

SPECIAL RULES

Net of steel usage



Steel Police possess only one Net of steel marker.

When Steel Police HQ is disabled by the Net it cannot throw the Net of steel. If the Net of steel had already been thrown on enemy's tile, the Net of steel stops working and its marker is immediately returned to the Steel Police player's hand. Medic doesn't protect the HQ from the cost of throwing the Net of steel.

Disabling by a Net or destroying the Net of steel launcher has no effect on the Net of steel previously thrown for free (the Steel Police bears no „retroactive cost“).

Pacifier usage

If the Pacifier is disabled by the Net, a player cannot place a tile in its stead.

Reflection usage

Reflection protects against all types of Ranged attacks (also the Sharpshooter's) and Melee attacks (also with Venom), Rocket Launcher, Shotgun, Gauss Cannon etc.

The reflected attack's strength and initiative is not changed in any way – it works immediately upon the reflection, with all the bonuses (e.g. from adjacent Modules), that strengthened the enemy's attack. Only the attribute of Ranged attack is lost – the reflected attack hits only the adjacent enemy tile on the line of attack.

The reflected attack cannot be further strengthened by the Steel Police player's bonuses (e.g. from his own adjacent Modules).

Reflection doesn't protect from the Net, Control Takeover (Vegas Agitators and HQ) and debris from Clown's Air Strike (Moloch army).

Reflection also doesn't protect against attacks carried out with Instant action tiles.

It protects from Gauss cannon, yet still the shot of Gauss Cannon normally hits the following enemy units on line of fire.

If the unit with Reflection feature reflects the enemy's HQ attack, the reflected attack doesn't wound the enemy's HQ (according to the rule that the HQ cannot attack another HQ).

If the attack being reflected had the Venom feature it is still poisonous upon the reflection.

If the unit with Reflection feature is disabled by a Net, the Reflection doesn't work.

Note for multiplayer game for points – in a multiplayer game for points (earning points from zero to twenty instead of decreasing the HQ's Toughness) the cost of throwing the Net of steel is not 1 HQ Toughness point lost but 1 point earned by the player on whose unit the Net of steel is thrown. Similarly, the expense of placing the Executioner instead of enemy's unit is 1 point for the player, whose tile was replaced by the Executioner.

Important! Read the articles about creating the Steel Police expansion to learn more about **translation and balancing process for this army at www.portalpublishing.eu**

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MICHAŁ ORACZ NEUROSHIMA HEX! Steel Police

STEEL POLICE

Steel Police is a wandering brigade of law and order fanatics, clad in the pre-war, experimental power armor. Chemicals applied by the armor and cybernetic enhancements increase the organism's abilities at the expense of the psyche – Steel Police officers will automatically respond to anything the program identifies as threat or crime. They appear out of nowhere and pacify the area amid the roar of explosions and gunfire.

Unblemished lawfulness worthy of the automatic machine quickly makes the people of redeemed lands yearn for the old chaos and anarchy.

Description of the deck

The army's advantage is a huge potential to build strong firing positions (modules increasing the shooting strength and multiplying the attacks) and mobile units capable of reflecting enemy's attacks. In addition, the HQ's ability easily removes the most dangerous attacks.

Army's disadvantage is not very high initiative and only single Move instant action tile.

Tactical advice

Steel Police HQ is not useful in an open field, so it's best to secure it in the corner with a strong wall of surrounding units. Net of steel should rather be thrown onto enemy's tiles that will be eliminated in the next battle, so that the Net of steel could quickly return to the HQ. Please also note that the army doesn't have any instant action tiles rescuing from trouble (such as Sniper or Air Strike) and this role is taken by the Executioner that can be dropped on the enemy from above.

NEW RULES

Reflection

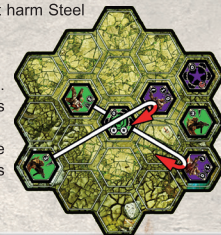


Reflection protects the army unit from all attacks directed at its side marked with reflection icon. Such attack is reflected in the opposite direction for a distance of one field and hits an enemy tile (Unit, HQ or Module) if it stands on an adjacent field on the line of attack. Reflected attack doesn't harm Steel Police tiles.

Example of Reflection

Outpost Commando shoots in the direction of Steel Police Judge. The Judge reflects this ranged attack and hits Outpost HQ, as it is placed on the line of reflection, just next to the Judge.


In the second situation Annihilator shoots in the direction of the Judge, the Judge reflects the attack yet doesn't hit any tile (no enemies on the reflection line on the adjacent field).




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Steel Police



1  **HQ**
Special feature - in his or hers turn, the player may place the Net of Steel marker on any enemy tile (except HQ) at the cost of 1 Toughness point of Steel Police HQ. Net of steel works the same as Net. It is returned to the player's hand only when the tile disabled by it is removed from the board.

1  **NET OF STEEL LAUNCHER**
as long as the Net of steel launcher remains on the board, throwing the Net of steel by the HQ is free (Steel Police HQ doesn't bear the cost of 1 Toughness point for each throw)

1  **EXECUTIONER**
at the time Executioner is placed on the board a player may – at the cost of 1 Toughness point of his HQ - remove one of enemy tiles from the board (except HQ) and put Executioner in its place. Medic doesn't protect the tile from being replaced by the Executioner

2  **PACIFIER**
while placing tiles the Steel Police player may remove Pacifier from the board and put one of his drawn Board tiles in its place.

1  **PREDATOR**

1  **BANDOG**

2  **RIOT POLICEMAN**

3  **JUDGE**

2  **WARDOG**

3  **OFFICER**

3  **SERGEANT**


2  **MEDIC**

2  **SCOUT**

2  **SABOTEUR**

1  **STEROIDS DISPENSER**

X Tile Count

1  **TERROR**
Using this tile prevents the opponent from placing any unit on the board in the next turn (however he may use Instant Action Tiles, move units etc.).
Terror in a multiplayer game. In a multiplayer game, both the team match and deathmatch modes, all the remaining players are prevented from placing tiles on the board.

1  **PUSH BACK**

1  **MOVE**

5  **BATTLE**