Box contents:

35 Vegas army tiles, 2 Vegas HQ markers, 4 Control markers,
5 Wound markers, replacement tile and markers,
rulebook / army reference card.

SHARRASH   MISSISSIPPI   NEODŻUNGLA   NOWY JORK   SMART   VEGAS

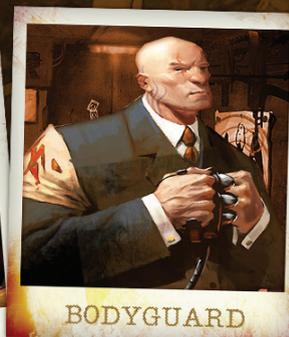Sharrash   Mississippi   Neojungle   New York   Smart   Vegas

COLLECT THEM ALL!

GUARD   BODYGUARD   MARKSMAN   MERCENARY

VEGAS

BACKGROUND

Vegas felt the impact of war to a lesser extent than many other U.S. centers of civilization still standing - living standards are higher than in most parts of the ruined continent. For years, crowds have streamed into Vegas, searching for entertainment and the veneer of normality. It has also grown to be a mecca for all sorts of villains who thought there is money to be made in Vegas. Today, everybody knows this is the place to get anything you could ever want - if you can pay for it, that is. The power of Vegas lies not in a strong army or heavy weaponry, but in its wealth, machine programming, and human manipulation skills.

ARMY DESCRIPTION

The main advantage of Vegas is its ability to thwart enemy plans by using their own strength against them, thanks to the Agitators and the HQ's feature. Another advantage is a significant army mobility.

On the minus side, their Warriors are small in numbers and have low Initiative.

TACTICAL ADVICE

A good tactical idea is to move your own HQ towards the enemy's HQ in order to take over enemy units protecting it.

Tactical advice for the opponent: Be careful where you place your units. They can become enemy units and change the direction of their attacks when you least expect it.

NEW RULES

Foundation Tiles

A new tile type has been added to some armies.

A Foundation tile can only be placed on an empty hex. Any unit (friendly or enemy) can normally 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, wounded, etc. They can be destroyed only by Instant Action tiles (Sniper, Grenade, Air Strike, Small bomb). Foundation tiles don't block the line of fire - you can shoot over them. For the purposes of Battles triggered by a fully occupied board, a hex with ONLY a Foundation tile is not considered occupied.

HQ — 1

Control Takeover (see notes in sidebar).

MERCENARY — 2

Ranged attack.

BODYGUARD — 2

Melee attack.

GUARD — 2

Armor & Toughness.

MARKSMAN — 2

Ranged attack.

MEDIC — 1

A connected unit must ignore all wounds from 1 attack; the Medic is then discarded.

SCOUT — 2

A friendly connected unit gains +1 Initiative.

AGITATOR — 3

This Module has the Control Takeover ability (see notes in sidebar).

SABOTEUR — 1

Affects all connected enemy units, decreasing their Initiative by 1.

SNIPER — 1

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

ROTATION — 3

Using this tile allows you to turn one of your tiles freely. Netted units cannot rotate.

PUSH BACK — 3

Push an adjacent enemy unit 1 hex away to an unoccupied hex. If there is a choice, the enemy player selects that hex.

CASTLING — 2

Choose two of your adjacent units (including your HQ) to swap places. They cannot rotate during castling. Netted units cannot castle.

BATTLE — 5

A Battle begins. Cannot be used if any player drew their last tile. After the Battle, the player's turn ends.

MOVE — 3

Move any of your units to an adjacent unoccupied hex and/or rotate it in any direction.

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

X - tile count

SPECIAL RULE

The Vegas player is always the last one to play.

Control Takeover

An enemy unit connected to an Agitator or the Vegas HQ (note that the Vegas HQ's special ability only works in one direction) is automatically taken over and treated as a Vegas unit for all purposes.

In addition, the moment a unit is taken over, the Vegas player may rotate that unit in any direction.

The unit stays friendly for as long as it's connected with the Vegas HQ or an Agitator.

A Control marker should be placed on a unit that has been taken over.

An enemy HQ cannot be taken over.

$ - Control marker

SPECIAL SITUATIONS

The Control Takeover ability takes precedence over the Net, so if a Net Fighter and an Agitator (or the Vegas HQ) target each other, the Net Fighter is taken over but the Agitator (or the Vegas HQ) is not netted.

The Control Takeover ability is stronger than (and therefore also takes precedence over) the Outpost's Scoper ability, so if a Scoper and an Agitator target each other, the Agitator takes over the Scoper and not the other way around.

Note that in either of the above cases, as long as it is not during a battle, the captured unit can be immediately rotated and used on another target.

If a Scoper is connected to an Agitator which is turned in another direction, then the controlling unit affects the captured unit as usual - so the captured unit can now take control of other units for the benefit of its enemy.

When a unit is freed of a Control Takeover, it does NOT automatically rotate back to its previous position.

If the Agitator (or the Vegas HQ) takes control of an enemy unit during a Battle, that unit may NOT be rotated until immediately after the Battle has finished. However, it can be used normally if its current direction allows a legal action.

A captured wounded unit retains its wound(s). Similarly, if a unit was wounded when under control, it retains the wound(s) when it is freed of that control.