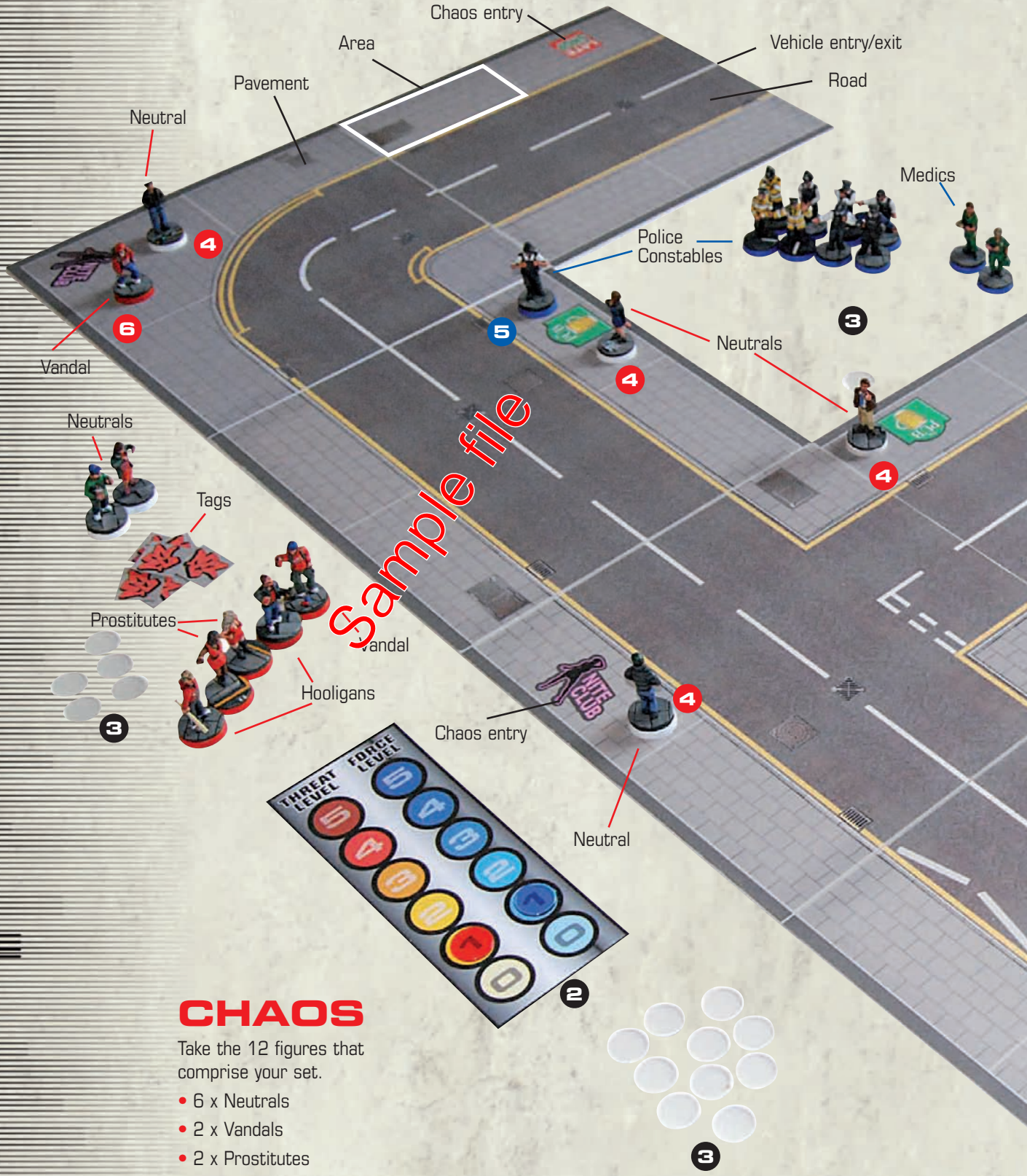
## YOU WILL NEED...

2 players  
This rulebook  
12 Chaos figures:  
6 x Citizens  
2 x Vandals  
2 x Prostitutes  
2 x Hooligans  
12 Law figures:  
10 x PCs  
2 x Medics  
6 Game board tiles  
3 Model vehicles  
Vehicle datasheet  
Threat / Force meter  
22 counters

# PREPARATION

## THE GAMEBOARD

The gameboard consists of 6 tiles, each divided into 5 **areas** (a road area and 4 pavement areas). Areas are used for determining where figures can enter play and for moving them around the board.



## CHAOS

Take the 12 figures that comprise your set.

- 6 x Neutrals
- 2 x Vandals
- 2 x Prostitutes
- 2 x Hooligans
- 8 x Tag markers

## LAW

Take the 12 figures that comprise your set:

- 10 x PCs
- 2 x Medics
- Take the vehicle data sheet and the 3 vehicle models:
- Police patrol car
- Police van
- Ambulance

Law starts the game with 2 PCs in play; other Law figures can only be brought into play by calling in vehicles, which arrive from the vehicle entry/exit areas.

Ambulance

Police van

Police patrol car

Vehicle data sheet

PC

5

Vehicle entry/exit

Sample file

## SET UP

- 1 Lay out the gameboard tiles as shown.
- 2 Put a counter on both number 1 spaces of the Threat / Force meter.
- 3 Divide the 20 Respect counters: 5 for you, 5 for your opponent and 10 into a central pot.
- 4 **Chaos:** place 4 neutral citizens on different areas of the board.
- 5 **Law:** place 2 PCs on any areas.
- 6 **Chaos:** place a Vandal on any area – not one with a PC on it.
- 7 **Chaos** takes the first turn of the game.

# Threat & Force

The Threat / Force level determines how 'aggressive' you can be on your turn. Threat relates to Chaos and Force to Law.

At higher levels you have access to more figures and tactics that can hinder and harm your opponent. Whenever you raise or lower the level, you must immediately check to see if any of the special rules on this page come into effect.

At the start of the game both Threat and Force are set to level 1.



The Threat / Force meter keeps track of your current level.

## THREAT

All Chaos figures have a Threat score. You cannot bring a Chaos figure into play unless the current **Threat** level is equal or higher than the figure's score. The Threat level also determines what you can and cannot do in your turn.

### Crimes

At Threat level 3 or lower a Chaos figure cannot enter an area containing any Police figures (including Police in vehicles, but not empty vehicles). Also, a Chaos figure cannot commit a criminal action if there are Police figures in their area. At Threat level 4 these restrictions no longer apply.

### THREAT 0

#### None

- You cannot lower the Threat level to 0 if you have any Chaos figures in play.
- You cannot bring any Chaos figures into play while the Threat level remains at 0.

### THREAT 1

#### Anti-social behaviour

- Vandals can enter play from a Shop.
- Vandals can use the tag action at this Threat level and higher.



### THREAT 2

#### Misdemeanours

- Prostitutes can enter play from a Nightclub.
- Prostitutes can *solicit* at this Threat level and higher.

### THREAT 3

#### Felonies

- Hooligans can enter play from a Pub.
- Hooligans can assault neutrals at this Threat level and higher.

### THREAT 4

#### Emergency

- Chaos and neutrals cannot be *dispersed* by Police.
- Hooligans can *assault Police*.
- Chaos figures can now enter and commit crimes in areas containing police.

### THREAT 5

#### Terror

This Threat level has no effect in the basic game. There are no special rules for this level.

Sample file

# FORCE

You cannot bring Law figures into play (in vehicles) unless the current **Force level** is equal or higher than the vehicle/passenger Force score.

The Force level also determines what you can and cannot do in your turn.

During the game you will need to respond to Chaos' Threat by adjusting your Force. When Force and Threat are equal, you gain Respect. However, there may be times when you need to increase your Force above the Threat level to call in backup and reassert control.

## Force 0

### Rescue

- You must return all Police figures to your set, cancel all responding Police vehicles.
- You cannot dispatch any police vehicles while the Force level remains at 0.

## Force 1

### Prevention

- Police cannot arrest or disperse anyone.
- Law can call in a Patrol car (response time 2) containing 1 or 2 PCs.

## Force 2

### Negotiation

- Police can attempt to *disperse* neutrals and Chaos figures.
- Police cannot arrest anyone.
- You must release all prisoners in play back to the Chaos player.
- Law can call in a Police van (response time 3) containing 1 or 2 PCs.

## Force 3

### Power of arrest

- Police can attempt to *arrest* Chaos figures at this Force level and higher.
- Law can call in a Police van (response time 4) containing 3 to 6 PCs.

## Force 4

### Hi-impact tactics

- Police have 'Super-SLAP' when attempting to *arrest*.
- Police can attempt to arrest neutrals.
- Law can call in a Police van (response time 4) containing 1-2 PCs and 1-4 Riot police.
- Riot police can attempt to *subdue* Chaos figures.

## Force 5

### Armed response

This Force level has no effect in the basic game. There are no special rules for this level.



## PLAYING CHAOS

*Chaos is evolution and revolution – it is the spirit of change and free will. If the world were ruled by Law, everything would stay exactly the same, forever. Life's too short to be spent following orders, so burn, baby, burn!*

### Tips for Creating Chaos

**Steer clear of the Law:** The police can really fuck up your fun, so keep out of their way until you've cranked up the Threat level.

**Mark your turf:** Get as many tags down as you can – it pisses off the police and can boost your Respect. If you can tag 8 areas, the streets are yours!

**Provide a public service:** Every time a citizen gets his rocks off with a Prostitute, the Law loses Respect. Keep the punters coming from the Nightclubs.

**Start a fight:** Nothing beats a good fight. Get Hooligans into play at Threat level 3 and smack down a few citizens. When the Law intervenes, crank up to level 4 and give them a good kicking too!



## WINNING

You can win by stripping away all Law's Respect, but there's more than one way to fuck a pig. Tagging 8 areas is a nice way to win if you stay focused and your Vandals don't get nicked. The other path to victory is much harder – knock down (injure) all 10 Police figures. Unfortunately decking a copper isn't easy.

### How can I gain Respect?

- Select a *tagged* area that contains Chaos and/or neutrals but no Police.
- Select an area containing casualties but no Police or Medics.

### How do I lose Respect?

- If one of your Chaos figures gets locked up.
- If a casualty dies.
- When Law gains Respect but there are no counters in the pot.

### How can I make Law lose Respect?

- Commit a crime.
- Successfully resist arrest.
- Take Respect from Law when there are no counters in the pot.

## PLAYING LAW

Without the rule of Law, society as we know it could not exist; people would live in constant fear with nothing to protect them from the random savagery of the world.

Maintaining order can be a thankless task, but there is no job more important.

### Tips for Upholding the Law

**Prevent Crime:** While the Threat level is 3 or lower, a Chaos figure cannot enter or commit an offence in the same area as a Police figure.

**Maintain order:** Stop Chaos gaining Respect from tagged areas by putting Police in them.

**Treat casualties:** Chaos gains Respect from casualties unless there is a Law figure in the same area. Use your medics to *evacuate* casualties. Once safely in the ambulance, they can be transported to hospital which gives your Respect a healthy boost.

**Crowd control:** Police can use the *disperse* action to send Chaos figures and neutrals back to their owner's set. They may still be brought back into play later.

**Lock 'em up:** Police can use their powers of *arrest* to remove figures from play – permanently. Once a suspect is arrested, you just need to throw them into the back of a van and drive back to base. Locking up Chaos figures reduces their Respect.



## WINNING

Taking Respect from Chaos is just one way to win. If Chaos has no figures in play (including neutral citizens), you win automatically - this can be achieved by pro-active use of the *disperse* action. Alternatively you can win by targeting the criminal element and arresting all 6 Chaos figures.

### How can I gain Respect?

- Match your Force to the current Threat level at the end of your turn.
- Heal or transport casualties to hospital.

### When do I lose Respect?

- When a crime is committed or a suspect *resists arrest*.
- When you call for backup (car, van or ambulance).
- When a casualty dies.
- When Chaos gains Respect but there are no counters in the pot.

### How can I make Chaos lose Respect?

- Arrest and lock-up Chaos figures.
- Take Respect from Law when there are no counters in the pot.