

COMMON PROBLEMS:

More on Motherland:

A Module must be directly linked to some unit in the Motherland (not only to adjacent to a unit in the Motherland) to affect the Motherland.

Enemy tiles affecting Modules of the Motherland (for example which cancel the effect of a Module) must directly affect the Module - not just any unit in the Motherland - in order to affect the target Module.

A netted unit of the Motherland still belongs to the Motherland - being in the Motherland is a passive feature (based on occupation of adjacent board hexes), not an active action. But if an enemy army takes control over such a unit (for example a Module taken over by an Agigator of the Vegas army), then it is no longer in the Motherland.

Enemy Modules which weaken linked units affect only the unit, not the whole Motherland.

Vines are a Module which affect only enemy units not friendly units, so Vines do not affect the Motherland.

No non-Neojungle unit can be a part of Motherland (even a Spy unit connected to Neojungle HQ).

More on Roots:

If there is a hex with Roots and a unit standing on it, and it's attacked by an instant tile (Grenade, Bomb, Sniper, etc.), then the attacker chooses whether the Roots or the unit is hit by the attack.

More on Venom:

There can be simultaneously only two Venom markers of Neojungle in play. If a Nightshade wounds another unit, and there is no spare venom marker, then the bitten unit is not poisoned. When a venom marker leaves the board (a poisoned unit dies), then Nightshades can again poison an enemy.

Component list: 35 Neojungle tiles, 2 Venom tokens, 6 wound tokens, 2 Neojungle HQ tokens, 3 Net tokens, 5 replacement tokens and 1 replacement tile, rulebook.

NASZE GRY KOMPLETOWANE SĄ ZE SZCZEGÓLNA STARANNOŚCIĄ.

JEŚLI JEDNAK W TWOIM EGZEMPLARZU ZDARZYŁY SIĘ JAKIEŚ BRAKI - SERDECZNIE ZA NIE PRZEPRASZAMY. PROSIMY, POINFORMUJ NAS O TYM:

wsparcie@portalgames.pl.

GAME DESIGN: Michał Oracz
GAME MANUAL: Michał Oracz
TILE & COVER ART: Jakub Jabłoński
DESIGN & LAYOUT: Maciej Mutwil



www.portalgames.pl

THANKS: For designing armies and terrain rules help: Rafał Szyma
For testing armies help: Russ Williams, Anna Skudlarska, Michał Herda, Marek Szumny
For support: Giles Pritchard
For rulebook writing help: Russ Williams, Anna Skudlarska, Rafał Szyma, W. Eric Martin, Łukasz Piechaczek.

PORTAL GAMES
UL. ŚW. URBANA 15
44-100 GLIWICE
POLAND
tel./fax. +48 32 334 85 38
portal@portalgames.pl



NET FIGHTER



CRUSHER



NIGHTSHADE



MONSTER



SLICER

NEOJUNGLE

BACKGROUND

When survivors of humanity started to stand up from their knees after the destructive war, when they were looking in fear to the North, at the terrain occupied by robots, in the South a new threatening force was born, as strong as Moloch, but not as dynamic. Slowly but surely an overwhelming mutated jungle started to grow. It was driven by an ungoverned survival instinct, and with each passing year it devours new kilometers of human earth. It assimilates everything it comes into contact with, changing animals and people into mutated beasts and symbiotic organisms, which enable it to go forward and destroy the next threat. This huge green and ferocious organism was called Neojungle.

ARMY DESCRIPTION

Główną The main advantage of the army is the ability to create a Motherland, which lets one Module simultaneously help all units which belong to the Motherland. Even units which are weak alone can become fast efficient killers.

The disadvantage of the army is its relatively low mobility, lack of shooters, and the fact that without a Motherland the units are rather weak and slow.

TACTICAL ADVICE

Neodżungla Tactical advice: Neojungle should extend the Motherland as soon as possible and at all costs, and try not to waste a single Module. What's more, we recommend protecting modules by hiding them behind other units. A risky but very often profitable move is placing units with the idea that in the future they will be faster and stronger thanks to the Motherland. The structure of the Motherland must be protected against being broken - for example if it is possible its connectivity shouldn't depend on a single tile. It is good to protect all occupied places around the HQ so the enemy cannot put a Net fighter there.

Tactical advice for the opponent: The opponent should concentrate on destroying the Motherland and on elimination of Neojungle Modules.

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.

HQ 1



All Neojungle units (Warriors and Modules) that are adjacent to HQ belong to the Motherland, and all Neojungle units adjacent to Motherland also belong to it. Modules that belong to Neojungle which are linked to any unit in the Motherland (but not to the Roots, which are not a unit) give their bonus to each unit in the Motherland (including HQ).

NET FIGHTER 3



Net.

MEDIC 3



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

NIGHTSHADE 2



Melee attack. Venom

VINES 1



Affects all connected enemy units and decreases their Initiative by 1.

WALL OF TREES 1



May not attack other units. Armor & Toughness.

SWARM 2



Melee attack.

SYMBIONT ALPHA 1



Connected unit +1 Strength in Melee combat. Armor & Toughness.

CRUSHER 3



Melee attack.

SLICER 4



Melee attack.

SYMBIONT BETA 1



Connected unit +1 Initiative. Armor & Toughness.

MONSTER 1



Melee attack. Toughness.

SYMBIONT GAMMA 2



Connected unit +1 Strength in Melee combat & +1 Initiative. Armor.

ROOTS 2



Foundation tile. If Roots tile is placed adjacent to Neojungle's HQ or to the Motherland then it's also a part of the Motherland - a passive but hard to remove growth. Roots are not units, so modules cannot be linked to Roots. If an enemy unit is standing on Roots, the Roots still belong to the Motherland and count for connecting to adjacent friendly Neojungle units. Separated from the Motherland, Roots have no function.

CASTLING 2



Two adjacent owned units (including Headquarters) can switch places, but they do not change their facing. Units caught in a net cannot castle.

BATTLE 4



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

MOVE 1



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

SMALL BOMB 1



It gives one wound to every unit (enemy and friendly) which stands on the three hexes under attack. The 3 hexes must be mutually adjacent (as shown on the Small Bomb tile). All 3 hexes must be on the board. The Small Bomb does not wound Headquarters.



Venom

If a unit with a Venom ability wounds an enemy unit (including Headquarters) then the wounded unit not only receives the wound as usual, but is also poisoned (shown by placing a Venom marker on it). From now on the poisoned unit receives one wound from the poison at the beginning of each Battle (before the Initiative phases).



- Venom marker

Example of The Motherland

The green outline shows units that belong to the Motherland (directly adjacent to the HQ or adjacent to units or Roots of Neojungle). The red outline shows a unit which is not part of the Motherland. The red Xs show Modules that are not connected to any other unit, and therefore give no bonus to the Motherland. The blue checks show Modules that are properly connected to the Motherland and provide a bonus to all Motherland units.



X - liczba żetonów