NEUROSHIMA HEX

BATTLE

STEEL POLICE VS BEASTS

RULEBOOK

SPIS TREŚCI

NOTE: THIS IS A STANDALONE GAME, FULLY COMPATIBLE WITH ALL ARMY PACKS AND THE BASE GAME CONTAINING 4 ARMIES.

INTRO

September 5, 2020—the day the world we knew came to an end. The machines turned against their masters. Nations burned under fires of mass destruction, and by the time humanity realized what was coming, it was much too late.

In the northern United States, Moloch was born—a monstrous, sprawling mass of factories and machines, a fortress of steel churning out endless waves of killer robots.

The shattered remains of humanity split into warring factions, fighting for survival and the last scraps of resources. The wastelands are ruled by chaos and bloodshed.

The last stand of order is the Steel Police—a handful of warriors encased in powered armor, carrying prototype weaponry, bound by an unyielding code, and fanatically devoted to their own law.

But standing in their way are the Beasts—twisted mutations, the byproducts of Moloch's failed experiments, alongside once-domesticated pets turned savage predators.

Who will come out on top? Will fangs and claws tear through riot shields and stun batons?

GAME COMPONENTS

1 playmat

36 BEASTS Army tiles

4 HQ markers
(2 for each Army)

14 Wound markers

5 Net markers

1 Net of Steel marker

35 STEEL POLICE Army tiles

2 Army Reference sheets

1 STEEL POLICE replacement tile

1 Rulebook

The following rules apply to the standard two-player game. Rule changes for three- and four-player games can be found at the following website:

GOAL OF THE GAME

The goal of each player is to destroy their opponent's Headquarters (HQ). At the beginning of the game each HQ has 20 Health. If, at any time during the game, a player's HQ loses its last Health, the HQ is destroyed and the player has lost.

If at the end of the game (see more on page 8), neither HQ has been destroyed, players compare their current Health. The player with higher Health value wins the game.

SETUP

Place the playmat in the center of the play area, ensuring easy access for all players. The player commanding the Steel Police takes their 35 Army tiles, sets aside their HQ tile (easily identifiable by the illustration on the back), and shuffles the remaining tiles. Similarly, the player commanding the Beasts takes their 36 tiles, sets aside their HQ tile and the Cerberus tile (they both have illustrations on the back), and shuffles the rest thoroughly. The Wound, Net, and Net of Steel markers are placed near the playmat.

Note: It is absolutely essential to shuffle the tiles before each game session. During the game, tiles are discarded to a discard pile in groups. 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 playmat.

BACKS OF THE ARMY TILES

BEASTS

STEEL POLICE

Once the tiles have been shuffled, players place them in a face down stack nearby.

Each player places one of their Army HQ markers on the 20 space of the track to the right of the playmat. These markers track the Health of their HQs. Players' second HQ markers are returned to the box.

STARTING THE GAME

The players determine which one of them is the First player however they choose.

Starting with the First player, each player places their HQ tile on any empty space of the playmat (HQ tiles may even be placed adjacent to each other).

When the player commanding the Beasts places their HQ, they also immediately place the Cerberus tile on an empty hex adjacent to their HQ.

Next, the First player draws **1** tile from their deck and places it face up in front of them (not yet on the playmat). Tiles are always drawn from the top of the deck. The First player may now choose to use the tile (see USING TILES on page 6), save it for later, or discard it.

The Second player then draws **2** tiles from their deck and places the tiles in front of them. Each of these tiles may be used, saved for later, or discarded.

Next, the First player draws up to **3** tiles, which means that if they saved 1 tile from their previous turn they would only draw **2** tiles to have a total of **3** tiles. If, however, they used or discarded their tile, they would now draw 3 tiles.

Now that the First player has 3 tiles in front of them, they must choose 1 of those to discard. The remaining 2 tiles may then be used, saved for later, or discarded as normal.

The Second player follows the same procedure, and then the rest of the game continues as described on the next pages in the GAME SEQUENCE.
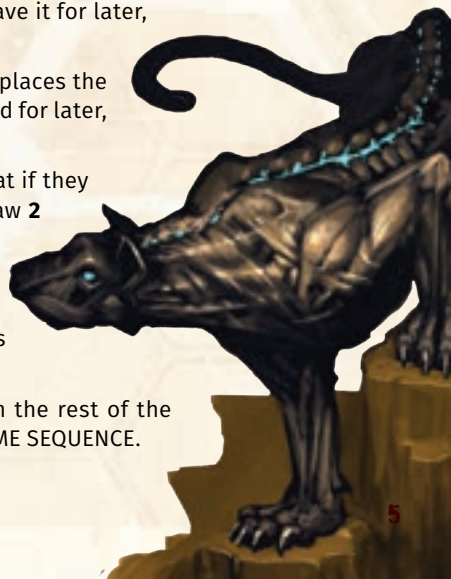
DRAWING TILES

Players draw up to 3 tiles on their turn and place them face up in front of themselves—a player may never have more than 3 tiles in front of them on their turn.

After the tiles have been drawn, the player must choose 1 of the 3 tiles to discard into the discard pile. Then they decide to use, discard, or save the other 2 tiles.

A player may discard any number of the tiles they have drawn. All drawn tiles must always be face up and visible to all players.

If, nearing the end of the game, any player draws their last tile but still has fewer than 3 tiles in front of them, they do not have to discard a tile.

Once a player completes their turn: draws, uses, saves, or discards tiles, and completes all of their chosen actions, the player announces the end of their turn and it is then the next player's turn.

UNLUCKY DRAW

After drawing, if **all** the tiles that a player has in front of them are Instant Action tiles (even if it is only 1 or 2 tiles at the beginning of the game) they may discard all of them and draw new tiles. The player may use this rule multiple times during the game and even in a single turn.

USING TILES

After drawing the tiles, placing them face up, and discarding 1 (ideally the least useful), the remaining 2 may be put into play.

There are two kinds of tiles in the game: Instant Action tiles (see more on page 18) and Unit tiles (see page 11). Each tile is clearly marked so it's easy to identify its function. Instant Action tiles only show a single dark icon, while Unit tiles contain much more information.

Here are some examples of the two tile types:

INSTANT ACTION TILES   **UNIT TILES**

Move   *Warrior*

Battle   Terror   HQ   Module
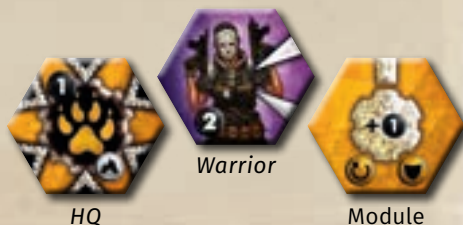
Both types of tiles may only be used during players' own turns. Under no circumstances may tiles be played during the other player's turn.

The Instant Action tiles represent specific actions. They are not placed on the game playmat to take effect, but only shown to the opponent and their effects are resolved (see TILE DE-SCRIPTIONS on page 18). After they are resolved, the tile 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 any unoccupied hexagonal space on the playmat.

Unit tiles cannot be placed on top of other tiles on the playmat (each space may only contain a single unit).

After a tile has been placed, it may not be moved or turned in any way except for special actions that allow some tiles to be moved around the playmat (see pages 16, 18, and 19). Once placed, a tile remains in its position until the end of the game or until it is killed and removed from the playmat.

If, at any time during the game, the playmat is filled and no single space is left to place a tile on, a Battle begins (described below).

BATTLE

In each player's deck of tiles (the 35 or 36 tiles that make up a player's Army) are several Battle Instant Action tiles.

When this tile is played, the player's turn immediately ends, and a Battle begins.

A Battle Instant Action tile cannot be used if any of the players have drawn the last tile from their deck.

Battle tile

During a Battle, players resolve the effects of each tile on the playmat.

Battles are divided into Initiative phases according to the Initiative values of the units. First all units with the highest value (usually this is 3) activate, then units with the next highest value activate and so on, until Initiative phase 0 ends. If on the playmat there is no unit with a certain Initiative value, this Initiative phase is skipped.

It is possible to resolve even 5 or more phases during a single Battle.

In each Initiative phase of the Battle, players' units of the same Initiative act simultaneously.

For example: 2 units with an Initiative value of 3 attack each other, causing each other Wounds, and both are destroyed. Or, 2 units of value 3 attack a single unit, the target unit takes all Wounds and is destroyed—it does not take 1 Wound and allow the next attack to pass through it.

Destroyed units remain on the playmat until the end of the Initiative phase in which they were destroyed (to help keep track, you may turn them face down). After all the actions in an Initiative phase have been resolved, destroyed units are removed and placed into their player's discard pile.

When a unit is Wounded but not destroyed (because it has additional Toughness points), place a Wound marker on it to indicate that it has been hit. When the HQ is attacked and Wounded, move the HQ marker on the Health track at the end of an Initiative phase.

– Wound markers are placed on Wounded units.

When a Battle starts—by playing a Battle tile or filling the playmat—the current player's turn is over (Battle is not a part of the player's turn). As soon as a Battle begins, no other tiles may be used or even discarded.

If the playmat is still full after the Battle is completely finished, resolve the next Battles until the playmat is not full or until the game is over.

An example of Battle can be found at the end of the rulebook on page 30.

Note: Destroyed units' effects remain active until these units are removed from the playmat at the end of the Initiative phase in which they are destroyed.

ENDING THE GAME

If any player draws their last tile from the deck, they finish their turn. Then the opposing player takes their turn and the Final Battle begins.

Note: From the moment a player has drawn their last tile, a Battle may only be triggered by filling the playmat.

If a Battle is triggered by filling the playmat after one of the players has drawn their last tile, the game continues as explained above once the Battle is completed and then the Final Battle begins. It is possible that the Final Battle begins immediately after resolving a Battle triggered by filling the playmat.

VICTORY

The game ends after the Final Battle or when an HQ's Health is reduced to zero.

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

Note: If either 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 neither HQ is destroyed and the Final Battle has been fought, the player whose HQ has more Health left is the winner.

If both HQs have the same amount of Health remaining, each player takes one more turn as if the game were to continue as normal (if a player has no more tiles left to draw, they may only use the abilities of the tiles they have on the playmat such as a unit's Mobility, etc.). Then, an additional Battle begins. If both HQs still have the same amount of Health remaining after this additional Battle, the game ends in a draw.

BOARD DESCRIPTION

The playmat consists of 19 hexes. The playmat also features a track, where players move their HQ markers to indicate their Health.

Health track

Base game area

ARMIES

The game contains two armies. Each Army is represented by a double-sided Headquarters and 34-35 other tiles. The reverse side of each tile displays the icon of the Army it belongs to.

TIPS FOR THE BEGINNERS

If the game initially feels a bit chaotic, we recommend playing a few more games with the same Army to get to know it better. Thanks to the unit list found on the reference cards, it's easy to track which units are still in the draw pile, allowing for more tactical gameplay.

Don't be discouraged if it initially seems like one army is weaker while the other one is stronger. The armies have been tested in thousands of games and are well-balanced. Some armies are simply easier to master, while others are more challenging.

Don't worry if you only draw Instant Action tiles—remember the Unlucky Draw rule.

Also, if you only draw Modules, it's always worth it to place them around the HQ or a single Warrior to boost them.

INITIATIVE

0 1 2 3 4

Most Unit tiles are marked with an icon indicating its Initiative in the game. The higher the Initiative, the earlier the unit attacks during Battle. The Initiative values range from 0 to 4. The value indicates the phase in which a unit performs an attack (see more on pages 23-24).

Some tiles have multiple Initiative icons, meaning the unit attacks multiple times during the Battle, performing all its attacks in each of the indicated Battle phases.

There are also tiles with no Initiative icons. These units' actions are not restricted to one phase during the Battle. A tile with no Initiative icon acts as soon as it is placed on the playmat and until it is removed.

Examples:

| *A unit with Initiative 1* | *A unit with Initiatives 1 and 0* | *A unit with no Initiative* |

AGONY

A

Some of the Beasts Warriors have a special Initiative called Agony. It is resolved when a Warrior has enough Wounds that it would be removed. If Agony is activated during the same Initiative in which the Warrior normally attacks, it only attacks once (the Initiatives do not stack and the Agony Initiative is ignored). The Agony Initiative only activates if the Warrior is removed in Battle, during an Initiative phase. It does not activate before or after an Initiative phase. If removed outside of Battle (i.e. by an Instant Action tile), it does not activate. There is a chance that one Agony Initiative will activate the Agony Initiative of a different Warrior, causing a chain of Agony Initiatives to resolve.

If a unit with Agony has already performed its attack during their Initiative phase, and then its Initiative is decreased to the Initiative phase in which it was removed, Agony still activates.

UNIT TILES

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

THE HQS

Beasts HQ   *Steel Police HQ*

The HQ is the most important tile in the deck.

Each HQ has 20 Health, which is reduced by successful enemy hits. If the Health is reduced to 0, the HQ is destroyed.

Each Army's HQ has a different special ability that is described on the reference sheet of each Army.

Moreover, each HQ can hit all adjacent enemy units with a Melee Attack of Strength 1. However, an HQ **never** harms the other HQ, regardless of the Modules connected to it.

The special ability of the HQ does not affect itself.

WARRIORS

Each Warrior has its image and additional icons representing types of actions the Warrior may take. There are five main icons in the game:

Melee attack   *Ranged attack*   *Armor*   *Reflection*   *Net*

The icons are depicted on one or more (or even all) edges of the tile. A specific icon indicates an action that may only be performed in the direction defined by the edge of the tile with that icon.
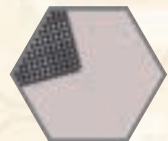
For example:

Melee attacks in four directions   *Ranged attacks in two directions*   *Armor protecting two sides of a unit*   *Net thrown in one direction*

OTHER ICONS INDICATING SPECIAL ABILITIES

Execution	*Flying*	*Lair*	*Mobility*	*Push Back*
Replacement	*Rotation*	*Scavenger*	*Toughness*	*Use the Net of Steel*

For example:

A Warrior with Push Back   *A Module with Rotation and Toughness*

DETAILED DESCRIPTIONS

MELEE ATTACK

During Battle, a Melee attack deals Wounds to an enemy unit directly adjacent to the attacking unit. The placement of the Melee attack icon determines the direction in which the Wound is dealt.

If a tile has more than one attack icon, all attacks are performed simultaneously during the Battle.

The icon also shows how powerful the attack is.

A Strength 1 Melee attack   *A Strength 2 Melee attack*   *A Strength 1 Friendly Fire attack in five directions*

Attacks are automatic and players may not choose to not attack.

Most of the units in the Beasts Army have a special Friendly Fire attack. Warriors with the Friendly Fire icon hit adjacent units as if it were a standard Melee attack. The only difference is that a unit with Friendly Fire attacks both enemies **and** friendly units. Units with Friendly Fire are not treated as enemy units.

RANGED ATTACK

A Ranged attack inflicts 1 Wound to the first enemy unit in its line of fire, regardless of the distance from the attacking unit.

The icon on the tile indicates the direction of the attack (in a straight line from the tile edge). If a tile has more than one attack icon, all attacks are performed simultaneously during the Battle.

The icon also shows how powerful the attack is.

A Strength 2 Ranged attack

A Strength 1 Ranged attack in 2 directions

Attacks are automatic and players may not choose to not attack.

Warriors shoot over friendly units. Friendly units do not obscure line of sight toward enemy units in the same line (attacks go past or over them!).

Ranged attack example

The Acid-Spit attacks in the direction of the Steel Police units (marked with a blue outline). Its attack does not Wound its own unit (marked with a green outline) and Wounds the Bandog, which is the first enemy unit in the line of fire. The attack does not reach the Steel Police HQ, as it is protected by its own unit.

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. The Net does not disable Armor

Note that a Ranged attack from an adjacent unit is still a Ranged attack and not a Melee attack.

The Armor icon 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 successful.

Armor does not protect against Wounds dealt in other ways, such as by Instant Action tiles or as a result of special unit abilities (e.g., the Execution).

REFLECTION

Reflection protects the Army unit from all attacks directed at the side marked with the Reflection icon. Such an attack is Reflected in the opposite direction for a distance of one hex and Wounds an enemy tile (Warrior, HQ, or Module) if it stands on an adjacent hex within the line of fire. A Reflected attack doesn't harm Steel Police units.

Example of Reflection:

The Beasts' Acid-Spit (with a green outline) attacks in the direction of the Steel Police Judge. The Judge Reflects this Ranged attack and Wounds the Beasts HQ, as it is in the line of Reflection next to the Judge.

The Acid-Spit (with a red outline) attacks in the direction of the Judge, the Judge Reflects the attack, yet it doesn't Wound any unit since no enemy is in the Reflected line of fire of an adjacent hex).

Reflection protects against all types of attacks: Ranged, Melee, etc. The Reflected attack's Strength and Initiative is not changed in any way—it resolves immediately upon the Reflection, gaining all of the bonuses (e.g. from adjacent Modules) that strengthened the enemy's attack. Only the Ranged attack ability is lost—the attack is Reflected back in the same direction as the original line of fire and hits an adjacent enemy unit.

The Reflected attack cannot be further strengthened by the Steel Police player's bonuses (e.g. from their own adjacent Modules).

Reflection doesn't protect from Nets. If the unit with the Reflection ability is disabled by a Net, the Reflection doesn't work.

If the unit with Reflection Reflects the enemy's HQ attack, the Reflected attack doesn't Wound the enemy's HQ (according to the rule that HQs cannot harm HQs).

NETS

The Net completely disables the unit it is directed at: it cannot attack, Move, Push, add bonuses, or perform any actions.

Armor and Toughness still function even if the unit with them is Netted.

Net icons indicate the directions in which the Net is thrown. Only the tiles, whose edges are adjacent to the Net icon, are disabled.

Nets disable enemy units as soon as they are placed on the playmat, not only during a Battle. Nets also affect enemy HQs.

Nets are always active and players may not choose to not activate them while on the playmat.

To easily remember which unit is disabled by a Net, you can place a Net marker on it . Remove the marker when the unit is no longer affected by the Net (if it happens during the Battle, remove the marker at the end of the Initiative phase during which the unit was freed).

*Net thrown in
1 direction*
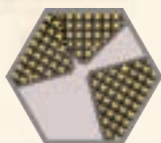
*Spider's Web thrown
in 3 directions*

Net marker

The Beasts' Arachnid has a modified Net called Spider's Web, which Nets both enemy and friendly units.

TOUGHNESS

If a unit (except for the HQs) does not have a Toughness icon, it is removed after receiving a single Wound.

Each Toughness icon represents an additional Wound the unit can sustain before being destroyed. Thus, a unit with a Toughness icon must receive 2 Wounds before being removed from the playmat, and a unit with two Toughness icons must receive 3 Wounds.

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

The Net does not disable Toughness: a Netted unit with this ability still requires an additional Wound in order to destroy it.

A unit with a Toughness icon

Wound marker

MOBILITY

A unit may Move 1 space and/or Rotate freely during its own turn (even after both tiles have been played). The unit may only Move to an empty hex.

A player may Move a Mobile unit before or after placing their new tiles on the playmat. Battle is not part of a player's turn, so once it begins no tiles may use Mobility.

ROTATION

Once per turn, a unit with Rotation may be Rotated in any direction. It cannot be moved to an adjacent space.

PUSH BACK

Once per turn, a unit with Push Back may push 1 adjacent enemy unit (see PUSH BACK on page 18).

The remaining features are described on Reference sheets.

MODULES

Module tiles are placed on the playmat like other units. They remain on the playmat until the end of the game or until they are destroyed. They cannot Move or Rotate unless a Move tile is played on them or an opposing unit Pushes them, etc.

Modules affect adjacent (connected to the Module) units immediately—not just during the Battle. Modules resolve automatically, and at no point can the player choose not to resolve them.

Module icons printed along their edges show the direction they may be connected to another unit. If a Module has several such icons, 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 or Armor.

If several Modules are connected to 1 unit, their effects are cumulative.

Modules also affect HQs.

The effect of a Module is not an action and cannot be multiplied using a token that grants an additional action (e.g., Steel Police Sergeant).

Modules do not affect enemy units (unless explicitly stated otherwise in their description).

– The Module connection icon

Example of using the modules:

The Steel Police Warrior is enhanced by a Module that increases its Initiative value (with a yellow border). An adjacent Module also increases Initiative (marked with a red border), but it has no effect on this Warrior.

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 1 direction.

This Module increases the Strength of Ranged attacks by 1 and works in 3 directions.

SCOUT

Scouts increase the Initiative values of connected units.

This Module increases Initiative by 1 and works in 3 directions.

MEDIC

If a friendly connected unit takes Wounds from an attack by an enemy unit (or an Instant Action tile), the Wound is absorbed by the Medic, who is then destroyed.

Note: Any Module must be directly connected to a unit in order to affect it. Modules cannot affect units through other units or Modules.

INSTANT ACTION TILES

Apart from tiles representing units, each player also 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 playmat.

Instant Action tiles are not placed on the playmat, but are discarded after use.

BATTLE

If a player uses this tile, a Battle begins (see BATTLE on page 7).

This tile may not be used if either player has drawn their last tile from the deck. After the Battle tile is used, the player's turn ends and they may not perform any more actions.

PUSH BACK

This tile allows a friendly unit to Push Back an adjacent enemy unit, creating a distance of one hex between them.

The enemy unit may only be Pushed Back onto an unoccupied hex and only a single space away. If there is more than one unoccupied hex available, the player controlling the enemy unit decides which one to place their unit on.

The Pushed Back unit **may not** be Rotated during the Push Back.

If it is not possible to create a 1 hex space between the units, the Push Back tile cannot be used.

Netted units cannot Push or be Pushed Back.

Pushing Back example:

One of Steel Police's units (tile with the white outline) is surrounded by 2 Beast Warriors (with green and blue outlines). The commander of the Steel Police decides to use their Push Back tile. It is impossible to Push the Warrior with the green outline, because both hexes behind it are occupied and the only free hex is adjacent to the unit that performs the Push. It is, however, possible to Push the Warrior with the blue outline. Additionally, the player who commands the Beasts may choose which hex to move their unit.

GRAB

This tile allows any friendly unit (HQ included) to Grab an enemy unit that is 1 space away from the Grabbing unit, and move it to a hex adjacent to the Grabbing unit.

The Grabbed unit may only Move exactly 1 space. If there is more than 1 available space adjacent to the Grabbing unit, the opponent chooses where the Grabbed unit is moved. The player of the Grabbed unit **may** Rotate it during this Move.

Netted units cannot Grab enemy units. Netted units cannot be Grabbed.

Grabbing example:

The Beast player plays a Grab tile on their unit (marked with a green outline). They may Grab one of two Steel Police Warriors (marked with yellow and blue outlines). They choose the Bandog (marked with a yellow outline). The Steel Police player has only one possible space to Move to, but they may Rotate their unit as part of the Move.

MOVE

This tile allows its user to Move a friendly unit to an adjacent, unoccupied hex and/or Rotate it freely in any direction.

TERROR

Using this tile prevents an opponent from placing any unit on the playmat during their next turn (however they may use Instant Action tiles, Move units, etc.).

HUNT

This tile allows you to choose a friendly unit, Move it, and then attack with one of its edges.

Both the Move and the attack are optional, but you cannot change their order—if you decide to Move, you must do it before you resolve the attack.

COMMON PROBLEMS

USING NETS

If a Net Fighter is destroyed, its Net affects other units until the end of its Initiative phase, up until the tile is removed from the playmat. During the Initiative phase in which the Net Fighter is destroyed, the affected tile(s) cannot perform their actions. These tiles are only able to resolve in the following phases (if applicable).

A disabled unit cannot Move, thus it cannot be Pushed Back.

A Net Fighter may be Pushed Back but an enemy unit not affected by its Net (not by the unit that is being disabled by it).

A Net Fighter may disable another Net Fighter, which means the latter would be disabled and 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 may be Moved normally with a Move tile).

USING MEDICS

Medics are always active and you cannot choose not to resolve them.

The Medic absorbs all Wounds inflicted by the attack of 1 enemy unit only (an attack from one edge in one Initiative phase); if several opponents Wound the target with the Medic Module, its owner decides which attack is absorbed.

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

If a single unit is connected to 2 or more Medic Modules, the controlling player chooses which Medic absorbs the Wound when attacked.

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

If a unit is connected to a Medic Module, which has another Medic connected (but the Modules are not interconnected), when the unit is attacked, the Wound is absorbed by the latter (Medic).

If 2 Medics are interconnected (each has the connection icon turned in the other's direction) the owner 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 0, it is still treated as having an Initiative value of 0.

There is no upper limit to increasing Initiative.

If a unit has multiple Initiative icons, a Module that modifies Initiative adjusts the value of each of them.

If a unit attacks in more than one direction (no matter if the attacks are the same type or a different type) and it may perform its attacks in more than one Initiative phase, it performs all its attacks in each Initiative.

A unit may perform an attack only in the phase corresponding to its current Initiative. For instance, a Warrior with Initiative value of 3 is disabled by a net in Initiative phase 3, but 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.

A unit cannot perform multiple attacks during a single Battle due to changes in its Initiative.

Examples of changed Initiative:

Acid-Spit with Initiative 2 received a +1 Initiative bonus from an adjacent Module (so now it has Initiative 3), allowing it to shoot in the Initiative 3 phase. If, in the same phase, the Module providing the bonus is destroyed, the unit now has Initiative 2 but does not attack again during that phase.

Acid-Spit with an Initiative of 2 is lowered by a Saboteur (a special Steel Police Module) by 1 (so now it has an Initiative of 1), meaning it cannot attack during Initiative phase 2. The Saboteur is destroyed at the end of Initiative phase 2. Acid-Spit now recovers its Initiative 2 but the Initiative 1 phase begins so it cannot attack during the rest of the Battle.

Acid-Spit with a 2 Initiative receives a +1 Initiative bonus from an adjacent Module, but this Module gets netted and is temporarily disabled (Acid-Spit now has 2 Initiative again). Initiative phase 3 passes, and during that phase, the Pacificator is destroyed, causing Acid-Spit to regain the Initiative bonus (now again Initiative 3). Acid-Spit will not attack during the rest of the Battle.

BEASTS

BACKGROUND

What used to be called natural wonder is gone. Only the individuals who learned to adapt were able to survive the torments of famine and nuclear winter. The reckless experiments of Moloch's Laboratories led to the increased mutations and the birth of beasts. These vicious creatures roamed the leftovers of civilization, and claimed territory with unspeakable brutality. And now that they have the territory, the beasts rend and tear everyone who comes near them—friend or foe.

THE DECK

The Beast are a very aggressive Army, focused on controlling many spaces of the playmat—but this is a double-edged sword because they will attack their own units. You must be even more cautious than normal when placing your units because if they become too crowded, the Beasts will begin to attack each other. The Beasts also have the highest Initiative among all other Factions—4-Initiative Warrior and a 1-Initiative HQ. Another important part of the Beasts are the Modules that allow them to adapt when fighting fast or tough units.

TACTICAL ADVICE

During setup, if you place your HQ in a corner and Cerberus nearby, it only leaves 2 sides of your HQ unguarded. If you place your HQ second, you can do so in a way that allows you to place Cerberus so that it attacks the enemy's HQ from the start. The Friendly Fire ability allows you to make a chain with units that have Agony in order to eliminate distant targets quickly.

TIPS FOR OPPONENTS

The key to defeating the Beasts lies in forcing them to deal Wounds to one another. Position your Warriors and HQ so the Beasts cannot focus their attacks solely on you. Strive to dominate the playmat while protecting your units from destruction, and avoid triggering a Battle too hastily.

If possible, quickly eliminate the Beasts' key units: Cerberus, the Alpha, and Vultures. Losing these units significantly weakens their Army.

If you're playing a defense-oriented army, make sure to prevent your HQ from being pulled to the center of the playmat.

STEEL POLICE

BACKGROUND

The Steel Police is a wandering brigade of law and order fanatics, clad in pre-war, experimental power armor. Chemicals exuding from the armor and cybernetic enhancements increase the organism's abilities at the expense of the psyche—Steel Police officers will automatically respond to anything the program identifies as a threat or crime. They appear out of nowhere and pacify the area amid the roar of explosions and gunfire.Unblemished lawfulness, made worthy by these automated machines, quickly makes the people of the redeemed lands yearn for the old chaos and anarchy.

ARMY DESCRIPTION

The Army's advantage is its huge potential to build strong attack positions (Modules increasing strength and multiplying the attacks) and mobile units capable of reflecting enemy attacks. In addition, the HQ's ability easily protects against the most dangerous attacks.

The Army's disadvantage is not having a very high Initiative and only possessing a single Move Instant Action tile.

TACTICAL ADVICE

The Steel Police HQ is not useful in the open field, so it's best to secure it in the corner with a strong wall of surrounding units. The Net of Steel should be thrown onto an enemy's tiles that will be eliminated in the next battle, so that the Net of Steel can quickly return to the player. Also note that the Army doesn't possess any Instant Action tiles that rescue it from trouble (such as Sniper or Air Strike) and this role is carried out by the Executioner, which can be dropped onto an enemy from above.

TIPS FOR OPPONENTS

The Steel Police have few units—it's not easy to destroy them, but controlling the playmat should be your responsibility. Focus primarily on eliminating the Judges. While challenging, their absence significantly weakens the Steel Police.

Don't allow the Steel Police to form lines of units hidden behind one another. Keep in mind that their modules typically have only two connections—making it easier for you to occupy the fields they're boosting. Remember, the Steel Police have two Saboteurs, which can slow down even your fastest warriors.

EXAMPLE OF PLAY

PLACING HQS

Michael, leading the Beasts, goes first. He decides to place his **HQ** in the very center of the playmat. Immediately, he places **Cerberus** adjacent to it.

Ignacy, commanding the Steel Police, places his **HQ** in a corner to make it easier to defend in the future.

TURN 1 - BEASTS

DRAW:

Scout .
(the starting player draws only 1 tile and does not have to discard any).

PLAYING TILES:

Michael first moves **Cerberus** by 1 hex and then places the **Scout** adjacent to **Cerberus**, creating a fast and mobile unit near his **HQ**, which is useful for defense.

TURN 2 - STEEL POLICE

DRAW:

Wardog , **Officer** .
(the second player draws two tiles and does not have to discard any).

PLAYING TILES:

Ignacy places the **Wardog** next to his **HQ**, occupying a key position and targeting **Cerberus**. Additionally, he deploys the **Officer**, boosting the **Wardog** and setting up an excellent spot in the corner for a ranged unit. Although the **Officer** will be destroyed by the Beasts' **HQ**, it will strengthen the Steel Police units until then.

TURN 3 – BEASTS

DRAW:

Move , **Acid-Spit** , **Bug** .
Michael must discard 1 tile, so he chooses to discard the **Move** tile.

PLAYING TILES:

He deploys the **Bug**, occupying the spot prepared by his opponent. Although the **Bug** won't attack during its Initiative phase, as it will be destroyed earlier by the **Wardog**, its destruction will trigger Agony, resulting in an attack on the Steel Police **HQ**.

Next, he deploys the **Acid-Spit** next to the **Wardog**.

TURN 4 - STEEL POLICE

DRAW:

Battle , **Pacifier** , **Judge** .
Ignacy must discard 1 tile, so he decides to discard **Battle** (since the situation is currently unfavorable, playing a Battle would be unwise).

PLAYING TILES:

Ignacy places the **Pacifier** in such a way that it nets **Acid-Spit**. Then, he uses the special ability of his **HQ** to Steel Net **Bug**, taking 1 Wound in the process. Ignacy finishes his turn by placing the **Judge** and occupying the last available hex adjacent to his **HQ**.

TURN 5 – BEASTS

DRAW:

Grab , **Vulture** , **Scrabbler** .
Michael must discard 1 tile, so he decides to discard the **Grab** tile.

PLAYING TILES:

He plays **Vulture** and **Scrabbler**. His **HQ** gains the Grab ability, but Michael decides it is not the right time to use it.

TURN 6 - STEEL POLICE

DRAW:

Predator, **Officer**, **Sergeant**. Ignacy decides to discard **Officer**.

PLAYING TILES:

He then places **Predator** and **Sergeant** in strategic positions to launch a powerful attack on the Beasts' **HQ**, further pressuring Michael's defenses and putting his **HQ** in immediate danger.

TURN 7 – BEASTS

DRAW:

Battle, **Grab**, **Move**. Michael, who has drawn 3 Instant Action tiles, decides to use the Unlucky Draw rule. He discards all 3 tiles and draws new ones. This time, he draws **Alpha** and 2 **Swarm** tiles.

PLAYING TILES:

Michael discards 1 **Swarm** and keeps the other for the next turn. He plays **Alpha** so that it targets **Predator**.

TURN 8 – STEEL POLICE

DRAW:

Executioner, **Judge**, **Battle**. Ignacy must discard 1 tile, so he decides to discard the **Judge**.

PLAYING TILES:

Ignacy decreases the Health of his **HQ** by 1 to use the special ability of the **Executioner**. He places it on **Alpha**, which is destroyed and discarded from the playmat.

The third drawn tile is **Battle**, and the current situation is favorable enough to play it. Waiting for an even better setup would be risky. Ignacy plays the **Battle** tile. His turn ends, and the **Battle** begins!

BATTLE SEQUENCE

INITIATIVE PHASE 3

The only unit on the playmat with Initiative 3 is **Cerberus** (with a red outline). It attacks the **Judge** and its own **Scout** (with a blue outline).

The **Judge** (with a yellow outline) deflects **Cerberus'** attack—**Cerberus** and the **Scout** both receive 2 Wounds and are destroyed.

INITIATIVE PHASE 2

All units with Initiative 2 (with red outlines) attack simultaneously:

Wardog destroys **Bug** (its Agony is not activated because the **Bug** is Netted).

Predator attacks the Beasts' **HQ** and deals 2 Wounds.

Acid-Spit (with a green outline) does not attack, because it is Netted as well.

INITIATIVE PHASE 1

All units with Initiative 1 (with red outline) attack simultaneously:

Vulture attacks and destroys **Judge**.

Executioner attacks and destroys the **Scrabbler**.

Predator has an additional Initiative granted by **Sergeant** and deals 2 Wounds to the Beasts' **HQ**.

The Beasts' **HQ** attacks and destroys the **Sergeant** and **Officer**.

INITIATIVE PHASE 0

Only the Steel Police **HQ** has Initiative 0, but there is no enemy unit adjacent to it, so it does not attack.

AFTERMATH

After the Battle, Michael may move the **Vulture** to any empty space. He decides to move it to a hex adjacent to the Steel Police **HQ**.

At this point, Steel Police dominates the playmat and has more HQ Health (18 to 16). However, it's still the early stages of the game, and Michael will have plenty of opportunities to turn the tide of this battle.

It's time for Michael's turn.

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USEFUL LINKS

https://discord.gg/aWrFcUjJbb
An unofficial but very active Discord server dedicated to the game. You'll find dozens of players (mostly from Poland, but there is an international section), many insightful discussions, fan-made expansions, event invitations, and other valuable information.

Official mobile app available in **PLAY** store.

Official computer application available on **STEAM**.

Official mobile app available in **APPSTORE**.