

SPECIAL RULES:

More on Explosives:

Medics can absorb the damage done by an Explosive in the usual way.

Medics CANNOT save the Explosive.

If an Explosive does not explode at the very beginning of the Battle (e.g. it was disabled by a Net), it will not explode later during that Battle (e.g. after it's released from the Net).

If an Explosive is not connected to an enemy tile, it will not explode at all. If it is connected to the enemy HQ, it explodes, but does not deal any damage to the HQ.

In a game against The Dancer, the Explosive inflicts 1 damage to the Object.

Explosive can be disabled the usual way by the Net, taken over, pushed back, etc.

Reflection (see: Steel Police) reflects the explosion.

Enemy modules decreasing initiative do not affect the Explosive.

More on Hole:

The Hole can grab the enemy tile even in the turn it was placed on the board.

The Hole does not do any harm to any allied units standing on it.

In a game against The Dancer, the Hole inflicts 1 damage to the Object.

Medics cannot absorb the damage resulting from the Hole

More on Underground feature:

The Outpost's Skoper rids Sharrash modules of the Underground feature the normal way.

More on Paralysis:

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

A Paralyzed Clown (Moloch) cannot call an Air Strike

Components list: 35 Sharrash tiles, 6 paralysis markers, 4 wound markers, 2 HQ markers, 1 Hole marker, rulebook.

IMPORTANT!

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MORTAR



PLAGUE



BEAST



MUTANT



SHARRASH

The Sharrash are a mysterious and well-organized community of mutant rats endowed with inhuman intelligence. They inhabit the underground tunnels and canals of destroyed cities, along with their degenerate human and mutant slaves. Fiercely xenophobic, they will defend their nests from any strangers, and their fighters will not hesitate to sacrifice themselves for the pack. The Sharrash are more than mere rodents. They are mutants, smarter than people and a lot more unpredictable.

DECK DESCRIPTION

The main advantages of the army are: high HQ mobility, destruction of the fastest enemy units and paralyzation of slower ones, and also mortars that bypass the enemy's defense lines. Another advantage of the Sharrash is a difficult to eliminate Foundation Tile (Hole), which can easily thwart the enemy's plans.

Sharrash's disadvantage is a low amount of fighting units compared to other armies, their low mobility, low toughness and initiative, as well as a complete lack of armor.

TACTICAL ADVICE

Depending on the opponent, the Sharrash HQ should either be able to escape in an open field (for example, when fighting against Moloch or The Outpost), or to hide from attacks in a corner (for example, against Hegemony or Borgo). The Hole can be used in two different ways: located near Sharrash HQ the Hole will draw the attackers away. When placed next to the enemy's HQ the Hole will draw in the units defending it.

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 – Underground Casting. In his turn, the Sharrash player can switch places of his HQ and any of his adjacent units with Underground feature, but they cannot change their facing. Units (or a HQ) caught in a Net cannot castle

RATS 3



Melee attack.

MEDIC 2



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

PARALYSIS 1



Using this tile automatically paralyzes any enemy tile on the board (place a Paralysis marker on it). Paralyzed unit can move and perform all actions the usual way, except for attacks. The unit remains paralyzed until the end of the next Battle.

EXPLOSIVE 4



At the beginning of a Battle (before the initiative phases) the Explosive completely destroys the adjacent enemy tile indicated by the explosion icon. Remove that unit and the Explosive from the board. Explosive does not cause any damage to HQs.

TRANSPORT 2



Underground. On your turn each connected unit can perform an additional Move action and/or turn as if it had Mobility. Connected units can move immediately after placing this tile on the board and are allowed to move away from Transport. Transport may not move itself.

PLAGUE 2



Attacks on Initiative phase 1 & 0. Melee attack, Mobility & Toughness.

BATTLE 5



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

BEAST 1



Melee attack.

UNDERWORLDS 1



Underground. As long as the Underworlds tile remains on the board all Sharrash tiles have the Underground feature.

MOVE 2



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

MUTANT 3



Melee attack. Paralysis.

SCOUT 1



Underground. Connected units +1 Initiative.

HOLE 1



If there is no tile standing on the Hole during the Sharrash player's turn, he may grab an enemy unit adjacent to the Hole (including the HQ) and move it onto the Hole. The captured unit cannot rotate during this move. That unit is now considered to be standing on the Hole. For convenience, a Hole marker can be used to mark an enemy unit standing on the Hole (just to remember about the Hole underneath).

MORTAR 3



Attacks on Initiative phase 2 & 1. Ranged attack & Mortar.

OFFICER 1



Underground. Connected units +1 Strength in Melee combat.

MOTHER 1



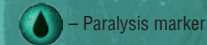
Underground. Connected unit can perform an additional attack in the Initiative phase that follows its last Initiative phase. If a unit performs attacks in two Initiative phases, the additional, third, attack is performed in the phase that follows the other two. If all attacks are taken in Initiative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



Paralysis

If a unit with a paralysis feature wounds an enemy unit (including Headquarters) with a ranged or a melee attack, then the wounded unit not only receives the wound as usual, but is also paralyzed. The paralyzed unit is marked by placing a Paralysis marker on it. From that moment on it cannot perform any attack until the end of the current Battle being played.

All other abilities of a paralyzed unit remain in effect (Modules, nets, toughness, armor, etc.). Once the Battle ends, remove the Paralysis marker from the unit; it is no longer paralyzed



– Paralysis marker



Mortar

When a unit with the mortar ability shoots, it hits only the enemy unit 2 hexes away in the line of fire, regardless of whether the target is obscured by another unit or not. Armor works against mortar shots in the usual way.

Example of a Mortar shot



The given example shows three situations of a Mortar shot. In the first example, the Mortar fires over the Outpost Commando and hits an empty field – a miss. In the second example, the Mortar hits and kills an Annihilator standing 2 fields away. In the third example, the Mortar hits the Outpost HQ 2 fields away and inflicts 1 damage (the shot flies over the Outpost Commando obscuring the HQ).



Underground

The Underground feature has no other use except that it allows for the Underground Casting of the Sharrash HQ with any unit with Underground feature (for more details see: HQ description).



– Hole marker