SPECIAL SITUATIONS:

Bio-Droid

Even if a Bio-droid was eliminated while taken over by an opponent (by the Vegas Agitator, for instance), it is still returned to the Smart player's tile pile.

Terror in a multiplayer game

In a multiplayer game (both the team and the death-match modes), Terror prevents ALL other players from placing tiles on the board.

Move

A player may use all available possibilities (one by one) to move the same tile on the same turn (for example, the HQ special ability, an Instant "Move" action tile, and a tile's own Mobility).

Box contents:

35 Smart army tiles, 2 Smart HQ markers, 2 Net markers, 7 Wound markers, replacement tile and markers, rulebook / army reference card.

IMPORTANT!

Visit our website: www.portalgames.pl for a set of completely new Hex Puzzles with SMART.

Our games are assembled with greatest care. However, if your copy lacks anything - we apologize for it. Please let us know: portal@portalgames.pl.

COLLECT THEM ALL!

SHARRASH — Sharrash
MISSISSIPPI — Mississippi
NEODŻUNGLA — Neojungle
NOWY JORK — New York
SMART — Smart
VEGAS — Vegas

GOLEM MK3

CYBORG

BIO-DROID

TRANSPORTER

SMART

BACKGROUND

Smart is the part of Moloch to have reached the southern part of the continent. After numerous fights with humans, it was cut off from its mother matrix - and found sanctuary deep in the Neojungle. With each passing day, it resembles Moloch less and less. Smart has completely disregarded directives from Moloch's electronic brains and started the production of strange combinations - partly machines and partly living organisms. Among its creations are self-regenerating biodroids and parasitic micro-robots, equipped with technologically advanced electromagnetic weaponry. Most Smart bases are hidden deep underground; whatever happens there is shrouded in a veil of mystery and remains unknown to humans and Moloch alike.

ARMY DESCRIPTION

The main advantage of the Smart army is the enormous mobility of troops around the HQ, its potential to form powerful firing lines, and a special Transporter ability which gives them an additional chance to place the right unit at exactly the right place.

Minimal HQ mobility is its weakness.

TACTICAL ADVICE

Surround your HQ with Net fighters and ranged units as quick as possible. They will be able to move and turn due to the special ability of their HQ.

Tactical advice for the opponent: Place your units next to Smart HQ as quickly as you can - this will limit the possibilities of moving Smart units.

HQ — 1

On your turn, each friendly unit adjacent to the HQ may perform an additional move and/or rotation, as if it had the Mobility feature. As a result of this feature, the unit may even move away from the HQ. The HQ may not move itself.

TWISTER — 1

Melee attack in on Initiative phases 2 & 1. Armor.

RIPPER — 1

Melee attack.

NET FIGHTER — 2

Net.

TRANSPORTER — 3

When they place tiles on the board, the Smart commander may take the Transporter off the board and put one of the board tiles (out of the ones just being placed) in its place. If the Transport was wounded, the wounds are not transferred to the new tile which replace the Transporter. Mobility, Armor & Toughness.

GAUSS CANNON — 3

A non-standard ranged unit. Can hit multiple enemy units simultaneously. Each enemy unit in the line of fire gets 1 wound. Bonuses which increase firepower CANNOT improve the Gauss Cannon. An Armor normally protects against this attack.

CYBORG — 2

Ranged attack.

MK3 GOLEM — 2

Ranged attack.

— 1

Upon destruction, Bio-Droid goes back to the top of the Smart commander's draw pile. In the next draw, that tile will be the first one to be taken. Ranged attack.

MOTHER MODULE — 2

A connected 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 regular attack was performed in Initiative phase 0, the additional action is lost.

OFFICER — 4

A friendly connected unit gains +1 Strength in Ranged combat.

SCOUT — 2

A friendly connected unit gains +1 Initiative.

SNIPER — 1

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

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.

TERROR — 2

Using this tile prevents the opponent from placing any units on the board in the next turn (however, he may still use Instant Action tiles, move units due to their Mobility, etc.).

BATTLE — 4

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

MOVE — 1

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

X - tiles count