# NEUROSHIMA HEX SAND RUNNERS



#### **BACKGROUND STORY**

everything there is to know about them, the player to face it when they're ready. the most bizarre things happen... things that are unexplainable..

#### ARMY DESCRIPTION

The main advantage of this army is its ability to turn off the fundamental board space during the Battle with the **NEW RULES** use of Sandstorm. Some Sand Runner Warriors have Features like Modules which helps them support each other during Battles. Additionally, the HQ is double-sided, which allows it to elimi- when placing their HQ, a player connate a single, slower threat before it attacks. Their disadvantage is their low starting initiative, and the fact that an unfortunate change of the HO side may result in the inability to kill adjacent units during the Battle.

## **TACTICAL ADVICE**

Sand Runners are the remaining forces The player should identify which units that were once sent to face Moloch at could start an unfortunate chain of the very beginning... A bunch of events during the Battle - and target nut-cases who lost their minds during those units with Sandstorm. They that time. They're loose cannons with a should always keep in mind that by light approach to their life, but don't let doing so, they will be unable to elimithat fool you, they are persistent. Some nate any token with Sandstorm on it. may think - well, but that's all? The very This means that the Sandstorm by itself moment people believe that they know doesn't solve the problem - it just allows

> Quicksands don't work on Sand Runners units; which is not only a great defense mechanism for their HQ, but is also a way to secure a spot next to their opponent's HQ for an attack.



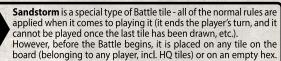
Double-sided HQ: The Sand Runners HQ uses both of its sides during the game (front and back). During setup,

trolling Sand Runners chooses the side which they will start the game with.



Adaptation: Once per turn, a tile with this icon may be flipped over and rotated at the

same time.



A hex with Sandstorm on top of it is excluded from this Battle. Meaning, that if a tile is under it, it cannot attack and cannot be attacked, it cannot perform any actions, and doesn't provide any Features. Sandstorm also blocks line of sight, meaning any ranged attacks (even the ones with Mortar, Sharpshooter, Gauss, Rocket Launcher or Shotgun) cannot travel beyond it. After the Battle is fully resolved, remove the Sandstorm tile from the board.

#### **More on Sandstorm**

Ouicksands/Explosives - if Sandstorm is A Netted tile with Adaptation cannot be placed on a hex with Quicksands or Ex- flipped and rotated. Rotation can't plosives, the effects of those tiles don't trigger during this Battle.

Steel net - if Sandstorm is placed on the Steel Police HQs, the Steel net stops working immediately and returns to the

Quill - if Sandstorm is placed on the Mephisto HQs, the Quill won't work. After the Battle, markers are removed from the board and return to the player's hand.

Death Breath - if Sandstorm is placed on the Death Breath HOs, the Revival Feature won't work during this Battle. However, all killed units are placed in the Zombie Pool as usual.

Neojungle - if Sandstorm is placed on the Neojungle HQs, the Motherland stops working entirely. However, if it's Warriors with Module Features placed on any other tile within the Moth- Scoper - when connected to a Warrior nects any units adjacent to it, but any units which are connected, but the War-Modules connected to it are treated as rior still attacks as usual. not connected to anything.

end of this Battle.

Markers (f.ex.: Incubator, Quill, Ranged usual. net) - If Sandstorm is placed on a hex with Field Medic - if the Field Medic saves anmarkers, they normally return to the other unit in Initiative 0, it still performs blocks the connection of long distance and is destroyed during the same Initiamodules.

#### **SPECIAL RULES**

## More on Adaptation

happen without flipping the tile to the other side.

## **More on Quicksands**

Medics can absorb the damage done by Quicksands in the usual way.

If an opponent's HQs is on a Quicksands tile during the Battle, the Quicksands is destroyed, but the HOs remains unwounded.

**Explosives** - Explosives activates at the same moment as Ouicksands.

Dancer Object - if the Dancer Object is on the Quicksands tile during the Battle. it takes a single Wound at the start of the Battle and the Quicksands are removed afterwards.

erland, it doesn't break any Motherland with the Module Feature, the Module connection. The affected tile still con- Features give bonuses to the Outpost's

**Spy Feature** - units with the Spy Feature **Venom** - if Sandstorm is placed on a tile can link themselves to Modules provided with a Venom marker on it, the Venom by Warriors. If a Warrior with the Medic doesn't inflict a Wound during this Battle. module is linked to several units (includ-Hole - if Sandstorm is placed on a hex ing a Spy) which all take damage simultawith a Hole, Hole's effect is ignored at the neously, then the Warrior's owner decides which linked unit will be healed as

available pool after the end of this Battle. its attack. Field Medic cannot save a unit Long distance module - Sandstorm with the Medic Feature if it takes Wounds

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## Double-sided HO

Special feature: Adaptation - allows the player to flip over and rotate this tile once per turn (rotation can't happen without flipping the tile to the other side). Melee attack.

Melee attack. Armor.



### Hammer

Secateur

Ranged attack.

Melee attack. Armor & Toughness.



#### Officer I

Connected units +1 Strength in Melee combat.



#### Ouicksands

[Foundation tile] If there's an enemy unit (except HQ) on a Ouicksands tile at the beginning of the

Battle, both the unit and the Quicksands are automatically destroyed and removed from a board.

If there's no tile on it when Sand**storm** is played (but before the Battle starts), Quicksands may be moved to an adjacent unoccupied hex before you place a Sandstorm tile on the board.



## Caravan

Mobility. Connected units get

Connected units +1

Strength in Ranged



combat.

Officer II

Mobility.



- Quicksands marker (x2)



## **Optimist**

Ranged attack. Mobility. Connected units +1 Initiative.



Melee attack. Medic.

Santa

Medic.



## Mirage

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



#### Chieftain

Connected unit can phase that follows its last initiative phase.



perform an additional action in the initiative



#### Sandstorm

Place this tile on any hex on the board (even with a tile on it), and a Battle begins. The hex with Sandstorm is excluded from this Battle and also blocks line of sight. After the Battle, the player's turn ends, and this tile is removed from the board. Not usable if any player drew their last tile.



#### Move

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



#### **Push back**

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