

## SPECIAL RULES:

### Paralysis

If the Borgo HQ is paralyzed, it cannot throw a Grenade.

A paralyzed Clown (Moloch) cannot call an explode.

A paralyzed Explosive (Sharrash) cannot explode.

Units redirecting shots (Doomsday Machine) are not affected by paralysis as these units do not attack on their own.

### Zone

Zone does not affect the Initiative of an Explosive (Sharrash), which explodes before Initiative phases.

### Boiler/Venom

If there are 2 Boilers connected to a unit, each such unit's target will receive 2 Venom markers when it attacks.

If a unit already having a Venom feature (for example, Neojungle's Nightshade in a Team match) has a Boiler connected, this unit will place 2 Venom markers on its targets during the attack.

A Boiler connected to a Poisoner does not increase his ability to poison the enemy units (because the Poisoner does not inflict wounds during his attack).

Venom affects HQs like any other unit.

There can be simultaneously only five Venom markers of Mississippi in play. If another unit is wounded and a Venom marker should be placed on it, and there is no spare Venom marker, then the wounded unit is not poisoned. When a Venom marker leaves the board (a poisoned unit dies), then Mississippi units can again poison an enemy.

If an attack with the Venom ability is performed, you cannot decide not to place a Venom marker on the wounded enemy unit.

In case there are more poisoned units in one Initiative phase than there are available Venom markers, the Mississippi player decides which wounded units will be poisoned.

If one unit has two or more Venom markers, then at the beginning of each Battle it gets one wound for each Venom marker.

A Medic can take the Venom damage at the start of a Battle for a unit linked to it. If a unit has more than one Venom marker, Medics can take damage caused by only one of the Venom markers (each one is treated like a separate attack).

If the poisoned unit also attacks at the beginning of the Battle, before the Initiative phases (for example, Sharrash's Explosive), its attack and Venom poisoning happen at the same time – the Explosive will manage to explode.

In case of an alliance with an army possessing its own Venom markers (for example, Neojungle) the supply of Venom markers is shared.



#### Box contents:

35 Mississippi army tiles, 5 wound markers, 2 Mississippi HQ markers, 1 Toxic bomb marker, 5 Venom markers, replacement tile and markers, rulebook / army reference card.

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[wsparcie@portalgames.pl](mailto:wsparcie@portalgames.pl)

**AUTHOR:** Michał Oracz  
**RULEBOOK:** Michał Oracz  
**ILLUSTRATIONS:** Mateusz Bielski  
**BOX AND RULEBOOK**  
**GRAPHIC DESIGN:** Maciej Mutwil  
**TILES DESIGN:** Michał Oracz



**PORTAL GAMES**  
UL. ŚW. URBANA 15  
44-100 GLIWICE, POLAND  
tel./fax. +48 32 334 85 38  
[portal@portalgames.pl](mailto:portal@portalgames.pl)

[www.portalgames.pl](http://www.portalgames.pl)

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# MISSISSIPPI

In 2050 Mississippi is a gigantic toxic sewer draining directly from the interior of Moloch territory. The river and the lands in its vicinity are hidden in poisonous fumes and is known as the Belt of Death or seedbed of mutants. Only a few can survive here and for those rare individuals who live here, the deadly toxins in the air and water are every-day reality. When facing the Warriors of the Mississippi, clad in coats and gas masks, be prepared for the deadliest diseases and poisons born by the post-war world and which Moloch released into the rivers.

## ARMY DESCRIPTION

The main advantage of the Mississippi army is the ability to massively poison the enemy HQ with Venom (5 Venom markers, Poisoner, Boiler), as well as to thwart the enemy plans (Net-fighter, Paralysis, Zone, Smokescreen). The other advantages are noticeable resistance to attacks (Medics, Mutations) and ability to bypass the enemy's defenses (Hitman, Shadow). What's more, the HQ's special feature (Push back) can cancel direct enemy attacks, especially at the beginning of the game.

The army's disadvantages are low number of Warriors, low strength of their attacks, low mobility, low toughness, as well as a complete lack of armor.

## TACTICAL ADVICE

The HQ's special feature allows you to easily surround it with your own units at the beginning of the game. Moreover you should by all means take advantage of every opportunity to poison the enemy HQ - the sooner, the better, because each Venom marker will cause 1 wound for each Battle commenced since the poisoning. Mutations should protect the most important units while staying hidden at the same time. Paralysis and Zone should take control over a part of the board (for example, over the neighbourhood of its own HQ). Toxic bomb is used to clean the board areas dominated by the enemy. Transposition can easily move Boiler units near a unit able to attack the enemy HQ, while the Smokescreen is perfect for changing the direction of enemy's most dangerous attacks.

**Tactical advice for the opponent:** At all costs protect your HQ from being poisoned with Venom. At the beginning of the game try to place your tiles in such a manner so it will be harder for the Mississippi HQ to push back your Warriors.

## NEW RULES

### Foundation Tiles

Foundation tiles are a new type of tiles possessed by some armies.

A Foundation tile can only be placed on an empty hex. Once it is placed, any unit (friendly or enemy) can 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 etc. They can be destroyed only by Instant Action tiles (Sniper, Grenade, Bomb, Small bomb). Foundation tiles do not block lines of fire: it is possible to shoot over them. For the purposes of Battles evoked by a fully occupied board, a hex with only a Foundation tile is not considered an occupied tile.

## HQ 1



**Special feature –** Push back. Once per turn the HQ can push away one adjacent enemy unit.

## SHADOW 2



The unit performs a melee attack which can target any enemy unit on the board (including the HQ), it does not need to be an adjacent enemy unit. Beside this one difference it's a regular melee attack, which means that Modules can increase its Strength, a Boiler can be connected to it, etc.

## MUTANT 3



Melee attack.

## POISONER 2



Venom attack.

## GUARD 4



Ranged attack.

## HITMAN 1



Ranged attack. Sharpshooter.

## NET FIGHTER 1



Mississippi's Net Fighter, apart from disabling the enemy, can attack it inflicting 1 wound. The attack is performed during the Battle in the Net Fighter's Initiative phase. The net itself works normally. Thus, the Net Fighter can attack disabled enemies.

## PARALYSIS 2



Paralysis affects all connected enemy units. As long as the Paralysis is connected to an enemy unit (including HQ), such unit is paralyzed: it cannot perform any attack. All other abilities of a paralyzed unit remain in effect (Modules, Nets, Toughness, Armor, etc.).

## MUTATION 2



Connected units (except HQ) are given 2 additional Toughness points (if the unit receives a wound it doesn't die - instead a wound marker should be placed on it). If such a unit becomes disconnected from the Mutation, or when the Mutation is caught in a Net or taken over, the unit immediately loses these additional Toughness points, and it could die immediately as a result (if it was still alive only thanks to the additional Toughness points from the Mutation). If there are 2 Mutations connected to a unit, the unit receives 4 Toughness points.

## MEDIC 2



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

## ZONE 1



Zone affects all connected enemy units and decreases their Initiative to 0 (no enemy Modules or HQ ability (Borgo) can increase it).

## BOILER 3



Boiler adds the Venom ability to connected friendly units (their ranged and melee attacks gain the Venom feature).

## TRANSPPOSITION 1



Remove from the board and discard one of your own units (except HQ) and place in its space any other of your own units from the board (except the HQ). The relocated unit can be turned in any direction desired. Transposition can neither affect units that are netted or taken over nor Foundation tiles.

## PUSH BACK 1



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

## BATTLE 4



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

## MOVE 3



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

## SMOKESCREEN 1



Turn any enemy unit in any direction desired. You cannot turn a netted unit.

## TOXIC BOMB 1



During Battle, the Toxic bomb may explode in Initiative phase 1, inflicting 1 wound to the unit standing on the Toxic bomb and each adjacent unit, both friendly and enemy (including HQs). After exploding the Toxic bomb tile is discarded. The Toxic bomb is not a unit, so it cannot have its Initiative increased.

**Note:** The Toxic bomb marker can be placed on the unit standing on the Toxic bomb as a reminder of the explosion possibility.



- Toxic bomb marker



### Sharpshooter

A Sharpshooter can choose which enemy unit in the line of fire it shoots (it does not need to be the first enemy unit.) The armor of the unit being shot at works normally against the shot.



### Poisoning

Poisoning is a new type of an attack a unit can have. During Battle a unit with poisoning attack does not inflict wounds, but one Venom marker is placed on the attacked enemy unit instead - poisoning only targets adjacent enemy units indicated by the attack icon. Poisoning is an attack (so it can be reflected by Steel Police's Judge, it can be paralyzed, etc.) but it doesn't inflict wounds, so it cannot be absorbed by Medic; it's also not a melee attack, so Modules increasing the strength of melee attacks does not affect it.



### Venom

If a unit with the Venom ability wounds an enemy unit (including Headquarters) then the wounded unit not only receives the wound as usual, but is also poisoned (shown by placing a Venom marker on it). From now on the poisoned unit receives one wound from the poison at the beginning of each Battle (before the Initiative phases).



- Venom marker

## FULL BOARD

Whenever after a Battle no tile is removed from the board, so the board is still full, another Battle occurs immediately - until at least one tile is discarded from the board or any HQ's Toughness points are reduced to zero.

If after a Battle no tile is removed from the board and no unit or HQ receives any damage, the game ends at this point and the player whose HQ has more Toughness points left is the winner.

### Special tournament rule – Death Breath:

In very rare cases if the game ends with a 0-0 tie (all HQs of all the players are destroyed), Mississippi wins.

X - tile count