ROCKET LAUNCHER

SHOTGUN

COP

HAMMER

NET FIGHTER

NEW YORK

COMMON PROBLEMS
More on 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 is not yet commenced. If a Unit tile is put on Mine tile it is destroyed and a Battle is not yet commenced.

More on Medic in NEW YORK:
Jeśli If Medic adacjent to NY's HQ takes wound, it is killed and removed from board immadietally – bonus from NY's HQ will not help him in that situation.

More on Spy:
Spy have to be linked to enemy Modules (it's not enough to be just placed adjacent) to use it's bonunes.

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

New York in multiplayer game
The HQ doesn't give a bonus to an ally's HQ.

BACKGROUND
New York didn't collapse. Destroyed by atomic bombs, transformed into a fortress among the ruins, it still fights in the defense of the ideals of Free America. So far it has become a capital of the small state of the same name and has start a crusade to restore the human world. At the same time it has usurped the role of guiding the nation, and removed their opponents wherever they can. Again and again the new troops set off on expeditions to the wilderness in search of new resources and prewar technologies, recruiting useful people along the way. The city itself has become a fortified police state, one of the few safe places in the ruined world, where you pay for peace with your obedience.

ARMY DESCRIPTION
The army's advantage is the diversity of units, including a lot of shooting units. A great strength is the Headquarters, which gives additional endurace points, and the presence of spies, which can use enemy modules.

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

TACTICAL ADVICE
Sztab The New York HQ should be surrounded by its own units as soon as possible to strengthen them and create a hard-to-break 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 can better attack the enemy.

Tactical advice for the opponent: Even if it it means sacrificing your own units, the hexes around New York's HQ should be occupied - it's still preferable to sacrifice a friendly unit leaving an empty space by the HQ than to have a NY unit with additional endurance there.

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

The HQ gives its own adjacent units one additional Toughness point (if the unit receives one wound it doesn't die - instead a wound marker should be placed on it). If such a unit becomes nonadjacent to the HQ, or when the HQ is caught in a net, the unit immediately loses the additional Toughness, and it could die immediately as a result (if it was still alive only thanks to the additional Toughness point from the HQ).

SPY-CLEANER 1

Melee attack. Spy.

SPY-SHOOTER 2

Ranged attack. Armor. Spy.

ROCKET LAUNCHER 1

The Rocket enters the adjacent hex in the direction indicated on the tile, and then it can go two additional hexes (empty or occupied by friendly units), 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 without hitting them. No bonuses increasing firepower have effect on the rocket launcher. Armor protects from the Rocket attack in the normal way.

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 2 hexes away, 1 wound if it is 3 hexes away, and no damage if it is farther away. No bonuses increasing firepower have an effect on the shotgun. Armor protects from the Shotgun attack in the normal way.

SNIPER 1

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

HAMMER 2

Melee attack.

STEEL BOXER 2

Melee attack in Initiative 1 & 2.

SHARPSHOOTER 2

Ranged attack. Sharpshooter.

COP 2

Melee attack.

SHOOTER 1

Ranged attack.

BATTLE 5

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

MOVE 2

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

PUSH BACK 1

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

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 placed or moved onto a mine, the Mine is destroyed, but the Headquarters remains unwounded. Medic can absorbs damage inflicted by a Mine in a normal way.

NET FIGHTER 1

Net.

SERGEANT 1

Connected units 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 all attacks are taken in Initiative phase 0, the additional action is lost and cannot be performed.

OFFICER I 2

Connected units +1 Strength in Melee combat.

OFFICER II 2

Connected units +1 Strength in Ranged combat.

SCOUT 2

Connected units +1 Initiative.

PUSHER 1

Melee attack. Armor & Toughness. Push back - once during each of your turns (even the turn when it is placed on the board) – he can push back one adjacent enemy unit freely.

X - tiles count

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.) The armor of the unit being shot at works normally against the shot.

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 module's owner decides which linked unit will be cured.

Example of Rocket Launcher shot

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