

SPECIAL RULES

Terror

When you discard a tile when Terror is active, you receive  as usual.

Paid Sniper

Connected Medic is discarded instead of the targeted unit, regardless of how many Wounds the Paid Sniper deals.

In games against the Dancer, the Paid Sniper may only deal 1 Wound to an Object.

Contract

Contract is inactive when the Warrior with a Contract mandatory ability is netted.

Revival is not activated when a Warrior is removed from the board because its owner does not pay for its contract.

Reconnaissance and Sabotage - full board

You cannot use their special abilities, if placing them on the board fills the last hex and causes a Battle.

Control Takeover

If Vegas takes Control over an Implant or Warriors with a Contract ability, they are always considered paid.

Paid Explosives

If Paid Explosives do not explode at the beginning of the Battle (i.e. because they are Netted), they cannot explode later (i.e. because they are no longer Netted) not attack. If Paid Explosives is not connected to any enemy unit, it does not explode at all. If it is connected to an enemy HQ, it explodes, but does not deal any Wounds to the enemy HQ. In games against the Dancer, Paid Explosives deal 1 Wound to a connected Object.

Warriors with the Paid Explosives ability may be Netted, Taken Controlled of, Pushed Back, etc. as usual.

Reflection reflects Paid Explosives.



Components:

35 Merchants Guild tiles, 2 Merchants Guild markers,
7 Gamble markers, 8 Deactivation markers, 1 Net marker,
1 replacement tile, rulebook.

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MERCHANTS GUILD

BACKGROUND STORY

No one took the Merchants Guild seriously, because what is an army without territory, without flags, without a horde of roaming gangers on tweaked cars. And yet—when another wandering merchant is lost without a trace—it turns out that their lost gamble, the currency of the land, also belonged to their colleagues. They use their gambles for revenge, to organize an army that—under their flag—enters territory with a mission. You won't believe how quickly people catch on to the science of power. The power of gambles and those who trade in it.

DECK DESCRIPTION

The Merchants Guild introduces a new way of managing the tiles you draw—instead of discarding the least useful tile, you must decide which tiles utilize your Gambles best.

Most tiles depict additional costs. Once you pay the cost, you may use the special abilities on the tile. Sometimes it's useful to discard 2 tiles, to gain Gambles to pay for the special abilities of the third tile. This Army has low Initiatives, so you must use your Initiative-boosting or Toughness to take control of the board.

TACTICAL ADVICE

Use Move tiles to relocate your HQ—it is a great way to prevent being overwhelmed by opponents and to gain Gambles. Spend Gambles cautiously—you can always save them for future rounds. Also, using Reconnaissance lets you control the number of Battle tiles in the deck.

NEW RULES

Gambles

Gambles are represented by  markers. During setup, after placing your HQ, gain 2 . You also gain them during the game when you discard a Module, an Implant, or a Warrior from your available tiles. You gain a number of , equal to the Initiative of the Warrior or the Initiative increase provided by the Module. When you discard an Implant, you gain a number of  equal to the cost of its activation. Discarding Instant Action tiles, or Modules that do not increase Initiative do not provide .



Example: When you discard the Boss, you gain 1 , because it increases Initiative by 1.

When you place a Warrior tile, you must spend a number of  equal to its Initiative (or sum of its Initiative) to activate its special ability (except for the mandatory ability, described below). If you decide not to pay, cover the special ability icon with a Deactivation marker.



Example: To activate the Sharpshooter special ability of this Warrior, you must spend 1  (because its Initiative is 1) when you play the tile.

Deactivation markers x8

Deactivation markers are used to cover the special ability icons of Warrior tiles. Special abilities that are covered are disabled. You don't need to cover the special abilities that are activated when you place a tile (Reconnaissance, Sabotage, Boarding), because once they are resolved, they have no remaining effect on the game.

Contract - mandatory ability

For the Contract special ability, you do not spend  when placing the tile. You must spend  equal to the Initiative of a Warrior before its Initiative phase during battle. You may decide not to pay for this ability, but unpaid Warriors are immediately discarded. Nets of a Warrior are not influenced by Contract.

Implant

An Implant is a new type of unit, depicting additional actions a player may perform during their turn. Once per turn, a player may activate one Implant on the board belonging to their Army. To activate Merchants' Guild Implant you have to spend .

HQ 1



Melee attacks.

Special feature — Capital: if the HQ destroys at least 1 enemy unit during Battle, gain 1 .

Note: During setup your HQ provides you with 2 .

BOMBER CHRIS 3



Melee attack.

Paid Explosives - instead of the Melee attack, it explodes. At the beginning of a Battle (before any Initiative phases) the adjacent enemy tiles, indicated by the Explosion icon, are destroyed along with Bomber Chris. It does not cause damage to HQs.

WELDER 2



Ranged attack.

Armor.

Paid Push Back - once during each turn (even the turn it is placed on the board), it can Push Back one adjacent enemy unit.

BLACK BOX 1



Melee attack.

Armor.

Paid Sabotage - when you place this tile you may swap it with an adjacent enemy unit (may not rotate).

DAREDEVIL 1



Melee attacks.

Mandatory ability: Contract.

SCOUT LEADER 2



Ranged attack.

Melee attack.

Paid Reconnaissance - when you place this tile, take a chosen tile from your discard pile (except for the Scout Leader) and shuffle it into your deck. You may not use this ability, if any of the players has already drawn their last tile.

HACKER 1



Nets.

Melee attacks.

Mandatory ability: Contract.

TANK 1



Ranged attack.

Melee attack.

Paid 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: You gain 3 , when you discard this tile and you must spend 3  to pay for its special ability.

HIGHWAY CRUISER 2



Melee attack.

Paid Boarding - When the Highway Cruiser is placed on the board, the active player may start a Battle. Paid Boarding cannot be used if any of the players have drawn their last tile. After the Battle, the player's turn ends.

DEBT HUNTER 1



Ranged attack.

Paid Sharpshooter - A Sharpshooter can choose which enemy unit in its line of fire to attack (it does not need to be the first enemy unit in the line.) The Armor of the unit being shot acts as normal.

AUTOMATIC TURRET 1



Ranged attack.

Toughness (with no cost).

SCOUT 1



Connected friendly units gain +1 Initiative.

COMMANDER 2



Connected friendly units gain +1 Strength in Ranged Combat and +1 Toughness (except for the HQ).

BOSS 4



Connected friendly units gain +1 Initiative and +1 Strength in Melee Combat.

STRATEGIST 1



Armor.

Implant. Spend 2  to move a friendly unit to an adjacent, unoccupied hex and/or turn it in any direction desired.

Note: Gain 2  for discarding the Implant.

 X
X - number of tiles

BRIBER 1



Implant. Spend 2  to rotate an enemy unit in any direction.

Note: Gain 2  for discarding the Implant.

PAID SNIPER 1



Spend up to 3 . Inflict 1 Wound on a single chosen enemy unit for each  spent. It does not cause damage to HQs.

BLACK MARKET 1



This tile may be played at the beginning of your turn before discarding a tile.

Gain 1 . Then you may reveal the enemy tiles from the top their deck that your opponent will draw on their next turn.

MOVE 5



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

BATTLE 2



Start a Battle. After Battle, the player's turn ends. This tile cannot be used to start a Battle if any player drew their last tile.

Gamble markers x7

You may have up to 7 . If you already have 7 , ignore any effects that would gain you more.

Order of resolving available effects during your turn:

1. You may play Black Market.
2. You may activate an Implant.
3. You must discard a tile.
4. You may play/discard/keep remaining drawn tiles for the future rounds.