

SPECIAL RULES:

Paralysis

If the Borgo HQ is paralyzed, it cannot throw a Grenade.

A paralyzed Clown (Moloch) cannot explode.

A paralyzed Explosive (Sharrash) cannot explode.

Units redirecting shots (Doomsday Machine) are not affected by paralysis as these units do not attack on their own.

Zone

Zone does not affect the Initiative of an Explosive (Sharrash), because it explodes before the Initiative phases.

Boiler/Venom

If a unit has 2 connected Boilers, it places 2 Venom markers on its target whenever it inflicts wounds.

If a unit already has the Venom feature (for example, the Neojungle's Nightshade in a Team match) and a Boiler is connected to it, that unit places an additional Venom marker (in this case, 2) on its target whenever it successfully attacks.

If a Boiler is connected to a Poisoner, this does not increase the Poisoner's ability to poison enemy units (because the Poisoner does not inflict any wounds when it attacks).

Venom affects the HQs normally.

At any given time, there can be no more than 5 Mississippi Venom markers on the board. If no Venom markers are available when another unit should be poisoned, that unit is NOT poisoned. When a Venom marker is taken off the board (for example, when a poisoned unit dies), the marker becomes immediately available for use.

When an attack with the Venom ability is performed successfully, you MUST place a Venom marker on the target enemy unit if a marker is available.

In case there are more units being poisoned in one Initiative phase than there are available Venom markers, the Mississippi player decides which target units will be poisoned.

If there are two or more Venom markers on a single unit, then at the beginning of each Battle it gets one wound for each Venom marker.

A Medic can absorb a wound resulting from a Venom marker on a connected unit. Remember that a Medic absorbs no more than 1 wound inflicted by Venom at the beginning of a Battle. 2 Venom markers are treated like 2 separate attacks, inflicting 1 wound each.

If a poisoned unit operates at the very beginning of a Battle, before the Initiative phases (for example, the Sharrash's Explosive), that unit's action and the Venom effect happen simultaneously (for example, the Explosive gets to go off even if it dies from the Venom).

In the case of an alliance with an army possessing its own Venom markers (for example, Neojungle) the supply of Venom markers is shared.



Components:

35 Mississippi tiles, 5 wound tokens, 2 Mississippi tokens, 1 Toxic bomb marker, 5 Venom markers, 6 replacement tokens and 1 replacement tile, rulebook.

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portal@portalgames.pl

AUTHOR: Michał Oracz
RULEBOOK: Michał Oracz
ILLUSTRATIONS: Mateusz Bielski
BOX AND RULEBOOK
GRAPHIC DESIGN: Maciej Mutwil
TILES DESIGN: Michał Oracz
EDITING: Vincent Salzillo



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PORTAL GAMES
UL. ŚW. URBANA 15
44-100 GLIWICE, POLAND
tel./fax. +48 32 334 85 38
portal@portalgames.pl



MISSISSIPPI

BACKGROUND

The Mississippi of 2050 is a toxic sewer flowing directly out of the center of the Moloch territory. The river and its vicinity are shrouded in poisonous miasma; it is known as the Delta of Death - the breeding ground of mutants. Only a few can survive here, and for those (un)lucky individuals who do, the contamination in the water and air is an every-day reality. Be prepared: The Mississippi warriors, clad in coats and wearing gas masks, spread the deadliest of diseases and spray the most toxic of poisons.

ARMY DESCRIPTION

The two main advantages the Mississippi army has are the ability to massively poison the enemy HQ with Venom (5 Venom markers, Poisoner, Boiler), and the tools to thwart enemy plans (Net-fighter, Paralysis, Zone, Smoke-screen). Other advantages include the Mississippi's noticeable resistance to attacks (Medics, Mutations) and its ability to bypass the enemy's defenses (Hitman, Shadow). What's more, the HQ's special feature (Push back) can cancel direct enemy attacks, especially at the beginning of the game.

The army's disadvantages include a low number of Warriors, low strength of their attacks, low mobility and low toughness. Plus, a complete lack of armor.

TACTICAL ADVICE

The HQ's special feature allows you to easily surround it with your own units at the beginning of the game. You should take advantage of every opportunity to poison the enemy HQ - the sooner the better, because each Venom marker will inflict 1 wound for each Battle commenced since the poisoning. Mutations should protect your most important units. Paralysis and Zone should take control over a part of the board (for example, near its own HQ). A toxic bomb is used to wipe the enemy off the map where his presence is most inconvenient. Transposition can easily move Boiler units near a unit able to attack the enemy HQ, while the Smokescreen is perfect for changing the direction of enemy's most dangerous attacks.

Tactical advice for the opponent: At all costs, protect your HQ from being poisoned with Venom. At the beginning of the game, try to place your tiles in a way that makes it harder for the Mississippi HQ to push back your Warriors.


NEW RULES

Foundation Tiles

A new tile type has been added to some armies.


A Foundation tile can only be placed on an empty hex. Any unit (friendly or enemy) can normally be placed or moved onto (or be pushed onto, etc.) a Foundation tile. Foundation tiles are not considered units, and they cannot be moved, pushed, netted, taken over, wounded, etc. They can be destroyed only by Instant Action tiles (Sniper, Grenade, Air Strike, Small Bomb, etc.). Foundation tiles don't block the line of fire - you can shoot over them. For the purposes of Battles triggered by a fully occupied board, a hex with ONLY a Foundation tile is not considered occupied.

HQ 1



Push back. Once per turn, the HQ can push away one adjacent enemy unit.

SHADOW 2




The unit performs a melee attack which can target any enemy unit on the board (including the HQ); it does not need to be adjacent. Apart from this one difference, this is a regular melee attack (Modules can increase its Strength, a Boiler can be connected to it, etc.). As this attack does not come from any specified direction, neither Armor nor Steel Police's Reflection can stop it.

MUTANT 3



Melee attack.

POISONER 2



Poisoning attack. Inflicts a Venom marker.

GUARD 4




Ranged attack.

HITMAN 1




Ranged attack. Sharpshooter.

NET FIGHTER 1




In addition to disabling the enemy, Mississippi's Net Fighter can attack it (inflicting 1 wound). The attack is performed during the Battle in the Net Fighter's Initiative phase. The net itself works normally all the time. Thus, the Net Fighter can attack disabled enemies.

PARALYSIS 2



Paralysis affects all connected enemy units. As long as the Paralysis is connected to an enemy unit (including the HQ), such unit is paralyzed: it cannot perform any attacks. All other abilities of a paralyzed unit remain in effect (Modules, Nets, Toughness, Armor, etc.).

MUTATION 2




Connected units (except HQ) are given 2 additional Toughness points (if the unit receives a wound it is not destroyed - place a wound marker on it instead). If such a unit becomes disconnected from the Mutation, or when the Mutation is caught in a Net or taken over, the unit immediately loses these additional Toughness points, and it could die suddenly as a result (if it was still alive only because of the additional Toughness points). If there are 2 Mutations connected to a unit, the unit receives 4 Toughness points.

MEDIC 2




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

ZONE 1



Zone affects all connected enemy units, and decreases their Initiative to 0 (no enemy Modules or even the Borgo HQ's ability can increase it).

BOILER 3




Boiler adds the Venom ability to connected friendly units (their ranged and melee attacks additionally inflict a Venom marker with a successful wound).

TRANSPPOSITION 1




Remove from the board (and discard) one of your own units (except the HQ). Place in its space any of your own units from the board (except the HQ). The relocated unit can be turned in any direction desired as it is placed. Transposition can affect neither Foundation tiles nor units that are netted or taken over.

PUSH BACK 1




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

BATTLE 4




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

MOVE 3




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

SMOKESCREEN 1




Rotate any enemy unit in any direction desired. You cannot rotate a netted unit.

TOXIC BOMB 1



Foundation tile. During a Battle, the Toxic Bomb may explode in Initiative phase 1, inflicting 1 wound to the unit standing on the Toxic Bomb and EACH adjacent unit, both friendly and enemy (including HQs). After exploding, the Toxic Bomb tile is discarded. The Toxic Bomb is not a unit, so it cannot have its Initiative increased.

Note: The Toxic Bomb marker can be placed on the unit standing on the Toxic Bomb as a reminder of the explosion possibility.



- Toxic Bomb marker



Sharpshooter

A Sharpshooter can choose which enemy unit in the line of fire it shoots (it does not need to be the first enemy unit.) Armor protects a unit against the shot normally.



Poisoning Attack

Poisoning is a new type of a unit attack. During a Battle, a unit with poisoning attack does not inflict wounds; instead, one Venom marker is placed on the attacked enemy unit. Poisoning only targets adjacent enemy units indicated by the attack icon (unless the attack becomes a ranged one, e.g., through an ally module such as the Hegemony's Quartermaster). Poisoning is an attack (so it can be reflected by the Steel Police's Judge, it can be paralyzed, etc.), but it doesn't inflict wounds, so it cannot be absorbed by a Medic (although a Medic CAN absorb the effect of the actual Venom marker at the beginning of future Battles). It's not a melee attack, so Modules increasing the strength of melee attacks do not affect it.



Venom Ability

If a unit with the Venom ability successfully wounds an enemy unit (including the HQ), then the wounded unit not only receives the wound as usual, but is also poisoned (shown by placing a Venom marker on it). From now on, the poisoned unit receives one wound from the poison for each Venom marker on this unit at the beginning of each Battle (before the Initiative phases).



- Venom marker

FULL BOARD

After a Battle, if no tile is removed from the board, another Battle occurs immediately - this repeats until at least one tile is discarded from the board or any HQ's Toughness points are reduced to zero.

However, if no tile is removed from the board AND no unit or HQ receives any damage at the end of any Battle, the game ends at this point and the player whose HQ has more Toughness points left is declared the winner.

Special tournament rule - Breath of Death:

In extremely rare cases of a 0-0 tie (when the game ends with both HQs destroyed), Mississippi is declared the winner.