

Chain

Inflict 1 wound to one enemy unit (including HQ) which stands in the line between the unit with the activated Chain and another friendly unit with the Chain feature (neither of these units can be netted). See the example on page 3.

As this attack does not come from any specified direction, neither Armor nor Steel Police's Reflection can stop it.

Chain can inflict wounds on Foundation tiles.

Attack bonuses do not increase the Chain attack strength.

Ranged Net

Activation of a Ranged Net means throwing a Ranged Net marker: Place the Ranged Net marker  on any enemy unit (including HQ) standing in the line indicated by the Ranged Net Fighter's net. It doesn't have to be the unit on the adjacent hex and you can choose any enemy unit in the line. Ranged Net marker disables the unit in the same way as a regular net.

After being thrown, Ranged Net marker is independent from Ranged Net Fighter – it remains on the targeted unit even if the Ranged Net Fighter changes its position or gets destroyed, etc.

There can only be 2 Iron Gang Ranged Net markers on the board at the same time. The Ranged Net feature cannot be activated again unless there is an available Ranged Net marker.

All Ranged Net markers are removed from the units at the end of the next Battle and are again available to the Iron Gang player.

Activation of the Ranged Net feature is not considered an attack (a paralyzed Ranged Net Fighter still can use his net).

SPECIAL RULES:

More on Ranged Net

The Ranged Net of a particular Ranged Net Fighter may be activated more than once per turn, even if it would target opponent units in different directions. For example: After you play an Order tile and activate the Ranged Net, you can rotate the Ranged Net Fighter and play another Order to activate the Ranged Net once again.

A Ranged Net marker cannot be placed on an empty hex.

If a netted unit dies, the Ranged Net marker immediately goes back to the reserve.

The Dancer Object can be released from the Ranged Net by playing a Move tile - the netted Object is set free (receiving 1 wound per each Ranged Net marker removed) and the Ranged Net markers return to the Iron Gang.

After performing the Dance the Ranged Net marker remains on the same hex (affecting the Dancer Object placed there).

Removal of Ranged Net markers from the enemy units at the end of the Battle is done before the change of the facing for units taken over by Vegas and before Death Breath Revival.

Doubled Move/Mobility

When making a Doubled Move, a unit cannot do anything between the moves (for example, you cannot move 1 hex, activate a Ranged Net or Chain ability, and then move an additional hex).

Hidden Features vs Vegas

Vegas is not able to activate Hidden features of the taken over units unless it also takes over the Boss Module.

Iron Gang vs Death Breath

Death Breath units that are removed from the board by Chain are NOT added to the Zombie Pool. They are removed from the game permanently.



BACKGROUND STORY

Engines roar through the night sky as you see clouds of dust coming your way. Hot tires screech across the road as hundreds of riders wreak havoc to anything on their path. They are followed by heavily armored warriors, intimidating everyone with a cacophony of metallic sounds made by their chains, net launchers, and other weapons of post-apocalyptic war.

First, the riders are going to surround and entangle you with their web of steel. Melee fighters will follow soon after, bringing pain and destruction. Even if you successfully defend yourself, even if you manage defeat one of them, more replace their fallen comrade.

Death is coming your way. You can try to run. You can try to hide. But sooner or later, you are going to fall into their hands. This is not your average gang – this is Iron Gang, a brutal group that has perfected the art of the hunt from the back of the steel steed.

ARMY DESCRIPTION

The main advantage of the army is an ability to inflict wounds outside of the Battle, using chains. The army also has Medics able to save any unit on the board, and Net Fighters who can net units on further hexes than the adjacent one.

The main disadvantages of the army are lack of ranged fighters and a very limited mobility.

TACTICAL ADVICE

Place units with the Chain feature on corner hexes as soon as possible – try to catch enemy units and especially enemy HQ between them.

Iron Gang HQ operates best from one of the corners (unless you are facing the Moloch army).

Never forget about possibilities provided by Hidden features, Ranged Medic and agile Bikers boosting other units' Initiative.

NEW RULES

Hidden features

Iron Gang units have a new type of a feature - Hidden feature marked with a "grey" icon: .

Such a feature is inactive until it's activated with an Order tile (or using the Boss module ability). An Order tile can only be used to perform one of two actions: Starting a Battle or activating a Hidden feature.

A single Order tile allows you to activate one Hidden feature of one friendly unit (or one Chain attack between two units with the Chain feature).

If a unit is netted, its Hidden feature cannot be activated.

If any player drew their last tile, an Order tile can still be played to activate a Hidden feature (though that tile cannot be used to start a Battle).

On your turn, you may play more than one Order token to activate the Hidden feature of any friendly unit, and you may also activate a particular Hidden feature of the same unit more than once (remember that if you play an Order token to start a Battle, your turn ends).

ACTIVATION EFFECT OF THE HIDDEN FEATURES:

Explosives

A unit with this feature explodes, inflicting 1 wound to each adjacent unit (no bonuses take effect), both friendly and enemy (including HQs). After the explosion the unit is discarded; it cannot be saved in any way.

Netted or paralyzed units cannot use this feature.

Box contents:

35 Iron Gang tiles, 4 wound markers,
2 Iron Gang markers, 2 Ranged Net markers,
replacement tile, rulebook.

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HQ 1



Special feature – Chain – may be activated with an Order tile (or using Boss module ability).

FANATIC 3



Explosives.
Chain.
Melee attack.

RANGED NET FIGHTER 3



Ranged Net - the net depicted on one of the unit's sides does not disable adjacent opponent, it only indicates the direction in which the Ranged Net can be thrown when it's activated.
Ranged Medic - any friendly unit on the board may ignore all wounds from 1 attack/Instant tile/Venom etc. (controlling player's choice) and if it does, the unit with the Ranged Medic ability is discarded. If there is more than one Ranged Medic which can absorb the damage, the controlling player chooses which one does.
Rotation – once per turn Ranged Net Fighter may be rotated in any direction.
Armor.



- Ranged Net marker (x2)

LUMBERJACK 5



Chain.
Armor.
Melee attack in Initiative phases 2 and 1.

MOUNTAIN 3



Chain.
Armor.
Toughness.
Melee attack.

BIKER 4



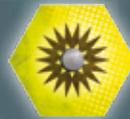
Chain.
Armor.
Doubled Mobility.
Module feature in one direction:
Increases Initiative value of a connected friendly unit by 1. Although this unit has a Module feature it is always considered a Warrior for all purposes, never a Module.

DOUBLED MOVE 2



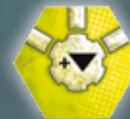
Move a friendly unit up to 2 adjacent, unoccupied hexes and/or turn it in any direction desired. No action may be performed between moves.

ORDER 9



Executes one of two actions:
· Start a Battle. After Battle, player's turn ends. This tile cannot be used to start a Battle if any player drew their last tile.
· Activate a Hidden feature of any friendly unit or attack an enemy unit activating the Chain ability.

OFFICER 4



Connected units +1 Strength in Melee combat.

BOSS 1



Allows to activate the Hidden feature of one of your units' or attack an enemy unit activating the Chain ability – once per your turn.

Using the Chain ability example:



X - tile count