

## SPECIAL RULES

### Technology tiles

A Technology tile cannot be played on a Technology space that is already occupied by another tile. Once placed, a Technology tile cannot be moved to another space.

A Technology tile is neither a warrior nor a module. It cannot be netted, attacked, taken over, destroyed, or rotated using an Instant Action tile, etc. Specifically:

- **Freezing** and **Scoper** have no effect on Technology tiles. The **Spy** ability does not grant access to the effects of Technology tiles.
- Rotating an opponent's tile (e.g., **Smokescreen**, **Briber**) and **Withdrawal** cannot be used on Technology tiles.

**Terror** prevents the placement of a Technology tile.

Removing Technology tiles from the board and advancing Time markers occur after all other markers are removed from the board.

Units that are part of the Neojungle matrix and are not affected by a Technology tile that reduces Initiative to 0 retain their Initiative, even if other parts of the Matrix have their Initiative reduced.

### Technology spaces

Instant Action tiles cannot be played on Technology spaces, except for Technology tiles.

**Sandstorm** cannot be played on a Technology space. If a Sandstorm is placed on one of the spaces along an affected diagonal, the effect will not pass "over" the Sandstorm tile—it will only apply to spaces between the Technology tile and the Sandstorm.

**Traps** cannot be played on Technology spaces.

Technology spaces are not considered adjacent to **Water spaces** and do not affect adjacency between them. **Water Adjacency** markers are placed on Technology spaces following standard rules.

The **Rocket Launcher** cannot fire at Technology spaces.

## Inspiration

Once placed, a marker cannot be moved or removed from a Technology tile.

Netting the HQ blocks the ability to play an Inspiration marker. If the marker was on a Technology tile, it returns to the Wiremen pool when the HQ is netted. The marker must also be returned to the pool if a **Sandstorm** is played on the Wiremen HQ.

A taken-over unit with the **Inspiration** ability follows the standard rules. It benefits from the Wiremen army's Technology tile with the Inspiration marker.

## Extraction

The **Extraction** ability does not work if the unit with this ability was netted when destroyed. Extraction is resolved at the end of the Initiative phase, after discarded tiles have been removed from the board and the **Charge** has been resolved.

All markers—Inspiration markers, wounds, nets, etc.—are removed from the extracted tile.

If Extraction is resolved after the last tile has been drawn, the player does not gain an additional turn, but the tile is placed as usual on top of the draw pile.

Vegas can use the Extraction ability of a taken over unit.

Tokens that are never part of the deck, are returned to their initial pool.

Objects cannot be Extracted.

If during a single Initiative phase multiple units with this ability are destroyed, their owner resolves this ability separately for each of them.

## FAQ

Due to the amount of available armies and their unique rules, we are unable to fit all the correlations between them in the rulebook. In case of any doubts about the rules, check the FAQ on our website:



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**Components:**  
35 Wiremen tiles, 2 Wiremen HQ tiles, 4 Net markers,  
1 Inspiration marker, 3 Time markers, 8 Wound markers,  
1 replacement tile, rulebook.

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**IMPORTANT:** Wiremen cannot be used when using the Expanded Battlefield rules.

# WIREMEN

## BACKGROUND STORY

Deep inside Moloch, a community has survived—one that, for lack of a better term, we might still call human. Rebel cyborgs, runaway mutants, descendants of researchers, and mere stragglers... All of them, armed with the most advanced cybernetic enhancements and resources stolen from the Machine, wage a relentless battle for survival. But at what cost? When man and machine merge into a single body, the line between friend and foe begins to blur.

## DECK DESCRIPTION

The Wiremen use a completely new type of tile – Technology tiles – to enhance multiple units simultaneously. They have a diverse range of warriors, with a focus on ranged units, many of whom possess the unique **Inspiration** ability, allowing player to adapt their strategy to the current situation on the board.

## TACTICAL ADVICE

Playing with the Wiremen army, take advantage of numerous warriors to take control over key spaces on the board and gain a numerical advantage. The army's strength lies in its Technology tiles. Avoid placing the Inspiration marker on a Technology tile too hastily if, in the long run, it limits your ability to change the Inspiration ability on allied units and does not provide sufficient immediate benefits.

## ADVICE FOR THE OPPONENT

As the opponent of the Wiremen, focus on occupying key spaces affected by Technologies, especially the central space, which is often under the influence of multiple Technology tiles at once. Don't hesitate to play Battles to accelerate the removal of Technology tiles, even if you don't deal significant damage in the process. Force the Wiremen to deploy units on the six outer spaces, where they cannot benefit from Technologies, making them easier to eliminate. Keep in mind that the Wiremen have two tiles that reduce your warriors' Initiative to 0.

## NEW RULES

### Technology spaces

When playing with the Wiremen, the 6 spaces, depicted on the illustration on the right, called Technology spaces are used.

Technology spaces are outside the standard game area and they are not influenced by any effects. Only the Technology tiles can be played on the Technology spaces. Technology spaces do not have to be filled when a Battle would start due to the board being filled.

### Technology tiles

Technology tiles are special tiles that can be played as either:

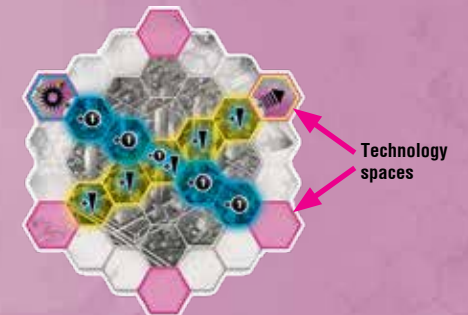
1. Standard Instant Action tile (Move, Push Back, Casting, Battle, Sniper) according to the standard rules.
2. On an empty Technology space.

Technology tiles are placed on the Technology spaces, so their effect faces the center of the board. Some Technology tiles have two different effects—only the one facing the center is active, while the other remains inactive.

Effect of the Technology tile affects all allied units along the diagonal of the board where the tile is placed.

Technology tile is removed at the end of the Battle, if there was a Time marker on its space.

When resolving an Unlucky draw, treat Technology tiles as standard Instant Action tiles.



**Example:** There are 2 Technology tiles on the board. Units on the spaces marked in colors benefit from the corresponding effects.

### Technology tiles effects

- +1 Increases the Initiative of all affected units by 1.
- +▼/▲ Increases the melee/ranged attack Strength of all affected units by 1.

★ Affected units may repeat their attacks in the Initiative phase with a value lower by 1. If the unit naturally resolves two attacks (it has 2 Initiative icons), the additional third attack will occur in the first available phase.

0 **NOTE!** This effect affects only enemy units. All affected enemy units decrease their Initiative to 0 (no Modules or other effects can increase it).

## HQ 1



**Special ability - Inspirator.**  
In their turn Wiremen player may place Inspiration marker on any Technology tile.  
Melee attacks.

## SENTINEL 1



Melee attacks.  
Ranged attack.  
Armor.  
**Rotation:** once per turn a unit with Rotation may be rotated in any direction.

## MACHINE SLAYER 2



Melee attack.  
Ranged attack.

## PSYCHOCYBORG 2



Melee attacks.  
Inspiration.  
Toughness.

## SCORPIO 2



Ranged attack.  
Inspiration.

## TETRA 3



Melee attacks.

## WASP 2



Melee attack.  
Ranged attack.  
Rotation.

## MOURNER 3



Melee attacks.  
Ranged attack.  
Armor.

## UMO SOLDIER 2



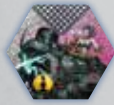
Melee attack.  
Extraction.

## ERROR 1



Melee attacks.  
Inspiration.

## WIREMEN 1



Net.  
Inspiration.



### Time markers

During setup, after Wiremen player places the HQ, they also place a Time marker on any three different Technology spaces.

After the Battle all the Technology tiles on the spaces with Time markers are removed from the board. Then if there are any Technology tiles on the board, each Time marker must be moved clockwise to the next Technology space. If there are no Technology tiles on the board, Wiremen player may move all the Time markers or keep them on their current Technology spaces.

Time markers do not limit playing Technology tiles on the Technology spaces in any way.

## SNIPER 1



Inflicts 1 wound on a single chosen enemy unit. May not hit enemy HQs.  
Technology tiles effects:  
1x 0

## CASTLING 2



Choose two of your adjacent units (including your HQ) to swap places. They cannot rotate during casting. Netted units cannot castle.

Technology tiles effects:  
1x +1 1x \*

## PUSH BACK 3



One of your units Pushes Back an adjacent enemy unit so that the distance between them increases by 1 hex. The enemy can only be Pushed Back to an empty hex. If there are multiple possible spaces to which the enemy unit can be Pushed, the affected player chooses the destination.

Technology tiles effects:  
1x +▼ 1x +▲ 1x \*

## MOVE 4



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

Technology tiles effects:  
1x +1 1x +▼ 1x +▲ 1x \*

## BATTLE 5



A Battle begins. After Battle, the player's turn ends. This tile cannot be used to start a Battle if any player drew their last tile.

**Switching Technologies:** A Technology tile may be rotated by 180°, changing the active effect during its own turn.

Technology tiles effects:

1x \* / 1x +▼ 1x \* / 1x +▲  
1x +1 / 1x 0 1x +1 / 1x +▼  
1x +1 / 1x +▲



### Inspiration

The HQ ability **Inspirator** allows you to place the Inspiration marker on any Technology tile on the board during your turn.



- Inspiration marker

From that moment, all units with the **Inspiration** ability (regardless where they are on the board) gain the ability corresponding to that Technology tile, as listed below:



**Mobility:** A unit may Move 1 space and/or Rotate freely during its own turn.



**Push back:** A unit may Push Back 1 adjacent enemy unit during its own turn.



**Castling:** A unit may swap places with an adjacent controlled unit during its own turn. They cannot rotate during casting. Netted units cannot castle.

Inspiration marker placed on the Sniper or Battle Technology tile does not provide any ability to the units with Inspiration.

When the Technology tile with the Inspiration marker is removed from the board, the Inspiration marker returns to the Wiremen player.



### Extraction

At the end of the Initiative phase, when a unit with this ability was destroyed, its owner may take (extract) any controlled Technology tile or unit (except for HQ) to the top of their deck. When the player draws tiles, they will draw this extracted tile.

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