

HQ**1**

All friendly adjacent units
+1 Strength in Melee
combat.

RUNNER**3**

Melee attack and Mobility.

THUG**1**

Melee attack.

GANGER**4**

Melee attack.

GLADIATOR**1**

Armor, Melee attack &
Toughness.

NET FIGHTER**2**

Net.

GUARD**1**

Melee attack
& Toughness.

UNIVERSAL SOLDIER**3**

Unit performs its Ranged
and Melee attacks
simultaneously (so that
it can inflict 2 wounds on
an adjacent enemy unit).

NET MASTER**1**

Apart from disabling
enemy units, can also
attack in Melee combat.
The attack is performed
during Battle in the Net
Master's Initiative phase.
The Net itself works
normally.

THE BOSS**1**

Connected units
+1 Strength in Melee
combat & +1 Initiative.

QUARTERMASTER**1**

Connected unit can convert
1 Melee attack to Ranged attack
or vice versa. If connected unit
can attack in more than
1 Initiative phase and/or
direction, player must choose
only 1 to receive Quartermaster
bonus. Bonus is optional.
If connected unit is also
connected to other modules,
their bonuses apply.

OFFICER I**2**

Connected units +1
Strength in Melee
combat.

OFFICER II**1**

Connected units +1
Strength in Melee
combat.

TRANSPORT**1**

On your turn each connected
unit can perform an
additional Move action and/
or turn 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 may not move
itself.

SCOUT**1**

Connected units +1
Initiative.

BATTLE**5**

A Battle begins. After
Battle, player's turn ends.
Not useable if any player
drew their last tile.

MOVE**3**

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

SNIPER**1**

Inflicts 1 wound on a
single chosen enemy unit.
May not hit enemy HQs.

PUSH BACK**2**

Push an adjacent enemy
unit 1 hex away to
unoccupied hex. If choice,
enemy player selects hex.

X

X - tile count.

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 favourite pastime being violent gladiatorial games.

THE DECK

The main advantage of the deck is a fair number of Net Fighters, who can be used to disrupt enemy's most daring actions. Additionally the deck includes a balanced number of Battle, Move and Push Back tiles which makes it quite mobile.

Few shooters make the army more close-combat oriented though.

TACTICAL ADVICE

Tactical advice: Net Fighters should be particularly well placed, to disable the maximum of enemy units, including his HQ or to protect the Hegemony HQ from approaching enemy units. The HQ itself thanks to its special Strength bonus can be well used for attacking the enemy (a good idea is to place the HQ near the enemy one, provided the enemy HQ does not escape too easily).



hegemony