Terror (Smart, Steel Police) - as the Dancer has no Board Tiles, Terror prevents the Dancer from performing Dance and playing Action tiles in the next turn.

Scoper (Outpost) - works normally against Dancer, so as long it is connected to the Object, that Object's Module feature gives bonus to Outpost units instead of other Objects. It also blocks the ability of Healing, although the Outpost is not able to use it.

Spy ability (New York) - works normally, so a unit with this ability can receive a bonus from Object's Module feature, with the exception of Healing that requires activation with Action tile.

Executioner (Steel Police) - his ability does not work against Dancer, it's just an ordinary Soldier.

Sharrash   Mississippi   Mephisto   New York   Smart   Vegas

More armies to come!

OBJECT YELLOW   OBJECT BLUE   OBJECT RED

RUSTAN HÅKANSSON

DANCER

You can skip reading the rules and watch our video tutorial!

www.portalgames.pl

BACKGROUND

The Moloch attack on Outpost's laboratories had unforeseen consequences: the damage to the facility set three strange creatures free. They are the product of a secret genetic research project, code name "Dancer". Now, half-mad and with no control over their instincts, the creatures begin their fight for survival in the post-apocalyptic wasteland.

The Dancer is a completely new challenge for Neuroshima Hex players.

ARMY DESCRIPTION

The advantage of this army is the great Toughness of its units and Healing ability which restores 2 Toughness Points. In addition, Dancer is able to attack the enemy apart from Battles and inflict massive damage.

The weaker point is the fact that it has only 3 units and should even one of them be killed, the Dancer loses.

TACTICAL ADVICE

Above all, Dancer Objects show their strength in the offensive. It's good to place all 3 Object tiles in the middle of the board, so that the distance to the enemy's HQ would be the shortest possible, regardless of where the opponent's HQ is placed.

During the game, while moving Dancer Objects on the board, try to always combine them in a stronger configuration, so they can support each other with their Module features.

GAME SEQUENCE

Dancer has only 3 Board Tiles which serve simultaneously as the army's HQ, Units, and Modules. These tiles will be called Objects. Dancer has no other Board Tiles – neither Soldiers, nor Modules

Each Dancer Object starts with 10 Toughness Points. Damages absorbed by each Object count separately – each Object has its own damage token which should be placed on the Damage track on the space marked 10. If Toughness points of any Object are reduced to 0, the Object is destroyed and Dancer loses the game.

The player commanding the Dancer is always the starting player. He places all 3 Object tiles anywhere on the board (they may be adjacent to each other). The opposing player (or players in multiplayer mode) subsequently places his (their) HQ. The rest of the game continues as normal, meaning the starting player (Dancer Player) draws one tile from his pile and may use it, save it for later or simply discard it. Then the other player (Player Two) draws two tiles and so on.

Destruction of an Object during a Battle is resolved the same way as destroying a HQ, so the Battle goes on as usual (destroyed Object remains on the board until the end of the Initiative phase it was destroyed in and is moved to the discard pile after all actions in this phase have been carried out). If the opponent's HQ is destroyed as well, the game finishes with a draw.

If none of the Objects is destroyed and the Final Battle has been fought, the Dancer player should sum up remaining Toughness points of all Objects and compare the result with remaining Toughness points of the opponent's HQ. The player who has more Toughness points left is the winner. If both players have the same number of points remaining, the game ends with a draw.

ADDITIONAL RULES

Healing 🧰

Object Yellow has the Healing ability. It works in the direction indicated. If another Object is connected to this side, it is also healable. Object Yellow can Heal itself.

Healing restores 2 Toughness Points of the healed Dancer Object, but the Toughness of any Object cannot rise above 10.

Healing is activated only by playing an Action tile. If Object Yellow is disabled by a Net (or is Controlled by Vegas), it can't use Healing because you can't play an Action tile on an Object disabled by a Net or Controlled.

If another Object is disabled by a Net (or Control h as taken over it), it also can't be Healed.

Dance

At the beginning of his turn, after drawing tiles, **Dancer player may discard all his tiles** (even if he has less than 3), **and instead of playing any, he can perform the Dance** – switch places and /or rotate any or all Objects. This means that the player can, for example:

· switch places of all the Objects (and rotate them);

· switch places of the two selected Objects (and rotate them), and - if he wants – rotate the third one;

· do not switch places of the Objects but just rotate any or all Objects.

Release

The Net usually disables Dancer Objects, with the following exception: **Object disabled by a Net can still perform the Dance, and you can also move it away from Net by playing a Move tile** (you can't play an Action tile on a disabled Object).

In both cases the Object that was disabled by a Net, receives one wound for every Net it was under, for example, if all three Objects were disabled by Nets and the player – performing the Dance – switched places of two Objects, doing nothing with the third one, only these two Objects receive damage.

The same rule applies to Net of steel (from Steel Police) - performing the Dance or playing a Move tile, the netted Object can be set free and the Net of steel returns to Steel Police HQ.

This rule applies the same way to Control Takeover by Vegas.

Release works also in another way. **Using a Move tile, Castling tile or a Rotation tile** (Vegas can use the Rotation tile), **an enemy's HQ may also be set free from the Dancer's Net,** receiving one wound. Such damage is normally absorbed by a Medic if it was connected to the releasing HQ while it was disabled by a Net, so before it made a Move which set it free.

Special Rules

Dancer Objects are both Soldiers and HQs, so in a game against Dancer you should consider the following changes to the effects of some tiles or abilities.

Instant Action tiles or effects that do not inflict wounds to HQs but only to Soldiers and Modules (Grenade, Sniper, Air strike, Small bomb, Mine), inflict one wound to Dancer Object on which they have been used.

Vegas Takes Control over the Dancer Objects in the normal way - at the time of taking Control it can turn the Object being taken over and it will be treated as a unit of Vegas, so during the Battle it deals damage to other Objects and receives damage from them, while it doesn't receive damage from Vegas units.

OBJECT BLUE　1

Toughness: 10

Action: Melee Attack in one of 5 possible directions

Module feature: Officer (increases the strength of ranged attack, works in one direction)

OBJECT RED　1

Toughness: 10

Action: Ranged Attack in one of 5 possible directions

Module feature: Officer (increases the strength of melee attack, works in one direction)

OBJECT YELLOW　1

Toughness: 10

Action:

- Ranged Attack (only in one direction)

- Special Module activation (Healing)

Module feature: Scout (increases Initiative value of connected Object, works in two directions)
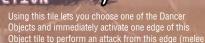
Special Module feature: Healing

Module features work all the time and in the same way as normal Modules. The only difference in Special Module feature (Healing) is that it is activated with Action tile.

Dancer Objects inflict damage to other HQs and receive damage from opponents' HQs (and also from its own attack if reflected by Judge from Steel Police).

ACTION　7

Using this tile lets you choose one of the Dancer Objects and immediately activate one edge of this Object tile to perform an attack from this edge (melee attack, ranged attack).

Action tile is also used to activate Object Yellow's Special Module feature – Healing.

If the attack triggered with an Action tile is performed by an Object, whose attack strength is increased by another Object's Module feature, then the attack has increased strength.

During one turn, you can play only one Action tile on one Object. This means that if you have 2 Action tiles in your hand, you can use one Action to activate a chosen edge of any Object and if you want to use the second Action, then you have to activate an edge of another Object.

An Action can't be played on an Object that is disabled by a Net (or which is Controlled by Vegas).

Example of Action tile usage

In the presented situation, the player can use an Action tile in several ways:

1. He can use it on Object Yellow to activate Healing and restore 2 Toughness Points of Object Blue or Object Yellow itself,

2. He can use the Action on Object Blue to perform a melee attack to inflict 3 points of damage upon the Outpost HQ (strength of the attack is enhanced by Object Red's Module feature),

3. He can use the Action on Object Red to shoot at Commando or Brawler.

PUSH BACK　7

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

MOVE　10

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

BATTLE　8

A Battle begins. After Battle, the player's turn ends. Not useable if any player drew their last tile.

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