

# STORYonBOARD

b o a r d g a m e s m a g a z i n e

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ISSUE

July 2012

FREE TO DOWNLOAD



## MAIN STORY: THE CONVOY

FEATURING: NEWS, REVIEWS, RIDDLES, COMICS and MORE



# EDITORIAL

Five years ago we were preparing to our first 'Essen'. Three friends who created 'Neuroshima Hex' and wanted to show it to the boardgames world. We had hopes. We had big expectations. We had dreams. It was beginning of great adventure for us.

None of us, however, could expect that things will go so well.

Awesome success of Stronghold. Great adventure with 51st State. French editions of our games, German, US, Spanish, Italian... Great app on the Ipad, crazy idea of doing economy game about fashion, Boardgames That Tell Stories blog on BGG...

And now we are starting a new project - story.on.board - monthly magazine dedicated to our designs. We will publish here variants, essays, interviews, some mini games and other stuff you will like to read.

Every single day, every single week, every single month I wake up with smile on my face and run to Portal's office. Join us. Feel our passion. Adventure continues. Be there with us.

Ignacy Trzewiczek

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# PORTAL news

## Dancer!

In June we announced on our website that second army pack for **Neuroshima Hex** will be "Dancer". This is a great fan army designed by Rustan Håkansson, one of the most hardcore **Neuroshima Hex** fans. After few months of balancing and polishing this great design we are ready to release it as an official army pack. On Portal's website there is a page dedicated to Dancer. Next issue of story.on.board will cover Dancer!



## Player's Aid for Convoy

We uploaded Player's Aid for **Convoy**. It was designed by our friend Klema, who first de-

sign Polish Aid and then did the same for all our English speaking fans. Thank you very much Klema! You can download the file from our website!

## FAQ for Pret-a-Porter

FAQ file for **Pret-a-Porter** has been uploaded on Portal's website. We hope it will make your games comfortable and smooth. FAQ has been posted on product page.

## Polish edition of Convoy

Polish edition of **Convoy** has been released. Official premiere was during Pionek convention in Gliwice. In June we sold 25% of all copies we printed! The game is received very well in Poland. In July French, English and German editions will appear in game stores and we hope you will like it as much as gamers in Poland!



## Bigger office!

In June we increased our office space twice! Guys who are responsible for **Neuroshima Hex** RPG and **Neuroshima** tactics lines get their own big room with separate small room only for testing table. Now we are divided into two sections - boardgames room and **Neuroshima** room. Photo gallery from our office is planned to be published in one of story.on.board issues!





# some of our tweets in june



Today I test **Robinson Crusoe** in Opole!

New model for **Neuroshima Tactics**. Steel's Police War-dog



10 Of The Best iPad Board Games? @IGN says that Neuroshima Hex is the second best app. Thank you so much!  
<http://uk.ign.com/articles/2012/06/19/the-10-best-ipad-board-games>

Testing Vlaad - fan designed army for **Neuroshima Hex**. We do love lunch breaks ;)



In five days we publish PDF magazine dedicated to our games...

Today we published Polish rulebook for Dancer for **Neuroshima Hex**. Next week we publish English

I've played 6 test games of **Robinson Crusoe** today. I think I will take a break now. Till tomorrow :)

Review of **Neuroshima Hex** by His Majesty Tom Vase! :)  
<http://www.youtube.com/watch?v=KulAJ1xTzME&feature=share>

New model for **Neuroshima Tactics**. Will be available in Essen this year.



We are very sorry to inform that Ignacy Trzewiczek got 100% crazy about Euro2012. He is not working on **Robinson**..

My last entry on my blog got 137 thumbs up and 17 comments. Thank you for your support!

Today we posted FAQ for **Pret-a-Porter**. Please, visit

our website to download the file in PDF format.

Poster for Polish games stores will look like that!



Today's Lunch time in Portal



Tiles for Dancer army! Check our website: [portalpublishing.eu](http://portalpublishing.eu)

ALL media in Poland talks about great Irish fans. Your yesterday's „The Fields of Athenry” at the end of match was awesome.

Author of Dancer army, Rustan Hakansson, today published his new fan army!

OK, we got crazy about Euro2012 in Poland and tomorrow's match! ;)



Euro Crazy Portal

We work on PDF magazine about NS HEX Stronghold, 51st State and other our games. Please, join us! Send us your photos, variants, funny stuff

Dancer has its profile on BGG [boardgamegeek.com/boardgameexpan...](http://boardgamegeek.com/boardgameexpan...)

Woow, I received 51 thumbs for my post on #BoardGamesThatTellStories today. This is crazy. Thank you!...

**Convoy** was awarded best game during „Pawn” convention this weekend in Gliwice! Woow!

Just in case you missed it - today we announced second army pack for Neuroshima Hex. Dancer. Will be released in July. July is soon :)

# STEEL POLICE TACTICS

Michał Oracz

In confrontation with other, well known NS Hex armies, new one always seems either too weak or too strong. It applies to the army as a whole or to some special cases - „Moloch crushes me every time!”, „Borgo doesn't stand a chance against this one!”, „The Outpost is helpless!”, „Try playing against it with Vegas!...” sounds familiar?

Although it's often a result of overlooking one of the rules by the players, in many cases the problem is real. New army forces old ones to change their strategies, as they turn out to be ineffective against new enemy. „Borgo HQ should always be placed in the center of the board”, „Don't surround Outpost HQ with units” - suddenly those golden rules don't apply anymore and players face the challenge of finding a new way to win.

If you're familiar with Steel Police, you probably already have your own methods, strategies and tactics. If, however, you've just unpacked the Steel Police box, let me invite you to the Black Hornets' Headquarters for basic training.

Discovering your own tricks and deceptions is a pure pleasure, I don't want to deprive you of, so we'll just cover the basics.

**0600 hours, Black Hornets HQ, briefing for the Steel Police commander.**

At ease!  
First of all gentlemen, look at our equipment and... exactly. The redhead guy in the third row is right. Firepower enhancements. The rest is less important. Use those stations to upgrade your firearms damage. Write it down. It's our main advantage. In many cases it's better to turn back one of your soldiers to secure position near enemy HQ. Then you strike. You strike once, you strike hard. Don't waste time on many weak, uncoordinated assaults, we're not guerillas god damn it!

An experienced opponent will see what's coming. He'll try to push you out from the positions near his HQ and will move out of your line of fire. There's



not much you can do about it, but trying to adapt to the changing conditions...

Secondly, there's our Steel Net launcher. An excellent weapon but only in the hands of an experienced commander. If you want to get rid of it for nothing, just use it on first enemy you see or, even worse, a heavy and armored or a distant and protected unit. It will stay there for very long and don't expect a medal for this kind of maneuver. Stay calm, analyse the situation. Can you protect your units and HQ any other way? Move maybe? Find some cover? Flank the ene





my? If none of this is possible, perhaps it's time to use the Steel Net after all, but remember – it is your last resort.



A clever enemy will send weak troops as baits, hoping you'll use the Net on them. If you do, he'll surround such unit and protect it and you'll never see your Net again.

Of course it might happen, that a heavy armored unit takes position near your HQ. In

that case it might be a good idea to use the Net Launcher on it – you'll gain a free cover, at least against melee attacks.

A very clever opponent will divide his forces into a few equal squads, instead of preparing one, massive assault. It's another advantage of keeping your Net in reserve.

If your enemy still hasn't used his power armor of shotgun, or is preparing a dangerous combo near your HQ, you keep the net and wait! It's your last line of defence!

As for the launcher itself, if you manage to transport it to the battlefield, keep it as far from main combat as you possibly can. Find a place where the opponent will have to sacrifice one of his units to destroy the launcher.

Third, remember to give Judges orders every turn. Tactical situation changes rapidly, and thanks to the Judges and the tactical connection module, you can react to those changes and in many cases, avoid heavy losses. Judges almost always know where the attack will come from, they can prepare and save not only themselves, but also other units. Still, they can't do that without your order so don't forget!



Of course sometimes a clever enemy will attack the Judge from two or more sides simultaneously. This is one of those situations in battle when you simply can't do anything to save your unit. Nec Hercules contra plures.

Fourth, don't rely only on our armours. Wearing them doesn't make us tougher than our enemies. Who doesn't have an armour these days? You are not a human shield for the HQ. You have to threaten the opponents and push them back – that's why you have Pacifiers, Judges and heavy armoured Riot Policemen in your forces.

If an enemy unit approaches your HQ, try to paralyze it with a net. It will protect your HQ from the

attack and block the access for further enemy units. And remember: attack is the best defense.

Fifth, if you ever encounter Moloch, remember about his most dangerous weapon – the Bomb. I knew many good commanders, who lost battles with Moloch because they've kept their units too close together. It's the same principle as with our Executioner – if the enemy forgets about this unit's skill and leaves an unguarded area near his HQ, Executor can take over this area, often changing the course of the battle.

Sixth, we all know that after the war it's easier to encounter a heavily armoured gang than to find drinking water. During a battle with the Hegemony, keep a reasonable distance from their HQ. If their leader won't surround his HQ with moving units, preventing you from moving around the battlefield, you have a big chance of wiping the gangers out.

Seventh, while fighting the mutants, don't fall for their oldest trick – netting. Surround your HQ, preventing their Netter from attacking it. Always guard your HQ with at least one unit. Fortunately, Borgo's Netter is not a very fast unit.

If the mutants have encountered our forces before, they will avoid putting the HQ in the center of the battlefield. Instead, they will hide it in a well protected hole somewhere, making it very difficult to set up effective fire positions.

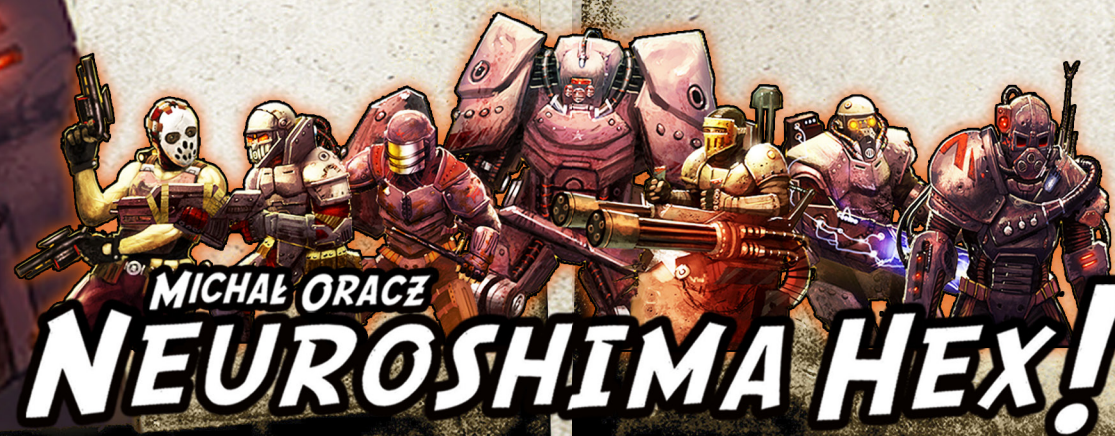


Finally, the Outpost. Theoretically they're protecting the law and order just like us, but unfortunately it's mainly their version of law they're trying to protect. They even sent wanted notices after few of our guys, and that we cannot allow. If you ever have to defend yourself from being „arrested”, keep your HQ as far away from theirs as possible. Outpost HQ is a true killing machine – units connected to it literally wipe out enemies stupid enough to cross their line of fire.

Sending a Pacifier against Outpost HQ is almost always a good idea – it gives you an advantage, at least for a while.

To sum up: align your shooters, set up firing positions, save the Net as a last resort, avoid Outpost HQ, remember to give orders to the Judges – these are your golden rules.

Ok, that's it gentlemen, time to move out. Happy hunting!





# Why the Steel Police?

Michał Oracz

Generally speaking, Neuroshima is a world in which - in terms of power distribution - people and machines clash against each other. Machines attack, people defend themselves.

At least this is the case if you just wish to see rather a monochromatic picture. Like a preview in black and white. This kind of division is great for a board game, as you can easily design on its basis such games as chess, go or checkers.

Unfortunately, the world of Neuroshima is not only black and white. On a slightly better equipment we can see more divisions and colors.

Machines, that is Moloch, create mutants that scatter around the world, yet, not always with the only rightful goal of wiping out the humanity. Surely, maniacal horde gathered by Borgo deserves to be called ruthless enemy of people, but the rest is rather more concerned with their local problems and survival, than with the ongoing war.

And the black is broken up to red and blue, plus some unspecified admixtures. Quite different from what we were taught during art lessons in school.

The same is with people. Yes, they still fight against the machines, yet mostly the remnants

of the army bearing the name of Outpost. Also, some cities support the war efforts - those most vulnerable, lying closest to the front line - such as New York. The rest doesn't give a damn. As long as mechanical invaders are far from invading their piece of the ruins, mine, factory hardly put back on its feet, the last fertile fields, villages, or favorite roadside tavern, they rather put closer attention to their neighbors than a distant enemy.

What's more, this enemy is more occupied with its development, expansion and genetic experiments than with cleansing the world from homo sapiens species.

And so white splits into green, purple, gray and some even stranger colors, but about that in a moment.

In the south, the role of arch enemy of all peaceful people is not played by the machines, but by the gangs. Machines are machines, but the proverb homo homini lupus is still valid. The biggest wasteland gangs have even created something like a state, the Hegemony based on the right of a stronger one.

It's the yellow color.

But there has been more than a time when the power of Hegemony instead of oppressing surrounding areas came in handy in the fight against the common enemy. That is red, if Moloch ventures that far south, or... light green. From the south, slowly but relentlessly, mile after mile, the Neojungle seizes the desert lands, growing on them, absorbing everything on its way to be



Piotr Foksowicz

its part and mutating everything that lives.

In addition, in the jungle hides a sinister and unpredictable Smart - creation detached from Moloch, autonomous part of its already-crazed organism.

We can already see more colors, can't we? And, more importantly, they divide and mix quite well.

Take the Outpost and New York. They are allies. Usually. But when the subject of control over new areas, newly discovered sites or precious resources arises they cease to be friendly. In this world, shooting over a shelter in the scale of a few units rather isn't a reason to break alliances and end friendships. As they say, the quarrel of lovers is the renewal of love.

And this scale is what Neuroshima Hex is really about.

This is not the story of the great war of humanity against Moloch and Borgo's mutants, or dramatic history of Outpost al-

liance with New York. This is not the story of the Hegemony's conquests, nor the story of southerners' fight against the expansion of Neojungle.

In Neuroshima Hex far smaller forces collide.

Several Outpost units encounter particular convoy of machines. Vegas expedition ventures into Hegemony areas and encounters a rather not-very-nice local gang.

What stems from that for the game?

Well, something incredibly important - it results in a large number of possible colors.

Outpost army squad may encounter another unit of soldiers - the defense forces of a small ruined town. Or a local gang that does not belong to anyone. Or a group of desert mutants. Well-organized team of assassins. Caravan of slavers. Great machine created before the war by a mad scientist. Or a desperate group of people defending their

refinery.

And in Neuroshima Hex there are about hundred fractions of this kind, taking into account only the most interesting and inspiring ones.

One of those fractions has been wandering for years throughout the deserts and ruins, villages, cities and cracked highways. From place to place, from village to village, always in the company of death and terror. The Steel Police.

How is it different?

Surely, we wrote about this in the preface to the manual.

Is it MORE distinguishable than a hundred other factions?

Absolutely not.

Each is sensationally different. Each is an important piece of Neuroshima world. Each cries out for representation in NS Hex. And another one of my favorites now appears on the board with its nineteen hexes.

Why the Steel Police? Because I love it. Just like the rest.



Piotr Foksowicz



# Playing Vlad

Rafał „Multidej” Szyma



Another NSHex army by Rustan Hakansson? Sounds interesting! Rustan's specialty is challenging players with new and original rules. Generally you play the same Neuroshima Hex, but in order to win you have to play completely different, comparing to basic armies. With Vlad it works just the same. One unit – the HQ. No modules. Only a pack of instant tiles with a very special rule. Challenge accepted!

Player controlling Vlad can take over enemy units. Unlike Vegas, he does it with a special attack. And, unlike Vegas – the skill doesn't work immediately. No, first you just „infect” the enemy. It will be yours after the next bat-

tle – if it manages to survive that long. Very interesting!

We played Vlad vs the Hegemony – and it was a good option for Vlad. Taking over the netter early in the game increased my defence and I was able to think about hurting enemy HQ.

Playing Vlad requires great mobility. It gives a surgeon kind of feeling. I had to be careful not to destroy infected units, so there was no space for wide, massive attacks. „Hit precisely and get out to attack somewhere else” – this is what made playing Vlad unique and gave me the most pleasure.

The army still requires a

lot of testing. We had quite a lot of trouble with rules' interpretation in specific situations. We assumed, all the problems with a single unit-HQ are solved just like in „The Dancer”, but Vlad's special abilities themselves causes some trouble. Maybe I need to play more, but during the game I got the feeling, it's too easy for Vlad to get stuck on the board full of enemies, without a real hopes for a breakthrough.

With Vlad Rustan consequently runs his philosophy of extra armies: one will play it in search of great innovation. And innovative it is! Dear Neuroshima Hex fans, play Vlad for refreshment. Works better than isotonic drinks :)

# Ignacy, there is no such card!

Ignacy Trzewiczek

Essen fair has ended, stress level has fallen- finally a moment to catch a breath. I can play in the newest releases, see what the other authors have prepared, take a gulp of new ideas. I'll note the interesting solutions that may be inspiring and I'll allow my mind to be stirred by others. Sometimes – quite unexpectedly – something completely new is born from all this commotion.

Finally, after several plays, the commotion came. Oh yes. And as a result, within two weeks after Essen the brand new prototype has landed on the table. We play. Turns come and go. Step by step Merry is gaining the upper hand and finally I can see nothing's going to change that in the following two moves before the end of the game. I was beaten. The prototype seems to be cool, yet the cards have little to do with balance.

I draw my last card. It's named Commandos, yet there is no text nor symbols with rules on it, only the title and cool graphics. I didn't have a slightest idea for the mechanics, only a cool title, so I just tossed this card into the deck. Very clever. „Trzewiczek style” they call it – the story always comes first, then you'll have time to worry, dude, about the rules.

And so I draw this stupid Commandos and with a poker face I put it in New York saying „Commandos. I won.”

Merry's eyes widen.

If I had to buy her some contact lenses just in that moment, they would have to be the bottom of a jar size.

„What?” she asks almost completely speechless.

I lost miserably. The only thing left for me was to tease her a little bit. „Well, I pulled Commandos. Didn't I tell you that when Outpost draws that card, it wins? And so I won.”

Merry didn't believe in what she's just heard. „There is no such card.”

I keep my face straight.

„There is. As you can clearly see here. Commandos wins the game.”

„Ignacy, there is no such card!” Merry furiously rushes to the other side of the table, grabs the Commandos and throws it away. The card lands beside the window. „Ignacy, there is no such card.”

All I could do is bursts out laughing.

Two days later, the Commandos has its abilities described. Maybe it does not win the game, but... but still gets to be my favorite card in the whole deck.





# I could do it better

*Ignacy Trzewiczek*

I tend to complain on games. I never do it on public, I never write reviews of bad games, I never criticise games or designers aloud but generally speaking, I am complaining player. I play games and I silently say: 'Nice game, but I could do it better', or 'Great idea, but I could do it better', or 'This has potential, but I could do it better...'

You know, every author is a little bit cocky. I am author too so yes, I am a little bit cocky.

Well, to be honest, I am a little bit cocky but without 'a little'. Oh, yeah.

We talk a lot on Skype with Yann, my friend from France. We talk about games we played. Yann knows - whatever game we discuss, Ignacy will say: 'I could do it better.' That's him, Ignacy.

\*\*\*

Few monts ago, in November my friend Tycjan visited me and we played Revolver. The game was nice. I - naturally - said that I could do it better. And this time I decided to prove my words. I sat down and in a one weekend designed 70 cards and rules. I brought it to office on Monday.

'I've designed a game.' I said.

'Whole game?! When?', guys asked.

'Yesterday.' I said. Ignacy Trzewiczek, The Cocky.

We played it and it worked just great, right from the beginning. The base idea of moving through five cards from left to right and fighting battles combined with new skills and few different rules worked awesome.

\*\*\*

About three weeks later there was Pionek (Pawn), board game convention I run in Gliwce. I brought prototype with me and presented it. People liked it very much. They said it reminds them Revolver but is different and really interesting.

'When it will be released', they asked.

'On June', I said. It was December and in a fact the game worked very well. I could send it to print right now but I needed it to be ready for holidays. So I said that we need to test it a lot and it will be ready for June. Everyone was surprised.

'It works great. What do you need to test anyway?'

\*\*\*

Few weeks after Pionek one of testers came to office and said that he was thinking in the night about ConvoY and he has an idea for winning strategy. 'I will not play cards till last city. And I will win.'

'I have 5 robots in last city. You will not be able to crush them. Can you really kill 5 robots in one round?' I said.

'I believe I can kill seven'

Aha, you wish, I thought.

'Let's play.' I said.

He killed 5 of my robots. If I had

4 more, he would kill them too. He showed me that when he doesn't play for whole game and he keeps his cards till the last round, he can kill 9 robots. Damn, you.

I had to change rules...

\*\*\*

Three weeks later guys went to Zjava convention in Warsaw to do demo games of ConvoY. When they got back, they showed me nice trick.

'You know, there was a player who managed to have unlimited strenght.' they said.

'Oh, yeah? Interesting. How?'

'He enters the city, he receive bonus, he moves back, receives bonus, moves back, receives bonus...'

OK, I see.

I needed to change rules. Again.

\*\*\*

Few weeks later, convention again. Piechu found another hole in the rules. He showed me a nice trick with one of the modules

from Moloch. If you play this module in the last city, you win. It's like that.

That was it. I took the card and literally I torn it into pieces.

\*\*\*

I was so damn proud when I designed ConvoY in a one weekend. I thought this is piece of cake. Simple card game, designed in two evenings. Few beta testing games and will be ready to release.

Well, it wasn't.

It took me five months of hard testing and balancing. Four times I was thrilled when testers found hole in the rules and found winning startegy. We played more than 200 games in our office.

It wasn't piece of cake at all. It seems simple card games are not less difficult to work on. Definitely not.

So my friends, mark my words - when you say: 'I could do it better' don't even think about designing a game in a one weekend. It's not so easy...



Mateusz Bielski



Lukasz Waliko

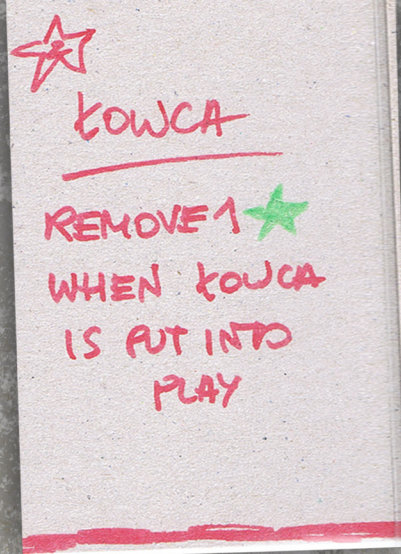
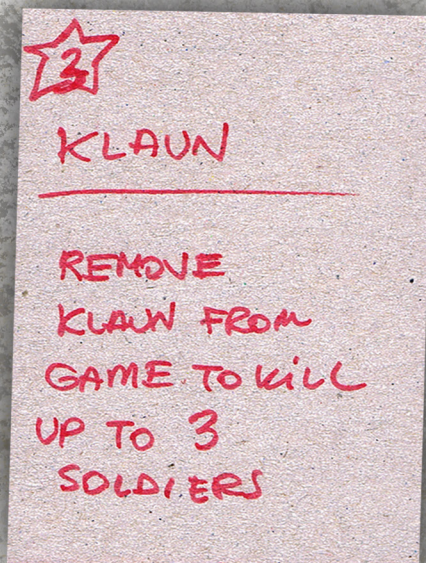


# IGNACY TRZEWICZEK THE CONVOY

Ignacy Trzewiczek

From prototype  
till finished product

1



First cards. As you can see, they are in English! All prototypes drawn by Ignacy are always in English. Years ago he played a lot in CCG and now when he designs cards he always use English vocabulary (keywords). It gets funny when we go to Polish convention with prototype and it is all in English notes!

2



Scorn prepared first layout of the cards very quickly. He used artwork from Neuroshima Hex. This prototype looked awesome.

3



We played a lot and it turned out that vertical cards don't fit on table in our office. We needed to change design and make them horizontal! First icons appeared.

4



We showed prototype on convention Pionek (Pawn) and people liked it a lot. Scorn had to make few changes (bigger font on strenght of the card) and add some details, but generally people liked the layout.

5



After another bunch of playtesting games we moved strenght of the card on the bottom - it is more comfortable when player has cards in his hand.

Unit cards evolution



6



Final Ones

## City cards evolution



First version of city card. We see 3 slots for Moloch cards, 5 slots for The Outpost cards, we see 3 battle sections and information that players take 2 cards at the beginning of the turn.



Stoke City is changed into Ziggy One. Neuroshima RPG line guys in our office are responsible for that.



We decided that illustration of Ziggy One won't look good. We test variant with picture from satellite - it suits well to the Moloch theme.



Ziggy One gets red. Moloch is watching the city!

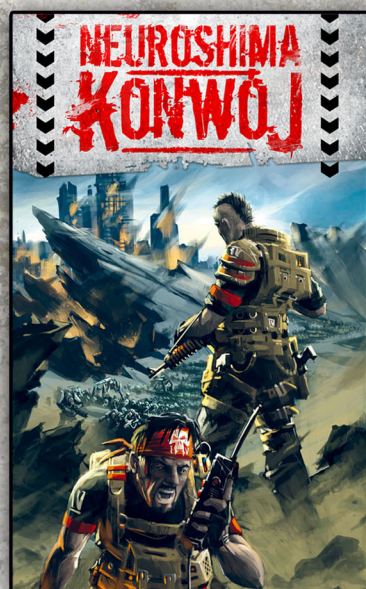


Final One

Final version. Scorn worked on city cards for long time. You can see that in many details. Right bottom corner - you see there battery icon. In every city battery gets lower. Left bottom corner - detailed information about target city, with exact GPS position. Yes, we love add story to every piece of our games..

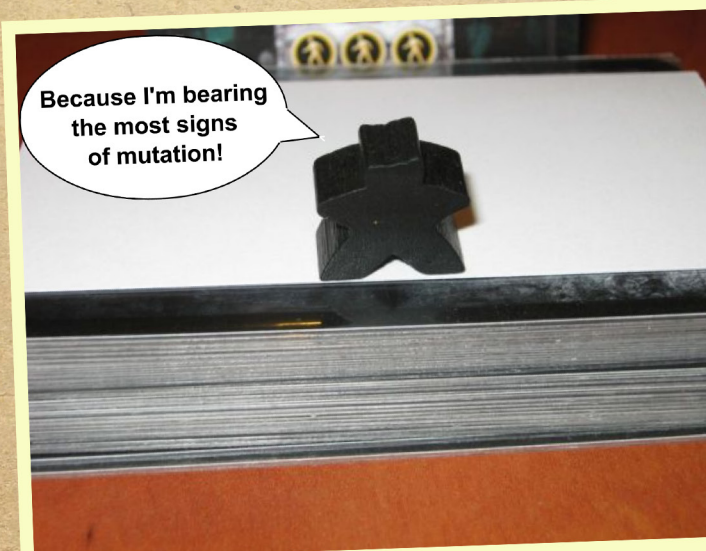


## Front cover evolution

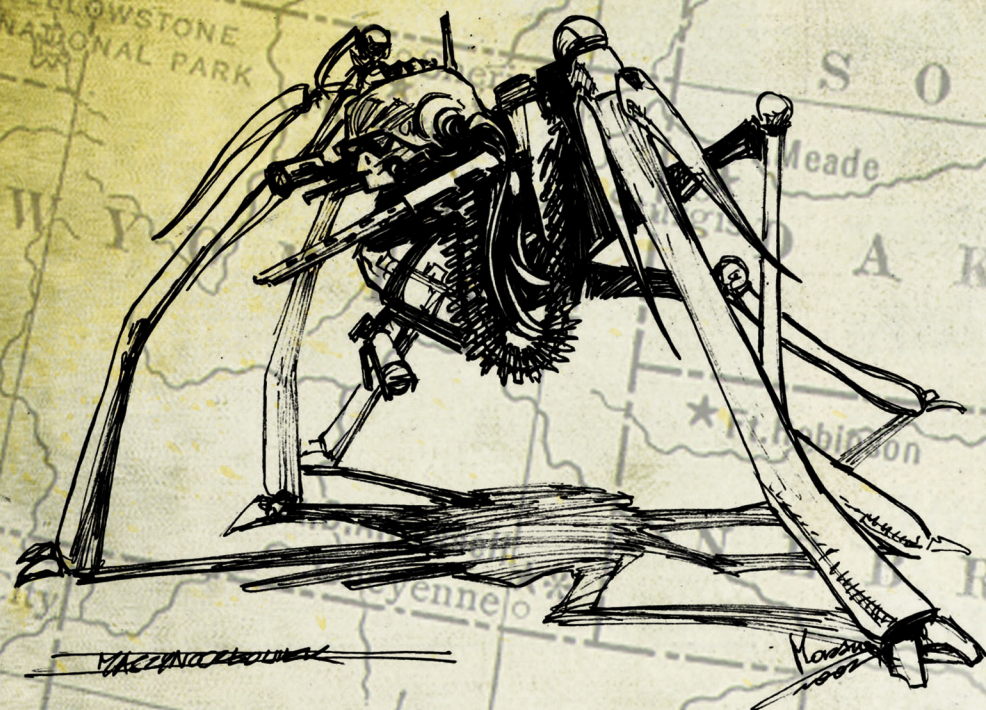


## Election of new mutant leader

Gábor Iványosi-Szabó







# 36 seconds with Moloch

A puzzle for our readers.  
Solution in the next volume.

Michał Oracz

I greet you, partisans, at the second tactical abilities test. The previous time the task has proven to be exceptionally hard - from all the answers only three were correct. But not all judges are screwballs - I browsed through the wrong answers, and what

I realized was that few of the recurring mistakes were common to all respondents. It could be viewed as a result of insufficient explanations, which in turn caused substantial causalities in humans' ranks. Today I'm offering you a chance for revenge - a similar task, but the rules which confused you before will be explained in detail. We shall see if you'll do better this time. The solution should be precisely described and mailed to GP HQ. The promised genre change will come next time.

## Most common mistakes:

many squads rushed into battle, but most of them screwed the task up at the very beginning. The most

underestimated enemy was the Sniper - apparently, the data supplied by the HQ turned out to be incomprehensible. I will stress it once again: the Sniper and the Guardian do not have to shoot in a straight line! The fact that the shooting trajectory cannot be calculated diagonally means only that to shoot diagonally you have to drag the bullet by the adherent squares, as shown above. Less frequent mistakes included: 1) Multi-use of armor - the rules say the armor can stop only one shot; 2) The Snipers' and Guardians' impaired reflexes - the machines do not need a round to turn, they can rotate and shoot during just one round. 3) Porter's syndrome - rules say, that each soldier can carry only one gun; 4) Lazy Sniper - do keep in mind that a Sniper is dependent on the

Mother's field of vision only while choosing a target, later he tracks the target on his own, and shoots when it's in range. I hope everything is clear now. Go get ,em!

## 36 seconds with Moloch

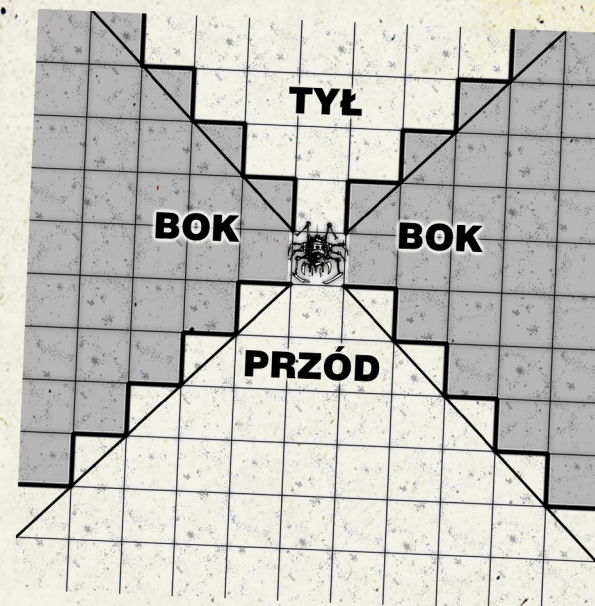
Have you heard of the battle of Green River? Much is being said about the great

victory of mankind, but barely anyone appreciates the role of small guerilla squads, biting and gnawing at Moloch's army, while it was moving south. And if it wasn't for people like you, those stuck-ups from the Outpost would have gotten their asses kicked a lot harder. You set up a neat little trap, and not much time passed before a bunch of tinnies walked right into it. You can't kill all the robots - no chance for that - but if you get to blow up the Mother, that would be plenty enough. Without the Mother, the rest of the machines will be but a small inconvenience to the locals. A bullet won't get through the Mother's armour, the same goes for a sledgehammer. The only thing that can send her to hell is a magnetic bomb. How

convenient you have one. As you can see, the machines gave us more time - 36 seconds. But it's enough to take a glimpse at the board to have the smile wiped out from our dirty faces. The Mother surrounded herself with a true army of steel monsters. One more change - this time we can use FOUR soldiers.

## Rules:

The map (11 by 11 squares) depicts the situation: trenches,



Mother's field of view

- Mother
- Warrior
- Thrower
- Sniper
- Ward

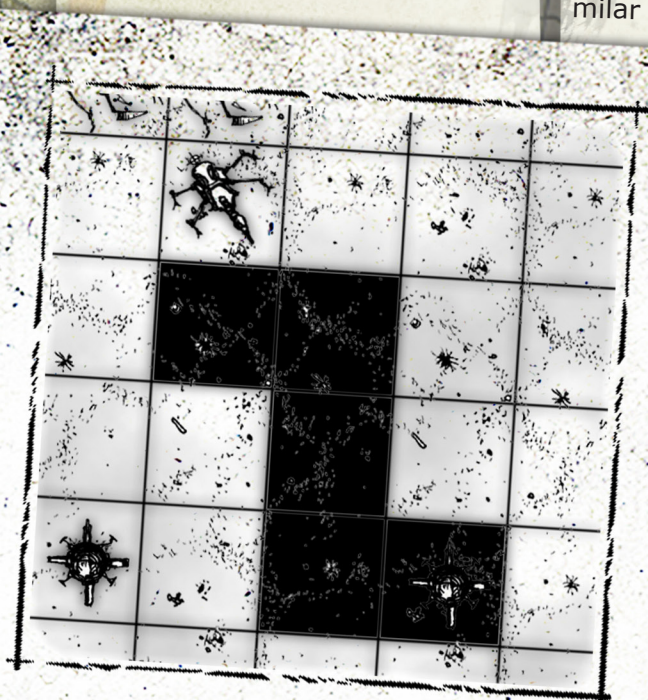
rocks, the position of machines. After equipping the four soldiers decide on which field each of them is. There can only be one soldier on one field. A soldier in the trenches cannot be attacked in any way, but he can't attack either. Each action (moving a field, using a medpack, shooting, attacking with a sledgehammer) takes 1 second. In any given second you can undertake only one action - the soldiers cannot act at the same time - e.g. one runs while the other shoots). You cannot move diagonally or through the squares occupied by machines (unless the machine is destroyed). The machines do not move, except for the ones that rotate (the Mother and the Sniper). The firing range is the shortest distance from the shooter to the target (including the field the target is on), and just as it was in the case of movement, you cannot count the fields diagonally. The machines react to the soldier's actions according to precise rules. In each second, after the soldier acts, you need to check if any of the machines attacks or rotates. If more than one soldier is in range of the attack, the machine chooses the one that entered its range last. Each of the machine's attacks

has a given power - the amount of damage it inflicts. If any of the soldiers receives 5 points of damage, the mission has failed. The machines do not block each other's firing line. To attach the bomb to the Mother's armour, the soldier must enter the field she occupies. If he does so, the mission has been successful.

## Equipment:

Here's what you got. You have 6 gambles, to buy all the necessary stuff for your soldiers. You already have the bomb. Each soldier can carry only one weapon, one medpack and one armour.

- **Bomb** (weapon) - necessary for destroying the Mother. The soldier carrying the bomb cannot have any other weapon.
- **Rifle** (weapon) - range: 3 fields, can be used only once, inflicts 3 points of damage, price: 1 gamble.
- **Hammer** (weapon) - range: only adjacent field (also diagonally), inflicts 3 points of damage, price: 1 gamble
- **Armour** - protects you from one Warrior attack, price: 1 gamble.
- **Medpack** - can be used only once, heals one point of damage, price: 2 gambles.
- **Shovel** - By spending 16 seconds, you can move a soldier to





the next field, which becomes a new trench, price: 1 gamble.

#### Machines:

- **The Mother** - The range of her vision has been marked on the map (four possible directions, to which she can be facing). At the beginning, she looks at the lower part of the board. Every time a machine, that was not in her field of vision is destroyed, she will turn so that she can see it (always choosing the shortest possible route). The Mother can only attack the fields adjacent to her, and her most powerful weapon is in the front, weaker ones on the sides, and none in the

back. The fields she's facing (3 of them) receive 5 points of damage, the sides (two fields on each sides) receive 3 points of damage. Toughness: can be destroyed only by the bomb.

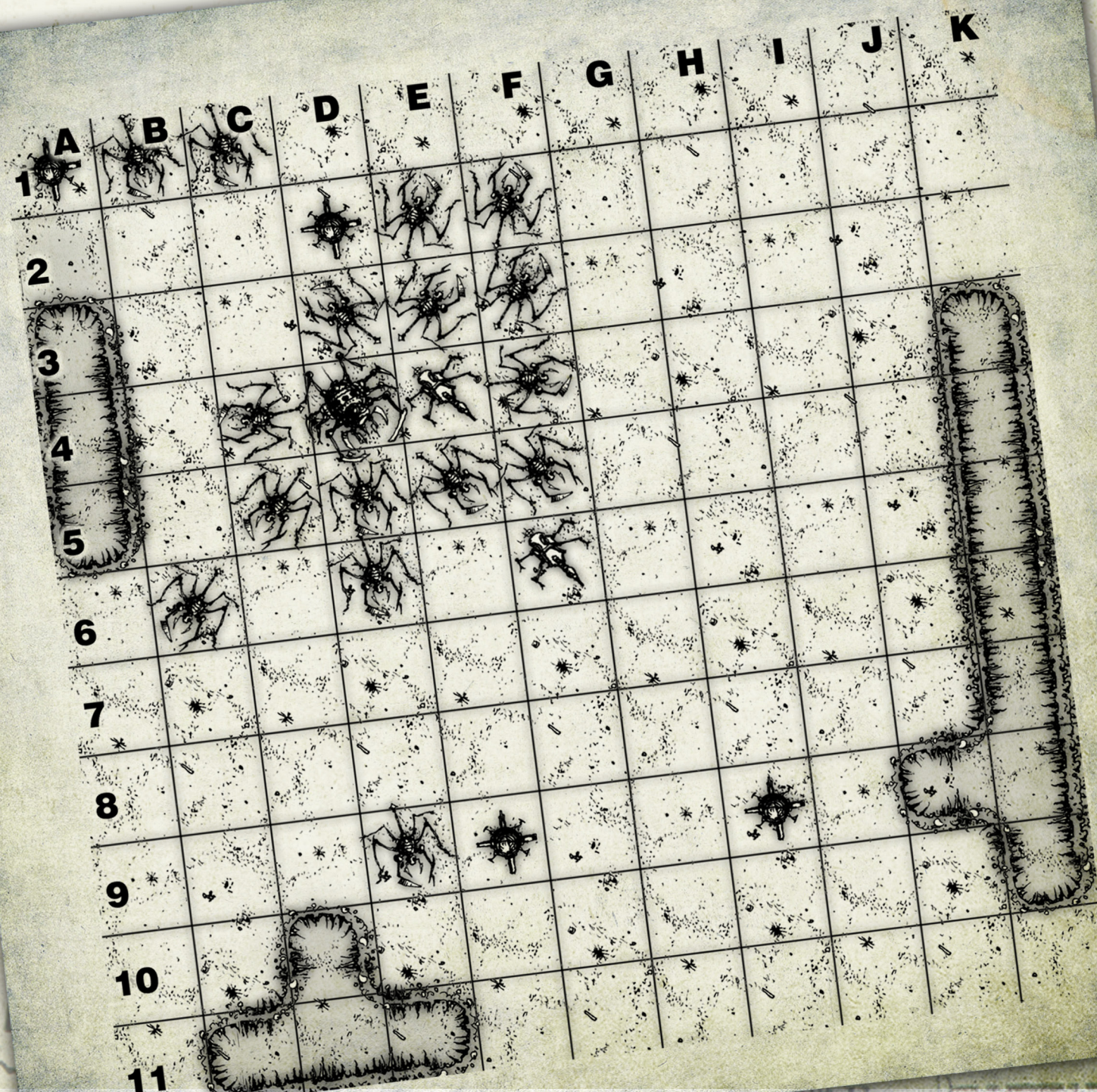
- **Warriors** - attack range: they can attack only adjacent fields (also diagonally). Attack inflicts 1 point of damage. Toughness: 3.

- **Thrower** - attack range: 4 fields. Attack inflicts 3 points of damage. It can attack each soldier only once. Toughness: 3.

- **Sniper** - attack range: 5 fields, it's the only machine relying on the Mother's field of view. If any soldier gets into the Mother's

view range, the sniper targets him and tracks from then on. If the target comes into its shooting range at any point of the game, the Sniper shoots. If the Mother notices another soldier, the Sniper abandons it's previous target, and focuses on the new one. Toughness: 3.

- **Ward** - attack range: 3 fields. The attack inflicts 2 points of damage. Independent from Mother's vision. It can shoot only three times. Toughness: 2.



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