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| Game: **NEUROSHIMA HEX! + BABEL 13**<br>Pub: **Z-Man Games (2006)** | **v1**<br>**May 2010** |
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

## Setup

Each player takes the 35 **army tiles** of either **Moloch** (red), **Outpost** (green), **Borgo** (blue) or **Hegemony** (yellow). Put aside your **HQ tile** and shuffle the remaining tiles into a facedown pile. Each player puts one of his damage tokens on the 20 space of the **Damage track**.

**Choose Player 1.** Starting with this player, each player places his HQ tile on any of the central 19 hexes of the board (they can even be adjacent).

Player 1 then draws one tile from the top of his pile and places it faceup in front of him. It may now be used, saved or discarded. Player 2 draws 2 tiles and places them faceup in front of him. They may now be used, saved or discarded. Player 1 then draws tiles to bring the total in front of him to 3. He *must* choose one tile and discard it. Each of the remaining tiles can be used, saved or discarded. Player 2 follows the same procedure and the game continues.

## Game Sequence

**In his turn a player draws up to 3 tiles** and places them faceup in front of him. He can never have more than 3 tiles in front of him. At least one tile *must* be discarded (though any number of drawn tiles may be discarded).

Each of the tiles left can be used, saved or discarded.

When a player draws his last tile but still has less than 3 tiles in front of him, he does not have to discard any.

## Tiles

### Instant Action Tiles

**Instant Action tiles** (no border) are shown to the opponent, their effects played, and then discarded.

They cannot be played during a Battle, but only in phases where units are placed on the board.

### Board Tiles

**Board tiles** (border) are units; they are placed on an unoccupied hex and then may not be moved or turned.

Each unit has symbols on one or more tile edges which describe their type of attack.

The edge that a symbol is printed on is the direction in which it will work.

#### Modules

Modules start affecting units as soon as they are *directly* connected to them (not only during Battles) and cannot be 'turned off'.

Arrows on the module show the direction they can be connected to another unit. If several modules are connected to one unit, the effects are cumulative. Modules also affect HQs. They do not affect enemy units unless specified otherwise.

## Battles

**Battle tiles** are a special kind of Action tile. When a Battle tile is played a **Battle** starts on the board. A Battle tile cannot be played if any player has drawn his last tile from his deck.

Also, if at any time there is no space left on which to place a tile, a **Battle** starts.

The player starting a Battle finishes his turn, regardless of the number of his remaining tiles. As soon as the Battle commences, no other tiles can be used or discarded.

### Battle Phases

Check the effects of each tile on the board. Battles are played in **phases**, starting with the tiles with the highest **Initiative** values (tiles are marked with Initiatives of 0-3).

In each phase, units with the same Initiative act *simultaneously*.

If a tile has 2 Initiative values, it can perform 2 actions during a battle.

Tiles marked with an **hourglass** symbol have actions that are not restricted to one phase in the battle. The tile acts as soon as it is placed on the board and until it is removed.

A unit is removed after receiving a single **wound** (unless it has one or more **toughness** symbols). When a unit is wounded but not destroyed, put a **wound marker** on it.

**Dead/destroyed** units are turned facedown and remain on the board until the end of the phase. After all actions in the phase are completed, discard them.

**HQ** wounds are calculated at the end of a phase.

## Ending the Game

If a player draws his last tile he may finish his turn. His opponent then finishes his turn and the **Final Battle** starts.

If a player has used his last turn and filled in the last unoccupied hex, a Battle begins. Then, after the Battle his opponent can use his remaining tiles, and the Final Battle starts.

## Victory

The game ends after the Final Battle or when the 20 **Toughness points** of an HQ are reduced to zero.

*If one of the HQs is destroyed,* the game ends and the player with the surviving HQ wins.

*If any of the HQs is destroyed during a Battle,* the Battle continues; if the other HQ is destroyed as well, the game is a draw.

*If none of the HQs is destroyed and the Final Battle has been fought,* the player whose HQ has more Toughness left wins. If there is a tie, the game is a draw.

## Multiplayer Mode

### 3 or 4 Players: Deathmatch

Starting the game: Player 1 draws one tile, Player 2 draws 2 tiles, Player 3 draws 3 tiles and then each player draws tiles in the standard way. If any player draws his last tile, the others complete their own turns and then the Final Battle starts.

If any player loses his HQ, it is removed from the board with all its unit tiles and the player is out of the game.

### 4 Players: Team Match

2 teams of 2 players each (rules for Deathmatch apply).

Players in the same team may not take consecutive turns.

Module and HQ bonuses also affect friendly units. *Move* and *Push Back* actions cannot be used on friendly units. Friendly units cannot be hit with 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 are completely destroyed, the team with the higher total of remaining Toughness points wins. If 2 opposing HQs are destroyed in one battle, the team with the higher total of remaining Toughness points out of the remaining HQs wins.

Moloch is a unique deck: its units hit and damage friendly units as usual, but modules and the HQ give them bonuses, and Moloch's army can also use module and HQ bonuses from the allied army, and Moloch's allies can push back its units, and be pushed back by them, and always disable each other's units with a Net.

## Expansions

### Mercenaries

The 4 mercenaries can support any army. In a 2 player game each player randomly gets 1 or 2 mercenaries (decide before the game starts); in a 3 or 4 player game every player gets 1. Mercenaries are placed face down. Each can be drawn once per game during any tile drawing instead of a normal tile.

### Mad Bomber

The Mad Bomber is placed in the center of the board before placing HQs. If hit during any Battle, he explodes dealing 1 wound to all adjacent units except HQs. He then goes on top of the next player's pile of unused tiles to be drawn in the next round. He can be placed on the board, discarded (to go to the next player) or kept.

If he is hit by several players simultaneously he is removed from the game. If disabled with a net, he cannot explode but can be wounded (to return as normal).

If played as a mercenary, the player who places him puts his army marker on him. When detonated, he causes 1 wound to all adjacent enemy units (including HQs).

## More Players

If player with more players, enlarge the board with additional **Wasteland Terrain** elements: 4 players: 23 hexes; 5 players: 26 hexes; 6 players: 29 hexes

In a multiplayer game, New York's HQ does not give a bonus to an ally's HQ.

In a multiplayer game, units allied to Neojungle do not belong to the Motherland and cannot use the Motherland's special ability. The whole Motherland only takes bonuses from Neojungle modules. Neojungle modules connected to ally units give them a bonus.

## Terrain Elements

The board is considered full and a Battle starts immediately:

If all hexes of the board except Closed Terrain and Fatal Terrain are occupied.

If, on a player's turn, the only empty occupied hexes are in an enemy-occupied Tight Bunker.

All hexes of a Terrain element must cover hexes on the board. If one Terrain element is placed on another, place the smaller unit entirely upon the larger.

## Forest

**Thick** Units standing in a thick forest can be attacked and wounded only from a directly adjacent hex (ranged or melee). Any attack from a greater distance, or any attack by an Instant tile, as no effect.

**High** Blocks line of sight for ranged attacks, even from the *Sharpshooter* and *Gauss cannon*.

**Dismal** During his round a player may move one of his units (not an HQ) in a dismal forest to any other space in the same forest element, or to other adjacent forest elements. The unit may change facing.

**Poisonous** Each unit in a poisonous forest automatically receives 1 wound in each Battle in the 0 Initiative phase.

**Jungle** Units with additional Toughness marked on their tile (even if it has been reduced) cannot be placed on, or moved into jungle for any reason. No effect on HQs.

## Hill

**High** Blocks line of sight for ranged attacks, even from the *Sharpshooter* and *Gauss cannon*.

**Rocky** A unit (not an HQ) on a rocky hill who receives a wound or is pushed is automatically killed.

**Fortress** A unit (not an HQ) in a fortress has an extra Toughness point. It loses the point if it leaves the fortress (and dies if it was only alive thanks to that point).

**Watchtower** A shooting unit in a watchtower gains the *Sharpshooter* ability when it makes a ranged attack.

## Water

**Deep** A unit (not HQ) in deep water that receives a wound automatically dies. It can be saved by a Medic.

**Whirlpool** Each unit in a whirlpool is automatically killed at the end of a Battle, in the 0 Initiative phase. It can be saved by a Medic.

**Swamp** Units with additional Toughness marked on their tile (even if it has been reduced) are immediately killed if they are placed on, or moved into swamp for any reason. No effect on HQs.

## Wasteland

**Plain** No special features.

**Radioactive** Each unit in a radioactive wasteland automatically receives 1 wound in each Battle, in the 0 Initiative phase.

## Base

**Closed** No units can be placed or moved into a Closed Base hex.

**Defense Systems** In every Battle's 0 Initiative phase a Base Defense hits all adjacent units (except HQs) with Strength 1 attacks.

**Turrets** Turrets are not considered units and are placed as indicated in a scenario. However in each Battle they automatically attack like units. Unless otherwise specified, they attack targets from any army.

**The Control Panel** The Base with a manhole cover is a Control Panel. A unit which stands on it controls the panel; the player may at any time during their round rotate turrets (which fire at any target from any army—even the controller's army—in their line of sight).

A unit standing on the control panel is not attacked by the base's defense systems. An HQ cannot stand on the control panel. The panel is neither Closed nor High.

**Fortress** A unit (not HQ) in a fortress has an extra Toughness point. It loses the point if it leaves the fortress (and dies if it was only alive thanks to that point).

**High** Blocks line of sight for ranged attacks, even from the *Sharpshooter* and *Gauss cannon*.

## Bunker

**Turrets** Turrets are not considered units and are placed as indicated in a scenario. However in each Battle they automatically attack like units. Unless otherwise specified, they attack targets from any army.

**Tight** If there is already a unit in a tight bunker, then only its controlling player may place or move additional units there. If the bunker is empty, any player may occupy it and lock other players' units.

**Fortress** A unit (not HQ) in a fortress has an extra Toughness point. It loses the point if it leaves the fortress (and dies if it was only alive thanks to that point).

## Warehouse 1, 2 and 3

**Closed** No units can be placed or moved into a Closed Base hex.

**Prize** One or more Prize markers are placed on each warehouse hex at the start of the game, according to the scenario. To get them you must inflict enough wounds to that hex of the warehouse (marked with a wound marker), as specified by the scenario. The player who inflicts the final wound receives the Prize marker(s). If units from more than one army inflict the final wound at the same time, the markers are destroyed.

**High** Blocks line of sight for ranged attacks, even from the *Sharpshooter* and *Gauss cannon*.

## Rock

**High** Blocks line of sight for ranged attacks, even from the *Sharpshooter* and *Gauss cannon*.

**Closed** No units can be placed or moved into a Closed Base hex.

## Hole

**Fatal** Any unit on a fatal hole for any reason is destroyed. It cannot be saved by a Medic. HQs cannot enter a hole for any reason.

## Prize Markers

A Prize marker on a unit modifies that unit. A unit cannot have more than 2 Prize markers on it. HQs cannot have Prize markers.

If a player gains a Prize during a scenario, he can place it on *any* friendly unit of his choice in any of his later turns. A Prize held for bringing into play later must be visible to opponents.

**First Aid Kit** Unit has an additional Toughness point.

**Enhanced Hit** Unit's melee strength is +1.

**Enhanced Shot** Unit's ranged strength is +1

**The Accelerator** Unit's Initiative is +1.

**Mobility** Unit has Mobility (May move 1 hex and change facing during the owner's turn).

**Explosives** During its Battle phase, the unit may explode instead of a normal attack, inflicting 1 wound to all adjacent units (enemy an friendly). It is then removed from the board and cannot be cured by a Medic. The unit is not like a 'Bomb' Instant tile, so may, for example, wound HQs.

**Additional Action** The unit gets another action in the next Initiative phase following its normal action. Additional actions are cumulative. No further actions can be performed after the 0 Initiative phase.

**Universal Markers** *(example shown)* Meaning specified by the scenario.

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## The HQ

Each HQ can sustain **20 points of damage** and has an **Initiative of 0**.

Each army HQ has a different **special ability** (an HQ's special ability cannot affect itself).

An HQ can hit all adjacent enemy units (not another HQ) with a **Strength 1 melee attack**.

## Instant Action Tiles

**Battle** A Battle begins. Your turn ends after the Battle. May not be used if any player has drawn his last tile.

**Move** Move one of your units to an adjacent unoccupied hex and/or turn it in any direction.

**Push Back** One of your units may push an adjacent enemy unit 1 hex away into an unoccupied hex. The target unit may not turn during the move. If there is a choice of hex, the player controlling the enemy unit decides.

**Grenades** Destroys 1 enemy unit in a hex adjacent to your HQ. Enemy HQs are not affected, and a grenade cannot be thrown from a *netted* HQ.

**Sniper** Choose 1 enemy unit to suffer 1 wound. Enemy HQs are not affected.

**Air Strike** Inflicts 1 wound on a target hex and all hexes adjacent to it. You cannot strike an edge hex. Enemy HQs are not affected.

## Modules

**Officer** Increases the Strength of friendly unit melee or ranged attacks (as indicated).

**Scout** Increases Initiative values of connected units.

**Medic** If a unit with the Medic connected suffers wounds, they are ignored and the Medic tile is discarded.

## Board Tiles

**Melee Attacks** hit enemies adjacent to that edge. If the attack has several symbols, all attacks are simultaneous. The number of symbols (1-3) is the Strength of an attack.

The attack is automatic; the player may not choose not to attack.

**Ranged Attacks** hit the first enemy in the line of sight from that edge. If the attack has several symbols, all attacks are simultaneous. The number of symbols (1-3) is the Strength of an attack.

Friendly units do not block line of sight and are not hit in an ranged attack.

The attack is automatic; the player may not choose not to attack.

**Armor** decreases the Strength of enemy Ranged Attacks from that edge by 1. It gives no protection from Instant Action tiles.

**Nets** disable adjacent opponents adjacent to that edge. They take effect as soon as they are placed on the board, not only during a Battle. Nets also effect enemy HQs.

Nets are always in effect; the player may not choose not to use them.

Each **Toughness** symbol is an *additional* wound the unit can sustain before being destroyed. Use wound markers to track wounds.

**Mobility** means the unit can move 1 hex into a free hex, and/or turn, in its controlling player's turn, before or after placing tiles (not during a Battle).

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## Instant Action Tiles

**Small Bomb** The small bomb inflicts 1 wound to every enemy and friendly unit standing on the 3 mutually adjacent hexes on the board under attack (as shown on the tile). Does not affect HQs.

**Castling** 2 adjacent owned units (including HQs) can switch places (do not change facing). Units in a net cannot castle.

## Board Tiles

**Venom** If the unit wounds an enemy (including an HQ), it is also **poisoned** (use a venom marker). The poisoned unit receives 1 wound at the beginning of each battle (before the initiative phases)

**Sharpshooter** units can choose which enemy unit in the line of fire they shoot. The target's armor works normally.

**Spy** units can link to enemy modules or HQs as if they were friendly, automatically receiving their benefits.

If a Medic unit is linked to several units, including a Spy, which all take damage simultaneously, the Medic's owner decides which linked unit will be cured, as usual.

## Foundation Tiles

A Foundation tile can only be placed on an empty hex; then, any friendly or enemy unit can be placed, or move onto, the Foundation tile as normal. They are not units and cannot be moved, pushed, neted, taken over etc.; and can be destroyed only by damaging Instant Action tiles. They do not block lines of fire, and a hex with only a Foundation tile is not considered occupied for the purposes of a full board causing a Battle.

**Mine** Any unit placed or move onto a Mine is destroyed along with the Mine. If the unit is an HQ, the Mine is destroyed but the HQ is unaffected.

**Roots** are not units (modules cannot be linked to them).