



ROCKET LAUNCHER



SHOTGUN



COP



HAMMER



NET FIGHTER

NEW YORK

COMMON PROBLEMS

More on Spy:

A Spy has to be linked to enemy Modules (it's not enough to be just placed adjacent) to use it's bonuses.

A Spy placed adjacent to Neojungle's HQ does not become a part of the Motherland, thus he cannot receive the bonuses received by the Motherland from it's Modules. But if the Spy is directly linked to a Neojungle Module he receives that's Module bonus in the normal way.

More on Mine:

If during the game the board is filled up and no single space is left - except for one with a Mine tile, a Battle is not yet commenced. If a Unit tile is put on Mine tile, the unit is destroyed and a Battle is not yet commenced.

New York in Multiplayer Game

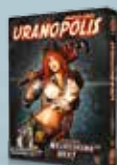
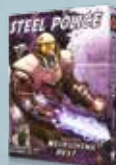
The HQ doesn't give a bonus to an ally's HQ.

If the ally Medic is adjacent to NY's HQ and takes a wound, it is killed and removed from board immediately - the bonus from NY's HQ will not help him in this situation..

Components list:

35 New York tiles, 9 wound tokens, 2 New York HQ tokens, 1 Net token, 6 replacement tokens and 1 replacement tile, rulebook.

CHECK OUT OUR OTHER ARMIES:



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BACKGROUND

New York didn't collapse. Destroyed by atomic bombs, transformed into a fortress among the ruins, it still fights in the defense of the ideals of Free America. So far it has become a capital of the small state of the same name and has started a crusade to restore the human world. At the same time it has usurped the role of guiding the nation and eliminated their opponents wherever they could. Again and again the new troops set off on expeditions to the wilderness in search of new resources and prewar technologies, recruiting useful people along the way. The city itself has become a fortified police state, one of the few safe places in the ruined world, where you pay for peace with your obedience.

ARMY DESCRIPTION

The army's advantage is the diversity of units, including a lot of shooting units. A great strength is the Headquarters, which gives additional Toughness points, and the presence of spies, who can use enemy modules.

The army's disadvantage is a smaller possibility of creating strong offensive coalitions and the fact that the HQ's special ability is rather defensive.

TACTICAL ADVICE

The New York HQ should be surrounded by its own units as soon as possible to strengthen them and create a hard-to-break wall around the HQ. As the game proceeds, refill empty spaces around the HQ as quickly as possible. When the HQ is strongly defended, New York can better attack the enemy.

Tactical advice for the opponent: Even if it means sacrificing your own units, the hexes around New York's HQ should be occupied - it's still preferable to sacrifice a friendly unit, leaving an empty space next to the HQ, rather than having a NY unit with additional Toughness located there.

NEW RULES

Foundation Tiles

Foundation tiles are a new type of board tile 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, Air Strike, 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 hex.

HQ 1



The HQ gives its own adjacent units one additional Toughness point (if the unit receives one wound it doesn't die - instead a wound marker should be placed on it). If such a unit becomes non-adjacent to the HQ, or when the HQ is caught in a net, the unit immediately loses the additional Toughness and it could die immediately as a result (if it was still alive only thanks to the additional Toughness point from the HQ).

SHOTGUN 1



Like most shooters, the shotgun hits the first enemy unit in the line of fire. If the target was adjacent to the Shotgun it gets 3 wounds, 2 wounds if it is 2 hexes away, 1 wound if it is 3 hexes away, and no damage if it is farther away. No bonuses increasing firepower have an effect on the shotgun. Armor protects a unit from the Shotgun attack in the normal way.

SHOOTER 1



Ranged attack.

NET FIGHTER 1



Net.

PUSHER 1



Melee attack. Armor & Toughness. Push back - once during each of your turns (even the turn when it is placed on the board) - he can push back one adjacent enemy unit freely.

X - tiles count

SPY-CLEANER 1



Melee attack. Spy.

HAMMER 2



Melee attack.

BATTLE 5



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

OFFICER I 2



Connected units +1 Strength in Melee combat.

SPY-SHOOTER 2



Ranged attack. Armor. Spy.

STEEL BOXER 2



Melee attack in Initiative 1 & 2.

MOVE 2



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

OFFICER II 2



Connected units +1 Strength in Ranged combat.

ROCKET LAUNCHER 1



The Rocket enters the adjacent hex in the direction indicated on the tile, and then it can go two additional hexes (empty or occupied by friendly units), not necessarily in a straight line, chosen by the owner. The first enemy it hits (including HQ) receives 3 wounds. It moves over the owner's tiles without hitting them. No bonuses increasing firepower have effect on the rocket launcher. Armor protects a unit from the Rocket attack in the normal way.

SHARPSHOOTER 2



Ranged attack. Sharpshooter.

PUSH BACK 1



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

SCOUT 2



Connected units +1 Initiative.

COP 2



Melee attack.

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 placed or moved onto a mine, the Mine is destroyed, but the Headquarters remains unharmed. The Medic can absorb damage inflicted by a Mine in the normal way.



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.



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 that the module can still aid allies that are connected to it). If a Medic module is linked to several units (including a Spy) which all take damage simultaneously, then as usual the module's owner decides which linked unit will be healed.

Example of Rocket Launcher shot

The Rocket Launcher fires a rocket at the adjacent hex in the direction of the line of fire. It is unoccupied by an enemy unit, so the rocket can go two additional hexes (if they are not occupied by friendly units). These hexes do not have to be in a straight line, so the player decides that the rocket turns right and goes over a space occupied by another unit of New York, and then it turns left onto the hex occupied by the HQ of the Hegemony. The HQ is hit and receives 3 wounds.

