

## SPECIAL RULES

### Revival and the Zombie Pool

Whenever a tile attacked by a Death Breath unit is rescued by a Medic, do not place a wound marker where the Medic was.

If a tile wounded by a Death Breath unit remains on the board only because of an additional point of Toughness (granted, for example, by the New York HQ's special feature or the Mississippi Mutation module) and then loses this additional point (for example through movement) and is discarded, do not place a wound marker where that destroyed unit was.

When a Death Breath unit that has been taken over (for example by the Vegas Agitator) is discarded, put in the Death Breath's player Zombie Pool.

The effect of the Sharrash Hole is resolved at the end of a Battle but before any units from the Zombie Pool are placed on the board.

### Devouring

Devouring allows an HQ to regain 1 Toughness point lost in that very same Initiative phase (thus, for example, saving it from destruction).

When a tile attacked by a Death Breath unit with the Devouring ability is rescued by a Medic, that 1 Toughness point is not restored.

When a Death Breath unit with the Devouring ability strikes itself (for example as a result of the Steel Police's Reflection), the Death Breath HQ regains 1 Toughness point in the usual way.

### Charge

When a unit with the Charge ability kills a unit that is simultaneously attacked by other units, that unit can normally use its Charge ability to move to the hex previously occupied by the killed unit.

When two units which belong to different armies but both have the Charge ability simultaneously kill one other unit, none of these two units can use its Charge ability.

When a unit with the Charge ability kills several units at the same time, the player may choose where to move that unit.

When a unit with the Charge ability attack in multiple Initiative phases, the Charge ability can be used at the end of each of these phases.

When a Death Breath unit uses Charge to move to the hex previously occupied by a killed enemy unit, do not place a wound marker on that hex.

### Tentacles

When a netter with Tentacles is killed by an opponent, remove the Tentacles marker from the unit netted by that destroyed netter. Do not remove the marker if the netted unit was targeted by another netter with Tentacles.

When the Tentacles no longer affect an enemy unit (when, for example, the unit was killed or the netter was pushed away), the Tentacles marker is immediately taken off the board and returns to the Death Breath player.

When a netter with Tentacles is netted itself, the player cannot mark its Tentacles as active.

When a netter with Tentacles is taken over (for example by the Vegas Agitator), that unit cannot use the Death Breath Tentacles marker—its Tentacles remain inactive.

### Reappearance

When a Terror Tile has been played (e.g., by Steel Police or Smart), the Death Breath Reappearance tile cannot be used.

#### Box contents:

35 Death Breath tiles, 6 wound markers,  
1 Death Breath marker, 1 Tentacles marker,  
6 Zombie tokens, replacement tile and markers,  
rulebook.

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# DEATH BREATH

## BACKGROUND STORY

For the past few months the Death Breath, a horrifying virus, has been spreading through Moloch's eastern enclaves near old Detroit. It has been changing people, mutants, and Moloch cyborgs alike into brainless and bloodthirsty beasts. Now hordes of zombie-like madmen attack everything that lives. The virus victims undergo bodily mutations which transform them into freaks of nature - and ones difficult to kill, too. As of now, suitable bullets, grenades, or - in an emergency - a solid axe remains the most effect method against the problems with the infected.

## ARMY DESCRIPTION

The main advantage of this army is its ability to draw chosen tiles from the special Zombie Pool and using Revival to bring increasingly stronger versions of its units into play. This advantage becomes more pronounced as the game progresses. Furthermore, Death Breath has a great choice of where to cast nets or when to start Battles. And with its Charge ability, this army can force its way toward an enemy HQ, even if they are protected. „Castling With The Opponent, a powerful tile, can be used, for example, to push an enemy HQ into a deadly trap.

Death Breath has some shortcomings, though. Its basic units are relatively weak before they are Revived; none of its units can perform ranged attacks; and no more than one unit can have its net active at any given time.

## TACTICAL ADVICE

The player should remember to take tactical advantage of the Charge ability: Death Breath can use it to penetrate a protected enemy HQ or eliminate key enemy units, even if they are shielded by a line of defenders. Sacrificing units to be upgraded through Revival as early as possible is a sound strategy. You should also make sure that you always have some tiles in your Zombie Pool left. When attacking, always remember about the fundamental ability of the Death Breath army: the Revival. Immediately after a Battle, once the enemy tiles have been removed, you can fill up the now-empty hexes with your own units, for example near the HQ—whether it's yours or your opponent's.

## NEW RULES

### The Zombie Pool

**Whenever a Death Breath unit (a Warrior or a Module) is destroyed, it is not discarded to a discard pile; instead, the Death Breath player puts it in his Zombie Pool.**

Tiles in the Zombie Pool should be revealed and visible to all players.

### Revival

The special feature of the Death Breath HQ is its ability to Revive units.

**Whenever a Death Breath unit kills an enemy unit, place a wound token on the hex previously occupied by that destroyed unit.**

**When the Battle is over, the Death Breath player may immediately exchange each wound marker for any one unit chosen from the Zombie Pool.**

Each unit chosen this way must be placed on one of the hexes with a wound marker on it. The rest of the wound markers placed by the Death Breath player are removed from the board (even if no wound markers were exchanged for units).

### Zombie

Some Death Breath units have **green** features or attacks: When these units are placed on the board for the first time, these features and attacks are not resolved (they are inactive). When such a unit is placed on the board again (coming from the Zombie Pool), the Death Breath player places a token on it to indicate that the unit's **green** features and attacks are now active.

### Charge

When a unit with the Charge ability destroys an enemy unit, it can move to the place previously occupied by that destroyed unit. This move is performed at the end of the current Initiative phase, before the players begin to resolve the next Initiative phase. When moving this way, the Charging unit can turn freely.

### Tentacles

Tentacles work exactly like nets. There is only one exception: No more than one Tentacles ability can be active at any moment in the game (a special Tentacles marker is used to indicate the active Tentacles; there is only one such marker). Once per turn (at any time during his turn), the Death Breath player can choose which Tentacles to activate. The player then moves the marker onto the unit netted by these Tentacles. Tentacles cannot target an empty field.

### Devouring

By destroying an enemy unit, unit with the Devouring ability restores 1 Toughness point to its HQ.

**HQ** 1



**Special feature** – Revival (allows the player to place wound tokens in place of killed enemy units; after a Battle, these tokens can be exchanged for tiles from the Zombie Pool).

**CORPSE** 1



Melee attacks in Initiative phases 2 and 1. Charge.  
**As a Zombie:** an additional Melee attack in Initiative phase 3 (the Charge ability can be used even three times per Battle).

**CASTLING WITH THE OPPONENT** 1



Swap two adjacent units (including HQs); one of the two must be yours, the other one—your opponent's. The units do not turn when they are swapped. Netted units cannot Castle.

**INFECTED** 3



Melee attacks in Initiative phases 2 and 0. Charge.

**DEVOURER** 1



Melee attack. Devouring.  
**As a Zombie:** two additional directions of the attack.

**REAPPEARANCE** 2



Place a chosen tile from the Zombie Pool on any empty hex.

**GRIPPER** 3



Melee attack. Tentacles. Rotation.

**BEAST** 1



Melee attack. Charge. Toughness.  
**As a Zombie:** Melee attacks in each attacking direction goes up to 2

**MOVE** 3



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

**ZOMBIE** 1



Melee attack.

**MEDIC** 2



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

**BATTLE** 8



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

**ANOMALY** 2



Melee attack.  
**As a Zombie:** Melee attack goes up to 3.

**OFFICER** 2



Connected units +1 Strength in Melee combat.

**MUTANT** 1



Melee attack. Tentacles.  
**As a Zombie:** Melee attack goes up to 2.

**SCOUT** 3



Connected units +1 Initiative.

-  - Zombie marker (x6)
-  - Tentacles marker (x1)

X - tile count

### Death Breath in a Team Match

The special feature of the Death Breath HQ does not affect the allied army tiles.

### Death Breath vs Dancer

During a 1 on 1 game against the Dancer army, the special feature of the Death Breath HQ works differently: After each Battle the Death Breath player can place one tile from the Zombie Pool on any unoccupied hex.

When the Dancer objects perform the Dance, the Tentacles marker is immediately taken off the board and returns to the Death Breath player.

### FAQ

Because of a large number of available armies and their unique rules, this manual cannot provide details of all possible relations and interactions between them. When in doubt about the rules, please check the FAQ on our website:

[www.portalgames.pl](http://www.portalgames.pl)

