

## SPECIAL SITUATIONS:

### More on the Transport

A single Transport Module can never move the same unit twice during the same turn.

### More on the Electro Net fighter

An example of an in-game situation: An enemy Net Fighter [A] disables a Generator [B] which provides Power to the Electro Net Fighter [C], which in turn disables the enemy Net Fighter [A]. In this case, the enemy Net Fighter disables the Generator [B], therefore the Electro Net Fighter [C] is not operational.

### Uranopolis vs. Vegas

Agitators and the Vegas HQ automatically provide a Power Supply to units which have been taken over.

### More on the Power Supply

If a Uranopolis Module with the Power Supply feature is captured by a Vegas HQ or Vegas Agitator, or connected to the Out-post's Scoper, it cannot supply Power to any Uranopolis units.

If a unit that requires a Power Supply is suddenly connected to Power during a Battle, it will become operational in the following Initiative phase of the current Battle. If a unit receives the required Power Supply in an Initiative phase lower than the Initiative phase in which the unit normally attacks, that unit cannot attack.

#### Box contents:

35 Uranopolis army tiles, 2 Uranopolis HQ markers, 12 No Power markers, 4 Net markers, a replacement tile, rulebook.

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### More on the Ravager

Ravager's attack does not come from a specific direction on the board - rather, it comes from above, so neither Armor nor Steel Police's Reflection protect against the attack.

### An example of the Ravager's attack:



### More on the Wastes

In case of Venom markers, the Wastes also give 1 additional wound for each Venom marker on a connected unit.



# URANOPOLIS

You don't have to read these rules. Visit our website and learn how to play Uranopolis.

## BACKGROUND

Pre-war uranium mines with hidden underground equipment and crews managed to survive the apocalypse and are still extracting the valuable element. Over the following decades, much of the heavy mining machinery was transformed into deadly weapons and sent to defend the underground fortresses. And so a new town was founded. Uranopolis - a rich mining town, effectively guarding its treasures from being plundered by grabby neighbors.

## ARMY DESCRIPTION

The main advantage of the army is its large number of powerful attacks and its Toughness. A battle leaves more Uranopolis units than enemy units standing.

The army's disadvantage is that most units require a Power Supply to operate normally.

## TACTICAL ADVICE

Fighting units should be placed on the board in such a way as to provide as many chances of Powering them as possible. The best Power Supply is the HQ and it should be located in the center of the board (unless playing against Borgo). It is crucial to protect the HQ against enemy Net fighters, otherwise Uranopolis will be left without its main Power Supply.

**Advice for the opponent:** Most of the Uranopolis fighting units require a Power Supply, so they need at least two adjacent spaces on the board on which to place two connected tiles. When playing against Uranopolis, it is strategically wise to leave single empty spaces on the board. Also remember, that it is often easier to eliminate the Powering Module rather than a tough unit.

## NEW RULES

### Power Supply

Most Uranopolis units need a Power Supply to operate normally. These units are marked with a plug symbol:

When you place one of these units on the board, put a No Power marker on it:

As long as the No Power marker remains on a unit, that unit is treated like a netted one (it cannot attack, move, push back, grant bonus abilities, etc.).

As soon as a unit is connected to a Power Supply, it becomes fully operational - remove the No Power marker from it. Power Supplies are marked with a socket symbol:

Similarly, when a unit loses its Power Supply connection, immediately put a No Power marker on it and treat it like a netted unit.

A unit is connected to a Power Supply if it is adjacent to the Uranopolis HQ, to a right side of the Mechanic tile, or connected to a Powering Module.

The Uranopolis army has the following Powering tiles: The HQ, the Mechanic, and selected Modules (Combat Generator, Acceleration Generator, and Transport).



Hammerhead receives Power from a connected Acceleration Generator (both tiles are outlined in blue). The Drill, on the other hand, has no connection to the Power Supply, so it is marked with a No Power marker.



**HQ** 1



Provides Power to all adjacent friendly units.

**GUARD** 2



Requires a Power Supply. Ranged attack.

**ACCELERATION GENERATOR** 1




Provides a Power Supply to all connected friendly units. Connected units also get +1 Initiative.

**GAUSS TRANSFORMER** 1



Connected friendly units can convert 1 Ranged attack to a Gauss attack of the same Strength or vice versa.

**MOVE** 1



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

**ELECTRO NET FIGHTER** 2




Requires Power Supply. Its two-way Net operates only if the Electro Net Fighter is connected to a Power Supply.

**DRILL** 1



Requires a Power Supply. Armor. Ranged attacks in Initiative phases 3, 2 and 1.

**COMBAT GENERATOR** 2



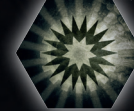
Toughness. Provides a Power Supply to all connected friendly units. Connected units also get +1 Strength in Ranged combat.

If a connected unit can attack in more than 1 Initiative phase and/or direction, the player must choose only one to receive the Gauss Transformer bonus.

The player chooses whether an adjacent unit is affected by the Gauss Transformer or not.


If a unit receives other bonuses to its ranged attack, these bonuses also apply to the Gauss attack. On each turn, the Gauss Transformer may influence a different direction of a connected unit's ranged attack.

**BATTLE** 4




A Battle begins. After Battle, the player's turn ends. Cannot be used if any player drew their last tile.

**MECHANIC** 3




Melee attack, Mobility. Provides Power in two directions (to two adjacent friendly units). The Power Supply ability is independent from the Initiative and is in effect all the time.

**HAMMERHEAD** 1




Requires a Power Supply. Toughness. Melee attacks in Initiative phases 1 and 0.

**MEDIC** 1




A connected unit must ignore all wounds from 1 attack; the Medic is then discarded.

**PUSH BACK** 3




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

**INFERNO** 4




Requires a Power Supply. Toughness. Ranged attack.

**RAVAGER** 1



Requires Power Supply. Special attack: Demolition. Inflicts 1 wound on each unit (both friendly and enemy, including HQs) placed on the two adjacent fields in the direction of the attack, as well as the third one adjacent to both of them.

**DOUBLER** 1




Connected friendly unit can perform an additional attack in the Initiative phase that follows its last Initiative phase. If a unit performs attacks in two Initiative phases, the additional (third) attack is performed in the phase that follows the other two. If the last attack was taken in Initiative phase 0, the additional action is lost, and cannot be performed.

**TRANSPORT** 2



Provides a Power Supply to a friendly connected unit. On your turn, the friendly unit connected to the Transport can perform an additional Move action and/or rotate as if it had the Mobility feature. A connected unit can move even immediately after placing this tile on the board. A unit is also allowed to move away from the Transport. The Transport may not move itself. Rotation - once per turn Transport may be rotated in any direction.

**RAY** 1



Inflicts 1 wound on each friendly and enemy unit (except for HQs) standing in one chosen line.

**BULLDOZER** 1



Requires Power Supply. Toughness, Melee attack. Push back - once during each of your turns (even the turn when it is placed on the board) it can push back one adjacent enemy unit for free.

**MERCENARY** 1



Melee attack.

**WASTES** 1



Toughness. Enemy tiles (including HQ) that are connected to Wastes receive 1 additional wound from each attack or any other source of wounds. Affects all connected enemy units.

**Example of using the Ray:**




- No Power marker

X - tile count