

NEUROSHIMA HEX! SAND RUNNERS



BACKGROUND STORY

Sand Runners are the remaining forces that were once sent to face Moloch at the very beginning... A bunch of nut-cases who lost their minds during that time. They're loose cannons with a light approach to their life, but don't let that fool you, they are persistent. Some may think - well, but that's all? The very moment people believe that they know everything there is to know about them, 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 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 eliminate a single, slower threat before it attacks. Their disadvantage is their low starting initiative, and the fact that an unfortunate change of the HQ side may result in the inability to kill adjacent units during the Battle.

TACTICAL ADVICE

The player should identify which units could start an unfortunate chain of events during the Battle - and target those units with Sandstorm. They should always keep in mind that by doing so, they will be unable to eliminate any token with Sandstorm on it. This means that the Sandstorm by itself doesn't solve the problem - it just allows the player to face it when they're ready.

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.

NEW RULES



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



Sandstorm is a special type of Battle tile - all of the normal rules are applied when it comes to playing it (it ends the player's turn, and it cannot be played once the last tile has been drawn, etc.).

However, before the Battle begins, it is placed on any tile on the board (belonging to any player, incl. HQ tiles) or on an empty hex.

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.

SPECIAL RULES

More on Sandstorm

Quicksands/Explosives - if Sandstorm is placed on a hex with Quicksands or Explosives, 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 player.

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 HQs, 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 placed on any other tile within the Motherland, it doesn't break any Motherland connection. The affected tile still connects any units adjacent to it, but any Modules connected to it are treated as not connected to anything.

Venom - if Sandstorm is placed on a tile with a Venom marker on it, the Venom doesn't inflict a Wound during this Battle.

Hole - if Sandstorm is placed on a hex with a Hole, Hole's effect is ignored at the end of this Battle.

Markers (f.ex.: Incubator, Quill, Ranged net) - If Sandstorm is placed on a hex with markers, they normally return to the available pool after the end of this Battle.

Long distance module - Sandstorm blocks the connection of long distance modules.

More on Adaptation

A Netted tile with Adaptation cannot be flipped and rotated. Rotation can't 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 HQs remains un-wounded.

Explosives - Explosives activates at the same moment as Quicksands.

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.

Warriors with Module Features

Scoper - when connected to a Warrior with the Module Feature, the Module Features give bonuses to the Outpost's units which are connected, but the Warrior still attacks as usual.

Spy Feature - units with the Spy Feature can link themselves to Modules provided by Warriors. If a Warrior with the Medic module is linked to several units (including a Spy) which all take damage simultaneously, then the Warrior's owner decides which linked unit will be healed as usual.

Field Medic - if the Field Medic saves another unit in Initiative 0, it still performs its attack. Field Medic cannot save a unit with the Medic Feature if it takes Wounds and is destroyed during the same Initiative.

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1 Double-sided HQ
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.



1 Trigger
Ranged attack.
Melee attack.
Armor.



2 Vulture
Ranged attack.
Melee attack.

3 Optimist
Ranged attack.
Mobility.
Connected units +1 Initiative.



3 Hammer
Melee attack.
Armor & Toughness.

2 Secateur
Ranged attack.

1 Santa
Melee attack.
Medic.

1 Lu
Melee attack.
Medic.



2 Officer I
Connected units +1 Strength in Melee combat.

1 Officer II
Connected units +1 Strength in Ranged combat.


2 Caravan
Mobility.
Connected units get Mobility.

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

2 Chieftain
Connected unit can perform an additional action in the initiative phase that follows its last initiative phase.



2 Quicksands
[Foundation tile]
If there's an enemy unit (except HQ) on a Quicksands 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 **Sandstorm** 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.

 - Quicksands marker (x2)



5 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.



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



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