MICHAŁ ORACZ
NEUROSHIMA 3.0 HEX!

A FAST TACTICAL BOARDGAME FOR 2 - 4
PLAYERS SET IN THE POSTAPOCALYPTIC WORLD.

COMMAND 1 OF 4 FACTIONS:
MUTANTS, MACHINES,
GANGS AND SOLDIERS!

LEARN FEATURES OF YOUR WARRIORS.
USE WEAK POINTS OF YOUR ENEMY.
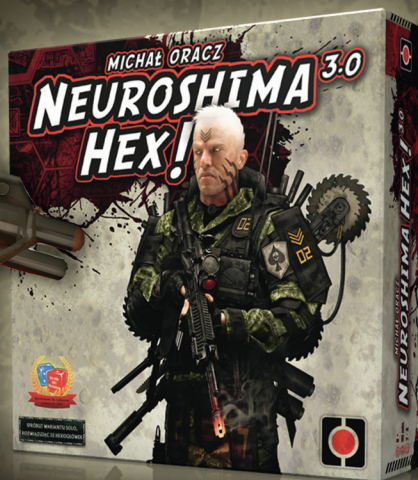BE READY TO CHANGE YOUR TACTICS.

☺ 8 +

⏱ 30 min.

👥 2 - 4

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TACTICAL MILITARY GAME

🎥 **YOU DON'T HAVE TO READ THESE RULES!**
ENTER OUR WEBSITE AND WATCH A SHORT VIDEO TO LEARN HOW TO PLAY BOTS.
www.portalgames.pl

A new, terrifying opponent appeared in the corridors of the space station Theseus. What initially was thought of as strange, unknown devices clinging to the walls or closed in mysterious crates in the hold, all disappeared in a moment. At the same time you could hear the shrill, metallic squeaks in the dark corridors. Someone saw some beady, lifeless eyes in the tech bay. When steel blades emerged from the darkness to the accompaniment of a mechanical grinding sound, it was too late for the rescue…

This expansion introduces the **Bots** faction to the game **Theseus: The Dark Orbit**.
Bots can be used instead of any other faction from the base game.
This expansion does not increase the number of players who can play the game.

COMPONENTS

1 SECTOR BOARD

25 FACTION CARDS

ANALYSIS

SUPPLEMENTAL TOKENS

These tokens are introduced to the game by various card effects.

1x Gunpoint token

5x Plasma token

3x Smartbomb points token

3x Analysis token

2x Drone token

1x Force field token

3 BONUS CARDS

These cards should be mixed with the Bonus cards from the base game.

HIDDEN ELEVATOR

3 FACTION UNIT PAWNS

Before the first game, you need to put the stickers on the pawns. Each pawn should show a base unit on one side and an upgraded unit on the other.

The base unit attacks one enemy unit and the upgraded unit attacks all enemy units in Attack range in the sector.

1 FACTION MARKER

This marker is used to mark the player's Life Points.

1 ALLIANCE TOKEN

This token is only used in the multiplayer game.

NEW TYPE OF CARDS

START CARD

A Start card is only resolved when a unit starts its Move in the sector in which the card is installed.

The **Hook** card belongs to the new type of cards.

NOTES ON CARDS

DETAILED EXPLANATION:

Plasma – when a Minor Alien (as a direct effect of an Alien card - Incubator) or an Embryo (effect of Pandora's budding in this sector) first appears in the Sector with Plasma, it doesn't cause the next Plasma token to be placed on the card.

Smartbomb – starts with 1 point. When you install this card place a supplemental Smartbomb points token to indicate a value of 1. This token is used to mark the number of Smartbomb points gained during play.

Hook – your unit can take enemy unit (units) even when there is no place for all moving units in the destination sector. In this situation you decide which units will be placed in the Rooms of the sector and which one(s) will be Ejected into Space.

CARDS AND DUPLICATES / UPGRADES:

Force field, Hidden Hatch + Duplication – the Duplication card has no effect on these cards.

Analysis, Hook, Armor, Scan, Repair Module + Duplication – the Duplication operates in the normal way, effectively doubling the number in the Upgrade symbol on the target card.

Note! After using a duplicated Repair Module the Duplication card is not removed.

Drone + Duplication – with Duplication, you receive 2 Drone tokens (if there are two available) which you place on any of your units (including splitting them between different units).

Fuel + Duplication / Upgraded – if the Fuel card is duplicated or upgraded, the player decides if he uses the Fuel to Move by 0, 1 or more additional sectors.

Plasma + Duplication – despite the adjacent Duplication, Plasma tokens are only placed on the Plasma card. When triggering a Lesser Onslaught with a duplicated Plasma card, you always receive twice as many Plasma tokens.

Note! The duplicated Plasma card (or several Plasma cards) does not allow for triggering two (or more) Lesser Onslaughts, because the first one uses up all the Plasma tokens.

Smartbomb + Duplication - despite the Duplication, the Smartbomb points token is only placed on the Smartbomb card. When a duplicated Smartbomb is detonated, it will inflict twice as many wounds.

Note! A Smartbomb has 1 point from the beginning, which is marked on the card.

Missile Launcher + Duplication – duplicated Missile Launcher may be used twice, so for example, with the first action you may place a Gunpoint token on a chosen sector, and then launch a missile there with the second action.

Note! When the Missile Launcher card is installed, the Gunpoint token is not placed on any sector.

CARDS VS MALFUNCTION:

Analysis, Drone, Force Field vs Malfunction – if the Analysis / Drone / Force Field card is excluded from the game by the Malfunction after it has already introduced an Analysis / Drone / Force Field token into the game, the token is not removed from the unit but stays in effect.

Smartbomb vs Malfunction - if the Smartbomb card is excluded from the game by the Malfunction after it has already gained more than 1 point, these points are not reset. When the Malfunction is removed from a Smartbomb card these points can be used following the cards rule in the normal way.

CARDS IN TEAM MATCH:

Analysis – if the allied player does not inflict wounds during his Attacks but gains Data Points, each Analysis token placed on the attacked unit gives the allied player 1 DP more.

Drone and Force Field - the allied player can activate the Drone / Force Field card's Action and place the Drone / Force Field token on any of his own or allied units.

Repair Module – the player using this card's Action can only restore Life Points of his own faction and not his ally's.

Plasma – the allied player can only use the Plasma card's Action and the gathered Plasma tokens if his Attack inflicts wounds.

CARDS IN A DEATHMATCH:

Analysis – units which don't belong to the Bots faction, do not receive any Attack bonus if there are any Analysis tokens placed on the unit they attack (unless the enemy faction, for example Pandora, has taken over the Analysis card).

Repair Module – instead of restoring the Bots' LPs, it decreases LPs gained by the enemies – the player commanding the Bots divides the number of LPs each player must lose.

Hook and falling into a Trap with an enemy – if you fall into a Trap of enemy B while dragging a unit of enemy A, both yours and enemy A's unit fall into the Trap (so enemy B receives points for both units). If the Trap is a single use Trap (e. g. Gripper, active Defense System, Mine), then the player commanding the Bots decides which of these two units (his own or enemy's) falls into the Trap.