RULEBOOK



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NEUROSHIMA HEX!

DUEL

INTRODUCTION

Neuroshima HEX is a game of tactics, where armies wage continuous battles against each other. It is based on a roleplaying game called Neuroshima RPG published by Portal in 2001. While being familiar with the RPG is not necessary, the players will find it easier to identify with their armies if they have read or played the game.

The world of Neuroshima RPG is that of a post-apocalyptic world torn apart by a war between humans and machines. The remains of humanity took shelter in the ruins of cities and organized in small communities, gangs and armies. Conflicts between such groups are not uncommon and the reasons of such are numerous: territory, food or equipment. What is more, the ruined cities are constantly patrolled by machines sent from the north, where a vast cybernetic entity, called MOLOCH appeared. Great wastelands that surround what was left of the greatest cities are home to another enemy - Borgo - a charismatic leader who controls an army of gruesome mutants. One of the last hopes of humanity is the OUTPOST, a perfectly organized army which wages a guerilla war against MOLOCH. Nevertheless, most human settlements, including the HEGEMONY, are not concerned with war until it comes banging at their door. Such is the world of Neuroshima.

Ns Hex: Duel is a Neuroshima Hex add-on. It's also a standalone game and contains all the necessary game elements and rules. There are two factions in the box: Smart - a mobile army of half machines, half mutants, where experimental hybrids are transported to the battle field in tight transports, and Vegas forces - using methods more efficient than weapons, of controlling humans and machines using trained Agitators. Also a new board with a special game rule is included.

GOAL OF THE GAME

The goal of each player is to attack the enemy's Headquarters (HQ). At the beginning of the game each HQ has 20 "hit points". If, during the game, a HQ loses its last, twentieth hit point it is destroyed and the player does not take part in the game any more - it means that his opponent wins instantly.

If, during the game, (see ENDING THE GAME section) none of the HQ's have been destroyed the players compare current hit point levels for each one. The player whose HQ is in the best condition (received least damage) is the winner.

CONTENTS OF THE BOX

The box of Duel contains the following:

- # 1 game board
- # 35 SMART army tiles
- # 35 VEGAS army tiles
- # 4 Wound Markers
- # 2 HQ Markers (plus 2 spare ones)
- # 2 blank spare tiles
- # 4 Control Markers (for the Vegas army)
- # this rulebook

SETTING UP

Put the board in the middle of the table. Distribute the appropriate army tiles among the players. (Each player commands a single army represented by 35 tiles). Next, each player separates their HQ tile from their other tiles (HQs have the same image on both sides of the tile) and shuffles the tiles thoroughly. When the tiles have been shuffled they should be placed in a pile face down in front of each player. Each player should also put one of his HQ Marker on the "20" on the Damage track and one HQ Marker on "0" on the Energy Track (see: Board description).

STARTING THE GAME

The players are free to determine who starts the game. The starting player places the HQ tile anywhere on the board. The opposing player subsequently does the same. The HQ tiles may be placed adjacent to each other.

Next, the starting player (Player One) draws one tile from his pile and puts it in front of him face up (not on the board yet!). Tiles are always drawn from off the top of the pile (which means the uppermost tile is always the one to be drawn first). The player may now use the tile (see USING TILES section), save it for later or simply discard it.

The other player (Player Two) then draws two tiles from his pile and puts them in front of him face up. Like with player one, each of the tiles can be used, saved for later or discarded.

Next, Player One draws up to three tiles, which means that if last turn he saved a tile for later he now draws only TWO tiles. If, however, he used up or discarded his one tile, he now draws three tiles. Now that he has all three tiles in front of himself, he must choose one tile, which seems least useful and discard it, before he attempts any further actions. Each of the remaining two tiles can then be used, saved for the next turn or discarded.

Player Two follows the same procedure and the rest of the game continues as described in GAME SEQUENCE section.

GAME SEQUENCE

In his turn a player draws UP TO three tiles (i.e. under no condition can he have more than three tiles in front of himself), and puts them face up in front him. Then, after the tiles have been drawn, the player must discard one of the three tiles (usually the least useful one) aside into the discard pile. Then he decides what to do with the remaining two tiles - he can use them, keep them for the following turns, or discard them.

A player may discard any number of tiles he drew. The drawn tiles should be visible for both players, that is why they are always placed face up in front of the player who draws them.

If towards the end of the game any of the players draws his last tile, but still has fewer tiles in front of him than three, he does not have to discard any.

When a player completes his turn (draws, uses, or discards tiles, and completes all actions desired) he informs the other player about it.

USING TILES

After drawing the tiles, placing them face up and discarding the third, least useful one, the remaining two can be put into play.

There are two kinds of tiles in the game: Instant Action Tiles and Board Tiles. Each tile is clearly marked so it's easy to identify its function. The Board Tiles have a border printed around the edges, while Instant Action Tiles do not have a border.

Here are some examples of the two tile types:



Example of Instant Action Tiles



Example of Board Tiles

Both types of tiles can only be used in the players' own turns. Under no circumstances can tiles be played during any other player's turn.

The Instant Action Tiles represent specific actions. They are not placed on the game board to take effect, but only shown to the opponent and their effects are introduced into the game (See TILE DESCRIPTIONS section for details concerning their use). Then, the tiles are discarded.

Board Tiles represent your army's units. In order to use them, players place them on a chosen, unoccupied hexagonal space on the board. Board Tiles cannot be placed on other tiles on the board. After a tile has been placed, it may not be moved or turned in any way. Once placed, a tile remains in its position until the end of the game or until it is killed and removed from the board. The only exceptions from this rule are special actions which allow some tiles to be moved around the board. Their use is explained in the TILE DESCRIPTIONS section of the manual.

If at any time during the game the board is filled up and no single space is left to place a tile on, a Battle commences (see BATTLES section).

BATTLES

In their decks of tiles (among the 35 tiles that make up players' armies) players have several Battle tiles, which are a special kind of Instant Action Tiles. As soon as a Battle tile is played (used), a battle starts on the board.

During a battle the players must check the effects of each tile on the board. Battles are divided into «phases» according to Initiative values presented on tiles. If the number printed on the tile is 4 - this tile is the first to act, then it is followed by those with Initiatives of 3, 2, 1 and finally 0.

In each phase of the Battle, players' units of the same Initiative act simultaneously. E.g. if two units with Initiative values of 3 shoot at each other, they both get hit and die. If two units shoot at the same target in one phase, they hit the target simultaneously (both attacks strike home and none of the projectiles passes through). Dead/destroyed units remain on the board until the end of the phase they were killed/destroyed (you can turn them face down). After all actions in the phase have been carried out, dead units are removed and put on the discard pile. When a unit is wounded but not destroyed (because it has more Toughness - or Wound - points available) put a wound marker on it to indicate that it has been hit. Modules and Net Fighters stop affecting other units the moment they are removed from the board at the end of the phase, not when hit.



- Wound markers should be put on damaged (wounded) units

After a phase is finished, another phase follows, counting Initiative downwards.

HQ's wounds are calculated at the end of a phase.

The Battle tile cannot be used if any of the players has drawn his last tile from the deck.

The player who starts a Battle ends his turn, regardless of the number of tiles he has left. As soon as the Battle commences, no other tiles can be used or even discarded.

An example Battle can be found at the end of this game manual.

ENDING THE GAME

If any of the players draws his last tile from the deck, he can finish his turn. Then the opposing player finishes his and the Final Battle begins.

When any of the players has drawn his last tile, Battle tiles cannot be used.

If a player has used his last tile and filled in the last unoccupied hex on the board a Battle starts. Then, after the Battle the opposing player can use his remaining tiles and the Final Battle begins.

VICTORY

The game ends after the Final Battle or when the Toughness points of a HQ are reduced to zero.

If one of the HQs is destroyed, the game ends and the player whose HQ survived wins.

If any of the HQs is destroyed during a Battle, the Battle goes on as usual. If the other HQ is destroyed as well, the game finishes with a draw.

If none of the HQs are destroyed and the Final Battle has been fought, the player whose HQ has more Toughness points left is the winner. If both HQs have the same number of points remaining, the game ends with a draw.



It is absolutely essential to shuffle the tiles before each game session. During the game, tiles are discarded to a discard pile in groups (e.g. several board tiles or several instant action tiles in a row). If the tiles are not shuffled, it can lead to a series of similar tiles being drawn each turn, and thus making it difficult to perform a reasonable action on the board.



TILE DESCRIPTIONS

There are two army decks in the Duel expansion. Each army is marked by a different color and has a different reverse.



SMART



VEGAS

When used, tiles affect **both** unit tiles and HQ tiles (unless specified otherwise in a given tile description).

2 INITIATIVE

Each Board Tile is marked with a symbol indicating its initiative in the game. The higher the Initiative the earlier on in each phase of the battle a given tile may take its action (the sooner the unit will attack its opponents).

The Initiative values range from 0 to 3. The value indicates the number of the phase in which a unit can perform an attack (see BATTLES section). Some tiles have two Initiative values printed on them, which means that the unit can perform two actions during the battle.



There are also tiles with the ⧗ symbol. These units' actions are not restricted to one phase during the battle. A tile with the ⧗ symbol acts as soon as it is placed on the board and until it is removed.

BOARD TILES

Board tiles, as opposed to Instant Action tiles, are ones that can be placed on the game board. There are 4 types of Board Tiles: Headquarters, Units, Modules and Foundations Tiles.

THE HQ

The HQ is the most important tile in the deck. Each HQ can sustain 20 points of damage, which are reduced by successful enemy hits. If the number falls down to 0, the HQ is destroyed and its owner loses the game. The HQ of each army has a different special ability presented in the description of each army in the following sections of this manual. Moreover, each HQ can hit all adjacent enemy units in a melee attack with a Strength of 1. A HQ cannot attack another HQ, though. Each HQ has the Initiative of 0 and its special ability does not affect itself.



SMART



VEGAS

UNITS (ALSO CALLED SOLDIERS)

The face of each Unit tile shows, apart from their pictures, additional symbols representing types of actions the soldiers can undertake. There are four main symbols in the game:



Melee attack



Ranged attack



Armor



Net

The symbols can be found printed against one, or more, edges of a tile and they represent the directions of given actions. Actions cannot be declared, and do not work in any other directions than the ones indicated by the symbols.

A couple of examples:



- Melee attacks in four directions



- Range attacks in two directions



- Armor protecting two sides of a unit



- Net thrown in one direction

Other symbols that indicate units' special abilities are:



Mobility



Toughness

Examples of special ability icons printed on tiles:



A mobile unit



A unit with 1 Toughness point

DETAILED DESCRIPTIONS



Melee Attack

This symbol represents a melee attack performed on an enemy unit. The attack only hits enemies adjacent to the edge with the symbol. If a tile has more than one attack symbol, all attacks are performed simultaneously during the Battle. The symbol also shows how powerful the attack is (it indicates its Strength ranging from 1 to 3). Attacks are automatic and the players may not decide not to attack.



- A Strength 1 Melee Attack



- A Strength 2 Melee Attack



- A Strength 1 Melee Attack in four directions



Ranged Attack

Ranged Attacks are, simply put, shots fired during the battle. It hits the first enemy unit in the attacker's line of sight, no matter how far the unit is. The symbol on the tile indicates the direction of the attack (in straight line from the tile edge). If a soldier has two symbols of Ranged Attack or more, he shoots in all directions at once during the battle. The symbol also shows how powerful the attack is (it indicates its Strength ranging from 1 to 2). Attacks are automatic and the players may not decide not to attack.

Soldiers shoot over their friendly units, so no friendly fire is taken into account (it reflects their coordination during a firefight). Friendly units do not obscure line of sight towards enemy units in the same line (Shots go past or over them!).



- A Strength 2 Ranged Attack



- Shooting in 2 directions (Strength 1 each)



Armor

Armor decreases the Strength of enemy Ranged Attacks by 1 (and protects from all Strength 1 Ranged Attacks). It does not, however, protect from Melee Attacks. The Armor symbol on the tile indicates which side is protected. If an armored unit is attacked from a different direction than the protected side indicates, the armor has no effect, and the attack is a hit. Armor does not protect from Instant Action Tiles, such as Snipers (or Grenade and Air Strike from the basic game). Armor prevents the unit from the Gauss cannon attacks normallt, but it affects all the other units on the line of attack.



An example of Ranged Attack

One of the Vegas soldiers fires his weapon at Smart-s's units (tiles outlined black). The bullet does no harm to the friendly unit in the line of sight (an Vegas Bodyguard), but goes straight through and hits the nearest Smart unit. The bullet does not reach the Smart HQ which is further away.



Nets

Nets disable adjacent opponents, who cannot perform any actions themselves (like moving, attacking, pushing back, adding bonus abilities, etc.) Net symbols indicate the directions in which the net is thrown. Only the tiles, whose edges are adjacent to the net symbol are disabled. Nets disable opponents as soon as they are placed on the board, not only during the Battle. Nets also affect enemy HQ. (For more details see Using Nets in the Common Problems section.) Nets are in effect all the time and players may not choose not to use them while on the board.



Toughness

If a Board Tile (a unit) does not have a Toughness icon (symbol), it is removed after receiving a single wound. Each Toughness symbol represents an additional wound a unit can sustain before being destroyed. A wound inflicted on a unit is marked by a wound marker placed on its tile.



Mobility

A unit marked with this symbol can move one hex and/or turn freely on the board. A tile may only be moved onto a free hex and all movement is carried out in its controlling player's turn (Not during Battles!). A player can move a Mobile unit before or after placing his new tiles on the board.

MODULES

Module tiles are placed on the board like other units. They remain on the board until they are destroyed. They cannot move or be turned, unless a Move, Push Back or any other 'external' action tile is used. They start affecting units as soon as they are connected to them (not only during Battles). Modules cannot be 'turned off', or stop working if a player wishes so. Module symbols printed along the edges show the direction they can be connected to another unit. If a Module has several such symbols, it works in all given directions at all times. Modules can be destroyed like

TILE DESCRIPTIONS

Any Module must be directly connected to a unit in order to affect it. Modules cannot affect units through other units or modules. If a Soldier unit is connected to a Module which enhances his initiative and another initiative-increasing Module is connected to it, only the bonus from the first Module takes effect. In order for the second Module to take effect it should be connected directly to the unit.

any other units. If several Modules are connected to one unit, their effects are cumulative. Modules also affect HQ's. Since Modules work all the time, they do not have respective actions, so spending an additional action (some units have such abilities) does not augment a Module in any way. Modules do not affect enemy units (unless specified otherwise in their descriptions) - which is additionally marked by the action icon's red colour.

 - the Module connection symbol



OFFICER

Officer Modules increase the strength of friendly units' ranged attacks.

 - This module increases the Strength of ranged attacks by 1 and works in 1 direction



SCOUT

Scouts increase Initiative values of the units they are connected to.



MEDIC

If a unit with the Medic Module connected suffers one or more wounds (from a direct attack or Sniper) the wounds are ignored and the Medic tile is discarded. See also Medics in the Common Problems section.)

INSTANT ACTION TILES

Apart from tiles representing fighting units, each player has a number of special Instant Action Tiles described below.

These tiles cannot be used when a Battle starts, but only in phases where players place their units on the board. Instant Action Tiles are not placed on the board, but discarded after use.



BATTLE

If a player uses this tile (shows it to other players - Instant Action tiles are not placed on the board) a Battle begins. This tile may not be used if any of the players has drawn his last tile from the deck. After the Battle Tile is used, the player's turn ends and he may not perform any more actions.



MOVE

This tile allows its user to move one of his units to an adjacent, unoccupied hex and/or turn it in any direction desired.



PUSH BACK

This tile allows one of the friendly units to push away an adjacent enemy unit, creating a distance of one hex between them. The enemy unit can only be pushed away onto an unoccupied hex and only a single space away (not two or three). If there is more than one unoccupied hex available, the player controlling the enemy unit decides which one to place his tile on. The pushed back unit may not be turned during the move. If it is not possible to create a 1 hex space between the units, the Push Back tile cannot be used.



SNIPER

The Sniper inflicts one wound on a single chosen enemy unit on the board. The Sniper may not hit enemy HQs.



CASTLING

Two adjacent units you own (including Headquarters) can switch places, but they do not change their facing. Units caught in a net cannot castle.



ROTATION

Using this tile enables a free turning of one of your own tiles.



TERROR

Using this tile prevents the opponent from placing any unit on the board in the next turn (however he may use Instant Action Tiles, move units etc.).

Terror in a multiplayer game

In a multiplayer game, both the team match and deathmatch modes, all the remaining players are prevented from placing tiles on the board.

FOUNDATION TILES

Foundation Tiles are board tiles, despite their edges having no frame.

A Foundation Tile can be placed only on an empty hex. Once it is placed, then any unit (friendly or enemy) can be placed or move onto (or be pushed onto, etc.) a foundation tile normally. Foundation Tiles are not considered units, and they cannot be moved, pushed, netted, taken over etc. They can be destroyed only by damaging Instant Action Tiles (Sniper). Foundation Tiles do not block lines of fire: it is possible to shoot over them. A hex with only a Foundation Tile is not considered occupied for purposes of a full board causing a battle.



MINE

If any unit (friendly or enemy) is placed or moved onto a Mine, both the unit and the Mine are automatically destroyed, and are removed from the board. If a Headquarters is placed or moved onto a mine, the Mine is destroyed, but the Headquarters remains unwounded.

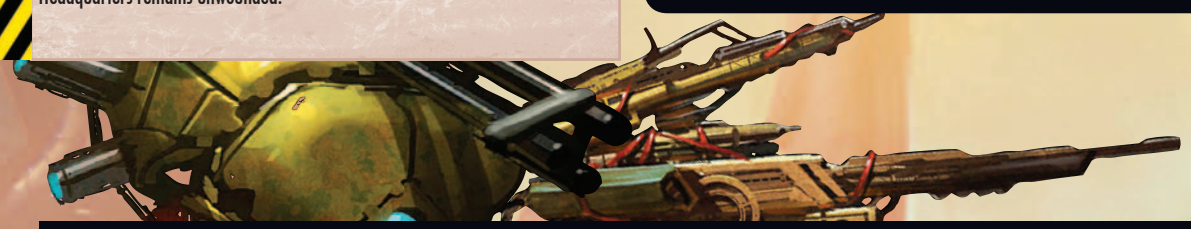


An example of pushing back

One of Vegas units (tile with the black outline) is surrounded by two Smart's soldiers: a Ripper (on the upper hex) and a Twister (on the right-hand hex). The commander of Vegas forces decides to use his Push Back tile.

It is impossible to push the Ripper away, because both hexes behind him are occupied and the only free hex is adjacent to the unit, which performs the push.

It is, however, possible to push the Twister away. Additionally, the player who commands the Smart forces may choose which hex to move his unit to.



COMMON PROBLEMS

USING NETS

If a Net Fighter dies, his net affects other units until the end of the phase, up until the tile is removed from the board. In the phase the Net Fighter dies the affected tile(s) cannot perform their actions yet. It will be able to do so in the following phase.

A Net Fighter can disable another Net Fighter, and then, the latter is rendered unable to affect any units.

If two opposing Net Fighters throw nets in each other's direction, they do not disable each other.

A disabled unit cannot move, thus it cannot be pushed away.

A Net Fighter can be pushed away but by a third party (not by the unit that is being disabled by him).

USING MEDICS

Medic Modules (or Medics) cannot be 'turned off' if they are connected to a unit. Their effects are in play all the time.

The Medic absorbs wounds inflicted by one enemy only; if several opponents wound the target with the Medic Module, its commander decides which attack is absorbed.

If both a Medic and the connected unit are hit simultaneously, the Medic is destroyed first and cannot heal the unit.

MORE ON INITIATIVE

No unit can have its initiative reduced below a value of 0. If any unit's action is slowed down to below that level (below 0), it is still treated as having the Initiative value of 0.

There is no upper limit to increasing Initiative.

If a unit can perform more than one attack, and has a module which increases its Initiative, the bonus affects all its attacks.

A unit can perform an attack action (melee, ranged) in the phase corresponding to its current Initiative. For instance, a soldier with Initiative value of 3 is disabled by a net in battle phase 3; in the same phase the net is destroyed and in phase 2 the unit is free to act, it still loses the action, because it could only perform it in phase 3, not phase 2.

Situation 1) A unit with the Initiative of 2 gets a bonus of +1 from an adjacent Module (and its Initiative value is raised to 3) and can perform an attack in phase 3. If at the same phase the Module is destroyed and Initiative drops to 2 again, the unit cannot perform another attack in phase 2.

Situation 2) A unit with the Initiative of 3 is affected by a Saboteur (a special Vegas Module) and its Initiative is reduced by 1 (it now has the Initiative of 2). It cannot carry out any actions in phase 3. During the same phase (phase 3) the Saboteur is destroyed, and the unit's original Initiative is restored, but phase 3 is now over and phase 2 begins, so the unit may not carry out any actions it this phase. Bad luck!

Situation 3) A unit with its original Initiative of 2 is enhanced by a Module and gains +1 Initiative. Unfortunately, the Module gets temporarily disabled by a Net, and does not provide the bonus. Phase 3 ends, but the Net is destroyed, so the unit's Initiative jumps up to 3 again. However phase 3 is over now, and the next one begins - can the unit act in phase 2? No, it can't. Sorry.



SMART

Smart is a part of Moloch that has been cut off from its origins following fights with humans. It resides in the southern part of the continent, having found sanctuary deep inside the Neojungle. Its distance from Moloch's electronic brains is causing Smart to change, to become its own entity, disregarding directives and starting to produce strange half machines combined with living organisms, including regeneration capable biodroids, micro robots functioning as parasites equipped with technologically advanced electromagnetic weaponry. Most Smart bases are hidden deep underground and whatever happens there stays behind a veil of mystery, hidden from both humans and Moloch.

Deck description: Smart's main advantage is an enormous mobility of troops around the HQ, a possibility to create powerful firing lines, and a special Transporter ability, which gives them an additional chance to place the right unit in the right spot.

Minimal HQ mobility is its weakness.

Tactical advice: Surround your HQ with Net and Marksman units as quick as possible, so they can move and turn thanks to the special ability of their HQ.



HQ

Special ability: Any neighboring friendly unit may take an additional move and/or rotate, as if it had the Mobility feature. The unit may even move away from the HQ. The HQ may not move itself.

Instant Action Tiles:

Battle (x4)
Push Back (x3)
Move (x1)
Sniper (x1)
Terror (x2)

Board Tiles - Soldiers:



Ripper (x1)



Twister (x1)



Net Fighter (x2)



Gauss Cannon (x3) – Unusual marksman type, can wound several enemy units with one shot. Every enemy unit in the line of fire receives 1 wound. Gauss Cannon is not affected by bonuses increasing the strength of a normal shot.



Golem MK3 (x2)



Cyborg (x2)



Transporter (x3) – On tiles deployment, the Smart commander may take the Transporter off the board and put one of his board tiles in its place. If the Transporter was damaged, the damage is not transferred to the new tile.



Bio-droid (x1) – Upon death, the Bio-droid returns to the top of the Smart player's tile pile, so it's first on the next draw.

Board Tiles - Modules:



Officer (x4)



Mother Module (x2) – In the Initiative phase below 1, a unit connected to the Mother Module may take its action again.

If the unit normally has two actions, the third additional one takes place in the next, third phase.

If the unit has acted in Initiative phase 0, it may not take any additional actions.



Scout (x2)

Special rules:

If a Bio-droid was eliminated at the same time it was taken over by the opponent (by a Vegas Agitator for instance), it is still returned to Smart player's tile pile.

A player may use all the available possibilities to move the same tile in one turn (for instance the HQ's special ability, the instant action tile - Move, and the tile's own Mobility)



VEGAS

Vegas felt the effects of the war to a lesser extent than the majority of US cities and is one of a few surviving civilization centers, where you can live a higher life standard than in most parts of the ruined continent. Vegas has also become a villain’s Mecca, where the scent of money-making schemes has caught the attention of the vilest humans. Everyone now knows today that in Vegas you can get everything you wish for, provided you can pay the right price. Vegas’ strength does not lie in a strong army, or heavy weaponry, but in wealth, machine programming and human manipulation skills.

Deck description: The advantages are the ways of double crossing the opponent and using his own forces against him - thanks to the HQ’s ability and the Agitators. Additional advantage comes from significant army mobility.

Soldiers’ small numbers and their low initiative is a disadvantage.

Tactical advice: A rewarding tactic is moving your own HQ into the enemy HQ’s vicinity, to be able to take over enemy units that protect the HQ.



HQ

Special ability: Control Takeover. An enemy unit in direct contact with Vegas HQ (notice that Vegas HQ’s special Ability only works in one direction) is automatically taken over and treated as friendly. Moreover, on takeover the Vegas player may turn that unit in any direction. The unit stays friendly for as long as it’s in direct contact with Vegas HQ. An enemy HQ may not be taken over.

Instant Action tiles:

Battle (x5)
Rotation (x3)
Push Back (x3)
Castling (x2)
Move (x3)
Sniper (x1)

Board tiles - Soldiers:



Mercenary (x2)



Bodyguard (x2)



Guard (x2)



Marksman (x2)

Board tiles - Modules:



Agitator (x3) – This Module has the Control Takeover ability, similar to HQ.



Saboteur (x1) - Affects neighboring units, decreases their Initiative by 1.



Medic (x1)



Scout (x2)

Foundation tiles:



Mine (x2)

Special Rules:

A control marker should be placed on a captured unit.

Control Takeover is stronger than the Net, meaning if a Net Fighter and an Agitator fight, the Net Fighter is taken over and the Agitator is not ensnared.

Control Takeover is stronger than the Outpost’s Scoper actions, meaning if there is a fight between a Scoper and an Agitator, then the Agitator takes over the Scoper and not the other way around. But if the Scoper attacks the Agitator, who is turned in another direction, then the Scoper takes over the Agitator the normal way.

The fact that a unit frees itself from the Agitator/ Vegas HQ influence doesn’t mean it automatically turns back to face the direction from before the takeover.

If the Agitator (or Vegas HQ) takes control over an enemy unit during a Battle, that unit may be turned immediately after the Battle has finished.

A captured wounded unit retains its wounds. Similarly, wounds stay if such unit frees itself from enemy’s control if it had been wounded.





BOARD DESCRIPTION

The board consists of 19 hexagonal fields, where the main part of the game takes place, also a Damage Track (with a 20 points HQ Toughness range), an Energy Track (with a 5 Energy points range), and the icons of 6 possible Procedures. Moreover, 7 out of the 19 fields are marked with a bold border - these are called Terminals.

DAMAGE TRACK

The current HQ Toughness level is marked by markers with army symbols, which are placed on the space marked 20 and slides towards the space marked 1 as the HQ takes damage.

TERMINALS

Each of the seven specially marked board hexes is called a Terminal. Any unit (whether it's a Soldier, HQ or a Module) standing on a Terminal hex is called a Link.

Thanks to Links and accumulated Energy points, Procedures can be started (see below). A Link, beside starting Procedures, remains a normal unit. Ensnared Link stops functioning as a Link. Foundation tiles (i.e. Mine) cannot become Links.

ENERGY TRACK

At the start of the game, each player puts the second army marker (identical to the one used to determine HQ's Toughness) on the space marked 0 of the Energy Track. Purchased Energy Points are represented by moving the marker accordingly to higher values.

There are two methods to gain Energy:

1) During a draw, after rejecting 1 of 3 tiles, each of the remaining two can be exchanged for 1 Energy point.

2) In his turn the player can purchase Energy points using his HQ's Toughness points, 1 EP for 1 HQ Toughness point.

The player may use both methods in the same turn.

The player buy Energy Points at the end of his turn. After purchasing the Energy Points the player ends his turn (he can't take any action after that, not even start a Procedure).

The number of Energy points can never exceed 5.

PROCEDURES

The player can start Procedures any time in his turn by spending the required Energy points, it doesn't affect the draw, using tiles or going into battle.

ROTATION (cost 1 EP) - One friendly Link can turn any way.

SWAP (cost 2 EP) – Two friendly Links can swap places and can additionally turn any way. HQ can't be moved this way.

PUSH BACK (cost 3 EP) – One friendly Link can push away one enemy unit.

LASER (cost 3 EP) – All enemy tiles placed in direct line between two friendly Links are destroyed.

ELIMINATION (cost 3EP) – One enemy unit neighboring three friendly Links is annihilated.

DETONATION (cost 4EP) – All enemy Links are destroyed.

Laser, Elimination and Detonation don't harm the HQ.

Medics work in the usual way protecting against Laser, Elimination and Detonation.



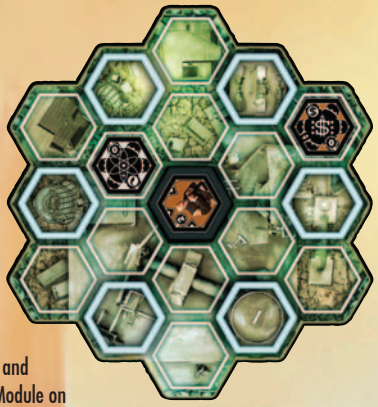
Game excerpt



Turn 1 (HQ deployment)

The Vegas commander starts the game. He decides to deploy his HQ in a corner. This way it'll be easier for him to defend it in the future.

The Smart commander puts his HQ in the middle to make full use of its special ability and move as many of his units as possible.



Turn 2 (Vegas)

Vegas draw: Bodyguard (at the start of the game, the starting player draws only one tile and doesn't have to discard any)
The player deploys the Bodyguard in such a way, that it can damage the enemy HQ, while blocking one of Smart's best prospective marksman positions.



Turn 3 (Smart)

Smart draw: Gauss Cannon and Mother Module (at the start the second player draws two tiles and doesn't have to discard any).

The player deploys the Gauss Cannon next to his HQ, and aims it at both the enemy unit and HQ. He puts the Mother Module on an adjacent hex, also neighboring his HQ. Firstly, he ensures free movement for these units, secondly he blocks two out of the six possible directions his HQ can be attacked from.



Turn 4 (Vegas)

Smart Draw: Medic, Agitator and Scout.
The player has to discard one tile, so he decides to get rid of the Scout.
He then attaches the Medic to his HQ, so it can absorb possible damage.
Then he deploys the Agitator and takes over the hostile Gauss Cannon (a Control marker is placed on top of the Gauss Cannon tile). He may freely rotate the captured unit, so he aims the cannon at the enemy HQ. As the Mother Module has not been captured by Vegas, it can't enforce the Gauss Cannon with its ability.



Turn 5 (Smart)

Smart Draw: Push Back, Terror, Cyborg
The player has to discard one tile, so he gets rid of Terror.

The player uses Push Back on the Mother Module, so the Mother Module pushes back the Agitator. This way the Gauss Cannon is free and returns to Smart commander's control.

He then rotates it (using his HQ's ability he can freely rotate units neighbouring the HQ) to face hostile units and their HQ.

Then he deploys the Cyborg next to his HQ (ensuring his free rotation in the future) and aims it at the enemy Agitator, who may in the future become a threat again.



Turn 6 (Vegas)

Vegas Draw: Guard, Mercenary, Scout.
The player has to discard one tile, so he throws away the Guard.
He deploys the Scout next to the Bodyguard, which makes the Bodyguard act faster than the hostile Gauss Cannon opposite.
Then he deploys the Mercenary directly at the Smart HQ, aiming its weapons capable of dealing 2 damage.

EXAMPLE OF PLAY



Turn 7 (Smart)

Smart Draw: Gauss Cannon, Battle, Transporter.

The player has to discard one tile, so he throws away the Transporter.

Thanks to his HQ's ability, he moves the Gauss Cannon away from the threat which is the enemy Bodyguard. Then he rotates the Mother Module so it reconnects to the Gauss Cannon. Finally he rotates the Cyborg, so it aims at the enemy Mercenary instead of the Agitator. As the Cyborg is faster than the Mercenary, it should prevent a dangerous assault on the HQ.

After the free moves and rotations, the player deploys his first tile - another Gauss Cannon. He positions it so it shoots both the Medic and the Scout.

Then he uses the second tile, which is the Battle. The Battle commences!

The course of the Battle



Initiative phase 3

The highest Initiative on the board is 3, so the Battle starts with Initiative phase 3. There are two units with Initiative 3: the Cyborg and the Vegas Bodyguard. All units with Initiative 3 act simultaneously.

The Cyborg shoots the Vegas Mercenary and kills it on the spot.

The Vegas Bodyguard hits the Smart HQ and deals 1 damage. The HQ Toughness drops to 19.

The Mercenary tile is removed from the board.



Initiative phase 2

Both Gauss Cannons on the Smart side have Initiative 2. They fire and inflict 1 wound to every enemy unit in their line of fire. As a result the Bodyguard, the Scout and the Medic all die, and the Vegas HQ receives 1 damage (its Toughness drops to 19).

The Bodyguard, Scout and Medic tiles are removed from the board.



Initiative phase 1

In this phase only one of the Gauss Cannons fires. It's the one with an aditional action thanks to the Mother Module connected to it. It deals another point of damage to the enemy HQ (Vegas HQ Toughness drops down to 18).

As there are no actions in the Initiative phase 0 (the HQs have no targets to attack) the Battle ends there, and the game returns to its tactical side - drawing and deploying tiles on the board. Next is Turn 8, which belongs to Vegas.

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