

**Title:** *Nighthawks*

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**Website:** <http://nighthawks.space>

Thanks for checking out the print-and-play for Nighthawks! This pack contains sheets for all of the cards you'll need to play a prototype version of the game. The game is currently in development and is subject to change, but it's your feedback that will help us make Nighthawks the best game it can be!

We have a feedback form and a contact form at <http://nighthawks.space>. Feel free to ask us any questions or send us any feedback you like.

## Rulebook:

### **Nighthawks Playtest Rules Version 01.pdf**

The rules are a bit lacking in layout, but have been given a first editing pass, thanks to Robert Mills. (@RBmills) Please let us know if there are any egregious spelling errors or typos I may have missed...or if something just doesn't make sense!

## What you'll need to print:

**1 - Nighthawks PnP 01.pdf**

**1 - Nighthawks PnP 02.pdf**

**1 - Nighthawks PnP 03.pdf**

**1 - Nighthawks PnP 04.pdf**

These 4 sheets will give you all 16 Nighthawks ships, 4 for each faction. Note that each ship has a regular side and a damaged side. (Indicated by a an explosion icon to the right of the ship action bar.) When constructing my prototypes, I cut out all the pieces and slide the corresponding ones back-to-back into a clear plastic card sleeves. However, I have laid the cards out so that they may be cut and folded in case you don't have any card sleeves available.

## Everything else you'll need:

- **A six-sided die, or some other way to randomize a 50/50 chance.**
- **A straight measuring device.** You can use anything that is roughly 5-6 inches long and is easy to discern between full length and half-length. Nighthawks was conceived and designed as a "use what you have on you" game, so a pencil or pen should work just fine.
- **A handful of beads or tokens.** These will be used to mark target locks during the game. You'll need about 2 per player.