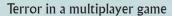## SPECIAL RULES:

Bio-Droid

If a Bio-droid was eliminated at the same time it was taken over by the opponent (by a Vegas Agitator for instance), it is still returned to Smart player's tile pile.

Move

A player may not use all the available possibilities to move the same tile in one turn (for instance the HQ's special ability, the instant action tile - Move, and the tile's own Mobility)

Terror in a multiplayer game

In a multiplayer game, both the team match and death-match modes, all the remaining players are prevented from placing tiles on the board.

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

COLLECT THEM ALL!

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

SMART

GOLEM MK3

CYBORG

BIO-DROID

TRANSPORTER

Smart is a part of Moloch, which has reached the southern part of the continent, where following fights with humans it was cut off from its origin, and found sanctuary deep inside the Neojungle. It resembles Moloch less and less with every passing day. Smart has completely disregarded directives, which have so far been followed by Moloch's electronic brains and started producing strange half machines combined with living organisms, including regeneration capable biodroids, micro robots functioning as parasites equipped with technologically advanced electromagnetic weaponry. Most Smart bases are hidden deep underground and whatever happens there stays behind a veil of mystery, hidden from both humans and Moloch.

ARMY DESCRIPTION

Smart's main advantage is an enormous mobility of troops around the HQ, a possibility to create powerful firing lines, and a special Transporter ability, which gives them an additional chance to place the right unit in the right spot.

Minimal HQ mobility is its weakness.

TACTICAL ADVICE

Surround your HQ with Net and marksman units as quick as possible, so they can move and turn thanks to the special ability of their HQ.

HQ 1

Special ability –
On your turn each neighbouring friendly unit may take an additional move and/or rotate, as if it had the Mobility feature. The unit may even move away from the HQ. The HQ may not move itself.

GAUSS CANNON 3

Can hit multiple enemies simultaneously. All enemy units in a line of fire get 1 wound. No bonuses increasing firepower take effect.

MOTHER MODULE 2

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

TERROR 2

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 thanks to their Mobility, etc.).

TWISTER 1

Attacks on Initiative phase 2 & 1. Melee attack. Armor.

CYBORG 2

Ranged attack.

OFFICER 4

Connected unit +1 Strength in Ranged combat.

BATTLE 4

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

RIPPER 1

Melee attack.

GOLEM MK3 2

Ranged attack.

SCOUT 2

Connected unit +1 Initiative.

MOVE 1

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

NET FIGHTER 2

Net.

BIO-DROID 1

Upon death, the Bio-droid returns to the top of the Smart player's tile pile, so it's first on the next draw. Ranged attack.

SNIPER 1

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

TRANSPORTER 3

On tiles deployment, the Smart commander may take the Transporter off the board and put one of his board tiles in its place. If the Transporter was damaged, the damage is not transferred to the new tile. Mobility. Armor and Toughness.

PUSH BACK 3

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

X - tiles count