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NEUROSHIMA HEX!

RULEBOOK



THE YEAR OF
MOLOCH

INTRODUCTION

Neuroshima Hex! is a game of tactics in which various armies wage continuous battle against each other. It is based on the Neuroshima RPG published by Portal Games in 2003. While being familiar with the roleplaying game is not necessary, players may find it easier to identify with their armies if they have read or played the RPG.

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

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CONTENTS OF THE BOX



35 MOLOCH Army tiles



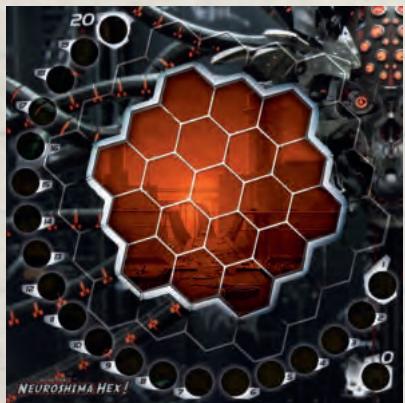
35 HEGEMONY Army tiles



35 BORGO Army tiles



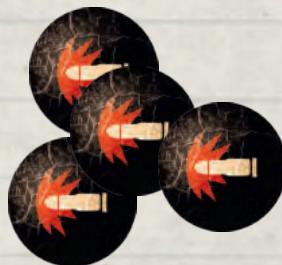
35 OUTPOST Army tiles



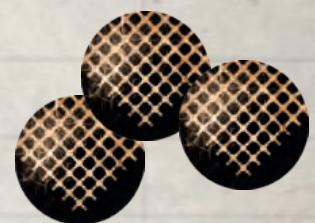
1 game board



21 resin HQ Damage markers



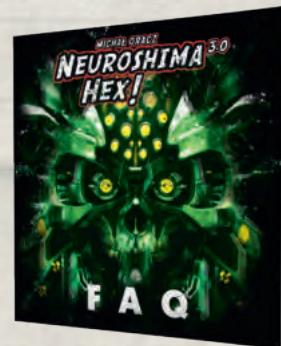
8 Wound markers



8 Net markers



19 Army Reference sheets



1 FAQ booklet



1 campaign
(rules and tiles)



1 rulebook

GAME RULES

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

GOAL OF THE GAME

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

If, at the end of the game (see ENDING THE GAME on page 6), none of the HQ's have been destroyed, players compare their remaining Toughness points. The player whose HQ has the most Toughness points left is the winner.

SETTING UP

Place the board in the center of the play area. Each player takes the army tiles of their Faction. Each player commands a single army represented by a deck of 35 tiles. Next, each player separates their HQ tile from their deck (HQ tiles have different backs) and shuffles the remaining tiles thoroughly.



Borgo



Hegemony



Moloch



The Outpost

Once the tiles have been shuffled, players place them in a face down stack nearby. Each player should also take their Faction's HQ Damage marker and place it on the 20 value of the Damage track.

STARTING THE GAME

The owner of the game is the First player, but you may also choose to decide a First player randomly. The First player begins by placing their HQ tile anywhere on the board and then the other player does the same. The HQ tiles may even be placed adjacent to each other.

Next, the First player draws 1 tile from their deck and places it face up in front of them (not on the board). Tiles are always drawn from off the top of the deck. The player may now choose to use the tile (see USING TILES section on page 5), 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.

Like with First player, each of these tiles may be used, saved for later, or discarded.

Next, the First player draws up to three 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 1 tile, they would now draw 3 tiles.

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

The Second player follows the same procedure, and the rest of the game continues as described below in GAME SEQUENCE.

GAME SEQUENCE

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. All drawn tiles must always be face up and visible to all players.

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.

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.

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

GAME RULES

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.

Note: this rule does not apply to the Dancer Faction.

USING TILES

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

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

Here are some examples of the two tile types:



Example of Instant Action tiles



Example of Unit tiles

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

The Instant Action tiles represent specific actions. They are not placed on the game board to take effect, but only shown to the opponent and their effects are introduced into the game (See TILE DESCRIPTIONS section on page 7 for more information concerning their use). Then, the Instant Action tile used is discarded.

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

Unit tiles cannot be placed on other tiles on the board.

After a tile has been placed, it may not be moved or turned in any way. Once placed, a tile remains in its position until the end of the game, or until it is killed and removed from the board. The only exceptions to this rule are special actions that allow some tiles to be moved around the board. Their use is explained in the TILE DESCRIPTIONS section on page 7.

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

BATTLES



In each player's deck of tiles (among the 35 tiles that make up a player's army) players have several Battle Instant Action tiles.

When a Battle tile is played a Battle begins immediately.

During a Battle players check the effects of each tile on the board. Battles are divided into Initiative phases according to the Initiative values of the tiles. Higher value Initiatives go first, and continue in descending order.

(For example: All tiles of value 3 are resolved, followed by value 2 tiles, and then value 1 tiles.)

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

(For example: Two unit tiles with an Initiative value of 3 attack each other, cause each other Wounds, and die. Or, two units of value 3 attack a single target, the target takes both Wounds and is destroyed—it does not take 1 Wound and allow the next attack to pass through it.)

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

When a unit is Wounded but not destroyed (because it has extra Toughness points), place a Wound marker on it to indicate that it has been hit. When the HQ is attacked and Wounded, move the Damage marker one space lower on the Damage track.

Modules, Net Fighters, and other units have special features that affect other units. These units will continue to affect other units—even if Wounded—until they are removed from the board at the end of the Initiative phase in which they are destroyed.



Wound markers are placed on Wounded units.

After one Initiative phase ends, another phase takes place following a descending Initiative order.

HQ Wounds are calculated at the end of an Initiative phase.

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

When a Battle starts—by playing a Battle tile or filling up the board—the player's turn is over, regardless of the number of tiles they have left. As soon as a Battle starts, no other tiles may be used or even discarded.

An example of Battle can be found at the end of the rulebook on page 20.

GAME RULES

ENDING THE GAME

If any player draws the last tile from their deck, they finish their turn and then the opposing player has one final turn and the Final Battle starts.

If either player has drawn their last tile, Battle tiles may no longer be played.

If a player has used their last tile to fill in the last unoccupied hex on the board, a Battle starts. Then, after the Battle, the opposing player may use their remaining tiles, and the Final Battle begins.

VICTORY

The game ends after the Final Battle, or when an HQ's Toughness points are reduced to zero.

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

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

If none of the HQs are destroyed and the Final Battle has been resolved, the player whose HQ has more Toughness points remaining is the winner.

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

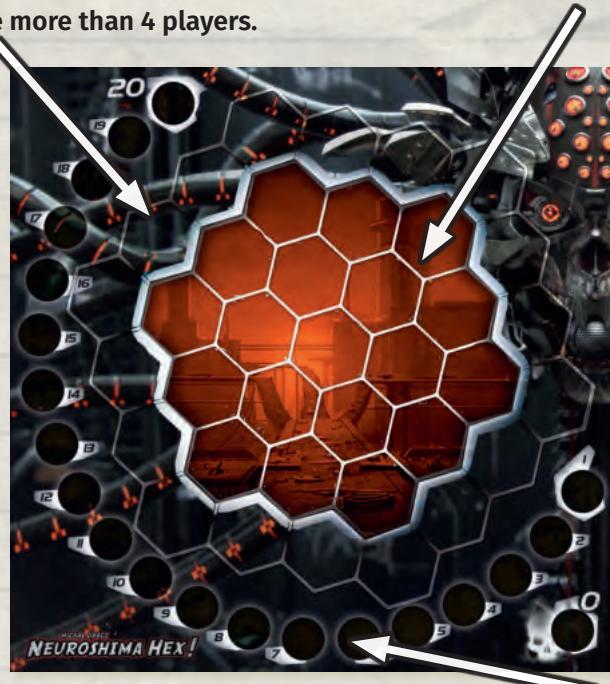
BOARD OVERVIEW

The main battlefield consists of 19 hexes set in the middle of the board. It is the same as previous editions. Around it is another circle of 18 additional Hexes, which we suggest you use when there are more than 4 players to provide extra room.

There is also a Damage track on the board in which to keep track of your HQ's remaining Toughness points. As your HQ takes damage you move your Damage marker down the track.

Circle of 18 additional hexes to use when there are more than 4 players.

Main battlefield



Damage track

TIPS FOR THE BEGINNERS

If, after your first few plays, the game seems too chaotic for you, we recommend you play more to get to know the game better. During your next plays try to use the Faction sheets to help you understand your capabilities, plan ahead, and be more strategic.

If you feel that some Factions are stronger and others weaker, we recommend you play a lot more—some Factions are just easier and others a little more difficult to learn. In order of difficulty to play, we rank the Factions as follows: Borgo, Moloch, Hegemony, and the Outpost.

Do not worry if you draw only Instant Action tiles during one turn—remember about the Unlucky Draw rule. Also, don't worry if you draw only Modules in one turn—it's always a worthwhile turn to place Modules around your HQ to protect it.

A MORE TACTICAL GAME

Alternative Start: at the beginning of the game the First player draws 3 tiles from their pile. Then they must discard 1, and from the remaining 2, chooses 1 to use. They may also choose to save it or discard it. The other tile may only be saved for later or discarded. Next, starting with the Second player, players draw up to 3 tiles, choose 1 to discard and then may use, save for later, or discard the remaining 2 tiles.

Reinforcement Rule: if you want to reduce the random elements to the game, you may play with the following rule: during your turn, draw up to 6 tiles instead of 3, discard 1 and play a maximum of 2 tiles. Any other tiles you have are saved for later.

TILE DESCRIPTIONS

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



Hegemony



Borgo



Moloch



The Outpost

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

INITIATIVE



Most Unit tiles are marked with an icon indicating its Initiative value.

The higher the Initiative is, the earlier it will act in Battle.

The Initiative values range from 0 to 3 and indicate which Initiative phase units perform their attacks (see BATTLES section on page 5).

Some tiles have two Initiative values printed on them, which means that the unit performs all its attacks twice—during both indicated phases of the Battle.

There are also units that do not have an Initiative value. The actions of these units are not restricted to one Initiative phase during the Battle. A tile with no Initiative icon acts immediately when it is placed on the board and remains active until it is removed.

EXAMPLES:



A unit with initiative 1



A unit with initiative 1 and 2



A unit with no initiative

UNIT TILES

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

THE HQS



Moloch



The Outpost



Borgo



Hegemonii

The HQ is the most important tile in the deck.

Each HQ can sustain 20 Wounds, which are caused by successful enemy attacks. If the Toughness points reach 0, the HQ is destroyed and its owner loses the game.

Each army's HQ has a unique special ability that is described on their Faction sheet

As well as in the ARMY DESCRIPTION section on pages 15-18. An HQ's special ability does not affect itself.

Each HQ attacks all adjacent enemy units with a Melee attack of 1 Strength. However, an HQ can never attack or wound another HQ, regardless of Quartermasters, Officers, or any other Modules connected to it.

Each HQ has an Initiative of 0.

WARRIORS

Each Warrior tile shows, apart from their pictures, additional symbols representing types of actions the Warriors can undertake. There are four main symbols in the game:



Melee attack



Ranged attack



Armor



Net

The symbols are found printed along one, or more edges of a tile and they represent the directions of a given action. Actions only ever go in the direction indicated by the symbols on a tile's edges.

TILE DESCRIPTIONS

A COUPLE OF EXAMPLES:



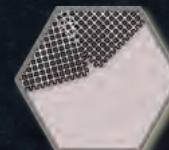
Melee attacks in four directions



Range attacks in two directions



Armor protecting two sides of a unit



Net thrown in two directions

Ranged Attack

Ranged attacks are attacks that hit enemy units from a distance. When resolved, a Ranged attack hits the first enemy unit in the attacker's line of attack, no matter how far away the unit is.

The symbol on the edge of the tile indicates the direction of the attack. When resolved, the attacks follow a straight line directly from the symbol's edge. If a Warrior has two or more Ranged attack symbols, they shoot in all directions at once during the unit's Initiative phase of a Battle.

The number of symbols indicates the Strength of the attack, which ranges from 1 to 3.

Attacks are automatic and the players may never choose not to attack.

Your army is well coordinated and always shoot over friendly units. Friendly units never attack each other, and also never block attack lines—Ranged attacks always pass through friendly units.

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



A Strength 2 Ranged Attack



Shooting in 2 directions (Strength 1 each)



Shooting in 3 directions (Strength 1 each)

RANGED ATTACK EXAMPLE

One of the Outpost Warriors resolves a Ranged attack against Moloch's units (the units outlined in white). The attack does not harm the friendly unit (Outpost Runner) in the attack line. The attack continues through the friendly unit and hits Moloch's nearest unit causing 1 Wound. The other Moloch unit is unaffected since the attack stops after hitting the first Moloch unit.



DETAILED DESCRIPTIONS

Melee Attack

Melee attacks hit enemy units that are adjacent to the edge with the symbol.

If a unit has more than one attack symbol, all its attacks are performed simultaneously during the appropriate Initiative phase of the Battle.

The number of symbols indicates the Strength of the attack, which ranges from 1 to 3.

Attacks are automatic and the players may never choose not to attack.



A Strength 2 Melee Attack



A Strength 3 Melee Attack

TILE DESCRIPTIONS

Armor



Armor decreases the Strength of enemy Ranged attacks aimed at it by 1 (thus it protects units from all Strength 1 Ranged attacks). It does not, however, protect against Melee attacks. Remember, a Ranged attack from an adjacent hex is still a Ranged attack—not a Melee attack—which means Armor protects against it.

The Armor symbol on the tile indicates which edge is protected. If an Armored unit is attacked from a different direction than the protected edge, the Armor has no effect, and the attack hits.

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

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

Armor does not protect from Wounds inflicted by an Exploding Clown.

Nets



Nets disable adjacent opponents, and preventing them from performing any actions such as moving, attacking, Pushing Back, adding bonus abilities, etc.

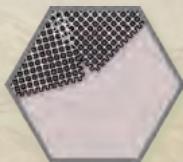
Net symbols indicate the directions in which the Net is thrown. Only the tiles, whose edges are adjacent to the Net symbol, are disabled.

Nets disable opponents as soon as they are placed on the board (not only during a Battles). Nets also affect enemy HQs.

(For more information, see USING NETS on page 12.)

Nets are always active. Once on the board, players may not choose whether or not they are activated.

To indicate which units are disabled by Nets, place Net markers on them once they are disabled. The Net marker is removed from a unit if the Netting unit is destroyed, or if the disabled unit ever leaves the adjacent affected edge. If a Net marker is to be removed in Battle it is always only removed at the end of the current Initiative phase.



Net thrown
in 2 directions



Net thrown
in 2 directions



Net marker

Toughness



If a Unit tile (except for HQs) does not have a Toughness symbol (●), it is removed after receiving a single Wound.

Each Toughness symbol represents an additional Wound that a unit can sustain before being destroyed. (For Example: a unit with 2 Toughness symbols must receive 3 Wounds before it is destroyed).

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



A unit with two points of Toughness

Mobility



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

A player can move a Mobile unit before or after placing his new tiles on the board.



TILE DESCRIPTIONS

MODULES

Module tiles are placed on the board like other units. They remain on the board until they are destroyed. They cannot move or be turned, unless a Move, Push Back or any other 'external' action tile is used.

They start affecting units as soon as they are connected to them (not only during Battles). Modules are always active and can never be turned off.

Module symbols printed along the edges show the direction they can be connected to another unit. If a Module has several such symbols, it works in all given directions at all times.

Modules can be destroyed like any other units, and some of them also have additional Toughness points.

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

Modules also affect HQs.

Since Modules work all the time, they do not have respective actions, so spending an additional action (some units have such abilities) does not augment a Module in any way. Modules do not affect enemy units (unless specified otherwise in their descriptions).



Module connection symbol

OFFICER

Officer Modules increase the Strength of friendly units' Ranged or Melee attacks.



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



This Module increases the Strength of Ranged attacks in 3 directions.

Scout

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



Medic

If a unit with a Medic Module connected to it suffers 1 or more Wounds from an attack of an enemy unit (Also including Sniper, Air Strike, Grenade, or any other Instant Action tile) the Wounds are ignored and the Medic tile is removed (for more information see USING MEDICS on page 12).

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



TILE DESCRIPTIONS

INSTANT ACTION TILES

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

These tiles cannot be used During a Battle. They are used during a player's turn while they are placing or activating effects of units on the board. These tiles are never placed on the board, and are discarded after they are used.

Battle



When a player plays this tile their turn is over and a Battle begins immediately.

This tile may not be used if any of the players has drawn their last tile from their 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 one a friendly unit to Push Back an adjacent enemy unit, creating a distance of 1 hex between them.

The enemy unit can only be Pushed Back onto an unoccupied hex, and only 1 space away. If there is more than 1 unoccupied hex available, the player that controls the enemy being Pushed Back chooses which hex the unit is moved to.

The Pushed Back unit may not rotate during the move.

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

PUSHING BACK EXAMPLE

One of Moloch's units (the tile with the white outline) is surrounded by two Outpost Warriors: a Runner (on the upper hex) and a Brawler (on the right-hand hex). The Moloch player decides to use their Push Back tile. It is impossible to Push Back the Runner because both hexes behind it are occupied and the only free hex is adjacent to the unit, that is performing the Push Back. It is, however, possible to Push Back the Brawler. Additionally, the Outpost player will get to choose which hex to move their unit.



Move



This tile allows its player to move one of their units to an adjacent, unoccupied hex and/or rotate it in any direction.

GRENADE



This tile destroys one chosen enemy unit completely.

A Grenade may only be thrown onto a hex adjacent to the throwing player's HQ.

It does not affect enemy HQs.

A Grenade cannot be thrown from a netted HQ.

SNIPER



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

AIR STRIKE



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

The Air Strike does not affect HQs.

AIR STRIKE EXAMPLE



CLARIFICATIONS

USING NETS

If a Net Fighter dies, their Net affects other units until the tile is removed from the board at the end of the current phase and the Net marker is removed. During the phase in which the Net Fighter dies, since the Net marker is still present until the end of the phase, the affected tile(s) cannot perform their actions. These units will regain their abilities in the following phase, if they are still present.

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

A Net Fighter can be Pushed Back but not by the unit that is Netted and disabled by it.

A Net Fighter can disable another Net Fighter. If this happens the Netted unit is unable to Net other 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 cancel each other out and neither Net Fighters is Netted or disabled and can act normally. Therefore, if they have other edges with Nets they may still use those to Net other units.

If three Net Fighters Net each other, (the first Nets the second, the second Nets the Third, and the third Nets the first) all cancel each other's Nets and none of the Net Fighters are Netted or disabled and can act normally. Therefore, if they have other edges with Nets they may still use those to Net other units.

USING MEDICS

A Medic Modules' effects are always active as long as they are connected to a unit. A player may never choose to ignore its effects.

The Medic absorbs all Wounds inflicted by a single enemy unit's attack (an attack from one edge during one Initiative phase). If several enemy units Wound a unit connected to a Medic, the player in control of that unit chooses 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 saved by the Medic.

If a single unit is connected to 2 Medics, the controlling player chooses which Medic absorbs the Wounds when hit.

If both a Medic and the connected unit are hit simultaneously, the Medic is destroyed first and cannot absorb the Wounds inflicted on the unit.

If a unit is connected to a Medic (#1), which has another Medic (#2) connected to it (but the Modules are not interconnected), the Wounds, when the unit is hit, are absorbed by the latter, Medic #2, which absorbs the Wound that would have been taken by Medic #1 to protect the unit.

If 2 Medics are interconnected (each has their connection symbols turned toward the other) the controlling player decides which of them absorbs the Wounds.

MORE ON INITIATIVE

A unit's Initiative value can never be reduced below 0. If a unit's Initiative value would ever be reduced below 0 it is treated as if it were.

There is no upper limit to increasing Initiative.

If a unit is able to perform more than one attack, and has a Module which increases its Initiative, the bonus affects all its attacks.

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

A unit may perform an attack in the phase corresponding to its current Initiative. For instance, a Warrior with an Initiative value of 3 is disabled by a Net in Initiative phase 3, then in that phase 3 the Net is destroyed. In phase 2 the Warrior is free, but it cannot act since its Initiative value is 3 and that phase is over.

Situation 1

A unit with an Initiative value of 2 has a bonus of +1 from an adjacent Module (raising its Initiative value to 3) and performs an attack in phase 3. If, in the same phase, the Module is destroyed and the unit's Initiative drops to 2 again, the unit cannot perform another attack in phase 2.

Situation 2

A unit with an Initiative of 3 is affected by a Saboteur (a special Outpost Module) and its Initiative is reduced by 1 (its Initiative is now 2). It cannot carry out any actions in phase 3. During Initiative phase 3 the Saboteur is destroyed, and the unit's original Initiative is restored, but phase 3 is now over and phase 2 has begun, so the unit may not carry out any actions during this phase.

Situation 3

A unit with an original Initiative of 2 is enhanced by a Module and gains +1 Initiative. Unfortunately, the Module is temporarily disabled by a Net and does not provide the bonus. Phase 3 ends, but the Net is destroyed, so the unit's Initiative jumps up to 3 again. However phase 3 is now over so the unit is not allowed to act during phase 2.

THE MULTIPLAYER GAME

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

3 PLAYERS

1. Deathmatch

- **Starting the game:** The First player draws 1 tile, the Second player draws 2 tiles, the Third player draws 3 tiles and then each player draws tiles in the standard way (up to 3).
- **The Final Battle:** If any player draws the last tile from their deck, the others complete their own turns as usual and then the Final Battle starts.
- **HQ destroyed:** If a player's HQ is destroyed, at the end of the Battle it is removed from the board as well as all of the player's unit tiles. That player is out of the game and the remaining players continue.
- **Tie:** In case of a tie in a multiplayer game, the losing players remove their Damage markers from the Damage track, but their tiles remain on the board and act and attack normally during the Battle. Then each of the tied players take an extra turn, continuing in turn order. After players have taken their turns, an additional Battle starts. If players are still tied, then the game ends in a draw.

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

2. Deathmatch with an optional score rule

- **Starting the game:** Damage markers are set to 0 before the game begins. The First player draws 1 tile, the Second player draws 2 tiles, the Third player draws 3 tiles, and then each player draws tiles in the standard way (up to 3).
- **Attacking HQ:** HQs have unlimited Toughness points. Every time a unit inflicts a Wound on an HQ it counts as a point and is counted by increasing the Faction's Damage marker up the Damage track. The first player to get to 20 points wins the game. If none of the players score the required number of points and the Final Battle ends, the player with the highest score wins.
- **The Final Battle:** If any player draws the last tile from their deck, the other players complete their turns as usual, and only then does the Final Battle start.

3. One vs Two

- Player 1, The Loner, plays on their own, while Players 2 and 3 form a team. Before the game starts, the Loner places their Damage marker on the 20 value of the Damage track, and each player on the Team places their Damage markers on the 13 value of the Damage track.
- The units of each player on the Team are friendly. The rules for friendly units are described in the 4 player Team match variant.

- **Playing order:** Players in the team do not take consecutive turns, they play alternately with the Loner. The turn sequence should be: Player 1, Player 2, Player 1, Player 3.

- **Starting the game:** Player 1 draws one tile, Player 2 draws two tiles, Player 1 draws three tiles and then each player draws tiles in the standard way (up to three).

- The first side (either the Loner or the Team) to destroy an enemy HQ wins the game. If none of the HQs are completely destroyed, the side with the highest total of remaining Toughness points (the side whose HQs sustained the least damage) wins.

- If two opposing HQs are destroyed in one battle, the team wins.

4 PLAYERS

1. Team match

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

- **Starting the game:** The First player draws 1 tile, the Second player draws 2 tiles, the Third player draws 3 tiles, and then each player draws tiles in the standard way (up to 3).
- Alternate sequence is introduced for players taking their turns, which means that players in the same team may not take consecutive turns. If Players 1 and 2 are on the same team and Players 3 and 4 on the other, the turn sequence should 1-3-2-4.

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

- Module and HQ bonuses also affect friendly units.
- Move and Push Back actions cannot be used on friendly units.
- Friendly units cannot be hit by a teammate's ranged or melee attacks. Shots go through them.
- Net Fighters do not disable friendly units.
- The first Team to destroy any enemy HQ wins the game. If none of the HQs are completely destroyed, the team with the highest total of remaining Toughness points (the team whose HQs sustained the least 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.
- **The Final Battle:** If any player draws the last tile from their deck, the others complete their own turns as usual, and only then does the Final Battle start.

THE MULTIPLAYER GAME

Moloch in a Team Match

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

2. Deathmatch

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

3. Deathmatch with an optional score rule

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

EXPANDED BATTLEFIELD

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

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



ARMY DESCRIPTION - THE OUTPOST

BACKGROUND

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

THE DECK

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

The main disadvantage is a small number of Warrior units and their low Toughness.

TACTICAL ADVICE

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

HQ



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

WARRIORS



RUNNER (2)

Melee attack & Mobility.



ANNIHILATOR (2)

Ranged attack.



BRAWLER (1)

Melee attack.



MOBILE ARMOR (1)

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



HMG (1)

Attacks on Initiative phase 1 & 2. Ranged attack.



COMMANDO (5)

Ranged attack.



BATTLE (6)

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



MOVE (7)

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



SNIPER (1)

Inflicts 1 Wound on a single chosen enemy unit. May not hit an enemy's HQ.

MODULES



SABOTEUR (1)

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



MEDIC (2)

Connected units must ignore all Wounds from 1 attack & Medic is discarded.



RECON CENTER (1)

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



OFFICER (1)

Connected units gain +1 Strength in Ranged combat.



SCOUT (2)

Connected units gain +1 Initiative.



SCOOPER (1)

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

ARMY DESCRIPTION - MOLOCH

BACKGROUND

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

THE DECK

Among its advantages, Tough units are one of the most important. Thanks to this, more units remain on the board after each Battle as compared to an opponent's forces. A considerable number of units skilled in Ranged combat, reinforced by Modules, enables Moloch to create an unbreakable line of machines capable of inflicting heavy damage upon enemy HQs while its own is protected by highly efficient blocking units.

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

TACTICAL ADVICE

A good idea is to place the HQ in one of the corners of the board and surround it with heavily armored units. Then surround the enemy HQ to prevent it from moving around. Finally, a number of Ranged units with varied Initiative should be placed in a line to break through enemy defenses and damage the HQ. Another opportunity is to place a unit in a convenient place and use the Push Back action. Thanks to this HQ's special Strength bonus, it can be used effectively when attacking the enemy (a good idea is to place the HQ near the enemy HQ, provided it cannot escape easily).

HQ



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

WARRIORS



BLOCKER (2)

May not attack other units. Armor & Toughness.



HYBRID (2)

Ranged attack.



GUARD (1)

Ranged attack.



HORNET (1)

Melee attack.



NET FIGHTER (1)

Net.



ARMORED GUARD (1)

Armor & Ranged attack.



HUNTER-KILLER (2)

Melee attack.



ARMORED HUNTER (2)

Armor & Melee attack.



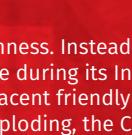
PROTECTOR (1)

Ranged attack & Toughness.



THE CLOWN (1)

Melee attack & Toughness. Instead of performing an attack, it may explode during its Initiative phase to inflict 1 wound to every adjacent friendly and enemy unit, including HQs. After exploding, the Clown is discarded and cannot be repaired in any way.



JUGGERNAUT (1)

Armor, Ranged attack, Melee attack & Toughness.



GAUSS CANNON (1)

Can hit multiple enemies simultaneously. All enemy units in a line of fire take 1 Wound. No bonuses that increase Strength take effect. Toughness.



STORMTROOPER (1)

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



BATTLE (4)

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



PUSH BACK (5)

Push an adjacent enemy unit 1 hex away to an unoccupied hex. If there's a choice, the enemy player selects the hex.



AIR STRIKE (1)

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



MOVE (1)

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

INSTANT



BATTLE (4)

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



PUSH BACK (5)

Push an adjacent enemy unit 1 hex away to an unoccupied hex. If there's a choice, the enemy player selects the hex.



AIR STRIKE (1)

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



MOVE (1)

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

MODULES



THE BRAIN (1)

Connected units gain +1 Strength in Melee & Ranged combat.



SCOUT (1)

Connected units gain +1 Initiative.



OFFICER (1)

Connected units gain +1 Strength in Ranged combat.



MOTHER (1)

Connected unit can perform an additional attack in the Initiative phase that follows its last Initiative phase. If a unit performs attacks in two Initiative phases, the additional, third, attack is performed in the phase that follows the other two.

If all attacks are taken in Initiative phase 0, the additional action is lost and cannot be performed.



MEDIC (2)

Connected units must ignore all Wounds from 1 attack & Medic is discarded.

ARMY DESCRIPTION - BORGO

BACKGROUND

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

THE DECK

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

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

TACTICAL ADVICE

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

HQ



All friendly adjacent units gain +1 Initiative.

WARRIORS



MUTANT (6)

Melee attack.



BRAWLER (2)

Melee attack.



ASSASSIN (2)

Ranged attack & Mobility.



CLAWS (4)

Melee attack.



SUPER MUTANT (1)

Armor, Melee attack & Toughness.



NET FIGHTER (2)

Borgo's Net Fighters, apart from disabling the enemy, can attack them inflicting 3 wounds. The attack is performed during the Battle in the Net Fighter's Initiative phase. The Net itself works normally. Thus, Net Fighters can attack disabled enemies.

INSTANT



BATTLE (6)

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



MOVE (4)

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



GRENADE (1)

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

MODULES



OFFICER (2)

Connected units gain +1 Strength in Melee combat.



SUPER OFFICER (1)

Connected units gain +1 Strength in Melee combat & Toughness.



SCOUT (2)

Connected units gain +1 Initiative.



MEDIC (1)

Connected units must ignore all Wounds from 1 attack & Medic is discarded.

ARMY DESCRIPTION - HEGEMONY

BACKGROUND

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

THE DECK

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

Additionally, the deck includes a balanced number of Battle, Move and Push Back tiles, which make it quite mobile. But few Ranged Warriors make the army more close-combat oriented.

TACTICAL ADVICE

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

HQ

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



WARRIORS



RUNNER (3)

Melee attack and Mobility.



THUG (1)

Melee attack.



GLADIATOR (1)

Armor, Melee attack & Toughness.



NET FIGHTER (2)

Net.



GANGER (4)

Melee attack.



GUARD (1)

Melee attack & Toughness.



NET MASTER (1)

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



UNIVERSAL SOLDIER (3)

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

INSTANT



BATTLE (5)

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



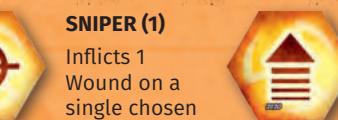
MOVE (3)

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



SNIPER (1)

Inflicts 1 Wound on a single chosen enemy unit. May not hit an enemy's HQ.



PUSH BACK (2)

Push an adjacent enemy unit 1 hex away to an unoccupied hex. If there's a choice, the enemy player selects the hex.

MODULES



QUARTERMASTER (1)

Connected unit can convert 1 Melee attack to a Ranged attack or vice versa. If the connected unit can attack in more than 1 Initiative phase and/or direction, the player may choose only 1 to receive the Quartermaster bonus. The bonus is optional.

If connected unit is also connected to other modules, their bonuses also apply.



OFFICER II (1)

Connected units gain +1 Strength in Melee combat.



OFFICER I (2)

Connected units gain +1 Strength in Melee combat.



TRANSPORT (1)

On your turn each connected unit can perform an additional Move action and/or turn as if it had Mobility. Connected units can move immediately after placing this tile on the board and are allowed to move away from Transport.

Transport may not move itself.



BOSS (1)

Connected units gain +1 Strength in Melee combat & +1 Initiative.



SCOUT (1)

Connected units gain +1 Initiative.

EXAMPLE OF PLAY

HEGEMONY VS THE OUTPOST

Turn 1 (Placing HQs)

The Outpost player starts, and decides to place their HQ at the very center of the board for better mobility because of the numerous Move tiles in their deck.

The Hegemony player places their HQ in a corner of the board for better defense.



Turn 2 (The Outpost)

The Outpost player only draws 1 tile for their first turn and draws a Medic tile. For the first turn they do not discard any tiles.

The player places the Medic adjacent to their HQ, which limits the Hegemony player's options for placing their units near their HQ.



Turn 3 (Hegemony)

The Hegemony player draws 2 tiles for their first turn and draws a Move tile and an Officer tiles. For the first turn they do not discard any tiles.

The player uses their Move Instant Action tile to change their HQ's position to get a better attack opportunity. They also place the Officer next to their HQ, creating a perfect place for a Warrior that could gain bonuses from both the Officer and the HQ, as well as attack the enemy HQ. At the same time the Officer provides a good defense for the HQ.



Turn 4 (The Outpost)

Tiles drawn: Move, Brawler, and Annihilator.

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

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

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



Turn 5 (Hegemony)

Tiles drawn: Battle, Net Fighter, Runner.

One tile must be discarded and the player decides to discard the Battle tile (the situation does not look good enough to start a Battle).

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



Turn 6 (The Outpost)

Tiles drawn: Move, Battle, HMG.

One tile must be discarded and the player decides to discard the Battle tile (too early to start a Battle). The Move tile is used to change the position of their HQ and move away from the possible threat. The HMG is placed to attack the Hegemony HQ from afar.



EXAMPLE OF PLAY

Turn 7 (Hegemony)

Tiles drawn: Universal Soldier, Ganger, Net Fighter.

One tile must be discarded and the player decides to discard the Ganger.

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

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

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



Turn 8 (The Outpost)

Tiles drawn: Commando, Scout, Medic.

One tile must be discarded and the player decides to discard the Medic.

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



Turn 9 (Hegemony)

Tiles drawn: Ganger, The Boss, Runner.

One tile must be discarded and the player decides to discard the Runner.

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

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



Turn 10 (The Outpost)

Tiles drawn: Sniper, Move and Battle.

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

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

The moment finally seems right for a Battle. It's a good idea to play it before the Hegemony can draw and use another Net Fighter or Sniper tiles. The player plays the Battle tile and a Battle begins.



BATTLE SEQUENCE:

Initiative phase 4

Because of a Module bonus, the highest Initiative value on the board is 4, so the Battle begins with Initiative 4 units. The Commando is the only unit with an Initiative of 4, so it attacks the enemy Net Fighter with a Ranged attack and destroys it.

The Net Fighter is removed from the board.



Initiative phase 3

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

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

At the end of the Initiative phase, the Medic and Annihilator tiles are removed from the board.



EXAMPLE OF PLAY

Initiative phase 2

All units with an Initiative of 2 act simultaneously. The Brawler, thanks to their HQ's special ability, performs another attack, so it inflicts another 2 Wounds on the enemy's HQ. The HQ's Toughness points drop to 16.

The HMG attacks the Hegemony HQ and inflicts 1 Wound. The HQ's Toughness points drop to 15.



THE AFTERMATH

The Battle is over and the game goes back to normal, where tiles are drawn and placed on the board. It's Hegemony's turn.



Initiative phase 1

Only the HMG unit has an Initiative of 1, so it's the only unit that acts this phase. The HMG attacks the enemy HQ and inflicts another Wound. The HQ's Toughness points drop to 14.



Initiative phase 0

Only the HQs have an Initiative level of 0.

The Hegemony HQ attacks the Brawler and Wounds it.

The Outpost HQ attacks and Wounds the Runner.

At the end of the phase the Runner and Brawler tiles are removed from the board.



Neuroshima Hex: The Year of Moloch is a special edition of the game, that we celebrate on September 5th, 2020. It was exactly this day in the Neuroshima universe when machines started their rebellion and the Moloch was born. This special edition is also a treat for collectors, our way to say 'thank you' to all fans who, like us, fell in love with this title by Michał Oracz. Thank you for being with us.
Hey Moloch. Happy birthday, buddy!

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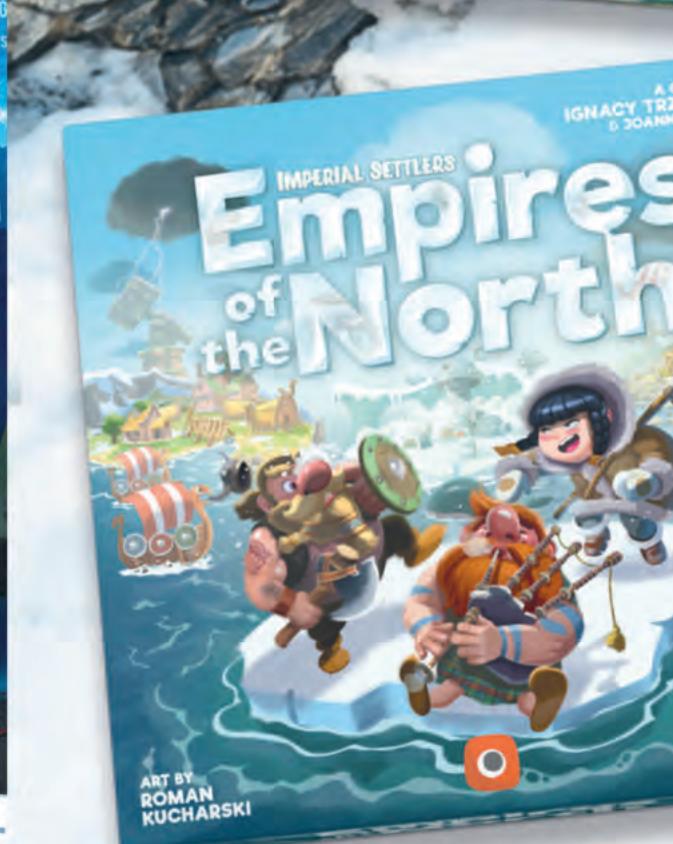
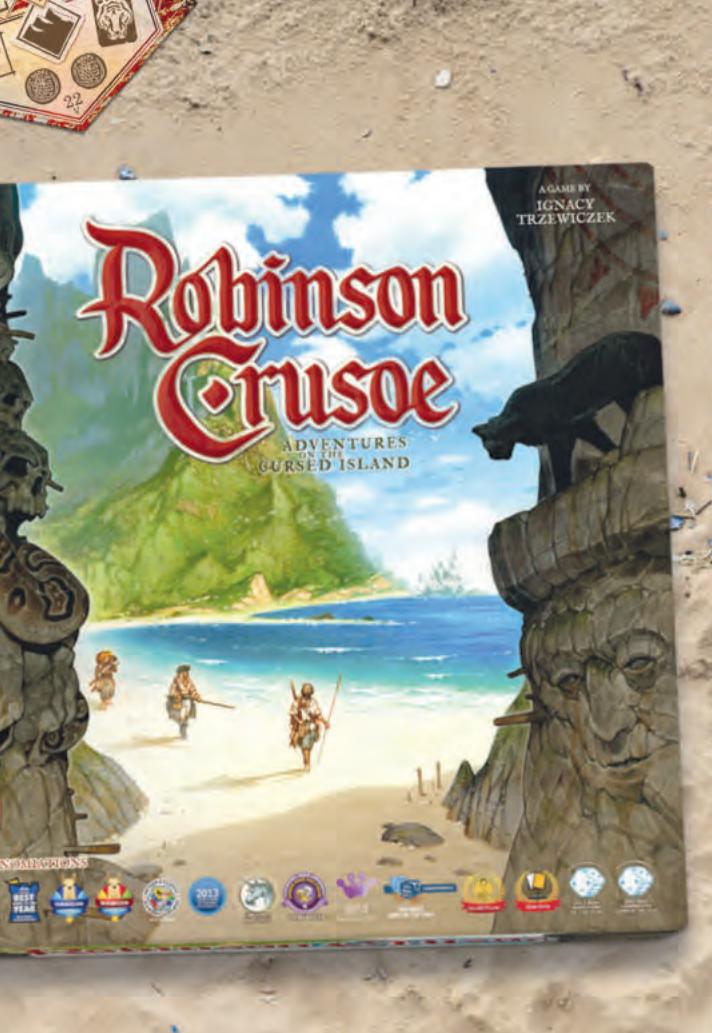
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