

SPECIAL RULES:

More on Transport

A single Transport Module cannot move the same unit twice by any means.

More on Electro Net fighter

During the game it is possible that a Net Fighter of an opponent [A] disables a Generator [B] which provides Power Supply to Electro Net Fighter [C] while the Electro Net Fighter disables the opponent's Net Fighter [A]. In such a case the opponent's Net Fighter [A] disables a Generator [B] therefore the Electro Net Fighter [C] is also disabled.

Uranopolis vs Vegas

Agitators and the Vegas HQ automatically provide a Power Supply to taken over units.

More on Power Supply

The Outpost's Skoper rids connected Uranopolis Modules of the Power Source ability.

If a unit requires a Power Supply and it becomes connected to it during a Battle then it operates normally for the following

Initiative phases of the current Battle. If a unit receives the required Power Supply in an Initiative phase lower than the Initiative phase in which the unit normally attacks, it doesn't attack.

More on Ravager

Ravager's attack is not carried out from any direction but it comes from above, so neither Armor nor Steel Police's Reflection protects from the attack.

An example of the Ravager's attack:



Box contents:

35 Uranopolis army tiles, 2 Uranopolis HQ markers, 12 No Power markers, 4 Net markers, a replacement tile, rulebook.

IMPORTANT!

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Sharrash



Mississippi



Neojungle



New York



Smart



Vegas

More armies to come!



URANOPOLIS

You don't have to read these rules. Visit our website and learn how to play Uranopolis.

BACKGROUND

Pre-war uranium mines with hidden underground equipment and crews managed to survive the apocalypse and are still extracting valuable uranium. Over the following decades, many of the heavy mining machinery was transformed into deadly weapons and sent to defend the underground fortresses. And so a new town was founded. Uranopolis - a rich mining town, effectively guarding their treasures from being plundered by grabby neighbors.

ARMY DESCRIPTION

The main advantage of the army is the large number of units with powerful attack strength as well as their Toughness. Thanks to their Toughness, more Uranopolis units remain on the board after each battle compared to an opponent's forces.

The disadvantage of the army is a unique feature of most of the units, which makes the units require a Power Supply to operate in the regular way.

TACTICAL ADVICE

Fighting units should be placed on the board in such a manner so as to be able to provide them with as many opportunities to connect to the Power Supply as possible. The best source of the Power Supply is the HQ and it's best to place it in the center area of the board (except for games against Borgo). Specifically protect the HQ from the opponent's Net Fighters, so they can't deprive Uranopolis of the main source of Power Supply.

Advice for the opponent: Most of the Uranopolis fighting units requires connection to a Power Supply to operate and therefore, they require a minimum of two fields for two adjacent tokens. It's a good tactic against Uranopolis to leave gaps on the board in the form of single unoccupied fields. It should also be noted that it is often easier to annihilate a Module with the Power Supply ability than destroying a tough Warrior.

NEW RULES

Power Supply

Most units of Uranopolis require a Power Supply to operate in the regular way. Such units are marked with a plug symbol:

When you place such a unit on the board you should put a No Power marker on it:

As long as the No Power marker is placed on the unit it is treated the same way as a netted unit (thus it cannot move, attack, push back, add bonus abilities, etc.).

As soon as a unit is connected to a Power Supply it can fully operate and the No Power marker should be discarded. A Power Supply is marked with a socket symbol:

When a unit loses connection to the required Power Supply, you should immediately put the No Power marker back on the unit and treat it the same way as a netted unit.

A unit is connected to a Power Supply when it is adjacent to the Uranopolis HQ, adjacent to a particular side of the Mechanic token, or connected to a Module providing Power Supply. The following units of the Uranopolis army provide a Power Supply: HQ, Mechanic, particular Modules (Combat Generator, Acceleration Generator and Transport).



Hammerhead receives Power Supply from connected Acceleration Generator (both tiles are outlined in blue). Drill on the other hand has no connection to the Power Supply what is marked with No Power marker.

HQ 1



Special feature – provides Power Supply to all adjacent friendly units.

GUARD 2



Requires Power Supply. Ranged attack.

ACCELERATION GENERATOR 1



Provides Power Supply to all connected friendly units. Connected units +1 Initiative.

GAUSS TRANSFORMER 1



Connected friendly units can convert 1 Ranged attack to a Gauss attack or vice versa of the same Strength.

MOVE 1



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

ELECTRO NET FIGHTER 2



Requires Power Supply. Net in two directions operates only if the Electro Net Fighter is connected to a Power Supply.

DRILL 1



Requires Power Supply. Toughness. Melee attacks on Initiative phases 3, 2 and 1.

COMBAT GENERATOR 2



Toughness. Provides Power Supply to all connected friendly units. Connected units +1 Strength in Ranged combat.

BATTLE 4



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

MECHANIC 3



Melee attack, Mobility. Provides Power Supply in two directions (to two adjacent friendly units). The Power Supply ability is independent from the Initiative and is in effect all the time. The Player may not choose to have the Power Supply not operate.

HAMMERHEAD 1



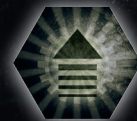
Requires Power Supply. Toughness. Melee attacks on Initiative phases 1 and 0.

MEDIC 1



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

PUSH BACK 3



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

INFERNO 4



Requires Power Supply. Toughness. Ranged attack.

RAVAGER 1



Requires Power Supply. Demolition – a special type of attack: inflicts 1 wound on each unit (both friendly and enemy, including HQs) standing on the two adjacent fields, as well as the third one adjacent to both of them in the direction of the attack.

DOUBLER 1



Connected friendly unit can perform an additional attack in the Initiative phase that follows its last Initiative phase. If a unit performs attacks in two Initiative phases, the additional, third, attack is performed in the phase that follows the other two. If the last attack was taken in Initiative phase 0, the additional action is lost and cannot be performed.

TRANSPORT 2



Provides Power Supply to the connected friendly unit. On your turn the friendly unit connected to Transport can perform an additional Move action and/ or turn as if it had Mobility. Connected unit can move immediately after placing this tile on the board and is allowed to move away from Transport. Transport may not move itself. Rotation - once per turn Transport may be rotated in any direction.

RAY 1



Inflicts 1 wound on each friendly and enemy unit (except for HQs) standing in one, chosen line.

BULLDOZER 1



Requires Power Supply. Toughness, Melee attack. 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.

MERCENARY 1



Melee attack.

WASTES 1



Toughness. Enemy tiles (including HQ) that are connected to Wastes receives 1 additional wound from each attack or any other source of wounds. Affects all connected enemy units.

Ray example usage:



- No Power marker

X - tile count