

MICHAŁ ORACZ

NEUROSHIMA 3.0

HEX!

FAQ

He peered through the steamy round window as it slowly filled with bright orange beams... The last server room of the North was falling. His eyes moved to a small CRT display squashed into the corner of the room. The logs began to disappear, one by one, at a dizzying pace. Hope was dying, together with all the precious electronic information. After 30 seconds, all that was left was a tombstone of knowledge, smouldering on the surface, and crowned with a pile of rubble fused with molten metal and plastic.

Due to the character of Neuroshima Hex Tournaments, the Errata, Special Situations, and FAQ are divided into the following three sections: **General**, **Multiplayer** and **Promos**.

Many questions refer to the type of described tiles. For players who have doubts concerning the definition of keywords (e.g.: units), we recommend reading the Description of Tiles Section on page 10.

GENERAL

Information in this section refers to the game in general.

ERRATA

The HQ is removed at the end of the Initiative phase in which it was destroyed by losing its final Toughness point.

A player's turn ends once a Battle starts, not when the Battle is over.

MEDIC

If your own, or an allied unit within range, sustains Wounds from another tile (Unit tile or Instant Action tile) or marker (e.g. Venom), the Medic dies and the wounds are cancelled together with additional features, unless the description of the tile inflicting or taking Wounds says otherwise.

OUTPOST

Scoper

A Scoper affects enemy Modules. When a Scoper is connected to an enemy Module, the Module's positive features support the units of the Scoper's owner that are also connected to the Module instead of the Module's original owner's units. When connected to the Scoper, the Module's negative features only affect the original owner's units. The Scoper does not transfer control of the Module—it only changes who the features of the Module affect—and the Outpost still treats the Scoped Module as an enemy unit. The direction of the Scoped Modules' features do not change.

TROGLODYTES

The description of Cannibalizing units as a result of Control Takeover should be: If a unit with a Satiety marker is Taken Over the marker remains on the unit. A unit with the Cannibalism feature that has been Taken Over and has the Cannibalism feature may Cannibalize units of the army that it was Taken Over by. A Satiety marker on a Taken Over unit continues to apply normally for the controlling player. The limit of one Cannibalization per turn still applies.

SPECIAL SITUATIONS

GAMEPLAY

PLACING HQS

- Placing HQs is not treated as a player's turn.
- The features of your HQ are not active until the first turn of the game, and you may not use them until then.

PLACING TILES

- The sequence of your turn may be mixed, but with two important distinctions: first, you must first draw tiles and discard one (if required); second, you may not resolve any more of your actions after your turn is over (which happens once you start a Battle). Between these 2 parts of your turn you may decide the sequence of your actions, such as when to use tiles or use abilities and features of the already placed tiles.
- The abilities and features of a tile may be used immediately after placing the tile on the board, except in the situation of a tile that starts a Battle.
- You cannot place a Foundation tile on another Foundation tile.

INITIATIVE

- Units that have two, non-consecutive, Initiatives and are connected to a Module that gives them an additional Initiative (e.g. Mother, Sergeant, etc.) gain the additional Initiative in the first available initiative after their highest Initiative. If a bonus is removed the later Initiative is lost.






(For example: A unit with Initiatives 2 and 0 activates on Initiative 1 as well.)

- The number of Initiative icons on a unit indicates the amount of times the unit will act during a Battle.
- A unit's Initiative may never drop below zero.
- You may only attack once per Initiative. If a unit is connected to a Module that decreases two Initiatives to 0, you only attack once during Initiative 0 and lose the other attack.

GENERAL



- A unit with Initiatives 1 and 0, whose Initiative is lowered before the first attack, performs a single attack in initiative 0. If its Initiative is lowered by 1 after its attack during Initiative 1, then the second attack is performed during Initiative 0.

BATTLE



- Starting a Battle ends a player's turn. The Battle takes place after a player's turn and is never part of the turn itself.
- If the board is fully occupied before the Final Battle, two Battles take place: first the Battle resulting from the board being full, and then the Final Battle.
- Final Battle: A player may decide to keep the tiles in their hand before the Final Battle is fully resolved just in case an extra turn happens in the event of a tie.
- The Final Battle is started by the player who uses all of their tiles first.
- If there is a tie after the Final Battle and an Additional Battle takes place, it is started by the player who took their turn before the Final Battle.
- If, during a Battle, it happens that the sequence of decisions is important, the player who started the Battle sets the sequence (e.g., before declaring the actions of Medics, all attacks and actions inflicting Wounds or affecting it should be declared).
- Some tiles that require the sequence of decisions during a Battle are: Medic, Clown , Rocket Launcher , Sniper Shot , Quartermaster , Gauss Transformer .
- If a player places a tile on the last unoccupied hex on the board and this causes another unit to be removed from the board, a Battle will not occur.

Example 1: A player places a unit that Nets a unit providing additional Toughness, thus disabling the Toughness of connected wounded unit, so the Wounded unit is removed from the board.







Example 2: A player places an Agitator connected to a tile that gives an additional Toughness to a Wounded unit, and thus the Wounded unit, losing Toughness, is removed from the board.

- Fully occupied board: If, after the Battle, the whole board is still occupied (regardless of whether none of the units were destroyed, or a player placed tiles on the board when the Battle ended), another Battle takes place. The player who starts the next Battle is either: the player who started the previous Battle—if no units were placed, OR the player who placed the unit that filled the board—if the board is once again fully occupied.
- At the end of each Battle: all markers are still removed, Vegas  may rotate units Taken Over during the Battle, and Death Breath  may Revive units.
- Subsequent Battles will take place until a unit is removed from the board, or if any number of Battles have taken place and the state of the board has not changed, then the game ends (the HQ's remaining Toughness points determine the winner, and if there is a tie in this situation the game is a draw).

SEQUENCE OF EFFECTS TO CONSIDERING AT THE BEGINNING OF A BATTLE (BEFORE THE INITIATIVE PHASES)



- Sandstorm
- Movement of Quicksands
- Venom markers/ Explosive/ Acid Thrower  / Quicksands .

SEQUENCE OF EFFECTS TO CONSIDER AFTER THE END OF THE BATTLE





- Opponent's unit on Hole  dies
- Sandstorm tiles  are removed
- The markers from Incubators return to the available pool 
- Vegas  rotates Taken Over units (during a Battle or played to fill the board)
- Death Breath  Revives units
- Vegas  rotates the Taken Over Revived units

SEQUENCE TO CONSIDERING THE LAYOUT OF THE BOARD (WHEN ADDING OR REMOVING TILES)




The layout of tiles on the board is always considered in the same way (except for cases when players must make specific decisions). This is regardless of the sequence of connecting or disconnecting individual tiles and the causes (placing a new tile or moving a tile that is already present on the board).

The actions of tiles considered at the time of placing the tiles (that is detonation of Mines , or the abilities of Executioner ) takes precedence over the consideration of other features of the layout on the board.









MOVEMENT

- In the sentence: "If several Modules are affecting one unit at the same time, all these actions are cumulative," cumulation does not mean to double, but instead that individual effects overlap.
- For example: a unit connected to 2 Modules of Transport    (ensuring move) does not have doubled move—for it to move twice it must be adjacent to one of the Transporters after the first move.
- By playing a Move tile, or using a Mobility or Move module, you may either move or rotate a unit or simultaneously move and rotate a unit. You may not resolve actions in between the move and rotation.
- For example: you cannot rotate the Agitator , Take Over a unit and rotate it, and then move the Agitator.
- When tiles are rotated, the features only take effect at the end of the rotation. An edge of a unit will only affect the hex which it is adjacent to at the end of its rotation, and does not affect every hex it touches as it is rotating.
- A Wounded unit, connected to a tile that gives additional Toughness, that moves, is able to detonate a Mine on which it moved.

GENERAL

- A single Move Module provides a unit with one move per turn. If it moves so that it touches a different side of the Move Module it does not get to move again during that turn.
- If a unit has a doubled move, and after the first move it lands on a space disabled with a Net (if it does not have a net to neutralise it), it becomes Netted and cannot make the second move.
- If a unit has doubled move, and after the first move it lands on an Agitated space, it is Taken Over and cannot make the second move.
- A unit with multiple moves (e.g. from Recon Center , Doubled Move , Doubled Mobility ) can, after making some of the moves, perform automatic actions that do not require any decision from the player (e.g. Module actions, Nets, Takeover—without rotation), and then keep moving.

MEDIC

- A Medic absorbs all Wounds from one unit's attack.
- A Medic absorbs Wounds inflicted by collateral damage (e.g. Clown , Acid Thrower , Toxic Bomb , Fanatic's Explosion - A Medic can absorb the Wounds of two units in one Initiative, if it is connected to another Medic then both Medics are removed from the board after the Wounds are absorbed.
- A Medic can save a unit even if it simultaneously suffers from Wounds that do not cause its destruction.
- A Medic absorbs Venom   and Paralysis  , along with Wounds (in this case, the required attack is one that inflicts Wounds that can be absorbed).

NET

A Net does not disable the Armor or Toughness feature on a unit. It does disable modules that provide Armor or Toughness.

FACTIONS

MOLOCH

Clown






- A Paralyzed Clown cannot Explode.
- You may Detonate a Clown in a corner of the board.

Bomb

- The focus of the attack can be the HQ instead of a Foundation tile beneath it. The HQ would sustain no wounds.

OUTPOST

Scoper

- Scoper does not remove the features from Modules (e.g. Toughness or Move). It only removes the Underground feature .
- Scoper takes over Module features (e.g. Biker , Dancer Objects , Frost , Optimist, and Field Medics .

Recon Center

- When using the Recon Center, the unit making multiple moves in a turn gains one additional move for every standard move it has.
- During each move the unit may rotate.

HEGEMONY

Quartermaster

- Affects HQs (they may still not inflict Wounds on other HQs).

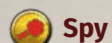
NEW YORK

HQ




- A Wounded unit connected to additional Toughness does not die if it moves to another space providing additional Toughness.
- A Wounded unit connected to additional Toughness does not die if the tile providing additional Toughness is moved in a way that leaves them connected after the move.



GENERAL



Spy

- Modules that do not offer bonuses (e.g. Zone ) affect Spy normally.
- A unit with the Spy ability must be adjacent to a Module affecting the whole board to use its abilities.
- The Spy ability does not affect its own Scoped Module.
- A Spy may use the features of Modules (e.g. Biker , Optimist )
- A unit with the Spy ability cannot use the non-modular abilities of HQs (e.g. Mephisto, DDM, Mississippi).
- A unit with the Spy ability cannot use the abilities of an enemy's HQs, (e.g. Creating Motherland, Throwing Steel Net, Control Takeover, Revival).



Sharpshooter



Sniper Shot

- You cannot pick a target if anything is in the line of the attack.



Rocket Launcher

- The Rocket Launcher shot cannot be fired to a place beyond the field of the game.
- When indicating the path of the Rocket Launcher attack, you may direct it so that it does not hit a target, even if a target is within range.



NEOJUNGLE



Motherland

- The NeoJungle Module connected to a Netted unit, being a part of the Motherland, still affects the whole Motherland.



Small Bomb

- The focus of the attack may be the HQ instead of the Foundation tile beneath it. The HQ would sustain no Wounds.



Vine

- A Scoped Vine affects the whole Motherland



Venom

- See Venom in the Mississippi section.



SMART




Bio Droid

- A returning Bio-Droid does NOT affect the starting sequence leading to the Final Battle.






Terror

- A player cannot use Foundation tiles when they are under Terror .



Transporter

- They may use the  Transport action even if Terror is used.
- You cannot Transpose the tile with a Foundation using the  Transposition.
- The Transporter is rejected (does not return to the player's hand) after Transposing it with .

VEGAS








HQ

- Attacks in 5 directions (does not attack from its Control Takeover feature edge).
- May take over an Object as soon as it is placed on the board.



Control Takeover

- Taken Over units with Venom do **not** use the Venom markers (they are exclusive for factions that have the Venom feature).
- Taken Over units with Paralysis do **not** use the Paralysis markers (they are exclusive for factions that have the Paralysis feature).
- If the placement of an Agitator or a unit (on a taken Over space) causes a battle due to full occupation, the Vegas player rotates the unit after the end of the Battle (you can find out more about the sequence of effects to consider after the Battle in the Battle section).
- A Taken Over unit may be rotated when it is Taken Over by another Agitator from Push Back.
- Rotating the Agitator by 360 degrees does not allow for a rotation of the Taken Over unit.
- When two Agitators (including a Scoped one) act on a unit, the Takeovers neutralize one another. When three Agitators (including a Scoped one) act on a unit, two Takeovers neutralize one another, and the third one takes effect.
- The captured Quill  allows the Vegas player to use the Quill marker, and the attack is characterized by the same properties as the Vegas HQ.
- The Vegas may use the  Transposition action   of the captured unit.
- Vegas may not use a Ranged Net .

GENERAL

- If a Sandstorm ☄ is played on a space with an Agitator or a Taken Over unit, it can be rotated again when it is removed.
- When two Agitators are directed against each other and one of them is Scoped 🔍, the Scoped Agitator Takes Over, because the non-Scoped Agitator cannot Take Over its unit.
- With a Taken Over Troglodytes unit 🦋, Vegas may Cannibalize another Taken Over unit with the Cannibalism feature.
- In the situation presented below: If Net Fighter A is Taken Over and Net Fighter B is placed on the board, the Vegas HQ is Netted, not Net Fighter B.



Executioner

- An Executioner may perform Execution on the space on which it is Paralyzed ⚠, Netted, or Taken Over :\$:
- A Medic cannot absorb Wounds inflicted on the Steel Police HQ when using the Executioner ability.

Pacifier

- A Pacifier may use the 🗑 Transposition action even if Terror ☄ is used.
- A Pacifier is rejected (does not return to the player's hand) after it is Transposed with 🗑.

SHARRASH

HQ

- The HQ connected with 2 Transport Modules (ensuring move) does not have double move, only two single moves. In order to make two moves, it must be adjacent to one of the Transporters after the first move.

Paralysis (instant action tile)

- Paralysis markers are limited by the number of physical markers in a given Faction.
- Paralysis may not be used to Paralyze a Foundation tile.

Explosive

- It is an attack.
- Does not destroy Foundation tiles.

Hole

- The Hole abilities may be used once per turn.
- The Hole cannot grab a Netted unit.

URANOPOLIS

Ray

- Foundation tiles can be destroyed with Ray.
- The focus of an attack can be the HQ instead of a Foundation tile beneath it. The HQ sustains no Wounds.

Power Supply

- You cannot Push Back non-Powered Uranopolis units.
- You cannot make a move with a non-Powered unit.

★ STEEL POLICE

Steel Net

- Steel Net cannot Net the Foundation tiles.
- The Steel Net marker is removed from the Taken Over unit when it ceases to be Taken Over :\$:

Terror

- A player cannot use a Foundation tile when they are under Terror ☄.

Judge

- It does not Reflect against Wounds inflicted without specific direction (e.g. Clown's Bomb 🎩, Toxic Bomb ☠, Acid Thrower 🧪, Fanatic 🌀).
- The Armour reduces the Strength of the Reflected Ranged attack (despite the fact that it lost its Ranged properties).
- Paralysis ⚠ ☠ does not affect Reflection.
- A Reflected Shot Gun 🗑 inflicts as many Wounds as the unit would normally receive with Reflection.
- Reflection does not protect against Wounds from a Sniper shot from units standing behind the unit with Reflection.
- If a Death Breath ☠ unit kills itself with Reflection, a Wound marker is placed on its space.
- Mephisto 🗑 Wounds itself with Reflection.

GENERAL

Wastes

- Add Wounds only to attacks that inflict Wounds.
- An Object receives an additional Wound if it is connected with Wastes and receives a Wound from an Instant Action tile.
- Steel Police does not receive an additional Wound when it is connected to Wastes and throws the Steel Net ★.

Gauss Transformer

- During Battle, Gauss Transformers can convert a Ranged attack to a Gauss attack for both connected units.
- The restrictions of the Gauss Transformer (concerning the conversion of an attack only on one edge and only in one unit Initiative) refer to each connected unit separately.

Transport

- The following sequence of events is possible: 1.) The placement of Transport and its connection to unit A 2.) The rotation/move of unit A 3.) The rotation of Transport towards unit B 4.) The rotation/move of unit B.

MISSISSIPPI

Death Breath

- If, as a result of a Battle with **Dancer** ▼, at least one Object and Mississippi HQ are destroyed, it is treated as a 0:0 tie, and Mississippi wins.

Venom

- Venom markers are limited by the number of physical markers in a given Faction.
- Venom markers are not removed from a Taken Over unit when it ceases to be Taken Over.

Boiler

- Boiler does not add Venom ability to Toxic Bomb.
- The Strength of the attack does not affect the number of placed Venom markers.

Hitman

- Issue with Sniper Shot, see: Sharpshooter ♁.

Transposition

- Transposition can be used even if Terror has been used ★ ♁.
- The Transposition tile is rejected (does not return to the player's hand) after Transposing it.

Toxic Bomb

- You may detonate a Toxic Bomb at the corner of the board.

DEATH BREATH

Zombie Pool

- When destroyed, units go to the Zombie Pool if they are removed from the board with the use of an Instant Action tile.
- When destroyed, units go to the Zombie Pool whenever they are removed from the board (not only after their first destruction).

Revival

- When the Death Breath HQ is Netted, Wound markers are not placed on the hexes of killed units.
- If the HQ is Netted during the Battle, the markers that have already been placed remain on the board until the end of the Battle. If the Net is removed from the HQ it can Revive units on spaces with Wound markers.
- Revival does not take place during the Death Breath player's turn (you cannot place Tentacles markers while Reviving).
- If the board is fully occupied after the Revival of units, another Battle starts (you can find out more about Battles with a fully occupied board and the sequence of considering the effects occurring after Battle in the BATTLE section).
- The Wound markers cannot be removed from the board during the Battle (apart from performing the Charge on hexes with them).
- Terror does not affect the placement of Revived units (Terror affects the turn of the opponent, and the start of the Battle ends the player's turn).
- A Wound marker is placed instead of Exploding the Clown ♁ if it has been killed in the same Initiative.

Reappearance

- Reappearance may be used even if the HQ is Netted.

Absorption

- The differences between the recovered and lost Toughness points are taken into consideration at the end of each Initiative phase.
- The Exploding Clown ♁ can be Absorbed if the Wounds received during the Initiative in which he Explodes kill him.
- Absorption cannot revive the HQ if the HQ is subjected to a Sandstorm ♁.

GENERAL

Tentacles

- The Tentacle-grabbing unit may be rotated and/or moved, and then the Tentacles marker is removed from the Tentacle-grabbed unit (if it was the only unit pointing its Tentacles towards it).
- It is not possible to remove the Tentacles marker voluntarily if it is not moved to another unit.
- The Tentacles marker is removed from the taken Over units when they cease to be Taken Over.
- A Paralyzed unit may throw Tentacles.
- Tentacles also remain on a unit on which they have been before, even if the unit which points its Tentacles towards it could not throw them independently (its edge with Tentacles is pointed to the edge with the Net).

MEPHISTO

Quill

- The Quill marker is removed from the unit at the end of a Battle even if Mephisto does not perform an attack during the Battle.
- The Net transferred by the Quill (when the Incubator has a Net marker) continues to affect the tile with the Quill marker.
- You may place two Quill markers on one unit (they are still considered as one attack).
- If a unit is attacked both directly by the Mephisto HQ and by the Quill, the regular HQ attack takes precedence.



Jaws

- You cannot use this Implant once any player has drawn their last tile.

Drill

- The moved unit can rotate (only the rotation may be performed without moving the unit to another hex).

Incubator

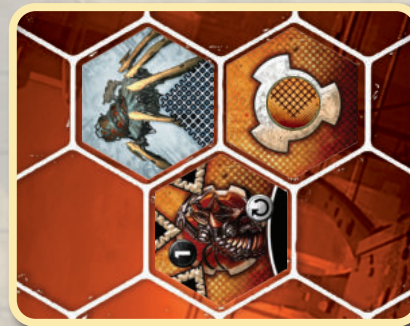
- The Incubator gives abilities to all units of the Faction (unless the description of the tile on the space states that it only works for the HQ).
- The marker on the Incubator is removed at the end of the Battle even if the Incubator has been Netted.
- Acid Thrower
 - The selection of the unit to be Detonated is optional.
 - The Paralyzed unit cannot be Detonated by the Acid Thrower  (you cannot Paralyze the Incubator).
 - With Acid Thrower , you can Detonate a unit in a corner of the board.

Net

- In the situation presented below a unit Nets the Muzzle.



- In the situation presented below a unit Nets the Incubator.



- In the situation presented below a unit Nets the Quill Implant and its marker is removed.










DANCER




The destruction of any of the Objects results in a loss for the Dancer player. If one of the Objects loses all Toughness points during the Battle, the remaining Objects are removed at the end of the Battle. If the Taken Over Object dies, the Dancer player loses. If all three Objects are Taken Over, the game goes on as usual.

GENERAL

Freeing


- You cannot play on Netted, Push Back, Grab, or Smokescreen tiles .
- You cannot Push Back a Netted tile.
- You can free yourself from the Net by Castling with your opponent, but you cannot face your opponent's Netted tile during the Castling.
- You cannot free yourself from the Net using Underground Castling.
- You cannot use the abilities of a Netted HQ providing a move in order to move in a way that would cause the unit to Net Object Yellow .
- Object Yellow  may free itself by rotation so as to point its Net to a unit Netting it.
- You cannot free yourself from a Net by using the Move Module.
- If a Vegas  Net is pointed to the Taken Over Object, it receives one Wound in the case of performing Dance (only for taking Control, because the Net Fighters do not affect their units).
- If the second Agitator  is pointed to the Taken Over Object, it receives one Wound in the case of performing Dance (only for Taking Over, because the Agitators do not affect their units).
- The Steel Net marker  is removed from the Object after using an Instant Action Move tile on it (even if the unit rotates by 360 degrees).
- During the Dance, the Range Netted Object receives 1 Wound for every Ranged Net  and its markers are removed.

Dance

- Dancer may perform the Dance during the additional turn even if they do not have any tiles.
- The Tentacles marker  is removed from an Object when the Instant Action Move tile is used on it.
- The Tentacles marker  is removed from an Object during the Dance if the Object Danced.
- The Paralysis marker  is not removed from an Object after performing an action.

IRON GANG

Chain

- The HQ is a unit that can form a line with another of its own units with the Chain feature to inflict a Wound.
- To use Chain, neither unit in the line with the Chain feature may not be Netted, Taken Over or Paralyzed.
- If a Death Breath Medic  absorbs the Wounds from the Chain, it goes to the Zombie Pool.

Fanatic

- A Paralyzed Fanatic cannot Explode.
- You can Detonate Fanatic in a corner of the board.

Ranged Medic








- A Ranged Medic cannot absorb Wounds if it dies during the same Initiative.
- A Ranged Medic can absorb Wounds from one attack even if the unit whose Wounds are absorbed is attacked by more units in the same Initiative. The player chooses which attack Wounds are absorbed.

Ranged Net

- More than one Ranged Net can be thrown at a unit.

SAND RUNNERS

Sandstorm




- See page 3 for the sequence of considering the effects during Battle.
- The Sandstorm blocks all the actions of the tile on which it is placed and of all the tiles affecting it (e.g. If the Mephisto HQ  is under Sandstorm, the Quill  will not attack).
- The marker of Tentacles  and Steel Net  are not removed when a Sandstorm is placed on the space they occupy.
- The Tentacles marker  is removed when the Sandstorm is played on the space with the Tentacle-grabbing unit (and no other unit points Tentacles to the same space).
- Terror   does not block the use of a Sandstorm.

Quicksands


- See page 3 for the sequence of considering the effects during Battle.
- After using Sandstorm, you may move both Sandstorm tiles on the board.

TROGLodyTES

Cannibalization



- You may Cannibalize with a Paralyzed unit  .
- Reflection  does not protect against enemy Cannibalization.
- You can Cannibalize with a unit with a Satiety marker and choose the same marker again (the placement conditions must be met for Greater Satiety markers), but it does not allow another use in the same turn (e.g. it does not give doubled movement).
- In the case that a unit with a Satiety marker uses an enemy Cannibalization tile and the Cannibalization is absorbed by the Medic, the unit does not lose the Satiety marker.

GENERAL


- In the situation below the Muzzle Module  is frozen.



Freezing

- When the Agitator  and Freezing are pointed at each other, Frost is Taken Over.
- When the Scoper  and Freezing are pointed at each other, they neutralize each other and act as usual in other directions.
- If two Freezings (friendly and hostile) are pointed at each other, they neutralize each other.

Thrower

- A Sandstorm  does not block the attack line for the Thrower.

Avalanche

- An Avalanche destroys Foundation tiles.

FREQUENTLY ASKED QUESTIONS

CLASSIFICATION OF TILES

- **Instant Action tiles**
- **Unit tiles**
 - **Foundation tiles**
 - **Units**
 - HQs
 - Warriors
 - Modules
 - Implants
 - Objects

Can a player view discarded tiles (their own or enemy's)?

Yes.

Do discarded tiles have to be placed in a single pile or can they be distributed and sorted by types for easier understanding of tiles placed there?

They may be distributed and sorted.

Can you play against each other with the same two Factions?

No, the rules do not provide for such a situation. If someone wants to play like that, they have to clarify any doubts that arise by themselves.

Can a player use the rulebook during the game, particularly the description of Factions taking part in the game?

Yes.

Can you retract the moves made in your turn?

Yes, but only until new information is obtained by an active player (e.g. making a decision by the opponent or drawing a new tile), and the players must be unanimous as to the correctness of the reset situation. The start of the Battle ends the turn of the player, so later the start of the Battle cannot be retracted.

When does the status of units change during the Initiative phase (Netting, Takeover, etc.), before or after removing the tiles from the board?

The status is sustained for the entire Initiative phase, and the tiles are removed at the end of a given phase and not after it is finished.

Can a destroyed HQ perform attacks and support allied units until the end of the Battle in which it has been destroyed?

No, as any other unit, the HQ must be removed at the end of the Initiative phase during which it has been destroyed.

Can the Toughness points of an HQ (or Object) be reduced to below zero?

No.

INITIATIVE

Does the unit perform its attack in the lower Initiative if, in the third Initiative in which it has an attack, it is Netted and freed from the Net at the end of this Initiative or later (depending on the type of Module) and, at the same time or later (depending on the type of Module), its Initiative is reduced by a Saboteur or Zone?

No.

Zone + Charge: If a unit with the Charge feature and at least two of its own attack Initiatives performs a Charge, after a successful attack and finds itself within the range of the Zone, does it perform another attack in the 0 Initiative (if it has any left) or does it lose such an attack since it has already attacked at least once?

It performs the attack.

GENERAL

Additional initiative: If a unit which has Initiatives 3 and 2 and is connected with the Mother Module finds itself under the influence of the Zone after performing attacks in Initiative 3 and 2, but before performing the attack in 1, does it perform an attack in 0?

Yes.

Additional initiative: Does the additional attack (Outpost HQ, Mother, etc.) take place in the Initiative following the first attack or in the Initiative lower by one level than the current level of Initiative of this attack?

One level lower than the current one. But it cannot give more than one additional attack Initiative per Battle.

What happens when a Wounded unit that stands at the Module or HQ giving it additional Toughness and stays alive only with their help is Pushed Back (losing the bonuses) but it is immediately under the influence of its own Medic or has been connected before movement?

In this case the unit dies instantly and the Medic cannot act because the unit does not sustain Wounds at this moment and only loses the bonus (in this case the bonus is keeping it alive). It is the Wounded unit and not the Medic that is removed from the board.

MORE TACTICAL GAME

Reinforcements: Can you play with reinforcements without an Alternative start? If yes, do we draw, as usual, 1 and 2 tiles, 4 and 5 tiles (more by three) or 6 tiles in the first two turns?

You can, but it is not recommended, then you draw 4 and 5 tiles accordingly (more by three).

Reinforcements and Unlucky Draw: How does the Unlucky Draw work in the Reinforcements variant?

All the tiles which are drawn must be Instant Action tiles, and you discard only three of them.

Reinforcements: Does the Dance rule to “discard all tiles in your possession” change if you play with Reinforcements?

Yes, it should be: “Discards three tiles. If you have less than three tiles, discard them all.”

Reinforcements: If you have drawn the last tile and have drawn 3 to 5 tiles, do you have to discard one of them at the end of the game?

No.

Reinforcements: Does the Final Sequence change to use up all the tiles?

No, you play normally. When any of the players draw the last tile, the Final Sequence is initiated. The remaining tiles may be used during an additional turn in the event of a tie.

MULTIPLAYER

The information included in this section refers only to the multi-player game mode.

ERRATA

In the team mode, the Toughness of HQs should not be changed. The rule reducing Toughness to 15 has been removed.

SPECIAL SITUATIONS

DEATHMATCH WITH AN OPTIONAL SCORE RULE

- The effects such as Healing ♡ or Absorption ☠ reduce the points of opponents, and the player chooses which player(s) get(s) their score reduced.
- No player can earn more than 20 points.

- A Dancer player ♠ counts the points earned jointly (not separately for every Object) up to the maximum of 20 points.
- If one of the players earns 20 points during the Battle, the game ends when the Battle is concluded.
- In the case of a 20:20 tie, no additional turn takes place to settle the game and the game is a draw.

FACTIONS

🛡️ MULTI – OUTPOST


- Recon Center affects allied armies.

☠️ MULTI – MOLOCH



- When in alliance with Moloch, the Agitator does not take over Moloch units.
- When in alliance with Moloch, Castling with the opponent does not allow for indicating the Moloch unit as an opponent.

MULTIPLAYER




MULTI – NEW YORK

- A Spy may use the Boiler ability  if they have the Venom markers in their pool.



MULTI – VEGAS

- Vegas may use a Scoped  Boss  through an ally.

MULTI – STEEL POLICE

- If the Executioner performs an Execution on a unit Netted with a special Net   , the marker is removed.

MULTI – SHARRASH

- The Explosive may be reinforced with Boiler  or Landfill .
- The Underground affects an ally, but the HQ may perform the Underground Castling only with its own units.

MULTI – MISSISSIPPI

- In the case of an alliance where at least 1 Faction has its own Venom markers, this pool is common to both allies (the sequence of placing markers is determined by the player starting the Battle).
- In the team game, Death Breath ensures victory to the alliance of Mississippi only when the Toughness of all HQs drops to 0 during the Battle.

MULTI – DEATH BREATH

- Death Breath must inflict at least one Wound (in the Initiative of killing a given unit) to place a Wound marker on the space of the killed unit.



MULTI – MEPHISTO

- The Mephisto Modules affect the ally.
- The Mephisto Implants do not affect the ally.
- You cannot use a single Quill more than once, even if Mephisto is given an additional Initiative.

MULTI – DANCER

- You cannot free yourself from the Dancer Net using an Implant.



MULTI – IRON GANG

- A Ranged Medic is treated as if it were connected with all their own and allied units on the board.
- The Chain cannot be reinforced with Modules (e.g. Boiler  or Landfill .

MULTI – SAND RUNNERS

- A Sandstorm played on a Taken Over Neojungle unit causes it to connect the motherland again.

MULTI – TROGLDYTES

- The effects increasing the force of a Ranged or Melee attack do not work on the thrower.
- The thrower cannot be modified with Modules (e.g. Quartermaster  or Gauss Transformer .
- In a game with additional hexes, the Avalanche works in the same way as on the standard board, but you must choose three out of four adjacent spaces on an external edge.

FREQUENTLY ASKED QUESTIONS

Initiative & Mother: Do two Mothers connected with one unit add two more Initiatives or just one?

Two, if possible. In the case of the loss of one of them, it is assumed that the lost one is the one that works later.

Reflection: When performing an attack, is the unit originally attacking or the reflecting unit the attacker? Who is awarded Wounds in the optional score rule?

The unit originally performing the attack, Reflection is not the performance of an attack. No points are received for Wounds inflicted on its own or allied HQ.

Ranged attack of Death Breath + Absorption (Devouring (Death Breath)): Can the unit killed in such an attack be Absorbed (Devoured)?

Yes.


Incubator + Net + Vegas: Does the Netting ability affect the opponent's HQs if the HQs cannot attack one another and, on the other hand, the Net is not an attack?

Yes.

Do Modules (and other units or tiles) that increase the Toughness of units affect the Dancer's Objects?

No.

Can allies discuss together the actions performed by one of them?

Yes, but the final decision is made by the player whose turn it is at that moment or, during Battle, the owner of the unit that is acting or is acted upon. In the case of a Scoped Module , the decision is made by the owner of the Scoper. In the case of two units of different players, when their operation is alternative to each other (e.g. Medics treating one another or treating another unit at the same time), the decision of who makes the final call is taken by the player who started the current Battle or whose turn it is.

MULTIPLAYER

Start of the team game: In the rulebook it says that the Dancer starts first and Vegas is last. Can they be in one pair in a team game, since this condition would not be met if the players from the same team are to move alternately?

This is an exception. The phase of placing HQs is not the turn of a player, so Dancer is placed first and Vegas is last, while the players take their turns alternately, starting with the player controlling Dancer.

In the description of the Team mode in the rulebook, it is said that HQs start with 15 Toughness points, while in the Dancer description it is stated that they may heal the allied HQ up to 20. There is no information about the potential reduction of initial Toughness for Objects, which gives them an additional advantage. How should you play in Team mode with Dancer?

The Toughness of HQs should not be changed in the Team mode, particularly when Dancer takes part in the game.

In the description of the 1 player vs Team mode, it says that the players from the Team start with 13 Toughness points. How does it apply to Objects?

In the 1 player vs Team mode, Dancer cannot be part of the Team.

Can the HQ or Object have its number of Toughness points increased above the initial value?

No.

When one of the players in a multi-player game is eliminated, are the markers belonging to the army of this player removed at the end of the Battle in which they died?

Only the markers of Venom, Paralysis, and Ranged Net stay if the HQ is not destroyed during the Battle, and those markers that belong to Taken Over units.

Vegas HQ (space A) took over the Net Fighter (space B) pointed to space C adjacent to Vegas HQ. In space C the opponent placed the Net Fighter pointed to space A. (With the assumption that the Net Fighters are from enemy factions) Will Vegas HQ be Netted?

No.

Incubator + Net + Agitator + Quartermaster (+Gauss Transformer): Does the Netting ability work at a range in the case of a Ranged attack of HQ?

No.

In a Team game, Can the DDM or Mephisto ally also rotate one of their units during their turn? What happens in the case of an alliance with Mississippi and Push Back?

No.

In a Team game, is it possible to use Castling tiles on allied units?

No.

Is it possible to Push the enemy unit Back from the ally unit?

No.

Recon Center and Doubled Mobility/ Doubled Move: By how many spaces can a unit using the Recon Center and having the Doubled Mobility feature move? Does it use the Doubled Move tile?

4.

Does a Scoped Module affect allies of the owner of the Scoper?

Yes.

Can Sacrifice be modified by Modules that do not reinforce the attack (e.g. Quartermaster, Landfill, Boiler)?

No.

Since Reflection affects Sacrifice, if a normal allied Medic (not a ranged one whose operation is optional) is connected to the Hook, does it have to act and absorb the reflected wound or not (since Hook dies either way as a result of performing Sacrifice)?

Yes, it must act.



PROMOS SECTION

The information included in this section refers only to games that use promos.

SPECIAL SITUATIONS

DOOMSDAY MACHINE

Infinite Combo: If an attack with a Strength of 1 is used to create an infinite combo, it changes into an infinite number of attacks with the strength of 1 (and not one attack with infinite strength). The Armor protects from each of them.

The Infinite Combo is an exception and there is no other case in which more than one attack is performed in one Initiative from one side of a tile.

Medic absorbs only one attack performed with the use of Infinite Combo.

Trap

- A Paralyzed Trap cannot Explode.
- Poisoning does not cause the Trap to Explode.
- A Medic does not absorb Wounds that Detonate the Trap.
- If, as a result of inflicting Wounds by the Death Breath unit, there is a Detonation, a Wound marker is placed on its space.
- You can Detonate a Trap on a corner of the board.
- Freezing Frost ❄️ turns off the Trap (blocks its explosion).
- The units killed by the Detonation of the Trap activated with Death Breath attack are not treated as killed by the Death Breath unit.

Long Distance Modules

- The unit with the Spy ability must be adjacent to a long distance Module to use its abilities.

CONTROLLED, COMMON, NOBODY'S TILES

- When playing on the bigger board, they are still placed in the ring adjacent to the central field.
- Common tiles cannot Push Back the opponent's tiles.
- Common tiles use the Modules of all players.
- Common tiles do not go to the Zombie Pool.
- Death Breath places Wound markers on the spaces of both the Common units and Nobody's units which have been killed.
- Objects 🗓️ may use the Common Modules.
- Nobody's tiles do not attack Common tiles.
- A player who Pushes Back decides to which space a Nobody's tile is pushed back.

- While using a Steel Net or Executioner ★ in a game with the score rule, the player chooses another player to award points to.
- As long as a Controlled tile is not Taken Over, it does not attack Common tiles.
- Controlled and Common tiles become a part of the Motherland 🌟.
- The Controlled tile becomes Nobody's tile if the Sandstorm 🌪️ is on the controlling unit.
- You cannot Cannibalize ❌ Common units.

ORBITAL

- The unit does not receive Wounds from the Venom markers placed on it.
- In the case of a game with Dancer, you should assign points to one or two Objects. They do not have to be assigned to the Object that attacks.
- As a result of performing actions, the Paralysis markers are not removed from the selected unit or other units.
- The Quill marker 🗑️ is not removed from the unit after activating the Mephisto HQ.
- The Incubator markers 🥚 are not removed if they have been used during activation.
- You can use an Acid Thrower 🗑️ if the Exploding unit is connected to Orbital.
- If a Death Breath ☠️ unit kills another unit with the help of Orbital, a Wound marker should be placed on such a space. If no unit appears on this space until the end of the nearest Battle (Foundation tiles may appear—the Wound marker does not cause the Explosion of the Mine), Death Breath will be able to Revive its unit on this space.
- In a game with the score rule, Orbital assigns two points to one of the opponents or one point to each of the two opponents.

NIGHT HUNTER

- The Night Hunter drops out of the game when it dies.
- Elimination is the same as Disappearance.
- Medics protect you against Elimination.
- Reflection ★ reflects Devouring.
- In a game with the score rule, you should award a point to the opponent whose unit you have attacked. If it was your own, Common or Nobody's, you should choose to whom the point is awarded.
- A Foundation tile cannot be Devoured.
- The Night Hunter causes Detonation of the Trap and Mad Bomber.
- It inflicts 1 Wound on Objects 🗓️.

PROMOS SECTION

- The Bio-Droid ✨ returns to the top of the pile after Elimination.
- The Death Breath unit ☠ goes to the Zombie Pool after Elimination.
- With the use of the Carriers or Recon Center, the Night Hunter can move 4 spaces.

SPACE GENERATOR

- Space is not an attack.
- It does not cause Detonation of the Trap and Mad Bomber.
- It cannot be Reflected by the Judge ★.
- Vegas :\$: can Take Over the Space Generator. For its operation, the connection to the action direction is still required.
- Vegas :\$: Takeover Control is stronger than the connection.
- A Sandstorm ☄ blocks the line for the Space operation.

MERCENARIES FROM ALABAMA

- After choosing the Faction, one by one, the players choose one tile each, starting with the player who starts the game.
- The Mercenary who belongs to the Death Breath ☠ player goes to the Zombie Pool after they die.

LAND TILES

- Before the game, the players jointly decide which Land tiles they are going to use. Then they place them in such a way that they all fit the playing area. If the Mountains tile is used in the game for more than two players, increasing the playing area with an additional ring is recommended. The Land tiles may touch each other.
- The spaces on the Land tiles are treated as unoccupied spaces.
- You may place the Foundation tiles on Land tiles (with the exception of Mountains).
- Mountains block the actions of: Ranged Net, Chain, Long Distance Modules and Space Generator.
- A Sandstorm ☄ cannot be placed on the Mountains.
- The area of operation of a Bomb and Small Bomb cannot cover the space with Mountains.
- Mountains are treated as occupied spaces for the purposes of starting a Battle with a fully occupied board.
- A Demolisher may attack from behind the Mountains.
- When using the Misty Swamps, you may rotate the units.
- Misty Swamps take +1 movement.
- You cannot free yourself by using a Land tile ability.

- Mountains and Jungle do not block the attack line of the Thrower ✕, except when both spaces are taken by the same tile depicting a uniform type of Land.

TRANSPORT BASE

- When connected to the Motherland ✨, it may move itself.

ASSASSIN

- The player who draws the last tiles may reject the Battle to activate the Assassin.
- The use of a Battle tile to activate the Assassin does not end the turn of the player.
- You can activate the Assassin with an Order tile.
- You cannot activate the Assassin using the Jaws Implant 🦷.
- The Paralysis marker is not removed from the Assassin after it is activated with the Battle tile.




MAD BOMBER

- Shrapnel causes the Explosion of the Mad Bomber.
- You can Detonate Mad Bomber on a corner of the board.
- Poisoning does not cause the Mad Bomber to Explode.
- Medic does not absorb Wounds causing the Explosion of the Mad Bomber.
- Medic normally absorbs Wounds inflicted by the Mad Bomber.
- A Paralyzed Mad Bomber cannot Explode.
- If, as a result of inflicting Wounds by a Death Breath unit, there is a Detonation, a Wound marker is placed on its space.

SPINA

- In multi-player games you can use optional non-tournament rules.
- In multi-player games, the declarations are made in clockwise order, starting from the Sand Runners player.
- After placing a tile, normal effects are resolved and, if both Field Medics are still on the board after consideration, a Clash is resolved.
- You cannot resign from removing an enemy unit.
- Removal of units is a one time effect.
- Medics cannot save an allied unit from the Clash effect.
- If another Medic calls for a Battle due to a fully occupied board, the Battle is resolved first and then (if both Field Medics survive the Battle) the Clash is resolved.

PROMOS SECTION

- The Clash does not allow for the removal of an HQ or Object.
- The Clash does not allow for the removal of Nobody's or Common units.
- The Death Breath  unit removed because of a Clash goes to the Zombie Pool.
- The Bio-Droid  removed as a result of the Clash returns to the top of the pile.
- Changes to the board are updated after the removal of every unit.
- The Clash is resolved even if the Field Medic is Taken Over .

FREQUENTLY ASKED QUESTIONS

Does the potential exchange take place before or after the choice of the starting player?

Before.

Does showing the exchanged tiles mean showing their backs or just the fronts?

Both the front and back so that the opponent knows what tiles are included in your army, and it is not possible to distinguish an exchangeable tile due to difference in the backs.

Can you save a unit which performs Sacrifice with a Medic?

No.

Can you destroy a Foundation tile while performing Sacrifice?

No.

Does Sacrifice cause the Explosion of a Trap or Mad Bomber?

Yes.

