MICHAŁ ORACZ

NEUROSHIMA HEX! 3.0



YOU CAN SKIP OVER THE RULES AND LEARN THE GAME WITH OUR VIDEO TUTORIAL! SCAN THE QR CODE OR VISIT OUR WEBSITE:

WWW.PORTALGAMES.PL

RULEBOOK

CONTENTS:

INTRODUCTION 2
CONTENTS OF THE BOX 3
GAME RULES 4
- Goal of the game 4
- Setting up 4
- Starting the game 4
- Game sequence 4
- Using tiles 5
- Battles 5
- Ending the game 6
- Victory 6
- Board description 6
- Tips for the beginners 6
- More tactical game 6

TILE DESCRIPTIONS 7
- Initiative 7
- Unit tiles 7
- Instant action tiles 11

COMMON PROBLEMS 12
THE MULTIPLAYER GAME 13
ARMY DESCRIPTION 15
- The Outpost 15
- Moloch 16
- Borgo 17
- Hegemony 18

EXAMPLE OF PLAY 19
BONUS CONTENT 22
- Hex Puzzles 22

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 Games in 2003. 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 humanity's last hopes is the OUTPOST, a perfectly organized army that 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.

THE BOX OF NEUROSHIMA HEX CONTAINS THE FOLLOWING:

1 game board



35 MOLOCH Army tiles



35 OUTPOST Army tiles



CONTENTS OF THE BOX

35 HEGEMONY Army tiles



35 BORGO Army tiles



4 replacement tiles (1 for each army)



this rulebook



BONUS CONTENT:

55 HEX PUZZLES (MORE INFORMATION ON PAGE 22)



24 wound tokens

8 HQ tokens

8 net tokens



4 Reference charts



4 HQ Damage counters



To assemble an HQ Damage counter, use the plastic dial connectors to attach one dial to each faceplate as shown below.



Discover the incredible world of *NEUROSHIMA* !

- **fierce struggle for survival,**
- **pollution, anomalies, mutations, beasts,**
- **diverse factions born on the ashes of the United States.**

WWW.PORTALGAMES.PL/EN/NEUROSHIMAHEX/



GAME RULES

If you are already familiar with Neuroshima Hex rules and just want to check the changes and clarifications in this new edition, you only need to read the sections marked with this symbol ➡.

The following rules refer to a two-player game. All adjustments necessary for a three or four player games are presented on page 13.

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, an HQ loses its last (20th) hit point, it is destroyed and the player does not take part in the game any more.

If, at the end of the game (see ENDING THE GAME section on page 6), none of the HQ's have been destroyed, the players compare their current hit point levels for each one. The player whose HQ is in the best condition (received least damage) is the winner.

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 the remaining ones (you can distinguish them by a different back) and shuffles the tiles thoroughly.


Borgo


Hegemony


Moloch


The Outpost

➡ When the tiles have been shuffled, they should be placed in a pile face down in front of each player. Each player should also get one HQ damage counter to keep track of received damage. Before the game starts, set the counter to 20 (in a 2-player game, changes for a MULTIPLAYER GAME are described on page 13).

HQ TOKENS AND THE DAMAGE TRACK

If there are more than 4 players (so there's not enough counters), one of the players will use the Damage track on the game board – in that case he should put one of his HQ tokens on the Damage track.

STARTING THE GAME

The owner of the game starts a game session (becomes Player 1). He may also choose a starting player or the starting player may be chosen randomly.

The starting player places his HQ tile anywhere on the board. The opposing player subsequently does the same. The HQ tiles may even be placed adjacent to each other.

Next, the starting player (Player 1) 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 on page 5), save it for later or discard it.

The other player (Player 2) then draws two tiles from his pile and puts them in front of him face up. Like with Player 1, each of these tiles can be used, saved for later or discarded.

Next, Player 1 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 the least useful, and discards 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 2 follows the same procedure and the rest of the game continues as described section below (GAME SEQUENCE).

GAME SEQUENCE

On 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 of himself. 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 to both players, hence their being 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.

UNLUCKY DRAW

If ALL tiles that the player posseses after the draw happen to be Instant tiles (even if it is only 1 or 2 tiles at the beginning of the game), he may discard them and draw new tiles.* The player can use this rule multiple times during the game, even during one turn.

* This rule does not apply to the The Dancer army.

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 Unit 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.

GAME RULES

USING TILES

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

There are two kinds of tiles in the game: Instant Action tiles (see more on page 11) and Unit tiles (see page 7). Each tile is clearly marked so it's easy to identify its function. Instant Action tiles only show a big dark icon, while Unit tiles contain more information.

Here are some examples of the two tile types:



EXAMPLE OF INSTANT ACTION TILES



HQ Warrior Module

EXAMPLE OF UNIT TILES

Both types of tiles can only be used during 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 on page 7 for more information concerning their use). Then, the Instant Action tile used is discarded.

Unit tiles represent your army's units. Each army consists of 3 types of units: an HQ, Warriors and Modules. In order to use them, players place them on a chosen, unoccupied hexagonal space on the board.

Unit 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 to this rule are special actions that allow some tiles to be moved around the board. Their use is explained in the TILE DESCRIPTIONS section on page 7.

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 opposite column).

BATTLES



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

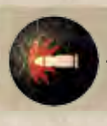
During a battle, the players must check the effects of each tile on the board. Battles are divided into phases according to the Initiative values presented on the tiles. If the number printed on the tile is 3 - this tile is the first to act, then it is followed by those with an Initiatives of 2, then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

In each phase of the Battle, players' units of the same Initiative act simultaneously. (Examples: Two units with an Initiative of 3 shoot at each other: they both get hit and die. Two units fire at the same target in one phase: they hit the target simultaneously; both attacks strike home and none of the projectiles pass 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 (except for the HQ, it's damage is marked on the counter).

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 wounds are calculated at the end of a phase.

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

The player who starts a Battle (by playing Battle tile or filling up the board) finishes 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 rulebook on page 20.



GAME RULES

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 turn 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 an HQ's Hit points 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 are destroyed during a Battle, the Battle goes on as usual. If the other HQ is destroyed as well, the game ends in a draw.

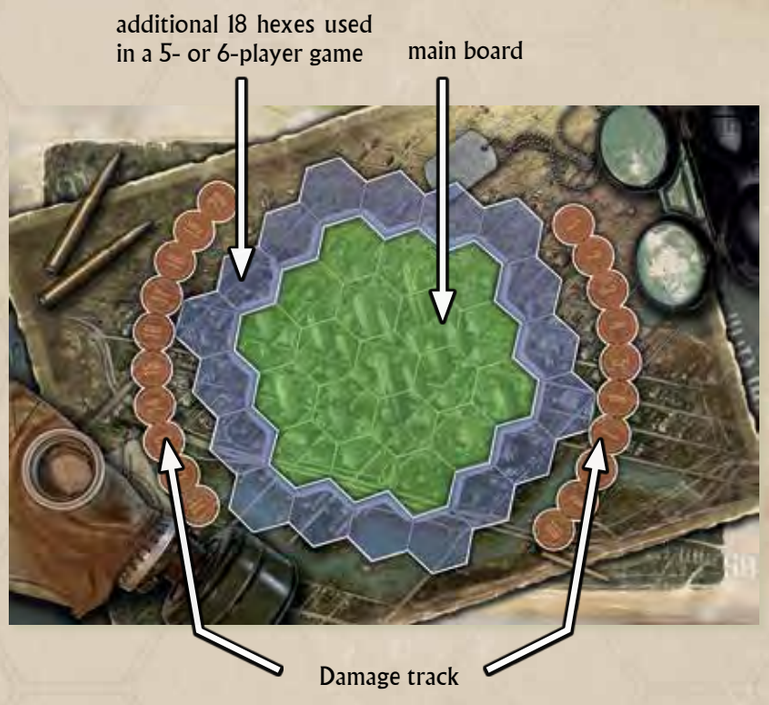
If none of the HQs are destroyed and the Final Battle has been fought, the player whose HQ has more Hit points left is the winner.

If both HQs have the same number of points remaining, each player takes one more turn as if the game continued in the normal way (if a player has no more tiles left to draw, he can only use the abilities of the tiles he has on the board, for example, a unit's Mobility). Then, an additional Battle begins. If both HQs still have the same number of points remaining after this additional Battle, the game ends in a draw.

BOARD DESCRIPTION

The main battlefield consists of 19 hexes set in the middle of the board. It is exactly as in the previous edition. Around it you can find a circle of eighteen additional hexes which we suggest you use when there are more than 4 players. They give some room on the battlefield.

Finally, there is also a Damage track on the board. It can be used when there are more than 4 players. In such case the player without the HQ Damage counter will place his HQ token on the Damage track on the board and moves the token every time his HQ gets hit.



TIPS FOR THE BEGINNERS

If after the first few plays the game seems too chaotic to you, we recommend you play more to get to know the game better. During the next plays try to use the army reference charts which allow you to play more tactically.

If you feel that some armies are stronger, others weaker, we recommend you play a lot more - some armies are just easier, others a little more difficult to learn. In order, the easiest armies to play are: Borgo, Moloch, Hegemony and the Outpost.

Do not worry if you draw only Instant Action Tiles during one turn - remember about the Unlucky Draw rule. Do not worry if you draw only Modules in one turn, because it's worthy to place them around the HQ to protect it.

MORE TACTICAL GAME

ALTERNATIVE START. At the beginning of the game: Player 1 draws three tiles from his pile. Then he has to discard one and from the remaining two he chooses one tile to be used. He can also save it or discard it if he wants to. The other tilecan only be saved for later or discarded. Next, starting with Player 2, players draw up to three tiles, choose one to discard and then can use, save for the next turn or discard the remaining two tiles.

REINFORCEMENT RULE. If you think there is too much randomness in the game and you want to reduce it, you can play with the following rule: during your turn, draw up to 6 tiles instead of 3, discard one and play a maximum of two tiles, any other tile you have to save for later.

TILE DESCRIPTIONS

There are four basic army decks in the game. Each deck consists of 35 tiles which are marked appropriately on their back sides to indicate which army they belong to.



Hegemony | Borgo | Moloch | The Outpost

When used, tiles affect all types of Unit tiles (unless specified otherwise in a given tile description).

INITIATIVE



Most Unit tiles are marked with a symbol indicating its initiative in the game. The higher the Initiative, the earlier in each phase of a battle a given tile may take its action (i.e. 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 on page 5).

Some tiles have two Initiative values printed on them, which means that the unit can perform all its attacks twice – during both indicated phases of the battle.

There are also tiles with no Initiative symbols. These units' actions are not restricted to one phase during the battle. A tile with no Initiative symbol acts as soon as it is placed on the board and until it is removed.

EXAMPLES:



A UNIT WITH INITIATIVE 1 | A UNIT WITH INITIATIVE 1 AND 2 | A UNIT WITH NO INITIATIVE



UNIT TILES

Unit tiles, as opposed to Instant Action tiles, are ones that can be placed on the game board. There are 3 types of Unit tiles: HQs, Warriors and Modules.

THE HQS



Moloch | The Outpost | Borgo | Hegemony

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.

Each army's HQ has a different special ability which is described on the reference charts of each army (and in the Army Description section on pages 15-18). Moreover, each HQ can hit all adjacent enemy units with a Melee Attack of Strength 1. However, an HQ cannot attack another HQ. An HQ can NEVER harm another HQ, whether or not a Quartermaster, Officer or any other module is connected to it. Each HQ has an Initiative of 0 and its special ability does not affect itself.

WARRIORS

The face of each Warrior shows, apart from their pictures, additional symbols representing types of actions the Warriors 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 a 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 two directions

TILE DESCRIPTIONS

Other symbols that indicate units' special abilities are:



Mobility



Toughness

Examples of special ability icons printed on tiles:



A mobile unit



A unit with two Toughness points

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 (its Strength ranging from 1 to 3).

Attacks are automatic and the players may not decide not to attack.



A Strength 2 Melee Attack



A Strength 3 Melee Attack



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 a straight line from the tile edge). If a Warrior has two or more Ranged Attack symbols, he shoots in all directions at once during the battle.

The symbol also shows how powerful the attack is (its Strength ranging from 1 to 3).

Attacks are automatic and the players may not decide not to attack.

Warriors 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)



Shooting in 3 directions (Strength 1 each)

RANGED ATTACK EXAMPLE

One of the Outpost Warriors fires his weapon at Moloch's units (tiles outlined in white). The bullet does not harm the friendly unit in the line of sight (an Outpost Runner), but goes straight through and hits the nearest Moloch unit. The bullet does not reach the Moloch HQ which is further away.



TILE DESCRIPTIONS

ARMOR



Armor decreases the Strength of all kinds of enemy Ranged Attacks by 1 (and protects from all Strength 1 Ranged Attacks). It does not, however, protect from Melee Attacks. Note that a Ranged Attack from an adjacent hex is still a Ranged Attack and not a Melee Attack.

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 hits.

Armor does not protect from Instant Action tiles, such as Snipers, Air Strikes or Grenades.

Armor protects the unit from the Gauss cannon attacks normally, but the attack still affects all the other units in the line of fire.

Armor does not protect from wounds inflicted by an exploding Clown.

NETS



Nets disable adjacent opponents, preventing them from performing 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 the opponents as soon as they are placed on the board, not only during a Battle. Nets also affect enemy HQs. (For more information, see USING NETS on page 12.)

Nets are in effect all the time and players may not choose not to use them while on the board.

To easily remember which unit is disabled by a net, you can place a net token on such a unit. Remove the token when the unit stops being affected by the net (if it happens during the Battle, remove the token at the end of the Initiative phase during which the unit was freed).



Net thrown in 2 directions



Net thrown in 2 directions



Net token

TOUGHNESS



If a Unit Tile (except for the HQs) 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. Thus, a unit with two Toughness symbols must receive 3 wounds before being removed from the board.

Each wound inflicted on a unit is marked with a wound marker placed on its tile.



A unit with two points of Toughness

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.



TILE DESCRIPTIONS

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 are always active and can never be turned off.

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 any other units, and some of them also have additional Toughness points.

If several Modules are connected to one unit, their effects are cumulative.

Modules also affect HQs.

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).



the Module connection symbol

OFFICER



Officer Modules increase the strength of friendly units' attacks (melee or ranged).



This module increases the Strength of melee attacks by 1 and works in 3 directions.



This module increases the Strength of ranged attacks by 1 and works in 3 directions.

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 an attack of 1 enemy unit (or Sniper, Air Strike, Grenade or any other Instant tile) the wounds are ignored and the Medic tile is discarded. See USING MEDICS on page 12.

ABOUT MODULES

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 Warrior unit is connected to a Module which enhances its initiative and another initiative-increasing Module is connected to that Module, only the bonus from the first Module takes effect. In order for the second Module to take effect, it must be directly connected to the Warrior.



TILE DESCRIPTIONS

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 are 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.

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.

PUSHING BACK EXAMPLE

One of Moloch's units (tile with the white outline) is surrounded by two Outpost Warriors: a Runner (on the upper hex) and a Brawler (on the right-hand hex). The commander of Moloch's forces decides to use his Push Back tile. It is impossible to push the Runner away, because both hexes behind him are occupied and the only free hex is adjacent to the unit, that performsthepush.Itis,however, possible to push the Brawler away. Additionally, the player who commands the Outpost forces may choose which hex to move his unit to.



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.

GRENADE



This tile destroys one chosen enemy unit completely.

A Grenade can only be thrown onto a hex adjacent to your (the user's) HQ.

It does not affect enemy HQs.

A Grenade cannot be thrown from a netted HQ.

SNIPER



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

AIR STRIKE



The Air Strike inflicts a wound on a target hex and all spaces adjacent to it. All Warriors and Modules within the area are hit (including friendly ones). 7 hex spaces are covered with the strike altogether, and the Air Strike must be called so that the blast range does not exceed board boundaries. (All 7 hexes on the board must be hit with the Strike) - see picture.

The Air Strike does not affect HQs.

The Air Strike may be called in onto an empty hex space.

AIR STRIKE EXAMPLE



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. These tiles will only be able to act so in the following phase (if applicable).

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).

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. In other words, two nets aimed at each other nullify each other's function, while both Net fighters are treated as non-netted (e.g. they can be moved normally with a Move tile).

If three Net fighters net each other (the first the second, the second the third and the third the first) the Net fighters are treated as non-netted as well – their nets in other directions work normally, they can be moved, pushed, etc.

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 all wounds inflicted by an attack of one enemy unit only (an attack from one edge in one Initiative phase); if several opponents wound the target with the Medic Module, its commander decides which attack is absorbed.

If the Medic is connected to more than one unit, and all the units are damaged, the player chooses one of them to be 'healed' by the Module.

If a single unit is connected to two Medic Modules, the controlling player chooses which Medic absorbs the damage when hit.

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

If a unit is connected to a Medic Module (1), which has another Medic (2) connected (but the modules are not interconnected), the damage, when the unit is hit, is absorbed by the latter (Medic 2).

If two Medics are interconnected (each has the connection icon turned in the other's direction) the controlling player decides which of them absorbs wounds.

MORE ON INITIATIVE

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

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.

If a unit attacks in more than one direction (no matter if the attacks are of the same or of a different type) and it can perform its attacks in more than one Initiative phase (i.e. Outpost's Mobile Armor), it performs all its attacks in each Initiative.

A unit can perform an attack (Melee, Ranged) in the phase corresponding to its current Initiative. For instance, a Warrior with Initiative value of 3 is disabled by a net in battle phase 3; in that phase, the net is destroyed. In phase 2 the Warrior is free, however, it cannot act since its Initiative value is 3 and that phase is over.

SITUATION 1.

A unit with the Initiative of 2 gets a bonus of +1 from an adjacent Module (raising its Initiative value to 3) and can perform an attack in phase 3. If in the same phase the Module is destroyed and the unit's 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 Outpost Module) and its Initiative is reduced by 1 (its Initiative is now 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 during 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 now over, and the next one begins - can the unit act in phase 2? No, it can't. Sorry.



THE MULTIPLAYER GAME

This section presents adjustments necessary to play with 3 or 4 players.

3 PLAYERS

1. DEATHMATCH

- Starting the game: Player 1 draws one tile, Player 2 draws two tiles, Player 3 draws three tiles and then each player draws tiles in the standard way (up to three).
- The Final Battle: If any of the players draws his last tile from the pile, the others complete their own turns as usual, and only then does the Final Battle start.
- HQ destroyed: If any player loses his HQ, its tile is removed from the board together with all its Unit tiles at the end of the Battle. The player is out and the game is continued.
- Tie: in case of a tie in the multiplayer game the losing players place aside their Damage counters (remove the faction markers from the Damage track) but their army tiles remain on the board, act and attack during the Battle in the normal way. Then each of the tied players takes an extra turn - starting with the next player after the player who ended the game and continuing in turn order. After each player has taken his turn an additional Battle commences. If the players are still tied, then the game ends in a draw and the tied players share the victory.

Note that this variant makes the game more about negotiations than tactics. We encourage you to try the second and third modes described below.

2. DEATHMATCH WITH AN OPTIONAL SCORE RULE

- Starting the game: HQ damage counters are set to 0 before the game starts. Player 1 draws one tile, Player 2 draws two tiles, Player 3 draws three tiles and then each player draws tiles in the standard way (up to three).
- Attacking HQ: HQs have unlimited Hit Points, and every time a player's unit hits an opponent's HQ, the wounds inflicted count as points and are marked on the counter. The first player to get 20 points wins the game. If none of the players score the required number of points and the Final Battle ends, the player with the highest score wins.
- The Final Battle: If any of the players draws his last tile from the pile, the others complete their own turns as usual, and only then does the Final Battle start.



3. 1 PLAYER VS A TEAM

- Player 1 (called The Loner) plays on his own, while Players 2 and 3 form a team. Before the game starts, the Loner sets his HQ damage counter to 20 and each team player to 13 before the game starts.
- The Team players' units are called friendly – the rules for friendly units are described below in the 4-player team match variant.
- Playing order: Players in the team do not take consecutive turns, they play alternately with the Loner. The turn sequence should be: Player 1, Player 2, Player 1, Player 3.
- Starting the game: Player 1 draws one tile, Player 2 draws two tiles, Player 1 draws three tiles and then each player draws tiles in the standard way (up to three).
- The first of the opposing sides (Loner player or the team) to destroy an enemy HQ wins the game. If none of the HQs is completely destroyed, the side with the highest total of remaining Hit points (the side whose HQs sustained less damage) wins.
- If two opposing HQs are destroyed in one battle, the team wins.

4. TEAM MATCH (OPTIONAL)

3 players can also use the rules for a 4-player Team match (described below), with one player playing two armies.

4 PLAYERS

1. TEAM MATCH

This is a game of two teams of two players each. Here are all the changes and additional adjustments:

- At the beginning of the game each HQ has 15 hit points (instead of 20), so the damage counters should be set to 15.
- Starting the game: First Player draws one tile, Second Player draws two tiles, Third Player draws three tiles and then each player draws tiles in the standard way (up to three).
- Alternate sequence is introduced for players taking their turns, which means that players in the same team may not take consecutive turns. If Players 1 and 2 are on the same team and Players 3 and 4 on the other, the turn sequence should 1-3-2-4.

THE MULTIPLAYER MODE

For better understanding, in the following section units on the same team are called friendly units.

- Module and HQ bonuses also affect friendly units.
- Move and Push Back actions cannot be used on friendly units.
- Friendly units cannot be hit by a teammate's ranged or melee attacks. Shots go through them.
- Net Fighters do not disable friendly units.
- The first team to destroy any enemy HQ wins the game. If none of the HQs are completely destroyed, the team with the highest total of remaining Damage points (the team whose HQs sustained less damage) wins.
- If two opposing HQs are destroyed in one battle, the remaining two HQs are taken into consideration and the one with more Damage points remaining wins.
- The Final Battle: If any of the players draws his last tile from the pile, the others complete their own turns as usual, and only then does the Final Battle start.

MOLOCH IN A TEAM MATCH

Moloch is a unique army in the game. Its units hit and damage friendly units as usual, but Modules and the HQ give them bonuses. Moloch's army can also use Modules and HQ bonuses from the allied army. Additionally, Moloch's allies can push back its units, be pushed back by them, and always disable each other's units with a Net.

2. DEATHMATCH

The rules are the same as in the 3-player Deathmatch mode.

3. DEATHMATCH WITH AN OPTIONAL SCORE RULE

The rules are the same as in the 3-player Deathmatch mode with an optional score rule.

EXPANDED BATTLEFIELD

The main game board consists of 19 hexes set in the middle of the board. Around it you can find a single circle of an additional 18 hexes (see Board description on page 6). We suggest you use it during a game with five or even six players. In a 4-player game, however, players can also agree to use the expanded battlefield.

When playing on the expanded board, the Battle still commences as soon as the main board is filled up.



ARMY DESCRIPTION

THE OUTPOST

BACKGROUND

The last regular standing army of humankind, the Outpost wages war against Moloch at its very borders. After several years of guerilla warfare, humans invented numerous effective ways of fighting the dreadful machines. Their hit-and-run tactics are crucial while standing against a stronger opponent. The Outpost is never in one place, always on the move slipping away from ambushes and traps as one mobile city. Thanks to many victories against Moloch's forces, the Outpost has taken over some modern technology and uses it against the machines themselves.

THE DECK

Mobility is the main advantage of the Outpost deck. It also includes a considerable number of Battle tiles, so the controlling player may easily use any opportunity for a quick attack. Moreover, a diversity of Modules (including ones that affect the enemy) can change the course of the battle within seconds.

The main disadvantage is a small number of fighting units and their low toughness.

TACTICAL ADVICE

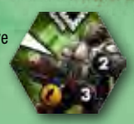
The best starting place for the HQ is the center of the board. It enables the Outpost to move its HQ around using Move tiles to avoid enemy attacks. Only when the board is almost full, should the HQ back out and place friendly units around for protection.

HQ 1



Adjacent units can perform an additional attack in the Initiative phase that follows their last Initiative phase.
If a unit performs attacks in two Initiative phases, the additional, third, attack is performed in the phase that follows the other two.
If all attacks are taken in Initiative phase 0, the additional action is lost and cannot be performed.

MOBILE ARMOR 1



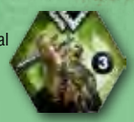
Attacks on Initiative phase 2 & 3. Ranged attack, Melee attack & Mobility.

SCOPER 1



As long as the Scoper is connected to an enemy module, that module gives bonuses to the Outpost's units instead of the enemy's.

BRAWLER 1



Melee attack.

SCOUT 2



Connected units +1 Initiative

RUNNER 2



Melee attack & Mobility.

SABOTEUR 1



Saboteur affects all connected enemy units and decreases their Initiative by 1.

BATTLE 6



A Battle begins. After Battle, player's turn ends. Not useable if any player drew their last tile.

HMG 1



Attacks on Initiative phase 1 & 2.
Ranged attack.

RECON CENTER 1



As long as the Recon Center remains on the board, all friendly units using Move actions can move 2 spaces instead of 1.

MOVE 7



Move a unit to an adjacent, unoccupied hex and/or turn it in any direction desired.

COMMANDO 5



Ranged attack.

MEDIC 2



A connected unit must ignore all wounds from 1 attack & Medic is discarded.

SNIPER 1



Inflicts 1 wound on a single chosen enemy unit. May not hit enemy HQs.

ANNIHILATOR 2



Ranged attack.

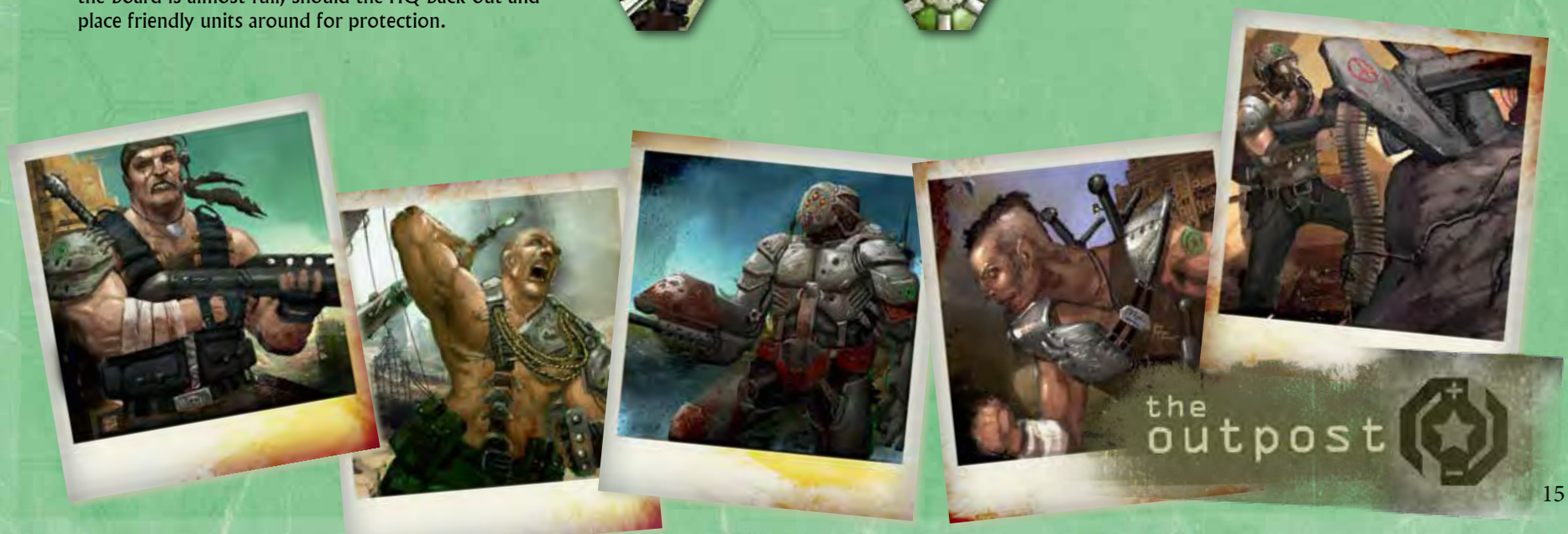
OFFICER 1



Connected units +1 Strength in Ranged combat.

x

X - tile count.



ARMY DESCRIPTION

MOLOCH

BACKGROUND

Moloch is a half-mechanical, half-electronic entity which spreads across an area as large as several states. It was Moloch that brought about the fall of humankind in 2020. Now, thirty years later, it's even bigger and more powerful. Hordes of machines search through the barren lands in pursuit of what's left of humans to destroy them. All orders are transmitted from within Moloch's 'body', which consists of several interconnected artificial brains that scheme on the latest plans for the ultimate conquest. Despite its military and technological advantages, Moloch's forces lack the natural intelligence and flexibility of humans.

THE DECK

Among its advantages, tough units is one of the most important. Thanks to this, more units remain on the board after each battle as compared an opponent's forces. A considerable number of units skilled in ranged combat and reinforced by modules enables Moloch to create a literally unbreakable line of machines capable of inflicting heavy damage upon enemy HQs, its own one being protected by highly efficient blocking units.

On the other hand, Moloch's army is not as mobile as the others and the deck has only a few Battle tiles, which does not give the controlling player an upper hand in deciding when a battle should start.

TACTICAL ADVICE

A good idea is to place the HQ in one of the corners of the board and surround it with heavily armored units. Then surround the enemy HQ to prevent it from moving around. Finally, a number of shooting units with varied Initiative should be placed in a line to break through enemy defences and damage the HQ. Another opportunity is to place a unit in a convenient place and use the Push Back action.

Thanks to this HQ's special Strength bonus, it can be used effectively when attacking the enemy (a good idea is to place the HQ near the enemy HQ, provided it cannot escape easily).



HQ 1
All friendly adjacent units +1 Strength in Ranged combat.

BLOCKER 2
May not attack other units. Armor & Toughness.

HYBRID 2
Ranged attack.

GAUSS CANNON 1
Can hit multiple enemies simultaneously. All enemy units in a line of fire get 1 wound. No bonuses increasing firepower take effect. Toughness.

JUGGERNAUT 1
Armor, Ranged attack, Melee attack & Toughness.

HUNTER-KILLER 2
Melee attack.

THE CLOWN 1
Melee attack & Toughness. Instead of performing an attack it may explode in its Initiative phase, inflicting 1 wound to each adjacent unit (no bonuses take effect) both friendly and enemy (including HQs). After exploding The Clown is discarded (cannot be repaired in any way).

ARMORED HUNTER 2
Armor & Melee attack.

ARMORED GUARD 1
Armor & Ranged attack.

GUARD 1
Ranged attack.

PROTECTOR 1
Ranged attack & Toughness.

HORNET 1
Melee attack.

NET FIGHTER 1
Net.

STORMTROOPER 1
Attacks on Initiative phase 1 & 2. Ranged attack & Toughness.

MOTHER MODULE 1
Connected unit can perform an additional attack in the Initiative phase that follows its last Initiative phase.
If a unit performs attacks in two Initiative phases, the additional, third, attack is performed in the phase that follows the other two.
If all attacks are taken in Initiative phase 0, the additional action is lost and cannot be performed.

x
X - tile count.

MEDIC 2
A connected unit must ignore all wounds from 1 attack & Medic is discarded.

THE BRAIN 1
Connected units +1 Strength in Melee & Ranged combat.

OFFICER 1
Connected units +1 Strength in Ranged combat.

SCOUT 1
Connected units +1 Initiative.

AIR STRIKE 1
Inflicts 1 wound on a target hex and all spaces adjacent to it. Can't attack edge hex. Does not affect HQs.

BATTLE 4
A Battle begins. After Battle, player's turn ends. Not useable if any player drew their last tile.

MOVE 1
Move a unit to an adjacent, unoccupied hex and/or turn it in any direction desired.

PUSH BACK 5
Push an adjacent enemy unit 1 hex away to unoccupied hex. If choice, enemy player selects hex.

moloch

ARMY DESCRIPTION

BORGO

BACKGROUND

Since the beginning of the war, Moloch has created numerous generations of mutants. Enhanced growth rate, genetic engineering and high combat skills are the essence of a mutant's abilities. Their various breeds roam the barren lands fighting over every inch of it, quite often against one another. The scattered groups have finally become united by the charismatic cyber-mutant Borgo, who leads the horde against humanity under his defiling banner of Biohazard.

THE DECK

Quickness is the main advantage of the Borgo army, thanks to high initiative levels and numerous Scouts. Additionally, the army has a lot of fighting units and good enhancements in the form of Modules.

The main drawback is the lack of shooting units, which forces all Borgo units to engage in Melee combat.

TACTICAL ADVICE

Borgo's HQ is most effective in the center of the board surrounded by friendly units. Another good idea is to scatter the fighting units so that they can attack enemies in several directions and clear the battlefield.

HQ 1
All friendly adjacent units +1 Initiative.

BRAWLER 2
Melee attack.

BATTLE 6
A Battle begins. After Battle, player's turn ends. Not useable if any player drew their last tile.

MUTANT 6
Melee attack.

ASSASSIN 2
Ranged attack & Mobility.

MOVE 4
Move a unit to an adjacent, unoccupied hex and/or turn it in any direction desired.

CLAWS 4
Melee attack.

MEDIC 1
A connected unit must ignore all wounds from 1 attack & Medic is discarded.

GRENADE 1
Destroys 1 chosen enemy unit adjacent to your HQ. May not hit enemy HQs. Not useable if Borgo's HQ is disabled by Net.

SUPER MUTANT 1
Armor, Melee attack & Toughness.

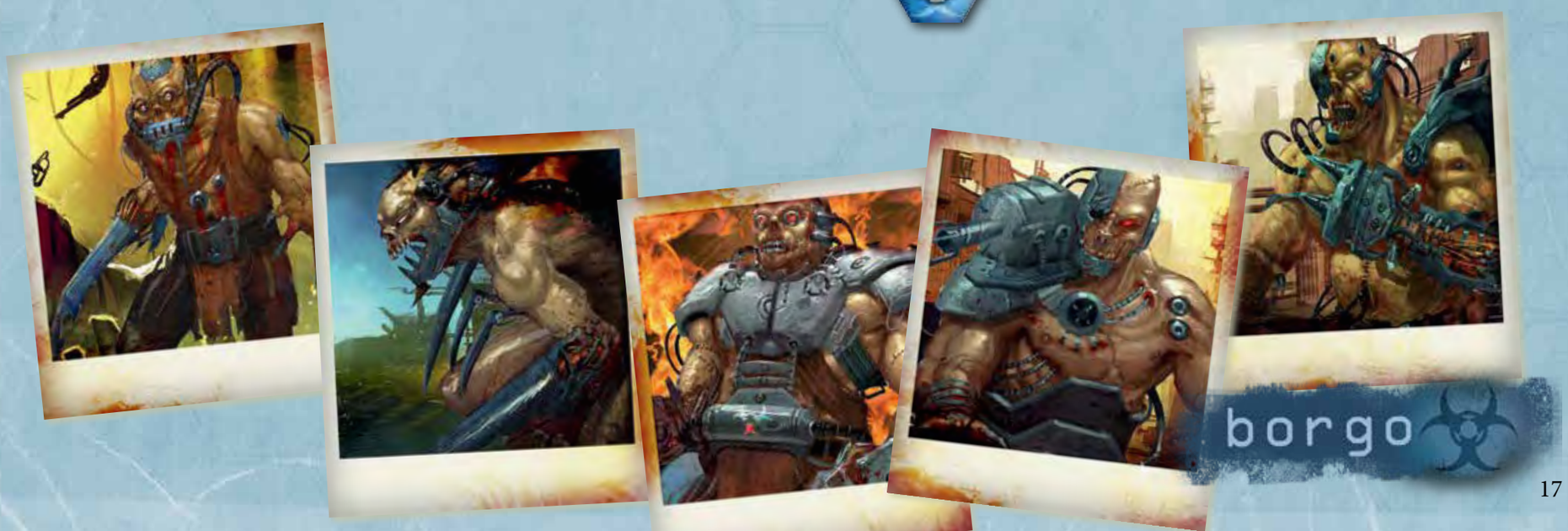
OFFICER 2
Connected units +1 Strength in Melee combat.

x
X - tile count.

NET FIGHTER 2
Borgo's Net Fighters, apart from disabling the enemy, can attack them inflicting 3 wounds. The attack is performed during the battle in the Net Fighter's Initiative phase. The net itself works normally (see Using Nets section on page 21). Thus, Net Fighters can attack disabled enemies.

SUPER OFFICER 1
Connected units +1 Strength in Melee combat & Toughness.

SCOUT 2
Connected units +1 Initiative.



ARMY DESCRIPTION

HEGEMONY

BACKGROUND

The Hegemony is a land ruled by gangs waging constant war for domination. The gangs set off to loot and kill spreading terror far beyond the borders of the Hegemony. Strength and physical prowess are highly valued among the gangers, their favorite pastime being violent gladiatorial games.

THE DECK

The main advantage of the deck is a fair number of Net Fighters, who can be used to disrupt enemy's most daring actions.

Additionally the deck includes a balanced number of Battle, Move and Push Back tiles which makes it quite mobile.

Few shooters make the army more close-combat oriented though.

TACTICAL ADVICE

Net Fighters should be particularly well placed, to disable as many enemy units as possible, including his HQ or to protect the Hegemony HQ from approaching enemy units. Thanks to this HQ's special Strength bonus, it can be used effectively when attacking the enemy (a good idea is to place the HQ near the enemy HQ, provided it cannot escape easily).

HQ 1
All friendly adjacent units +1 Strength in Melee combat.

GUARD 1
Melee attack & Toughness.

QUARTERMASTER 1
Connected unit can convert 1 Melee attack to Ranged attack or vice versa. If connected unit can attack in more than 1 Initiative phase and/or direction, player must choose only 1 to receive Quartermaster bonus. Bonus is optional. If connected unit is also connected to other modules, their bonuses apply.

RUNNER 3
Melee attack and Mobility.

UNIVERSAL SOLDIER 3
Unit performs its Ranged and Melee attacks simultaneously (so that it can inflict 2 wounds on an adjacent enemy unit).

THUG 1
Melee attack.

THE BOSS 1
Connected units +1 Strength in Melee combat & +1 Initiative.

BATTLE 5
A Battle begins. After Battle, player's turn ends. Not useable if any player drew their last tile.

GANGER 4
Melee attack.

OFFICER I 2
Connected units +1 Strength in Melee combat.

MOVE 3
Move a unit to an adjacent, unoccupied hex and/or turn it in any direction desired.

GLADIATOR 1
Armor, Melee attack & Toughness.

OFFICER II 1
Connected units +1 Strength in Melee combat.

SNIPER 1
Inflicts 1 wound on a single chosen enemy unit. May not hit enemy HQs.

NET FIGHTER 2
Net.

SCOUT 1
Connected units +1 Initiative.

PUSH BACK 2
Push an adjacent enemy unit 1 hex away to unoccupied hex. If choice, enemy player selects hex.

NET MASTER 1
Apart from disabling enemy units, can also attack in Melee combat. The attack is performed during Battle in the Net Master's Initiative phase. The Net itself works normally.

TRANSPORT 1
On your turn each connected unit can perfom an additional Move action and/or turn as if it had Mobility. Connected units can move immediately after placing this tile on the board and are allowed to move away from Transport. Transport may not move itself.

x
X - tile count.



EXAMPLE OF PLAY

HEGEMONY VS THE OUTPOST

TURN 1 (PLACING HQS)

The Outpost player starts, deciding to place his HQ at the very center of the board for better mobility thanks to numerous Move tiles in his deck.

The Hegemony controlling player places his HQ in one of the corners of the board for better defense.



TURN 2 (THE OUTPOST)

The player draws a Medic tile (at the beginning of the game Player 1 only draws one tile and does not have to discard any).

The player places the Medic adjacent to the HQ and at the same time prevents the opponent from placing a tile next to the Hegemony HQ.



TURN 3 (HEGEMONY)

The player draws Move and Officer tiles (at the beginning of the game Player 2 draws two tiles and does not have to discard any).

The player uses his Move action to change his HQ's position and get a better attack opportunity. Apart from that he places his Officer next to the HQ thus creating a perfect place for another Warrior which could get bonuses from both - Officer and HQ, and attack the enemy HQ. At the same time the Officer provides good defense for the HQ.



TURN 4 (THE OUTPOST)

The player draws Move, Brawler and Annihilator.

One of the tiles must be discarded and the player decides to discard Move.

The Brawler is placed in the space next to its own HQ and will be able to attack the enemy HQ during Battles using its own HQ bonus to attack twice.

The Annihilator is placed adjacent to the enemy HQ. A risky tactic, but one that prevents the Hegemony from moving its HQ.



TURN 5 (HEGEMONY)

Tiles drawn: Battle, Net Fighter, Runner

The player discards Battle (the situation does not look good enough to start a battle.

The Net Fighter is placed to disable the Brawler and the Runner to threaten the enemy HQ.



TURN 6 (THE OUTPOST)

Tiles drawn: Move, Battle, HMG

One tile must be discarded and the player decides to discard the Battle tile (too early for one).

The Move tile is used to change the position of the HQ and move away from the possible threat. The HMG is placed to attack the Hegemony HQ from afar.



EXAMPLE OF PLAY

TURN 7 (HEGEMONY)

Tiles drawn: Universal Soldier, Ganger, Net Fighter

One tile must be discarded; the player chooses to discard the Ganger.

The Universal Soldier is positioned to attack the Annihilator. Thanks to a high initiative level, the Universal Soldier will be able to eliminate the Annihilator before he attacks the HQ.

The Net Fighter is placed to disable the enemy HQ and prevent it from moving, at the same time protecting the other Net Fighter.

Finally, the Runner uses his Mobility skill, to move adjacent to Outpost's HQ.



TURN 8 (THE OUTPOST)

Tiles drawn: Commando, Scout, Medic

One tile must be discarded; the player chooses to discard the Medic.

The Commando is positioned to hit one of the Net Fighters and the Scout module will enhance his initiative. Thus, the Commando will be able to eliminate the Net Fighter early enough to enable the Brawler to attack the enemy HQ.



TURN 9 (HEGEMONY)

Tiles drawn: Ganger, The Boss, Runner

One tile must be discarded; the player chooses to discard the Runner.

The Ganger is placed to backstab the HMG and provide some protection for the Universal Soldier.

The Boss is placed to enhance the Runner's Initiative value and attack strength.



TURN 10 (THE OUTPOST)

Tiles drawn: Sniper, Move and Battle

The player decides to discard the Move tile.

The Sniper eliminates the Net Fighter who was disabling the HQ. If the player used a Move tile now, he could move the HQ out of the Runner's range, but it seems more sensible to secure the line of fire for the Commando. Additionally, the HQ provides a bonus for the Brawler who is in a good position to attack the enemy HQ.

The last drawn tile is the Battle tile and the moment seems right to use it, before Hegemony draws and uses another Net Fighter or Sniper tiles. The player decides to use the Battle tile and the battle begins.



BATTLE SEQUENCE:

INITIATIVE PHASE 4

The highest Initiative on the board is 4, so the Battle begins with units of Initiative level 4. Only the Commando is able to act in this phase (only this unit has an Initiative of 4), so he shoots at the enemy Net Fighter and kills him instantly.

The Net Fighter is removed from the board.



INITIATIVE PHASE 3

All units with an Initiative of 3 act simultaneously. The Runner (Hegemony), enhanced by The Boss Module attacks the Outpost HQ for 2 points of damage. The HQ's Toughness drops down to 18. The Brawler (Outpost) hits the Hegemony HQ for 2 points of damage and its Toughness drops to 18 as well.

Next, the Ganger (Hegemony) attacks the HMG, but instead of destroying it, the Medic Module is destroyed (see Medic rules). The Universal Soldier attacks the Annihilator and kills him instantly.

The Medic and Annihilator tiles are removed from the board.



EXAMPLE OF PLAY

INITIATIVE PHASE 2

All units with AN Initiative of 2 act simultaneously. The Brawler, thanks to his HQ's special ability, can perform another attack, so he inflicts another 2 points of damage upon the enemy HQ whose Toughness now drops to 16.

The HMG fires at the Hegemony HQ and inflicts 1 wound. The HQ's Toughness drops to 15.



INITIATIVE PHASE 1

Only the HMG unit has an Initiative of 1, so it's the only one to act. The HMG fires at the enemy HQ and inflicts another point of damage. Its Toughness is now 14.



INITIATIVE PHASE 0

Only the HQs have an Initiative level of 0.

The Hegemony HQ attacks the Brawler and kills him.

The Outpost HQ attacks and kills the Runner.

The Runner and Brawler tiles are removed from the board



THE AFTERMATH

The Battle is over and the game goes back to the tactical mode, where more tiles are drawn and placed on the board. Turn 11 begins. It's Hegemony's turn.



BONUS CONTENT

HEX PUZZLES

Along with the game, the box contains a set of 55 cards with Hex Puzzles. Hex Puzzle is a single player solitaire set in the world of Neuroshima Hex. Use your strategic skills to lead your troops to victory. If you don't have other players to play with you at the moment or you want to try yourself, Hex Puzzles are for you!

Each puzzle requires to use a certain number of the depicted tiles in order to win a Battle. Some of the sets, from which the player chooses the tiles, may be quite abstract and present more tokens of a particular type than the army actually possess.





GAME DESIGN: Michał Oracz

DEVELOPEMENT: Portal Publishing

GAME MANUAL: Michał Oracz, Ignacy Trzewiczek

COVER ART: Piotr Cieśliński

TILE ART: Piotr Foksowicz, Łukasz Lalko, Mateusz Bielski

GAME LOGO & WOUND TOKEN: Jakub Jabłoński

PUZZLES DESIGN: Michał „Michallus" Herda (I dedicate these puzzles to my beloved Nina. Without her, I wouldn't ever come back to Hex).

BOX, COUNTER, RULEBOOK, PUZZLE CARDS, REFERENCE CHARTS DESIGN: Maciej Mutwil

BOARD & TILE DESIGN: Michał Oracz

TRANSLATION: Adrian 'Alan' Bogacz

SPECIAL THANKS: Łukasz Piechaczek, Tomasz Stchlerowski, Rafał Szyma, Maciej Mutwil, Ignacy Trzewiczek, Michał Herda.

© 2014 Portal Games

Portal Games Sp. z o.o. ,

ul. św. Urbana 15, 44-100 Gliwice, Poland

Tel/fax: +48 32 334 85 38

www.portalgames.pl

e-mail: portal@portalgames.pl

Made in Poland

Dear Customer, our games are assembled with greatest care.
However, if your copy lacks anything - we apologize for it. Please, let us know:
WSPARCIE@PORTALGAMES.PL.

There are many people who helped Neuroshima HEX become such a good game. Many people who helped us create the game, promote it and develop it after its premiere. Many people who gave their heart to this game. They created new armies, they created new rules, they created puzzles, artwork and lots of other stuff. They were running tournaments and demo games across Poland. We would like to thank all of you guys, and say: Thank you for your support to Neuroshima. Without you HEX wouldn't exist. There are also three guys who helped spread the word of NS HEX. They are Piotr Kątnik, Artur Jedliński and Giles Pritchard.

Thank you. Thank you very much.

Neuroshima Hex & Portal Games (Publisher), All Rights Reserved. Reproduction of any part of this work by any means without the written permission of the publisher is expressly forbidden.

Neuroshima Hex 3.0
Portal Games 2nd print run
Rulebook version 1.1