



RULEBOOK

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NEUROSHIMA HEX!



GAME RULES

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-apocalypse 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.

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, twentieth hit point it is destroyed and the player does not take part in the game any more (in a two- or four-player game mode it means that his opponent/opponents win instantly; in a three-player game the game is continued).

If, at the end of 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 Neuroshima Hex contains the following:

- # 1 game board
- # 35 MOLOCH army tiles
- # 35 OUTPOST army tiles
- # 35 HEGEMONY army tiles
- # 35 BORGO army tiles
- # 16 wound tokens
- # 8 HQ damage tokens
- # 4 mercenaries tiles
- # 1 mad bomber tile
- # this rulebook

SETTING UP

Put the board in the middle of the table. Distribute 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 (they are the tiles with the same image on both sides) 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 damage tokens on the "20" on the Damage track.

STARTING THE GAME

The following rules refer to a two-player game. All adjustments necessary for a 3- or 4- player game are presented on page 9.

The owner of the game starts a game session (becomes Player One). 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 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 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 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 to 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.

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 RULES

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 3 - this tile is the first to act, then it is followed by those with Initiatives of 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 when 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 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 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 an 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 is 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

TILE DESCRIPTIONS

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



MOLOCH



OUTPOST



BORGO



HEGEMONY

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

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



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.

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.

An example of pushing back

One of Moloch's units (tile with the black outline) is surrounded by two Outpost soldiers: 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, which performs the push.

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



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. 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 units 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.



TILE DESCRIPTIONS

BOARD TILES

Board tiles, as opposed to Instant Action tiles, are ones that can be placed on the game board. There are 3 types of Board Tiles: Headquarters, Units, and Modules.

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 which is described on the reference charts of each army. 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.



MOLOCH



OUTPOST



BORG



HEGEMONY

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 two directions

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 (it indicates 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 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 3). 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)



- Shooting in 3 directions (Strength 1 each)

TILE DESCRIPTIONS

An example of Ranged Attack



One of the Outpost soldiers fires his weapon at Moloch's units (tiles outlined black). The bullet does no harm to 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.



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, Air Strikes or Grenades.



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's. (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.



- Net Thrown in 2 directions



- Net Thrown in 2 directions



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. Thus, a unit with two Toughness symbols must receive 3 wounds before it is removed from the board. Each wound inflicted on a unit is marked by 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.

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 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 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).



- 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 a direct attack, Sniper, Air Strike or Grenade) the wounds are ignored and the Medic tile is discarded. See also Medics in the Common Problems section.)

COMMON PROBLEMS

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 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.

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 (if applicable).

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 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 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 Outpost 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 in 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.



THE MULTIPLAYER MODE



THE MULTIPLAYER MODE

This section presents adjustments necessary to play 3 or 4 player games.

3 OR 4 PLAYERS: DEATHMATCH

The changes are as follows:

- 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. The player is out.

4 PLAYERS: TEAM MATCH

Team match is even more exciting than the deathmatch mode. This is a game of two teams of two players. All rules for Deathmatch apply for Team Match as well. Here are some additional adjustments:

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 in the same team and Players 3 and 4 in the other, the turn sequence should

be 1324. For better understanding, in the following section teammate's units 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 with 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 is completely destroyed, the team with a higher total of remaining Toughness 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 Toughness points remaining wins.

Moloch is a unique deck 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.



CHANGES IN NEW EDITION



Optional Score Rules:

In a Deathmatch game, HQ damage tokens are put on 0 before the game starts. HQs have unlimited Toughness, and every time a player's unit hits an opponent's HQ, the wounds inflicted count as points and are marked on the indicator. The first player to get 20 points wins the game. In Team Match mode, both teams share their point count and a team which scores a total of 40 points wins. If none of the players scores the required number of points and the Final Battle ends, the player, or team with a higher score wins.

In the Optional Score game, whenever Moloch inflicts any damage on the allied HQ, the wounds are not applied and the score does not count towards the total.

CHANGES IN NEW EDITION

This new edition of Neuroshima HEX comes to you with few minor changes. These are:

BOARD

The board's been changed. It has more hexes which you can use in your games. The main game 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 "red hexes" which we suggest to be used during scenarios. It also works great with five or even six players. It gives a bit of air on the battlefield.

Finally, there are many hexes in the left and right zones of the board. We prepared them for two reasons:

- you can play specific scenarios, such as "defending a tunnel" or "last man standing in the corner". It gives you a lots of opportunities to develop new modes of Neuroshima HEX.
- you will use it with our Terrain tiles which will be published in future expansions for Neuroshima HEX. It will change the board, the lines of sight and give you another exciting experience with Neuroshima HEX.



DAMAGE TRACK

We decided to use a Damage track on the board. So each player places his HQ Damage token on space 20 on the board and moves the counter every time their HQ gets hit.

SPECIAL EXPANSION: 4 MERCENARIES FROM ALABAMA

This edition contains a special expansion - four mercenary tiles. Those freelancers can support any army.

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In 2 player game each player gets one or two mercenary tiles - players should decide it before the game starts.

In 3 or 4 player game every player chooses one mercenary tile.

Chosen mercenary tile should be placed face down near other army tiles. Each mercenary tile can be drawn once per game during any tile-drawing, instead of a normal army tile.

Mercenary, when played, belongs to one's army just as any other tile from this army.

Mad Bomber as non player character

Mad Bomber is a non-player character and doesn't belong to any army. In the beginning of the game, before placing HQs, players should place Mad Bomber in the middle of the board.

If, during any battle, Mad Bomber is hit (by range or melee attack, Grenade, etc.), he explodes dealing 1 wound to all adjacent units except HQs.

After an explosion, Mad Bomber goes on top of the next player's unused pile of tiles - this tile will then be drawn in the next round. In a multi-player game, Mad Bomber goes to the player to the right of the player who detonated Mad Bomber.

A player can put Mad Bomber somewhere on the board, discard him or keep him - just like with normal tiles. If discarded, Mad Bomber returns to the game just as if he had exploded (he goes to the next player in turn order).

If Mad Bomber gets hit from several players at the same time (in the same initiative phase), he is removed from the game and does not return.

Mad Bomber can be normally disabled with a net, pushed back, etc. If disabled, he cannot explode, but he can receive wounds: if he is killed, he returns just as if he detonated. If pushed back, the player doing the pushing determines the direction.

Mad Bomber as a mercenary

Most of the rules given above are still valid. The main difference is that Mad Bomber is no longer without alignment to any army. The player which places Mad Bomber on the board puts his army marker (use an HQ damage token) on him. When detonated, Mad Bomber causes 1 wound to all adjacent enemy units (including HQs).

EXAMPLE OF PLAY

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 the beginning player 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 the second player draws two tiles and does not have to discard any).

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



Turn 5 (Hegemony)

Tiles drawn: Battle, Net Fighter, Runner

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

The Net Fighter is placed so as to disable the Brawler and the Runner to pose a threat to the enemy HQ.

Turn 6 (The Outpost)

Tiles drawn: Move, Battle, HMG

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

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



EXAMPLE OF PLAY

Turn 7 (Hegemony)

Tiles drawn: Universal Soldier, Ganger, Net Fighter

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

The Universal Soldier is positioned to attack the Annihilator. Thanks to a high initiative level the 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 using his Mobility skill, moves adjacent to Outpost's HQ.



Turn 8 (The Outpost)

Tiles drawn: Commando, Scout, Medic.

One tile must be discarded; the player chooses to discard 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 unit to attack the enemy HQ.



Turn 9 (Hegemony)

Tiles drawn: Ganger, The Boss, Runner

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

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

The Boss is placed to enhance 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 at 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 the 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

All units with the 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 inflicting 1 wound. The HQ's Toughness drops to 15.

Initiative phase 2



Initiative phase 1

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



Initiative phase 0

Only the HQs have the 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 go.



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Thank you. Thank you very much.

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