



ROCKET LAUNCHER



SHOTGUN



COP



HAMMER



NET FIGHTER

NEW YORK

COMMON PROBLEMS

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 it is destroyed and a Battle is not yet commenced.

More on Medic in NEW YORK:

Jeśli If Medic adjacent to NY's HQ takes wound, it is killed and removed from board immediately – bonus from NY's HQ will not help him in that situation.

More on Spy:

Spy have 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.

New York in multiplayer game

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

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.

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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 removed their opponents wherever they can. 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 endurance points, and the presence of spies, which 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

Sztab 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 by the HQ than to have a NY unit with additional endurance there.

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, 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.

