



# THE ESOTERIC ORDER OF GAMERS ORDEROFGAMERS.COM

Dedicated to immersive, thematic tabletop games. Rules summaries, foamcore plans, battle reports, interviews, reviews, videos, tutorials – and lots more.

FOLLOW THE  
EOG AND  
DON'T MISS  
A THING!



VIDEOS  
EsotericOrderGamers



TWEETS  
@EOGamers



PHOTOS  
orderofgamers



NEWS  
EOGamersFB

# SUPPORT ME SO I CAN MAKE MORE GUIDES LIKE THIS ONE!

Since 2004, I've been supplying tabletop gamers with **hundreds of free high-quality rules summaries!** And the Esoteric Order of Gamers features **hundreds of entertaining and informative videos** about our excellent hobby.

It takes time and money to do this work, and **just a few \$ a month** really does help me do much more. Join the official EOG community – and get bonus rewards too!

*Please sign up and support me!*

**PATREON.COM/ESOTERICORDER**

*Thankyou! Peter (Universal Head)*

# v1.1

Dec 2021

Game: **BLOCK MANIA**

Publisher: **Games Workshop (1987)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference 1 front x2**

Page 4: **Play reference 1 back x2**

Page 4: **Play reference 2 (includes Mega Mania) x2**

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

**If you need exceptional quality graphic design  
for your next project, visit [universalhead.com](http://universalhead.com)**

**Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers**





## SETUP

Each player takes a **block**, chosen at random. Players each roll a D6 (reroll ties), and the lowest roller places their block on the table, followed by the other player. Place the boards in a row with their edges touching. When playing a 2 block war, pieces cannot move off the extreme right or left edges.

Place the **hardware** and **armoury** counters in separate opaque containers.

Divide the **blocker counters** ('blockers') into colour groups and give 1 set to each player. Place your counters in a shuffled facedown stack. Each player draws 4 counters from the top of their stack.

Each player places the 4 counters anywhere in their own block, in the same order that was used to place the boards. If a blocker starts equipped with an armoury or hardware counter, draw one of the appropriate type and place it under the blocker.

Shuffle all the cards Justice side up. Draw 16 cards and place them to one side. Then deal 3 cards from the original deck to each player.

### COMPONENTS

Squares on the board are either **open air** (outside the blocks), **window** (half interior and half exterior), or **interior** (entirely within a block) squares. In addition, window and interior squares are **apartments** (blue), **civic** (green), or **special** (yellow). Apartments have a number which is their **address**. Level 1 is the ground floor.

Counters are either **blockers**, **hardware**, **armoury**, or **markers**.

Blockers are colour coded to show which block they belong to. The leftmost value on a blocker is its **COMMAND**, the next value is its **STRENGTH**, and the last value is its **MOVEMENT ALLOWANCE**.

Hardware counters are either weapons or equipment. Hardware and armoury counters with values on them are also **weapons**: the leftmost value is the weapon's **RANGE**, and the next value is its **DAMAGE VALUE**.

## TURN SEQUENCE

### 1. COMMAND PHASE

Players each take a turn, in the same order the boards were placed.

#### 1. Command points

The **phasing player** (the player whose turn it is) **rolls 2 D6: the total of the results is their command point (CP) allowance**.

Record this number with a command point marker on your block's command point track. If you have more than 12 points, flip the marker to its +10 side. As CPs are used move the marker down the track.

The command phase ends when the phasing player runs out of CPs or decides not to spend any more. Unused points are wasted and cannot be carried over to the next turn.

#### 2. Deployment

The **phasing player may deploy new blockers at a cost of 4 CPs each** by drawing them off the top of their stack. Place a counter by rolling 2 D6: the first die is the first digit of the address and the second die is the second digit.

Blockers with an A start equipped with an armoury counter, and those with an H start equipped with a hardware counter. In both cases draw one of the appropriate type and place it underneath the blocker when it is deployed (even if the armoury or shopping mall have been looted or destroyed).

#### 3. Activation

The **phasing player may activate blockers by spending as many CPs as the counter's COMMAND**.

You may only activate counters belonging to your block. A blocker may only be activated once per turn. A blocker that has been deployed may be activated in the same turn.

#### 4. Movement

An **activated blocker may move**. A blocker's **MOVEMENT ALLOWANCE** is the number of **move points** (MP) it receives in a turn when activated. Blockers can be moved horizontally or straight down at a cost of 1 MP per square. Moving up 1 square costs 2 MPs. Diagonal movement is not allowed.

Blockers may exceed their normal move allowance by spending **1 CP per extra MP**. The extra movement possible is only limited by the phasing player's remaining number of CPs.

Blockers may only enter an open air square if they can fly, or if it is a 'tween block plaza or pedway square, or if they are using sky-rail or vehicle movement.

A blocker may never enter a blocker-occupied square *unless*:

The other counter is an enemy and the square was entered using a pedway, vehicle, elevator, grav chute, or sky-rail.

The square is a window square and one of the pieces is outside and the other is inside.

The square is entered in the combat phase with a **charge** move.

When a blocker enters an enemy-occupied square a close assault automatically occurs in the combat phase.

Blockers may move *through* blocker-occupied squares when they are travelling via an elevator, grav chute, mega-way, or sky-rail.

#### HARDWARE AND ARMOURY COUNTERS

A blocker that moves to, or starts the command phase in, an **armoury** square may randomly draw 1 **armoury** counter.

A blocker that moves to, or starts the command phase in, a **shopping mall** square may randomly draw 1 **hardware** counter.

A blocker that draw a counter may move no further than command phase. A blocker does not have to be activated to draw a counter. If 2 units are fighting in the square no one can draw a counter.

Each blocker may carry a number of hardware and/or armoury counters equal to its **STRENGTH**. Any excess must be discarded, though you can choose which to discard. Armoury or hardware counters may never move on their own.

A blocker can pass hardware or armoury counters to another blocker that is 1 square away horizontally or vertically (but not diagonally). The **receiving** blocker must have been activated and must pay 1 MP.

### 2. DEFENSIVE FIRE PHASE

The **non-phasing player's blockers may shoot at the phasing player's counters** if they are 1 square away vertically or horizontally.

They may be made against targets 1 square away diagonally if both counters are in open air squares or one is in an open air square and the other is in a window square.

The attacker must be equipped with a weapon counter with a **RANGE** of 1 or more. A blocker carrying more than 1 weapon counter must pick one to use. Each blocker may only make a defensive fire attack at 1 target square.

For each defensive fire attack roll D6:

Add the **DAMAGE** (second value) of the weapon counter.

Add 1 if the target is in an open air or civic square

Subtract the target's **STRENGTH** (second value).

If the **total is 6 or more the target is destroyed**; otherwise there is no effect.

Whatever the result, flip the attacking blocker. Flipped blockers cannot be activated in the owning player's command phase, or used to make a defensive fire, shooting, looting, arson, or fire fighting attack. They may defend against close assault attacks if there is another player's blocker in their square.

Flipped counters are turned faceup in the end phase of the owning player's turn.

### 3. COMBAT PHASE

A **blocker may make 1 attack** (shooting, close combat, looting, arson, scrawling, or fire fighting) **in the combat phase regardless of whether or not has been activated**.

Once the attack has been made, flip the blocker. A flipped blocker can only attack if it is in the same square as an enemy blocker.

Usually only counters belonging to the phasing player can attack, but in close combat both sides attack simultaneously.

If the **phasing player has a blocker in the same square as another player's blocker, they must declare a close combat attack with that unit**. They do not have to resolve this until all shooting has been completed.

Most weapon counters may be used for both shooting and close combat, however those with a **RANGE** of 0 can only be used in close combat. Other counters have a maximum **RANGE**. If the range is in dispute, always take the shortest route. You may count across diagonals when shots cross open air squares.

**Heavy weapons** must be **deployed** to be used, and may only be used for shooting. Weapons marked with a \* have special rules.

You can only fire at a target which you can draw a **line of fire** (LOF) to. The LOF can be drawn between any part of the attacker's and target's squares, into or through any open air squares, and into but *not* through any window or interior square. A LOF being drawn to an interior square must be drawn horizontally or vertically.

Complete all attacks of each type before moving on to the next:

#### 1. Shooting

Any blocker belonging to the phasing player that is carrying a weapon counter with a **RANGE** of 1 or more and is not in the same square as an enemy blocker or flipped over may shoot.

A blocker carrying more than 1 weapon counter must pick one to use. Each blocker may only make a shooting attack at 1 target square. The target must be in range and line of fire.

For each shooting attack roll D6:

Add the **DAMAGE** of the weapon counter.

Add 1 if the target is in an open air or civic square

Subtract the target's **STRENGTH**.

If the **total is 6 or more the target is destroyed**; otherwise there is no effect. Whatever the result, flip the shooting blocker.

#### 2. Close assault

A close assault *must* be declared if 2 blockers are in the same square and one of them belongs to the phasing player (even if one or both are flipped over).

A close assault *may* be declared by the phasing player if the blocker is not flipped and the targets are 1 square away vertically or horizontally (not diagonally). If declared against an adjacent square, the attacking blocker **charges**: move them into the square occupied by the target. Charges are a free move and may only be used to initiate close combat in the combat phase.

For each close combat both players roll D6:

Add the blocker's **STRENGTH**.

Add the **DAMAGE** of *all* weapons the blocker is carrying and allowed to use (normally anything other than heavy weapons).

Add any special charge bonus for **Fatty** counters.

Players compare their modified totals. The side with the lowest score is destroyed. On a tie, the combat is a draw and both sides become **locked in combat**.

Counters locked in combat must remain in the square until one of the blockers is destroyed. **No other blockers may enter the square**. If the square is subject to a shooting attack, both counters are affected (make separate D6 rolls for each counter).

After a close combat, flip the phasing player's blocker.

#### 3. Looting

A looting attack may only be made by unflipped blockers in any shopping mall, armoury, or bank squares.

Roll D6 and add the blocker's **STRENGTH**.

**On a 6 or more place a looted marker on the square**.

In a shopping mall square, draw 3 hardware counters.

In an armoury square, draw 3 armoury counters.

A square can only be looted once.

After making a looting attack, flip the blocker.

#### 4. Arson

An arson attack may be made by unflipped blockers in any square. No special equipment is required.

Roll D6 and add the blocker's **STRENGTH**.

**On a 6 or more place a fire marker on the square**.

After making an arson attack, flip the blocker.

#### 5. Scrawling

A scrawling attack may only be made by unflipped blockers equipped with **spray cans**. Only blockers that can fly can place a scrawl marker in a window square.

**Declare the attack and place a scrawl marker on the square**. Only 1 scrawl marker can be in each square. Scrawl markers count for defeat points if they have been placed in window or civic squares in your block, and do not count if place in other squares.

After making a scrawl attack, flip the blocker.

#### 4. Fire fighting

Unflipped blockers in a square with a fire control symbol can attempt to fight fires. **Fatties may never fight fires**. Nominate any adjacent square (including those diagonally adjacent) and roll D6 for each fire marker in it, adding the blocker's **STRENGTH**.

**On a 6 or more remove the fire marker**. After making a fire fighting attack, flip the blocker.

### 4. END PHASE

#### 1. Fires

If the phasing player has any fire markers in their block, they must add 1 fire marker to each square that already contains one.

**A square may never have more than 3 fire markers**. If a fourth is placed, roll 2 D6 and place it in the indicated square.

If it spreads in this way to a square that already has 3 fire markers, a collapsed square, or an open air square, it is removed from the board.

Now roll 1 D6 for **fire damage** for each square that has 1 or more fire markers. On a 1 or 2, remove 1 fire marker from the square.

On any other number, or if the block's water tank has been destroyed, add the number of fire markers in the square to the D6 roll. If the total is 7 or more, place a **structural damage marker** in the square and roll for collapse. If the square does not collapse, all markers remain in the square.

For each blocker (belonging to either player) in a square with a fire marker, roll 1 D6 and add the number of fire markers in the square. If the total is 7 or more, the counter is destroyed and removed from play.

2. Mania cards

The phasing player must draw 1 mania card from the deck. If this takes the number of cards in your hand to 4, discard 1 card.

If the card is the last mania card in the deck, the endgame begins.

3. Catastrophic Damage

If a collapse marker was placed on any window or internal square at any time during the phasing player's turn, check for catastrophic damage. Place a collapse marker on the block's command point track as a reminder, then remove it after the check has been made.

For each block that may suffer catastrophic damage, the phasing player rolls 5 D6 (roll once, no matter how many collapse tokens were placed). If the total is less than or equal to the number of collapse tokens in the block, the entire block collapses:

- Remove all counters and markers on the block.
- All squares on the that board are now considered open air space for LOF purposes. All pedway, sky-rail, and mega-way squares have collapsed.
- The player who owned the block may not bring any new blockers into play, but may continue to use blockers already on the board, roll for command points, and draw and use mania or justice cards.
- No blocker may enter any square on a board with a collapsed block.
- The player whose block collapsed suffers 200 defeat points.

If both players' blocks collapse, the game is over. Work out defeat points to find the winner.

SPECIAL MOVEMENT

Elevators

Blockers can enter and excite elevators on squares with an elevator shaft. It costs 1 MP to move to any other square on the same elevator shaft.

A blocker in an elevator may enter a blocker-occupied square, and decide to pass through the square or stop. If it stops it must close assault the other blocker in the combat phase.

A blocker belonging to the non-phasing player may choose to stop opposing units in the elevator passing through their square. If they do, the moving counter must then close assault them in the combat phase.

Grav chutes

Grav chutes only allow downwards movement. It costs 1 MP for a blocker on a grave chute space to move straight down to level 1. Move the blocker to the ground floor directly below; it cannot stop at any intervening level, and other blockers cannot stop the move.

A blocker using a grav chute which passes through a collapsed square is automatically destroyed.

A blocker using a grav chute may enter a level 1 square occupied by another blocker. The moving blocker must stop and close assault them in the combat phase.

Civic squares

It does not cost any MPs to enter a civic square.

Sky-rail

Sky-rail car markers are placed on the board when the appropriate mania cards are played. A blocker in a sky-rail station with a car in it can use sky-rail movement for 1 MP. The blocker can then move to the sky-rail station on the adjacent board, as long as it does not move into a collapsed sky-rail, sky-rail station, or tubeway square. They can only move horizontally.

A blocker using the sky-rail may pass through squares occupied by other blockers, and through normal collapsed squares.

A blocker using the sky-rail may finish its move in a sky-rail station square occupied by another blocker. The moving blocker must stop and close assault them in the combat phase.

Pedway

Pedways link the blocks on level 6. Blockers may move across the pedway from pedway terminus to pedway terminus for 1 MP. Blockers cannot halt on the squares in between.

If the pedway stops working it can still be crossed by normal movement (as though crossing collapsed squares); in which case counters may halt on the pedway.

A blocker using a working pedway may finish its move in a pedway terminus square occupied by another blocker. The moving blocker must stop and close assault them in the combat phase.

Mega-way

A blockers in a vehicle park may move across the pedway from pedway terminus to pedway terminus for 1 MP. Blockers cannot halt on the squares in between.

If the pedway stops working it can still be crossed by normal movement (as though crossing collapsed squares); in which case counters may halt on the pedway.

A blocker using a working pedway may finish its move in a pedway terminus square occupied by another blocker. The moving blocker must stop and close assault them in the combat phase.

Flying

Only superhero counters or blockers with powerboards or batsuits can fly. Mobs and fatties cannot use either equipment. Flyers can attack normally, but they can't carry heavy weapons.

An activated flyer can only take flight from a balcony or entrance plaza square. Flyers can move to any open air, balcony or 'tween block plaza square. If a block's tubeway square hasn't collapsed, flyers may move directly to that block's sky-rail square. If an adjacent block has an uncollapsed tunnel square, flyers may move directly to that block's vehicle park square.

It costs a flying blocker all its MPs to move to a square, and it may not move further that turn (even by spending COMMAND). However a blocker may move normally before taking flight.

An activated flyer that doesn't move is hovering. Flyers may only enter a block by landing on a balcony or 'tween block plaza square and then moving inside, or by moving through the block tunnels or tubeways to sky-rail station or vehicle park squares.

Flyers with spray cans may enter unoccupied window squares to scrawl. An enemy blocker then entering the square can shoot at the flyer but cannot close assault. Any other counter shooting into the square may choose which counter to attack. The flyer may leave the square at will.

DESTROYED COUNTERS

Destroyed counters are immediately removed from the board, along with any armoury or hardware counters they were carrying.

Destroyed counters are removed from the game and cannot be redeployed. The owning player should keep destroyed counters, as they count for endgame scoring. Return hardware and armoury counters to their respective containers.

DEMOLITION

Attacking blocks

Block squares (window and internal squares) can only be affected by shooting attacks. Attacks on block squares are resolved as normal, however don't add the +1 for shooting at an open air or civic square.

Block squares usually have a STRENGTH of 6 and therefore can only be damaged by a weapon with at least a +6 DAMAGE value. Armoury squares have a STRENGTH of 8.

A missile defence laser can either aim at a square or at a counter occupying it, but never both. Missile launchers and demo charges affect both the square and any counters in it; they can be used against empty squares. Vibro-drills can only be used against the square occupied by the attacker.

Structural damage

Blockers which are hit are automatically removed. Block squares are weakened by hits and become progressively more likely to collapse. Whenever a block square suffers an effective hit, place a structural damage marker on the square. These cannot be removed unless the square collapses.

Each time a structural damage marker is placed on a block square, roll 1 D6 and add 1 for each structural damage marker already in the square. If 2 or more markers are placed at the same time, place them and roll for them consecutively.

If the total is 6 or more the square collapsed is destroyed. Place a collapse marker in the square.

Collapse

When a square collapses, everything in it is removed (including blockers, weapon counters, sky-rail cars, scrawl markers, fire markers, and structural damage markers). Locations (eg banks, armouries, and vehicle parks) are automatically destroyed.

When a square collapses, immediately place a structural damage marker in any block squares (not open air squares) directly and diagonally above that do not already contain a collapse marker.

Place the first directly above and roll for collapse, then one diagonally above to the right and roll, then one diagonally to the left and roll. If one of these causes a square to collapse, continue rolling for the squares above them in the same way, until there is no further damage.

These rules apply to collapsed squares:

- It costs an extra MP to enter or leave the square.
- No further structural damage markers, fire markers, or scrawl markers may be placed on the square.
- Elevator shafts are blocked and grav chutes are severed.

Sky-rail

Sky-rails may only be damaged by attacks from missile defence lasers, in which case their STRENGTH is 4. One hit is enough to replace a sky-rail with a collapsed marker.

Blockers moving in a sky-rail car cannot enter a collapsed sky-rail square.

Pedway

The pedway tube between blocks may be attacked as a block square (STRENGTH 6).

The first hit causes the pedway to stop working; place a structural damage marker in the square but do not roll for collapse. A second hit causes it to collapse: place a collapsed marker in the square. A third hit severs the pedway: place a severed marker on the square.

Any counters on a severed pedway are destroyed. No counters may enter a pedway square with a severed marker on it.

Mega-way

Mega-ways may be attacked as a block square (STRENGTH 6). On the first hit place a structural damage marker in the square but do not roll for collapse. A second hit causes it to collapse: place a collapsed marker in the square. Blockers using vehicle movement cannot enter a collapsed mega-way square.

HEAVY WEAPONS

Heavy weapons must be deployed to be used for attacks. Place the counter facedown when it is being carried by a blocker. It costs 2 MPs to deploy the counter and place it faceup.

If the blocker moves in a future turn, flip it facedown again; it must be deployed again to be used.

MANIA CARDS

Until the endgame is reached, players can only use the mania side of their cards.

Cards are kept secret from other players, though players make ask how many cards their opponent is holding.

A player may use any number of cards in a given turn. There are 3 types:

Command cards can be played at any time in the command phase, and take effect immediately. They only ever effect counters belonging to the phasing player. Cards that allow a second roll of command dice don't allow you to activate a unit for a second time.

Hazard cards may only be played against blockers who are in or passing through the named square in the command phase, or are in the location in the defensive fire or combat phase. A card played against a moving blocker must be played before the phasing player starts moving another counter or ends the command phase. When played, the phasing player may have to move back into the location it passed through. A player who activates a counter which is then forced to remain stationary can do nothing and has wasted the command points.

Hazard mania cards that cause blockers to be attacked subject the target to a shooting attack immediately. Use the damage bonus on the card instead of a weapon counter's damage value. A target that survives may carry on moving.

Attack cards may be played at any time in the defensive fire phase or the combat phase. If they affect attack dice they must be played before the dice are rolled. When used to modify a close assault roll, whoever played the card may choose which counter gets the bonus.

ENDGAME

When the last card is drawn from the mania deck the judges arrive and the endgame begins. Shuffle the discard pile, including the 16 cards set aside at the start of the game, and place the deck with the mania side faceup.

From now on, players cannot deploy new blockers, and players must use the justice side of the cards. Players must play 1 justice card at the beginning of their turn at the start of their command phase, and draw a new justice card at the end of their turn in the end phase.

Play progresses until the last blocker is removed from the board, or both blocks have collapsed.

- Each player works out their defeat points:
- 1 for each of your destroyed blockers (not including those removed from play by justice cards).
  - In your block:
    - 6 for each collapse marker.
    - 1 for each square containing 1 or more fire markers.
    - 4 for each bank square and armoury square that has collapsed or been looted.
    - 2 for each shopping mall square with a looted marker.
    - 4 for each scrawl marker on a window square.
    - 2 for each scrawl marker on a civic square.
    - 200 if your block has collapsed.

The player with the lowest total wins the game.





## 1. COMMAND PHASE

### 1. COMMAND POINTS

Roll 2 D6 for your command point (CP) allowance.

### 2. DEPLOYMENT

Deploy new blockers at a cost of 4 SPs each (roll 2D6 to place). 'A' blockers start with an armoury counter, and 'H' blockers start with a hardware counter.

### 3. ACTIVATION

Activate blockers by spending CPs equal to their COMMAND. A blocker may only be activated once per turn. A blocker that has been deployed may be activated in the same turn.

### 4. MOVEMENT

An activated blocker may move up to its MOVEMENT ALLOWANCE. Blockers can be moved horizontally or straight down for 1 MP per square; moving up 1 square costs 2 MPs. Diagonal movement is not allowed.

Blockers may exceed their normal move allowance by spending 1 CP per extra MP.

When a blocker enters an enemy-occupied square a close assault automatically occurs in the combat phase.

A blocker that moves to, or starts the command phase in (even if unactivated), an armoury/shopping mall square may randomly draw 1 armoury/hardware counter, respectively. A blocker that draw a counter may move no further. A blocker may carry a number of hardware and/or armoury counters equal to its STRENGTH.

A blocker can pass hardware/armoury counters to another blocker 1 square away horizontally or vertically (but not diagonally). The receiving blocker must have been activated and must pay 1 MP.

## 2. DEFENSIVE FIRE PHASE

The non-phasing player's blockers may shoot at the phasing player's counters 1 square away. Each blocker may only make a defensive fire attack at 1 target square.

For each defensive fire attack roll D6:

- Add the **DAMAGE** (second value) of the weapon counter.
- Add 1 if the target is in an open air or civic square
- Subtract the target's **STRENGTH** (second value).

6+ = target is destroyed. Flip the attacking blocker.

## 3. COMBAT PHASE

A blocker may make 1 of the following attacks in the combat phase, whether activated or not. Then flip the blocker; now it can only attack if it is in the same square as an enemy blocker.

Heavy weapons must be deployed, and used only for shooting.

### 1. SHOOTING

Your unflipped blockers with a weapon with a RANGE of 1+ and not in the same square as an enemy blocker may shoot. Each blocker may only make a shooting attack at 1 target square. The target must be in range and LOF.

For each shooting attack roll D6:

- Add the **DAMAGE** of the weapon counter.
- Add 1 if the target is in an open air or civic square
- Subtract the target's **STRENGTH**.

6+ = target is destroyed. Flip the shooting blocker.

### 2. CLOSE ASSAULT

If you have a blocker in the same square as an opponent's blocker, you *must* declare a close combat attack.

A close assault *may* be declared if your unflipped blocker has targets 1 square away. If declared against an adjacent square, the attacking blocker **charges** into that square.

For each close combat both players roll D6:

Add the blocker's **STRENGTH**.

Add the **DAMAGE** of all weapons the blocker is carrying and allowed to use (not heavy weapons).

Add any special charge bonus for **Fatty** counters.

Flip the phasing player's blocker. The side with the lowest score is destroyed.

On a tie, the combat is a draw and both sides become **locked in combat** and must remain in the square until one of them is destroyed. **No other blockers may enter the square.**

### 3. LOOTING

A looting attack may only be made by unflipped blockers in any shopping mall, armoury, or bank squares. Roll D6 and add the blocker's **STRENGTH**.

6+ = place a looted marker on the square then flip the blocker. In a shopping mall, draw 3 hardware counters. In an armoury, draw 3 armoury counters. A square can only be looted once.

### 4. ARSON

An arson attack may be made by unflipped blockers in any square. Roll D6 and add the blocker's **STRENGTH**.

6+ = place a fire marker on the square then flip the blocker.

### 5. SCRAWLING

May only be made by unflipped blockers with **spray cans**.

Place a **scrawl marker** on the square, then flip the blocker.

### 4. FIRE FIGHTING

Unflipped blockers (not fatties) in a square with a fire control symbol can fight fires. Nominate any adjacent square and roll D6 for each marker in it, adding the blocker's **STRENGTH**.

6+ = remove the fire marker, then flip the blocker.

## 4. END PHASE

### 1. Fires

Add 1 fire marker to each square in your block that has one. **A square may never have more than 3 fire markers.** If a fourth is placed, roll 2 D6 and place it in the indicated square.

Roll 1 D6 for fire damage for each square that has 1+ fire markers. On 1-2, remove 1 fire marker from the square.

On any other number, add the number of fire markers in the square to the roll. If the total is 7+, place a **structural damage marker** in the square and roll for collapse.

For each blocker from any side in a square with a fire marker, roll 1 D6 and add the number of fire markers. On 7+, they are destroyed.

### 2. Mania cards

Draw 1 mania card (maximum 3 cards in hand). If the card is the last mania card, the endgame begins.

### 3. Catastrophic Damage

If a collapse marker was placed on any window or internal square at any time during your turn, check for catastrophic damage for that block.

Roll 5 D6 once: if the total is less than or equal to the number of collapse tokens in the block, the entire block **collapses**.



## 1. COMMAND PHASE

### 1. COMMAND POINTS

Roll 2 D6 for your command point (CP) allowance.

### 2. DEPLOYMENT

Deploy new blockers at a cost of 4 SPs each (roll 2D6 to place). 'A' blockers start with an armoury counter, and 'H' blockers start with a hardware counter.

### 3. ACTIVATION

Activate blockers by spending CPs equal to their COMMAND. A blocker may only be activated once per turn. A blocker that has been deployed may be activated in the same turn.

### 4. MOVEMENT

An activated blocker may move up to its MOVEMENT ALLOWANCE. Blockers can be moved horizontally or straight down for 1 MP per square; moving up 1 square costs 2 MPs. Diagonal movement is not allowed.

Blockers may exceed their normal move allowance by spending 1 CP per extra MP.

When a blocker enters an enemy-occupied square a close assault automatically occurs in the combat phase.

A blocker that moves to, or starts the command phase in (even if unactivated), an armoury/shopping mall square may randomly draw 1 armoury/hardware counter, respectively. A blocker that draw a counter may move no further. A blocker may carry a number of hardware and/or armoury counters equal to its STRENGTH.

A blocker can pass hardware/armoury counters to another blocker 1 square away horizontally or vertically (but not diagonally). The receiving blocker must have been activated and must pay 1 MP.

## 2. DEFENSIVE FIRE PHASE

The non-phasing player's blockers may shoot at the phasing player's counters 1 square away. Each blocker may only make a defensive fire attack at 1 target square.

For each defensive fire attack roll D6:

- Add the **DAMAGE** (second value) of the weapon counter.
- Add 1 if the target is in an open air or civic square
- Subtract the target's **STRENGTH** (second value).

6+ = target is destroyed. Flip the attacking blocker.

## 3. COMBAT PHASE

A blocker may make 1 of the following attacks in the combat phase, whether activated or not. Then flip the blocker; now it can only attack if it is in the same square as an enemy blocker.

Heavy weapons must be deployed, and used only for shooting.

### 1. SHOOTING

Your unflipped blockers with a weapon with a RANGE of 1+ and not in the same square as an enemy blocker may shoot. Each blocker may only make a shooting attack at 1 target square. The target must be in range and LOF.

For each shooting attack roll D6:

- Add the **DAMAGE** of the weapon counter.
- Add 1 if the target is in an open air or civic square
- Subtract the target's **STRENGTH**.

6+ = target is destroyed. Flip the shooting blocker.

### 2. CLOSE ASSAULT

If you have a blocker in the same square as an opponent's blocker, you *must* declare a close combat attack.

A close assault *may* be declared if your unflipped blocker has targets 1 square away. If declared against an adjacent square, the attacking blocker **charges** into that square.

For each close combat both players roll D6:

Add the blocker's **STRENGTH**.

Add the **DAMAGE** of all weapons the blocker is carrying and allowed to use (not heavy weapons).

Add any special charge bonus for **Fatty** counters.

Flip the phasing player's blocker. The side with the lowest score is destroyed.

On a tie, the combat is a draw and both sides become **locked in combat** and must remain in the square until one of them is destroyed. **No other blockers may enter the square.**

### 3. LOOTING

A looting attack may only be made by unflipped blockers in any shopping mall, armoury, or bank squares. Roll D6 and add the blocker's **STRENGTH**.

6+ = place a looted marker on the square then flip the blocker. In a shopping mall, draw 3 hardware counters. In an armoury, draw 3 armoury counters. A square can only be looted once.

### 4. ARSON

An arson attack may be made by unflipped blockers in any square. Roll D6 and add the blocker's **STRENGTH**.

6+ = place a fire marker on the square then flip the blocker.

### 5. SCRAWLING

May only be made by unflipped blockers with **spray cans**.

Place a **scrawl marker** on the square, then flip the blocker.

### 4. FIRE FIGHTING

Unflipped blockers (not fatties) in a square with a fire control symbol can fight fires. Nominate any adjacent square and roll D6 for each marker in it, adding the blocker's **STRENGTH**.

6+ = remove the fire marker, then flip the blocker.

## 4. END PHASE

### 1. Fires

Add 1 fire marker to each square in your block that has one. **A square may never have more than 3 fire markers.** If a fourth is placed, roll 2 D6 and place it in the indicated square.

Roll 1 D6 for fire damage for each square that has 1+ fire markers. On 1-2, remove 1 fire marker from the square.

On any other number, add the number of fire markers in the square to the roll. If the total is 7+, place a **structural damage marker** in the square and roll for collapse.

For each blocker from any side in a square with a fire marker, roll 1 D6 and add the number of fire markers. On 7+, they are destroyed.

### 2. Mania cards

Draw 1 mania card (maximum 3 cards in hand). If the card is the last mania card, the endgame begins.

### 3. Catastrophic Damage

If a collapse marker was placed on any window or internal square at any time during your turn, check for catastrophic damage for that block.

Roll 5 D6 once: if the total is less than or equal to the number of collapse tokens in the block, the entire block **collapses**.

## BLOCKERS

'A' blockers start with an armoury counter, and 'H' blockers start with a hardware counter.



### FATTIES

Fatties cannot use vehicle movement or the sky-rail. If they draw a power board or bat suit from a shopping mall they must discard the counter and draw another. Fatties may never fight fires.

Fatties that close assault a counter in an adjacent square receive a +2 **STRENGTH** charge bonus.



### FUTSIES

Either player may temporarily use any futsy counter in play by paying the appropriate number of CPs.

Unlike all other blockers, a futsy must be activated to attack. Any blocker may attack a futsy, even if they come from the same block.



### MOBS

Mobs cannot use vehicle movement. If they draw a power board or bat suit from a shopping mall they must discard the counter and draw another.



### SUPERHERO

Superheroes can fly. They can be placed in a square with another blocker from their own block (even if it is locked in combat).

If the square is then attacked with a shooting attack, attack both counters separately. In a close assault, the superhero may add its **STRENGTH** to that of the other blocker.

Superheroes may never carry hardware or armoury counters. They may never make arson or looting attacks.

## ARMOURY COUNTERS



### DEMO CHARGE

A blocker with a demo charge may leave it in any square for 1 extra MP. A charge explodes at the start of the combat phase.

Any counters in the square suffer a shooting attack with +4 **DAMAGE**. Then roll a D6 and divide it by 1, rounding up; this is the number of structural counters placed on the square.

After each shooting, defensive fire, or close assault attack on a blocker with a demo charge, roll a D6. On a 6, the charge detonates.



### FLAMER

When a blocker makes a shooting or close assault attack with a flamer, also place 1 or 3 fire markers in the target square. If you place 3, the flamer has run out of fuel; return the counter to the armoury container.



### MISSILE DEFENCE LASER

**Heavy weapon.** As long as a missile defence laser is deployed in a window square, attacks from a missile launcher have no effect on that block.



### MISSILE LAUNCHER

**Heavy weapon.** When fired, choose one option:  
**Explosive:** Targets are unit with a **DAMAGE** of +3, then roll a D6 and place the indicated number of structural markers on the target square: 1-2: 1, 3-4: 2, 5-6: 3.

**Incendiary:** Targets are hit with a damage of +1, and 2 fire markers are placed on the target square.

**Homing:** Unlimited range, and may target any window or open air square *anywhere* on the board. Shells are either **incendiary** (damage +0 and 1 fire marker) or **explosive** (damage +2 and 1 structural marker).

## HARDWARE COUNTERS



**BAT SUIT** Superheroes can be placed in a square with another blocker from their own block (even if it is locked in combat).



**FIRE BOMB** Fire bombs are grenades with a range of 1 square, unless they are being thrown from a window on level 3 or higher, when they can be thrown to any 'tween block plaza square between the blocker and the adjacent block, or to the entrance plaza on the adjacent block.

When a blocker makes a shooting, defensive fire, or close assault attack with a flame bomb, also place 1 or 3 fire markers in the target square. If you place 3, you have run out of bombs; return the counter to the hardware container.



**POWER BOARD** Blockers with power boards can fly.



**VIBRO-DRILL** **Heavy weapon.** Does not damage blockers; instead place a structural damage marker on the square.

## CITY BLOCKS

**ARMOURY** The armoury has a **STRENGTH** of 8. Whenever a fire, collapse, or structural damage marker is place on it, roll D6. 1-4: No extra effect; 5-6: The square collapses and all blockers in adjacent squares are hit at **DAMAGE** +3; no more armoury counter can be drawn from it.

**BALCONY** Flying blockers may take flight and land from balconies. They are treated as window squares for LOF.

**CIVIC SQUARE** Entering a civic square costs 0 MPs.

**ENTRANCE PLAZA** Entering an entrance plaza costs 0 MPs.

**MEGA-WAY** Blockers may only enter mega-way squares when flying or using vehicle movement. Blockers using vehicle movement may not enter a collapsed mega-way square.

**PEDWAY** Blockers may only enter pedways from a pedway terminus, unless they can fly. Only flyer blockers can stop on a working pedway or enter a pedway with a severed marker.

**PEDWAY TERMINUS** If either pedway terminus collapses the pedway stops working. It can still be crossed by normal movement (as though crossing a collapsed square).

**POWER HOUSE** Blockers in a power house may switch the block's power on and off for 1 MP. Switching it off stops the elevators and the pedways connecting to the block, and it is no longer free to enter civic squares. All shooting attacks at interior squares (not window squares) are at -1.

**SKY-RAIL** Blockers may only enter sky-rail squares when flying or using sky-rail movement. Blockers using sky-rail movement may not enter a collapsed sky-rail square.

**SKY-RAIL STATION** Blockers on sky-rail stations that contain sky-rail car may use sky-rail movement.

**TUBEWAY** Blockers using sky-rail movement may not enter a collapsed tubeway square.

**'TWEEN BLOCK PLAZA** Any blocker may enter this square. Shooting attacks against targets in them receive a +1 modifier.

**TUNNEL** Blockers using vehicle movement may not enter a collapsed tunnel square.

**VEHICLE PARK** Blockers in vehicle park squares can use vehicle movement. For each fire marker placed on a vehicle park, roll D6. 1-4: No extra effect; 5-6: The square collapses and all blockers in adjacent squares are hit at **DAMAGE** +3.

**WATER TANK** As soon as a structural marker is placed in this square the water tank is destroyed. Any fire markers in the 3 squares directly below are removed and the block's fire damage roll is affected.

## BLOCKERS

'A' blockers start with an armoury counter, and 'H' blockers start with a hardware counter.



### FATTIES

Fatties cannot use vehicle movement or the sky-rail. If they draw a power board or bat suit from a shopping mall they must discard the counter and draw another. Fatties may never fight fires.

Fatties that close assault a counter in an adjacent square receive a +2 **STRENGTH** charge bonus.



### FUTSIES

Either player may temporarily use any futsy counter in play by paying the appropriate number of CPs.

Unlike all other blockers, a futsy must be activated to attack. Any blocker may attack a futsy, even if they come from the same block.



### MOBS

Mobs cannot use vehicle movement. If they draw a power board or bat suit from a shopping mall they must discard the counter and draw another.



### SUPERHERO

Superheroes can fly. They can be placed in a square with another blocker from their own block (even if it is locked in combat).

If the square is then attacked with a shooting attack, attack both counters separately. In a close assault, the superhero may add its **STRENGTH** to that of the other blocker.

Superheroes may never carry hardware or armoury counters. They may never make arson or looting attacks.

## ARMOURY COUNTERS



### DEMO CHARGE

A blocker with a demo charge may leave it in any square for 1 extra MP. A charge explodes at the start of the combat phase.

Any counters in the square suffer a shooting attack with +4 **DAMAGE**. Then roll a D6 and divide it by 1, rounding up; this is the number of structural counters placed on the square.

After each shooting, defensive fire, or close assault attack on a blocker with a demo charge, roll a D6. On a 6, the charge detonates.



### FLAMER

When a blocker makes a shooting or close assault attack with a flamer, also place 1 or 3 fire markers in the target square. If you place 3, the flamer has run out of fuel; return the counter to the armoury container.



### MISSILE DEFENCE LASER

**Heavy weapon.** As long as a missile defence laser is deployed in a window square, attacks from a missile launcher have no effect on that block.



### MISSILE LAUNCHER

**Heavy weapon.** When fired, choose one option:  
**Explosive:** Targets are unit with a **DAMAGE** of +3, then roll a D6 and place the indicated number of structural markers on the target square: 1-2: 1, 3-4: 2, 5-6: 3.

**Incendiary:** Targets are hit with a damage of +1, and 2 fire markers are placed on the target square.

**Homing:** Unlimited range, and may target any window or open air square *anywhere* on the board. Shells are either **incendiary** (damage +0 and 1 fire marker) or **explosive** (damage +2 and 1 structural marker).

## HARDWARE COUNTERS



**BAT SUIT** Superheroes can be placed in a square with another blocker from their own block (even if it is locked in combat).



**FIRE BOMB** Fire bombs are grenades with a range of 1 square, unless they are being thrown from a window on level 3 or higher, when they can be thrown to any 'tween block plaza square between the blocker and the adjacent block, or to the entrance plaza on the adjacent block.

When a blocker makes a shooting, defensive fire, or close assault attack with a flame bomb, also place 1 or 3 fire markers in the target square. If you place 3, you have run out of bombs; return the counter to the hardware container.



**POWER BOARD** Blockers with power boards can fly.



**VIBRO-DRILL** **Heavy weapon.** Does not damage blockers; instead place a structural damage marker on the square.

## CITY BLOCKS

**ARMOURY** The armoury has a **STRENGTH** of 8. Whenever a fire, collapse, or structural damage marker is place on it, roll D6. 1-4: No extra effect; 5-6: The square collapses and all blockers in adjacent squares are hit at **DAMAGE** +3; no more armoury counter can be drawn from it.

**BALCONY** Flying blockers may take flight and land from balconies. They are treated as window squares for LOF.

**CIVIC SQUARE** Entering a civic square costs 0 MPs.

**ENTRANCE PLAZA** Entering an entrance plaza costs 0 MPs.

**MEGA-WAY** Blockers may only enter mega-way squares when flying or using vehicle movement. Blockers using vehicle movement may not enter a collapsed mega-way square.

**PEDWAY** Blockers may only enter pedways from a pedway terminus, unless they can fly. Only flyer blockers can stop on a working pedway or enter a pedway with a severed marker.

**PEDWAY TERMINUS** If either pedway terminus collapses the pedway stops working. It can still be crossed by normal movement (as though crossing a collapsed square).

**POWER HOUSE** Blockers in a power house may switch the block's power on and off for 1 MP. Switching it off stops the elevators and the pedways connecting to the block, and it is no longer free to enter civic squares. All shooting attacks at interior squares (not window squares) are at -1.

**SKY-RAIL** Blockers may only enter sky-rail squares when flying or using sky-rail movement. Blockers using sky-rail movement may not enter a collapsed sky-rail square.

**SKY-RAIL STATION** Blockers on sky-rail stations that contain sky-rail car may use sky-rail movement.

**TUBEWAY** Blockers using sky-rail movement may not enter a collapsed tubeway square.

**'TWEEN BLOCK PLAZA** Any blocker may enter this square. Shooting attacks against targets in them receive a +1 modifier.

**TUNNEL** Blockers using vehicle movement may not enter a collapsed tunnel square.

**VEHICLE PARK** Blockers in vehicle park squares can use vehicle movement. For each fire marker placed on a vehicle park, roll D6. 1-4: No extra effect; 5-6: The square collapses and all blockers in adjacent squares are hit at **DAMAGE** +3.

**WATER TANK** As soon as a structural marker is placed in this square the water tank is destroyed. Any fire markers in the 3 squares directly below are removed and the block's fire damage roll is affected.

## MANIA CARDS



### KLEGGs

When you play a klegg card, you may place 1 klegg counter (with 1 armoury counter) anywhere in your block, up to the limit of a maximum of 2 counters. Whenever a player plays a klegg card, they may activate *all* the klegg counters in play.

Kleggs may *only* be used for shooting or close assault attacks. If a klegg can make a close assault against an opposing player's blocker in a combat phase, it *must* do so.

## JUSTICE CARDS

### RIOT FOAM

Choose any one blocker in play. Roll a D6: on a 1-4 the blocker is immediately removed from play.

### JUDGES

Choose 1 blocker in play and immediately remove it from play.

### FIRE DEPARTMENT

Immediately remove all fire markers in 1 block (if there are none in the block the card has no effect).

### H-WAGONS

Place an H-wagon marker on an open air square (if both are in play the card has no effect).

The H-wagon's cyclops lasers have **DAMAGE** of +6 and unlimited **RANGE**. In every combat phase the H-wagon shoots at any 1 available target to which it has LOF, in this order of priority:

- Blockers with a deployed heavy weapon.
- A blocker that has fired any weapon.
- Any armed blocker.
- The closest blocker.

Where there are 2 units in the same category, choose between them by using the next category down. On a tie, pick one randomly. The H-wagon must fire if it has a target in LOF.

### ELECTRO-CORDON

Pick any 1 counter that is in a civic or 'tween block plaza square (if there are none the card has no effect) and immediately remove it from play.

### KLEGG GO HOME

Immediately remove all Klegg counters from the board.

### JUDGE DREDD

Choose 1 square that contains a blocker. Blockers in this square, and any those in adjacent squares (including diagonally), are immediately removed from play.

### STUMM GAS

Choose 1 interior square that contains a blocker in any block. The gas immediately spreads to any adjacent square (including diagonally), but does not affect open air or window squares. Blockers in the affected squares are immediately unconscious and removed from play on a D6 roll of 1-4.

### PAT WAGON

Place a pat-wagon marker on any 'tween block plaza square (if both are in play the card has no effect).

The pat-wagon's riot foam cannon shoot in every combat phase at any one available target to which it has LOF, in this order of priority:

- The closest blocker.
- The blocker with the highest **STRENGTH**.
- A mob counter.

Where there are 2 units in the same category, choose between them by using the next category down.

On a tie, pick one randomly. On a 1-4 it is immediately removed from play. The pat-wagon must fire if it has a target in LOF.

### SONIC CANNON

Place a sonic cannon marker on any open air square next to any block which does not already have one on its board (if both are in play the card has no effect).

All blockers inside the block cost double to be activated, and all attacks suffer a -1 modifier.



## SETUP

Up to 4 players can play. Roll dice to find the order of board setup and place them in a row. Add the armoury and hardware counters from the expansion to those in the main game.

In a 3 player game only 12 cards from the mania deck are placed to one side at the start of the game. In a 4 player game only 6 cards are placed to one side.

## TURN SEQUENCE

Players take turns in the same order as the boards were placed. When playing with 3 or 4 players, the player whose turn it is is the phasing player and all other players are non-phasing players.

## MOVEMENT

In a 3 or 4 player game, the board represents a circular or triangular arrangement: blockers moving off the left edge of the board reappear on the corresponding level in the right hand edge, and vice-versa. This also applies when making a shooting attack.

The edge of the board is always a half square, completed by the matching square on the adjoining or opposite board.

### SKY RAIL

In a 3 or 4 player game, blockers can use sky-rail movement to move to a sky-rail station square on any board, within the usual restrictions.

### MEGA-WAY

In a 3 or 4 player game, blockers can use mega-way movement to move to a vehicle park square on any board, within the usual restrictions.

### FLYING

In a 3 or 4 player game, blockers can use flying movement to move to a square on the board they are on, or an adjacent board.

## DEFENSIVE FIRE PHASE

Any of the non-phasing players may make defensive fire attacks, but only against blockers belonging to the phasing player.

## KLEGGs

In a 3 or 4 player game, there may be up to 4 klegg counters in play at once.

## ENDGAME

The game ends and defeat points are calculated as normal. The player with the least number comes first, the second lowest comes second, and so on.

## MANIA CARDS



### KLEGGs

When you play a klegg card, you may place 1 klegg counter (with 1 armoury counter) anywhere in your block, up to the limit of a maximum of 2 counters. Whenever a player plays a klegg card, they may activate *all* the klegg counters in play.

Kleggs may *only* be used for shooting or close assault attacks. If a klegg can make a close assault against an opposing player's blocker in a combat phase, it *must* do so.

## JUSTICE CARDS

### RIOT FOAM

Choose any one blocker in play. Roll a D6: on a 1-4 the blocker is immediately removed from play.

### JUDGES

Choose 1 blocker in play and immediately remove it from play.

### FIRE DEPARTMENT

Immediately remove all fire markers in 1 block (if there are none in the block the card has no effect).

### H-WAGONS

Place an H-wagon marker on an open air square (if both are in play the card has no effect).

The H-wagon's cyclops lasers have **DAMAGE** of +6 and unlimited **RANGE**. In every combat phase the H-wagon shoots at any 1 available target to which it has LOF, in this order of priority:

- Blockers with a deployed heavy weapon.
- A blocker that has fired any weapon.
- Any armed blocker.
- The closest blocker.

Where there are 2 units in the same category, choose between them by using the next category down. On a tie, pick one randomly. The H-wagon must fire if it has a target in LOF.

### ELECTRO-CORDON

Pick any 1 counter that is in a civic or 'tween block plaza square (if there are none the card has no effect) and immediately remove it from play.

### KLEGG GO HOME

Immediately remove all Klegg counters from the board.

### JUDGE DREDD

Choose 1 square that contains a blocker. Blockers in this square, and any those in adjacent squares (including diagonally), are immediately removed from play.

### STUMM GAS

Choose 1 interior square that contains a blocker in any block. The gas immediately spreads to any adjacent square (including diagonally), but does not affect open air or window squares. Blockers in the affected squares are immediately unconscious and removed from play on a D6 roll of 1-4.

### PAT WAGON

Place a pat-wagon marker on any 'tween block plaza square (if both are in play the card has no effect).

The pat-wagon's riot foam cannon shoot in every combat phase at any one available target to which it has LOF, in this order of priority:

- The closest blocker.
- The blocker with the highest **STRENGTH**.
- A mob counter.

Where there are 2 units in the same category, choose between them by using the next category down.

On a tie, pick one randomly. On a 1-4 it is immediately removed from play. The pat-wagon must fire if it has a target in LOF.

### SONIC CANNON

Place a sonic cannon marker on any open air square next to any block which does not already have one on its board (if both are in play the card has no effect).

All blockers inside the block cost double to be activated, and all attacks suffer a -1 modifier.



## SETUP

Up to 4 players can play. Roll dice to find the order of board setup and place them in a row. Add the armoury and hardware counters from the expansion to those in the main game.

In a 3 player game only 12 cards from the mania deck are placed to one side at the start of the game. In a 4 player game only 6 cards are placed to one side.

## TURN SEQUENCE

Players take turns in the same order as the boards were placed. When playing with 3 or 4 players, the player whose turn it is is the phasing player and all other players are non-phasing players.

## MOVEMENT

In a 3 or 4 player game, the board represents a circular or triangular arrangement: blockers moving off the left edge of the board reappear on the corresponding level in the right hand edge, and vice-versa. This also applies when making a shooting attack.

The edge of the board is always a half square, completed by the matching square on the adjoining or opposite board.

### SKY RAIL

In a 3 or 4 player game, blockers can use sky-rail movement to move to a sky-rail station square on any board, within the usual restrictions.

### MEGA-WAY

In a 3 or 4 player game, blockers can use mega-way movement to move to a vehicle park square on any board, within the usual restrictions.

### FLYING

In a 3 or 4 player game, blockers can use flying movement to move to a square on the board they are on, or an adjacent board.

## DEFENSIVE FIRE PHASE

Any of the non-phasing players may make defensive fire attacks, but only against blockers belonging to the phasing player.

## KLEGGs

In a 3 or 4 player game, there may be up to 4 klegg counters in play at once.

## ENDGAME

The game ends and defeat points are calculated as normal. The player with the least number comes first, the second lowest comes second, and so on.