



ROCKET LAUNCHER



SHOTGUN

SPECIAL SITUATIONS

More on the Spy:

A Spy has to be linked to enemy Modules to use its bonuses. It's not enough to be simply placed on an adjacent hex.

A Spy placed adjacent to the Neojungle HQ does not become a part of the Motherland, thus he cannot receive the bonuses from the Motherland's Modules. But if the Spy is directly linked to a Neojungle Module he receives that module's bonus in the normal way.

More on the Mine:

If during the game the board is filled up and no single space is left - except for one with a Mine tile - a Battle (because of a full board) does not yet begin. If a Unit tile is put on Mine tile, the unit is destroyed, but a Battle STILL does not begin.

Medic in the New York army:

If the Medic is adjacent to the New York HQ and takes a wound, it is killed and removed from the board immediately - the New York HQ's bonus will not help him in this situation.

New York in Multiplayer Game

The HQ doesn't give a bonus to an ally HQ.

Components:

35 New York tiles, 9 wound tokens, 2 New York HQ tokens, 1 Net token, 6 replacement tokens and 1 replacement tile, rulebook.

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COP



HAMMER



NET FIGHTER

NEW YORK

BACKGROUND

New York did not fall. Destroyed by atomic bombs, transformed into a fortress among the ruins, it still defends the ideals of Free America. Over time, it has become a capital of a small state bearing the same name, and has started a crusade to rebuild the human world. It has usurped the role of the nation's guide, even while its army crushes their opponents wherever possible. Again and again, troops set off on expeditions to the wilderness in search of new resources and prewar technologies, recruiting people along the way. The city is one of the few safe places in the ruined world. However, it has become a fortified police state; the price for peace is obedience!

ARMY DESCRIPTION

The army's advantage is its diversity of units, including many shooting units. Two major strengths are the HQ feature, which gives additional Toughness points, and the presence of spies who can use enemy modules.

The army's disadvantage is a diminished possibility of creating strong offensive combos, and the fact that the HQ's special ability is rather defensive.

TACTICAL ADVICE

The New York HQ should be surrounded by its own units as soon as possible to strengthen them and create an almost impenetrable wall around the HQ. As the game proceeds, refill empty spaces around the HQ as quickly as possible. When the HQ is strongly defended, New York is in a much better position to attack the enemy.

Tactical advice for the opponent: You should occupy the hexes around the New York's HQ as soon as possible - even if it means sacrificing your own units. It will be better to have your tiles killed in a Battle and have these hexes empty rather than have them occupied by New York tiles reinforced by the HQ.

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). 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



The HQ gives its own adjacent units one additional Toughness point (if the unit receives one wound, it is not destroyed - place a wound marker on it instead). If such a unit becomes non-adjacent to the HQ, or when the HQ is caught in a net, the unit immediately loses the additional Toughness and it could die suddenly as a result (if it was still alive only because of the additional Toughness point from the HQ).

SHOTGUN 1



Like most shooters, the shotgun hits the first enemy unit in the line of fire. If the target was adjacent to the Shotgun it gets 3 wounds, 2 wounds if it is 1 hex away, 1 wound if it is 2 hexes away, and no damage if it is farther away. Bonuses that increase firepower DO NOT affect the Shotgun. Armor protects a unit against the Shotgun normally.

SHOOTER 1



Ranged attack.

NET FIGHTER 1



Net.

PUSHER 1



Melee attack. Armor & Toughness. Push back: Once during each of your turns (including the turn when it is placed on the board) - he can push back one adjacent enemy unit for free.

X - tiles count

SPY-CLEANER 1



Melee attack. Spy.

HAMMER 2



Melee attack.

BATTLE 5



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

SPY-SHOOTER 2



Ranged attack. Armor. Spy.

STEEL BOXER 2



Melee attack in Initiative 2 & 1.

MOVE 2



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

ROCKET LAUNCHER 1



The Rocket goes to the adjacent hex in the direction indicated on the tile, and then it can move up to two additional hexes, not necessarily in a straight line, chosen by the owner. The first enemy it hits (including HQ) receives 3 wounds. It moves over the owner's tiles and empty tiles without hitting them. No bonuses that increase firepower have any effect on the Rocket launcher. Armor protects a unit against the Rocket attack normally.

SHARPSHOOTER 2



Ranged attack. Sharpshooter.

PUSH BACK 1



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

COP 2



Melee attack.

MINE 2



Foundation tile. If any unit (friendly or enemy, except HQ) is placed or moved onto a Mine, both the unit and the Mine are automatically destroyed, and are removed from the board. If a Headquarters is moved onto a mine, the Mine is destroyed, but the Headquarters remains unwounded. A Medic can absorb damage inflicted by a Mine in the normal way.

SERGEANT 1



Friendly connected units can perform an additional attack in the Initiative phase that follows their 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 attack was taken in Initiative phase 0, the additional action is lost and cannot be performed.

OFFICER I 2



Friendly connected units gain +1 Strength during Melee attacks.

OFFICER II 2



Friendly connected units gain +1 Strength during Ranged attacks.

SCOUT 2



Friendly connected units gain +1 Initiative.



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.



Spy

A Spy can link itself to enemy Modules or Headquarters as if they were friendly Modules or Headquarters, automatically receiving their bonuses and benefits (note that the module can still aid allies that are connected to it). If a Medic module is linked to several units (including a Spy) which all take damage simultaneously, then (as usual) the Medic module's owner decides which linked unit will be healed.

Example of a Rocket Launcher shot

The Rocket Launcher fires a rocket at the adjacent hex in the direction indicated on the tile. That adjacent hex is unoccupied by an enemy unit, so the rocket can go two additional hexes (if they are not occupied by enemy units). These hexes do not have to be in a straight line, so the player decides that the rocket turns right and moves over a space occupied by another New York unit, and then it turns left onto the hex occupied by the Hegemony HQ. The HQ is hit and receives 3 wounds.

