

MICHAŁ ORACZ NEUROSHIMA HEX!

INTRODUCTION

Neuroshima Hex! is a game of tactics in which various armies wage continuous battles 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, the players will find it easier to identify with their armies if they have read or played the RPG.

The world of Neuroshima RPG is that of a post-apocalyptic world torn apart by a war between humans and machines. The remains of humanity took shelter in the ruins of cities, and organized in small communities, gangs, and armies. Conflicts between such groups are not uncommon and the reasons of such are numerous: territory, food, or equipment. What's 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 – BORGGO – 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 guerilla warfare against MOLOCH. Nevertheless, most human settlements, including the HEGEMONY, are not concerned with war until it comes banging at their door. Such is the world of Neuroshima.

COMPONENT

- 1 game board
- 35 army tiles for each army (Borgo, Moloch, The Outpost, Hegemony)
- 8 HQ damage tokens
- 16 Wound tokens
- 4 mercenaries tiles (only for some version of the game)
- 1 Mad Bomber tile (only for some version of the game)

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NOTES

The following rules refer to the basic two-player game. All adjustments necessary for a three or four player games are presented in THE MULTIPLAYER GAME section.

GOAL OF THE GAME

The goal of each player is to attack the enemy's Headquarters (HQ). At the beginning of the game each HQ has 20 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 is out of the game.

If, at the end of the game, none of the HQs have been destroyed, the players compare their HQs' current Toughness points. The player whose HQ has the most Toughness points left is the winner.

BOARD OVERVIEW

The main battlefield consists of 19 hexes set in the middle of the board. 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.

SETTING UP

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



Borgo



Moloch



Hegemony



The Outpost

Once the tiles have been shuffled, players place their tiles in a face down stack in front of them. Each player should also place one of their damage tokens on the "20" space on 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. Placing HQs is not treated as a player's turn ¹. HQ features are not active until the first turn of the game and may not be used ¹.

Next, the First player begins their first turn by drawing 1 tile from their deck and placing 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), save it for later, or discard it.

The Second player then draws 2 tiles from their deck and places the tiles face up in front of them. Like with the First player, each of these tiles may be used, saved for later, or discarded.

Next, the First player begins draws from his deck enough tiles so that they have a total of 3 tiles in front of them, which means that if they saved 1 tile from their previous turn, they would draw only 2 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 discards. Each of the remaining 2 tiles may then be used, saved for later, or discarded.

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

GAME SEQUENCE

On their turn, players draw up to 3 tiles and place them face up in front of them – 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 their discard pile. Then they decide to use, discard, or save the other 2 tiles. A player may discard any number of 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 chosen actions, the player announces the end of their turn and it is the next player's turn.

UNLUCKY DRAW

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

USING TILES

There are two kinds of tiles in the game: Instant Action tiles and Unit tiles. Each tile is clearly marked so it's easy to identify its function. Instant Action tiles only show a big icon on a black background, while Unit tiles has a surrounding black border and contain more information.

Here are some examples of the two tile types:



Example of Instant Action tiles



HQ



Warrior



Module

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. Some tiles feature abilities that may be used when they are on the board, in which case they may be used before, after, or between playing tiles during the controlling players' turns, or even on turns where the controlling players play no tiles ¹.

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. 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 rotated in any way. Once placed, a tile remains in its position until the end of the game, or until it is destroyed 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.

Players can view all discarded tiles, either their own or the enemy's, at any time ⁴.

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). ²

Any action requiring a decision (even with only one possible choice, e.g. Push Back with 1 available space) are considered after considering the automatic effects ⁸.

BATTLES

In each player's deck of tiles (among the 35 tiles that make up a players' armies) 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 presented 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, then value 1 tiles, and finally value 0 tiles.

In each Initiative phase of the Battle, players' units of the same Initiative act simultaneously. For examples, two units with an Initiative 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 actions in the phase have been carried out, destroyed units are removed and placed into their player's discard pile.

When a unit that isn't HQ 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 a HQ is Wounded, lower its damage token 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.

If any of the players has drawn their last tile from the deck, no Battle can be triggered other than by filling the board (see FULLY OCCUPIED BOARD).

A player's turn is over the moment they start a Battle, regardless of the number of tiles they have left. As soon as a Battle starts, no other tiles may be used or even discarded.

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, Quartermaster. ²

- Battles caused due to a fully occupied board are started by the player who fills up the board.
- The Final Battle is started by the player who uses all of their tiles first ².
- If there is a tie after the Final Battle and an Additional Battle takes place (see VICTORY), the Additional Battle is started by the player who took their turn before the Final Battle. ²

FULLY OCCUPIED BOARD

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. If placing a tile on the last unoccupied hex on the board causes another unit to be removed from the board, a Battle will not occur ². Example: 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.

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. 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).²

ENDING THE GAME

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

Another way a game can end is when the board is fully occupied but the state of the board didn't change even after a Battle. See FULLY OCCUPIED BOARD on how to determine a winner.

TIPS FOR THE BEGINNERS

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

If you feel that some armies are stronger and others weaker, we recommend you play a lot more – some armies are just easier and others a little more difficult to learn. In order of difficulty to play, we rank the armies 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 deck. Then they must discard 1, and from the remaining 2, choose 1 to use, save, or discard. 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 of 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.

It is recommended that you use the Reinforcement rule only when playing with Alternative start. If you don't play with Alternative start, then for the first 2 turns increase the number of tiles drawn by 3 i.e. the First player draws 4 tiles on turn 1 and plays a maximum of 1, and the Second player draws 5 tiles on turn 2 and plays a maximum of 2. ⁵

When using the Unlucky Draw rule, all the tiles which are drawn must be Instant Action tiles, and the player discards only 3 of them ⁵.

If a player has drawn the last tile and has drawn 3 to 5 tiles, they don't have to discard one of them at the end of the game ⁵.

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.



Borgo



Moloch



Hegemony



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, the earlier it will act in Battle. The Initiative values range from 0 to 3 and indicate which Initiative phase units perform their attacks.



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

There are also units with the ⏳-Initiative icon. The actions of these units are not restricted to one Initiative phase during the Battle. A tile with the ⏳-Initiative icons acts immediately when it is placed on the board and remains active until it is removed.



For more information, see the MORE ON INITIATIVE section.

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.

HQS



Borgo



Moloch



Hegemony



The Outpost

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 the army reference sheet as well as in the ARMY DESCRIPTION section. An HQ's special ability does not affect itself. HQ features are not active until the first turn of the game and may not be used ¹.

Each HQ attacks all adjacent enemy units with a Melee attack of Strength 1. 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

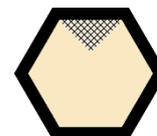


Ranged attack



Armor

(note the white edge)



Net

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

Other symbols that indicate units' special abilities are:



Mobility



Toughness

Detailed Descriptions

Melee Attack

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

If a tile has more than one attack symbol, all 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

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 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.

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



A Strength 3 Ranged attack

Armor

Armor decreases the Strength of enemy Ranged Attacks (both normal and special) 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 (Moloch's).

Nets

Nets disable adjacent opponents, and preventing them from performing any actions such as moving, attacking, Pushing Back, adding bonus abilities, etc. Nets do not disable the Armor or Toughness feature on a unit, but it does disable Modules that provides Armor or Toughness ³.

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

A unit is no longer disabled by a Net if the Netting unit is destroyed, or if the disabled unit ever leaves the adjacent affected edge. In Battle, the unit is always only no longer disabled at the end of the current Initiative phase.

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

See USING NETS for more information.

Mobility

Once per turn, a unit marked with this symbol can move one hex and/or rotate 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!).

The player may not resolve actions in between the move and the rotation. 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. ²

A player can move a Mobile unit before, during, or after placing his new tiles on the board. A player can move a Mobile unit even if they don't place any tiles on the board that turn.

Toughness

If a Unit Tile (except for the HQs) does not have a Toughness symbol, it is removed after receiving a single Wound. Each Toughness symbol represents an additional Wound 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 placed on its tile.

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 rotated, 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 also affect HQs. Modules do not affect enemy units (unless specified otherwise in their descriptions). If several Modules are connected to one unit, their effects overlap ².

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.

Modules are always active and can never be turned off. 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.



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 by 1 and works in 3 directions.

Scout

Scouts increase Initiative values of the units they are connected to. If a unit has multiple Initiative values, all of them are increased.



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

Medic

If your unit with a Medic Module connected to it suffers 1 or more Wounds from another tile (Unit tile or Instant Action tile) or marker, the Medic dies and the Wounds are cancelled together with additional features, unless the description of the tile inflicting or taking Wounds says otherwise. See USING MEDICS for more information.



This Module can protect 1 of the connecting units from 1 attack.

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.

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 his last tile from the deck.



Push Back

This tile allows one of the friendly units 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.



Move

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

The player may not resolve actions in between the move and the rotation. 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. ²



Sniper

The Sniper inflicts 1 Wound on 1 chosen enemy unit on the board. It does not affect enemy HQs.



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 Initiative phase. During the phase in which the Net Fighter dies, 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 2 opposing Net Fighters throw Nets in each other's direction, they do not disable each other. In other words, 2 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 3 or more Net Fighters Net each other into a cycle, (for example 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 1 edge during 1 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 1 unit, and all the units are damaged, the controlling 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 hit first. If it is destroyed, it cannot absorb the Wounds inflicted on the connected unit, but if it isn't, then it can save the connected unit ³.

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 Wounds that would have been taken by Medic #1 to protect the unit.

If 2 Medics are interconnected (each has their connection symbols turned towards 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 still treated as having an Initiative value of 0. 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 directions – no matter if the attacks are of the same or different types – and it can perform its attacks in more than one Initiative phase (e.g. The 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 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.

A unit may only attack once per Initiative. If a unit is connected to a Module that decreases 2 Initiatives to 0, you only attack once during Initiative 0 and lose the other attack. ¹

As a result of changes in Initiative during the battle, a unit may lose the ability to carry out its action, but it cannot gain (only for this reason) the opportunity to carry out its action additionally ⁹. Disabled units (e.g. by Net) are considered to have used its action for the purpose of preventing possible subsequent uses above, in the event of a reduction of Initiative ⁹. For example, a Warrior with an Initiative value of 3 is connected to an enemy Saboteur (The Outpost's), and both are disabled by a Net Master (Hegemony's). In Initiative phase 3, the Net Master is destroyed, freeing both the Warrior and the Saboteur, causing the Warrior's Initiative to drop to 2. But the Warrior WON'T attack at Initiative phase 2. ⁴

Situation 1

A unit with the Initiative 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 the Initiative of 3 is affected by a Saboteur (The Outpost's) 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 begins, 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.

Situation 4

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. ²

Situation 5

A unit with an original Initiative of 2 is enhanced by a Module and gains +1 Initiative. In phase 3, the unit acts, and at the same time the Module is destroyed, dropping the unit's Initiative to 2. However, the unit is not allowed to act again during phase 2 because it has already attacked.

EXPANSION: 4 MERCENARIES FROM ALABAMA



The 4 mercenaries from Alabama are freelancers and may support any army.

In a 2-player game, players can decide together to use 1 or 2 mercenaries in their armies.

In a 3- or 4-player game, each player in playing order chooses 1 mercenary to use in their armies.

After choosing an army, one by one, the players choose 1 mercenary each, starting with the player who starts the game ⁷. Chosen mercenary tile should be placed face down near other army tiles. Whenever a tile should be drawn, a player may decide between a drawing a mercenary or one of their regular army tiles.

Mercenary tiles owned by a player are treated just like that player's army in EVERY aspect.

To make the easily recognizable, the player may mark their mercenaries on the board with the HQ markers.

EXPANSION: MAD BOMBER



MAD BOMBER AS A NON-PLAYER CHARACTER

Mad Bomber doesn't belong to any army. At the beginning of the game, before placing HQs, players should place Mad Bomber in the middle of the board.

If, during any battle, Mad Bomber is hit (by Range or Melee attack, Grenade, etc.), it explodes dealing 1 Wound to all adjacent units except HQs.

Medics can't cancel Wounds caused by attacks that target Mad Bomber, but they can cancel Wounds caused by Mad Bomber ¹³.

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

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

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

Mad Bomber can be normally disabled with a Net, Pushed Back, etc. If disabled, it cannot explode, but it can receive Wounds: if it is destroyed, it returns just as if it detonated. If Pushed Back, the player doing the pushing determines the direction.

MAD BOMBER AS A MERCENARY

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

EXPANSION: MAD BOMBER II



Mad Bomber II shares the same rules as the original Mad Bomber with some exceptions:

- At the beginning of the game, Mad Bomber II is placed near the board. In order to play this tile on the board, on their turn, a player has to discard one of the tiles they drew (apart from the one mandatory tile discard). The player can place Mad Bomber II on any free space on the board.
- After being destroyed, Mad Bomber II is placed near the board and any player can play it again in the same way as described above.

THE MULTIPLAYER GAME

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

3 PLAYERS

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 of the players 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, the losing players place remove their Damage markers from the Damage track, but their tiles remain on the board and act and normally during the Battles. Then each of the tied players takes an extra turn continuing in turn order, starting with the next player after the player who ended the game. After each player has taken their turn, an additional Battle starts. If the 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.

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 army's Damage marker up the Damage track. The first player to get to 20 points wins the game. No player can earn more than 20 points⁵. If none of the players score the required number of points and the Final Battle ends, the player with the highest score wins. In the case of a 20:20 tie, no additional turn takes place to settle the game and the game is a draw⁵.

- **Battle:** If one of the players earns 20 points during the Battle, the game ends when the Battle is concluded⁵.

- **The Final Battle:** If any player draws the last tile from their deck, the other players completes their turns as usual, and only then does the Final Battle start.

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 1 tile, Player 2 draws 2 tiles, Player 1 draws 3 tiles and then each player draws tiles in the standard way (up to 3).

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

- If 2 opposing HQs are destroyed in 1 battle, the team wins.

TEAM MATCH

3 players may also play on the Team rules for 4 players (described below). In this case, 1 player commands 2 armies.

4 PLAYERS

TEAM MATCH

This is a game of 2 teams of 2 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 2 opposing HQs are destroyed in 1 battle, the remaining 2 HQs are taken into consideration and the one with more Toughness points remaining wins.
- Push Back cannot be used to Push Back an enemy unit from a friendly unit ⁷.
- A player on their turn cannot control units of another player on the same team using their innate special features (e.g. Mobility) ¹².
- **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.

Players on the same Team can discuss together the actions performed by one of them, 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 2 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. ⁶

Moloch in a Team Match

Moloch is a unique army 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 a 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.

DEATHMATCH

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

DEATHMATCH WITH AN OPTIONAL SCORE RULE

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

CLARIFICATIONS

If a unit is connected to 2 other units that both give an additional Initiative (Moloch's Mother, The Outpost's HQ), that unit gains 2 Initiatives if possible. If one of the units is lost while only 1 additional action has occurred, the non-occurred action is assumed to be the one that lost. ⁶

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 OVERVIEW). We suggest you use it during a game with 5 or even 6 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.

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 lands, 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 Biohazard 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 all 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 (17)



Assassin (2)



Brawler (2)



Claws (4)
Called Butcher in NH version 2, but Claws in later versions.



Mutant (6)



Net Fighter (2)



Super Mutant (1)

MODULES (6)



Medic (1)



Officer (2)



Scout (2)



Super Officer (1)

INSTANT ACTIONS (11)



Grenade (1)
Destroys 1 chosen enemy unit adjacent to your HQ. Does not affect enemy HQs. Not usable if your HQ is disabled by a Net.



Battle (6)



Move (4)

MOLOCH

Background

Moloch is a half-mechanical, half-electronic entity which 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 of what's left of humans to destroy them. All orders are transmitted from within Moloch's "body", which consists of several interconnected artificial brains that scheme on the latest plans for the 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 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 +1 Strength in Ranged combat.

WARRIORS (17)



Gauss Cannon (1)
Can hit multiple enemies simultaneously. All enemy units in a line of attack get 1 Wound. No bonuses that increases Strength take effect.



The Clown (1)
Instead of performing an attack it may explode in its Initiative phase, inflicting 1 Wound to each adjacent unit (no bonuses take effect) both friendly and enemy (including HQs). After exploding The Clown is discarded (cannot be saved in any way).



Armored Guard (1)



Armored Hunter (2)



Blocker (2)



Guard (1)



Hornet (1)
Called Ripper in NH version 2, but Hornet in later versions.



Hunter-Killer (2)



Hybrid (2)
Called Cyborg in NH version 2.5, but Hybrid in later versions.



Juggernaut (1)



Net Fighter (1)



Protector (1)



Stormtrooper (1)

MODULES (6)



Mother (1)
Connected unit gain an additional Initiative value that is nearest but smaller than its Initiative value. If a unit has 2 Initiative values, the additional value is the first Initiative value that the unit does not have and nearest but smaller than the highest Initiative value. Example: A unit with Initiative value 2 and 0 will gain Initiative value 1. ¹
Mother cannot give more than 1 additional Initiative value per Battle ⁵.
If all attacks are taken in Initiative phase 0, the additional action is lost and cannot be performed.



Medic (2)



Officer (1)



Scout (1)



The Brain (1)

INSTANT ACTIONS (11)



Air Strike (1)
Inflicts 1 Wound on the 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.



Battle (4)



Move (1)



Push Back (5)

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 use any 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 fighting 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 each gain an additional Initiative value that is nearest but smaller than their Initiative value. If a unit has 2 Initiative values, the additional value is the first Initiative value that the unit does not have and nearest but smaller than the highest Initiative value. Example: A unit with Initiative value 2 and 0 will gain Initiative value 1. ¹

The Outpost's HQ cannot give more than 1 additional Initiative value per Battle ⁵.

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

WARRIORS (12)



Annihilator (2)



Brawler (1)



Commando (5)



HMG (1)



Mobile Armor (1)



Runner (2)

MODULES (8)



Scoper (1)

Affects enemy Modules (not HQs). 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. 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 directions of the Scoped Modules' features do not change. The Scoper does not remove features from Modules (e.g. Toughness or Mobility) ³.



Saboteur (1)

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



Recon Center (1)

As long as the Recon Center remains on the board, all friendly units with Mobility feature gain 1 additional move for every standard move it has ³. During each move the unit may rotate ³. If, after the first move, a unit lands on a space that cause it to be disabled by a Net (and it does not have a Net to neutralize that Net), it becomes Netted and cannot make the second move ³. Between the moves, the unit can perform automatic actions that do not require any decision from the player (e.g. Module actions, Nets), and then keep moving ³.



Medic (2)



Officer (1)



Scout (2)

INSTANT ACTIONS (14)



Battle (6)



Move (7)



Sniper (1)

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 a 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 makes 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 (16)



Universal Soldier (3)

1 attack with 2 components: Melee and Ranged, dealing 2 Wounds. All actions related to the Attack work once. Features that affect one of the Attack types only affect that component (e.g. Armor, Attack Increase).¹⁰ Modules that increases Strength for both Melee and Ranged attack (e.g. Moloch's The Brain) apply both bonuses¹¹.



Ganger (4)



Gladiator (1)



Guard (1)



Net Fighter (2)



Net Master (1)

Considered as having the -Initiative icon.



Runner (3)



Thug (1)

MODULES (7)



Quartermaster (1)

Connected unit (even HQ³) can convert 1 Melee attack to 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. Modules that increases Strength for both Melee and Ranged attack (e.g. Moloch's The Brain) apply both bonuses to the converted attack¹¹.



Transport (1)

On your turn each connected unit can perform an additional Move action and/or rotate 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 provides each connected unit with one move per turn. If the unit moves so that it touches a different side of Transport, the unit does not get to move again during that turn.³ Transport may not move itself.



Boss (1)

Called *The Boss* in NH version 2, but *Boss* in later versions.



Officer I (2)



Officer II (1)



Scout (1)

INSTANT ACTIONS (11)



Battle (5)



Move (3)



Push Back (2)



Sniper (1)

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