Box contents:
35 Vegas army tiles, 2 Vegas HQ markers, 4 Control markers,
5 Wound markers, replacement tile and markers,
rulebook / army reference card.

SHARRASH · MISSISSIPPI · NEODŻUNGLA · NOWY JORK · SMART · VEGAS

Sharrash   Mississippi   Neojungle   New York   Smart   Vegas

COLLECT THEM ALL!

GUARD   BODYGUARD   MARKSMAN   MERCENARY

VEGAS

Vegas felt the effects of the war to a lesser extent than the majority of US cities and is one of a few surviving civilisation centres, where you can live a higher life standard than in most parts of the ruined continent. Vegas has also become villains' Mecca, a place where they caught the scent of money making possibilities. Everyone knows today that in Vegas you can get everything you wish for, provided you can pay the right price. Vegas' strength does not lie in a strong army, or heavy weaponry, but in the wealth, machine programming and human manipulation skills.

ARMY DESCRIPTION

The advantages are the ways of double crossing the opponent and using his own forces against him - thanks to the HQ's ability and the Agitators. Additional advantage comes from significant army mobility.

Warriors' small numbers and their low initiative is a disadvantage.

TACTICAL ADVICE

A rewarding tactic is moving own HQ in the enemy HQ's vicinity, to be able to take over enemy units that protect the HQ.

NEW RULES

Foundation Tiles

Foundation tiles are a new type of tiles possessed by some armies.

A Foundation tile can only be placed on an empty hex. Once it is placed, any unit (friendly or enemy) can 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 etc. They can be destroyed only by Instant Action tiles (Sniper, Grenade, Air Strike, Small bomb). Foundation tiles do not block lines of fire: it is possible to shoot over them. For the purposes of Battles evoked by a fully occupied board, a hex with only a Foundation tile is not considered an occupied hex.

HQ 1

Special feature – Control Takeover.

MERCENARY 2

Ranged attack.

BODYGUARD 2

Melee attack.

GUARD 2

Armor & Toughness.

MARKSMAN 2

Ranged attack.

MEDIC 1

A connected unit must ignore all wounds from 1 attack & Medic is discarded.

SCOUT 2

Connected unit +1 Initiative.

AGITATOR 3

This Module has the Control Takeover ability.

SABOTEUR 1

Saboteur affects all connected enemy units and decreases their Initiative by 1.

SNIPER 1

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

ROTATION 3

Using this tile enables free turning of one own tile. Units caught in a net cannot rotate.

PUSH BACK 3

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

CASTLING 2

Two adjacent owned units (including Headquarters) can switch places, but they do not change their facing. Units caught in a net cannot castle.

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.

MINE 2

If any unit (friendly or enemy, except the 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 placed or moved onto a mine, the Mine is destroyed, but the Headquarters remains unwounded.

Medic can absorb damage inflicted by a Mine in a normal way.

SPECIAL RULE

Player commanding Vegas is always the last player.

Control Takeover

An enemy unit connected to an Agitator or Vegas HQ (notice that Vegas HQ's special feature only works in one direction) is automatically taken over and treated as friendly.

Moreover, at the moment of Takeover the Vegas player may turn that unit in any direction.

The unit stays friendly for as long as it's in direct contact with Vegas HQ.

A Control marker should be placed on a captured unit.

An enemy HQ may not be taken over.

$ - control marker
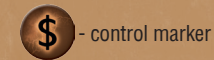
DETAIL RULES

Control Takeover is stronger than the Net, meaning if a Net Fighter and an Agitator fight, the Net Fighter is taken over and the Agitator is not ensnared.

Control Takeover is stronger than the Outpost's Scoper actions, meaning if there is a fight between a Scoper and an Agitator, then the Agitator takes over the Scoper and not the other way around.

But if the Scoper connects to the Agitator, who is turned in another direction, then the Scoper affects the Agitator in the normal way and therefore the Agitator takes control in favour of the Outpost over the units.

The fact that a unit frees itself from the Agitator/Vegas HQ influence doesn't mean it automatically turns back to face the direction from before the takeover.

If the Agitator (or Vegas HQ) takes control over an enemy unit during a Battle, that unit may be turned immediately after the Battle has finished.

A captured wounded unit retains its wounds. Similarly, wounds stay if such unit frees itself from enemy's Control Takeover if it had been wounded.