

NEW RULES

AGGRESSIVENESS

Once during each turn (except the turn when the unit is placed on the board), if a unit with the Aggressiveness ability is one space away to an enemy, this enemy unit can be moved a hex adjacent to the unit using the ability and can be rotated.

Foundation Tiles

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, Bomb, 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 tile.

SPECIAL RULES

Aggressiveness

A unit that has used the Aggressiveness ability during the turn can't be moved neither with the Move Instant Action, nor with the Transport Module. If there's more than one available space adjacent to the moved unit, the player moving the unit chooses where the moved unit is moved. Netted units can be moved. Netted units can't move units. HQ can't be moved.



Components:

35 Angola's Prisoners tiles, 2 Angola's Prisoners markers, 1 Cell marker, rulebook.

Army based on the game Neuroshima Hex, done as part of a Game Design exercise during second year of Game & Creative Coding master's degree.

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ARMY DESIGNER: Thomas Charpentier.

RULEBOOK: Thomas Charpentier.

ILLUSTRATIONS: AI generated.



BACKGROUND STORY

When war broke out, every penitentiary was emptied and their occupants were sent to the front line. However, one of the largest prisons in the South saw its prisoners take control. Defending their territory for years, the killing spree of some, amplified by several mutations within the penitentiary, led them to take part in the combat in order to satiate their bloodlust.

DECK DESCRIPTION

This army has of advantage its strong aggressiveness and its mobility allowing it to always be ready to attack an enemy and retreat in case of difficulties.

However, it remains very vulnerable against attacks due to its almost nonexistent defense. Despite that, it has good neutralization abilities.

TACTICAL ADVICE

The aggressiveness ability of Criminal units is the main strength of this army. In addition to moving enemy units, it allows for the rotation of those units. This way, this ability can save some of your units without endangering the unit using it.

With the army having numerous Battles, along with Nets and Cells, the aggressiveness ability can facilitate the elimination of certain enemy units.

HQ 1



Special ability –
On your turn each neighbouring friendly unit may take an additional move and/or rotate, as if it had the Mobility feature. The unit may even move away from the HQ. The HQ may not move itself.

BRUTE 2



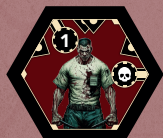
Melee attack.

CHAINED 4



Melee attack.

CRIMINAL 3



Melee attack.
Aggressiveness.

X - the amount of tiles

SHOOTER 1



Melee attack.
Range attack.

JAILER 3



Range attack.
Net.

MACHINE-GUNNER 2



Range attack.

CELL 2



Foundation tile.
If any unit (friendly or enemy, except the HQ) is placed or moved onto a Cell, it is disabled, preventing it to perform any actions itself (like moving, attacking, pushing back, adding bonus abilities, etc.).

Note: The Cell marker can be placed on the unit standing on the Cell as a reminder that it is disabled.



- Cell marker

TRANSPORT 3



On your turn each connected unit can perform an additional Move action and/or turn as if it had Mobility. Connected units can move immediately after placing this tile on the board and are allowed to move away from Transport. Transport may not move.

KEVLAR 1



A connected unit must ignore all wounds from one attack & Kevlar is discarded.

BATTLE 6



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

MOVE 4



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

GRAB 3



Allows any friendly unit (HQ included) to Grab an enemy unit that is one space away to the Grabbing unit, and move it to a hex adjacent to the Grabbing unit. The Grabbed unit may only move exactly one space. If there is more than one available space adjacent to the Grabbing unit, the enemy chooses where the Grabbed unit is moved. The player of the Grabbed unit may rotate it during this move. Netted units cannot Grab enemy units. Netted units cannot be Grabbed.

