

SPECIAL RULES:

More on Net of Steel

Steel Police possess only one Net of Steel marker.

When Steel Police HQ is disabled by a Net it cannot throw the Net of Steel. If the Net of Steel had already been thrown on an enemy's tile, the Net of Steel stops working and its marker is immediately returned to the Steel Police player. Medic doesn't protect the HQ from the cost of throwing the Net of Steel.

Disabling by a Net or destroying the Net of Steel Launcher has no effect on the Net of Steel previously thrown for free (the Steel Police bears no „retroactive cost“).

More on Pacifier

If the Pacifier is disabled by a Net, a player cannot place a tile in its stead.

More on Reflection

Reflection protects against all types of Ranged attacks (including the Sharpshooter's) and Melee attacks (including ones with Venom), Rocket Launcher, Shotgun, Gauss Cannon, Explosives, etc.

The reflected attack's strength and initiative is not changed in any way – it works immediately upon the reflection, gaining all of the bonuses (e.g. from adjacent Modules) that strengthened the enemy's attack. Only the attribute of Ranged attack is lost – the attack is reflected back in the same direction as the original line of fire and hits an adjacent enemy tile.

The reflected attack cannot be further strengthened by the Steel Police player's bonuses (e.g. from his own adjacent Modules).

Reflection doesn't protect from the Net, Control Takeover (Vegas Agitators and HQ) and Wounds from exploding Clown (Moloch army).

Reflection doesn't protect against attacks carried out with Instant Action tiles.

It protects from Gauss Cannon, still the shot of Gauss Cannon will hit multiple enemy units within its line of fire.

If the unit with the Reflection feature reflects the enemy's HQ attack, the reflected attack doesn't wound the

enemy's HQ (according to the rule that the HQ cannot attack another HQ).

If the attack being reflected had the Venom/Paralysis feature it is still poisonous/paralyzing to the unit with the Reflection feature.

If the unit with the Reflection feature is disabled by a Net, the Reflection doesn't work.

Steel Police in a Multiplayer Game for points.

In a multiplayer game for points (earning points from zero to twenty instead of decreasing the HQ's Toughness) the cost of throwing the Net of Steel is not 1 Wound for the HQ but 1 point earned by the player on whose unit the Net of Steel is thrown. Similarly, the expense of placing the Executioner instead of an enemy's unit is 1 point for the player whose tile was replaced by the Executioner.

Terror in a Multiplayer Game

In a multiplayer game, both in team match and death-match modes, all of the remaining players are prevented from placing tiles on the board.



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STEEL POLICE

BACKGROUND

Steel Police is a wandering brigade of law and order fanatics, clad in pre-war, experimental power armor. Chemicals exuding from by the armor and cybernetic enhancements increase the organism's abilities at the expense of the psyche – Steel Police officers will automatically respond to anything the program identifies as threat or crime. They appear out of nowhere and pacify the area amid the roar of explosions and gunfire.

Unblemished lawfulness, made worthy by these automated machines, quickly makes the people of the redeemed lands yearn for the old chaos and anarchy.

ARMY DESCRIPTION

The army's advantage is a huge potential to build strong firing positions (modules increasing the shooting strength and multiplying the attacks) and mobile units capable of reflecting enemy's attacks. In addition, the HQ's ability easily protects against the most dangerous attacks.

The army's disadvantage is not having a very high Initiative and only possessing a single Move Instant Action tile.

TACTICAL ADVICE

The Steel Police HQ is not useful in the open field, so it's best to secure it in the corner with a strong wall of surrounding units. The Net of Steel should be thrown onto an enemy's tiles that will be eliminated in the next battle, so that the Net of Steel can quickly return to the player. Please also note that the army doesn't possess any Instant Action tiles that rescue it from trouble (such as Sniper or Air Strike) and this role is provided by the Executioner that can be dropped onto an enemy from above.



Sharrash



Mississippi



New York



Uranopolis

CHECK OUT THE OTHER ARMIES!

Box contents:

35 Steel Police army tiles, 2 Steel Police HQ markers, 1 Net of Steel marker, 2 Net markers, 6 Wound markers, replacement tile and markers, rulebook.

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HQ 1



Special feature – in his or hers turn, the player may place the Net of Steel marker on any enemy tile (except HQ) at the cost of 1 Wound for the Steel Police HQ. The Net of Steel works the same as a regular Net. The Net of Steel marker is returned to the player only when the tile which is disabled by it is removed from the board.



- Steel Net marker

EXECUTIONER 1



Melee attack. Armor & Toughness. At the time the Executioner is placed on the board a player may – at the cost of 1 Wound for his HQ - remove one of the enemy tiles from the board (except HQ) and put the Executioner in its place. The Medic doesn't protect the tile from being replaced by the Executioner.

SERGEANT 3



Connected friendly units 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.

PUSH BACK 1



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

PREDATOR 1



Ranged attack, Melee attack.

BANDOG 1



Ranged attack. Armor.

SCOUT 2



Connected friendly units +1 Initiative.

MOVE 1



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

JUDGE 3



Ranged attacks on Initiative phases 1 & 0. Mobility. Reflection.

WARDOG 2



Ranged attack.

SABOTEUR 2



Saboteur affects all connected enemy units and decreases their Initiative by 1.

BATTLE 5



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

PACIFIER 2



Net. During his turn, while placing tiles, the Steel Police player may remove the Pacifier from the board and put one of his drawn Board tiles in its place. If the Pacifier was damaged, the damage is not transferred to the new tile.

NET OF STEEL LAUNCHER 1



As long as the Net of Steel Launcher remains on the board, throwing the Net of Steel by the HQ is free (Steel Police HQ doesn't bear the cost of 1 Wound for each throw).

MEDIC 2



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

TERROR 1



Using this tile prevents the opponent from placing any unit on the board in the next turn (however he may use Instant Action Tiles, move units, etc.).

RIOT POLICEMAN 2



Melee attack. Armor. 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.

OFFICER 3



Connected friendly units +1 Strength in Ranged combat.

STEROIDS DISPENSER 1



Connected friendly units +2 Strength in Melee combat.



X - Tile count

Reflection



Reflection protects the army unit from all attacks directed at its side marked with the reflection icon. Such an attack is reflected in the opposite direction for a distance of one field and hits an enemy tile (Warrior, HQ or Module) if it stands on an adjacent field within the line of fire. A reflected attack doesn't harm any Steel Police tiles.

Example of Reflection:

The Outpost Commando shoots in the direction of Steel Police Judge. The Judge reflects this ranged attack and hits the Outpost HQ, as it is located within the line of reflection next to the Judge. In the second example, the Annihilator shoots in the direction of the Judge, the Judge reflects the attack yet it doesn't hit any tile (no enemy is located within the reflected line of fire in an adjacent field).

