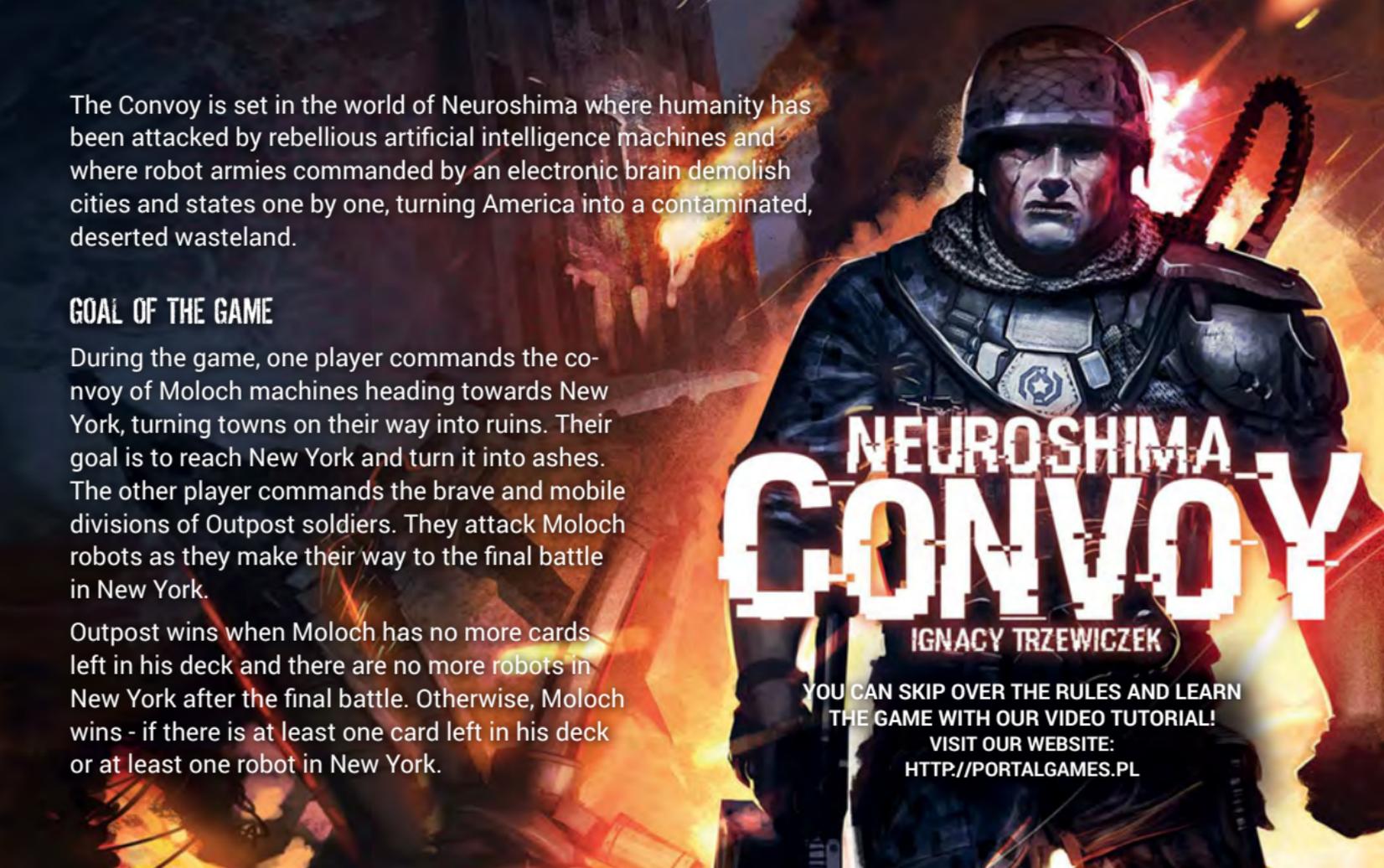


The Convoy is set in the world of Neuroshima where humanity has been attacked by rebellious artificial intelligence machines and where robot armies commanded by an electronic brain demolish cities and states one by one, turning America into a contaminated, deserted wasteland.

GOAL OF THE GAME

During the game, one player commands the convoy of Moloch machines heading towards New York, turning towns on their way into ruins. Their goal is to reach New York and turn it into ashes. The other player commands the brave and mobile divisions of Outpost soldiers. They attack Moloch robots as they make their way to the final battle in New York.

Outpost wins when Moloch has no more cards left in his deck and there are no more robots in New York after the final battle. Otherwise, Moloch wins - if there is at least one card left in his deck or at least one robot in New York.



NEUROSHIMA CONVOY

IGNACY TRZEWICZEK

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GAME CONTENTS



35 Moloch cards



35 Outpost cards



5 city boards



23 double-sided Strength tokens



5 Shield tokens



5 Deactivation tokens



2 Net tokens



4 Demolished District markers



1 Target marker

If the number of tokens is ever insufficient, players should use any other objects as replacements.

SETUP

1. Players decide which army to play. Each player takes his deck, shuffles the cards and places them nearby in a face down stack.
2. Place the city boards in the middle of the table in order from 1 to 5. The boards should be placed with the green edge facing the Outpost player and the red edge facing the Moloch player.
3. Place the Target marker on the leftmost district (from the perspective of the Moloch player) in the first city named Ziggy One.
4. All tokens and markers should be placed in a space accessible to both players.

5. Each player draws 4 cards from the top of their deck – this is their initial hand.

Before starting the game, each player may exchange his initial hand, but only once. It is done by shuffling the 4 cards back into the deck and drawing 4 new cards.



CITY BOARD OVERVIEW

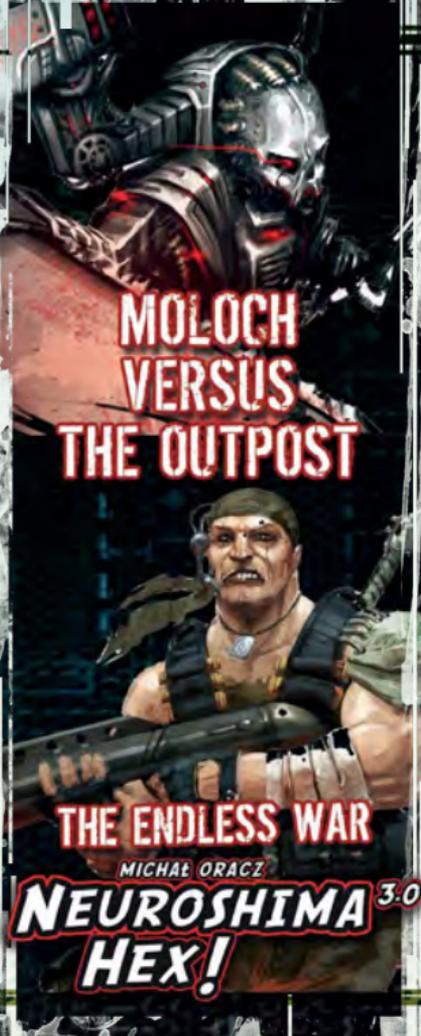
During the game, players will fight several battles for districts in five cities. The convoy of Moloch machines travels through these cities starting from Ziggy One and ending with New York.



1. effect of the Outpost's victory
2. number of the Outpost's battle stations in the city
3. number and name of the city
4. districts
5. number of Moloch's battle stations in the city
6. effect of Moloch's victory

Each city is considered to be either **DESTROYED**, **ACTIVE** or **FUTURE** as follows:

- ☢ A **DESTROYED** city is one that has had all of its districts destroyed. Destroyed city boards are flipped over to indicate they have been destroyed. Any cards located in a destroyed city are not able to have their skills activated.
- ☢ The **ACTIVE** city is the city furthest away from New York that has one or more districts that have not yet been destroyed. Once the last district in the active city is destroyed, the city card is flipped over to indicate the city is now destroyed and the next city in order becomes the new active city.



For example, at the beginning of the game Ziggy One is the active city. There are only two districts in this city, so a maximum of two battles can be fought there. After the destruction of both districts, Ziggy One is considered destroyed (the city card should be flipped over) and Iron Gate becomes the active city, as it is now the furthest undestroyed city from New York.

⚙️ A **FUTURE** city is any city that is not a destroyed city and is not the active city. Battles will take place in these cities as the game progresses.

Note! The active city and the future city are generally called undestroyed cities.

BATTLE STATIONS

Each city has a different number of battle stations available to the Moloch and the Outpost. These numbers determine the maximum number of Robot cards (but not Modules) the Moloch player may place in his card area beside the specific city and the number of Soldiers and/or Buildings cards the Outpost player may place at his side of the city.

For example, Outpost has 4 battle stations in Ziggy One which allows him to place a total of 4 cards of either Soldiers and/or Buildings in this city.

CARD OVERVIEW

1. name
2. number of copies of particular card
3. strength
4. activation method
5. special skill
6. type

There are 5 types of cards in the game. They can be recognized by the icon in the lower right corner.



MOLOCH ROBOT – a unit that can be played into a city by the Moloch player during his action phase (Phase 2).



OUTPOST SOLDIER – a unit that can be played into a city by the Outpost player during his action phase (Phase 3).



INSTANT CARD – appears in both players' decks and may only be played in the action phase of the respective player.



MOLOCH MODULE – a module that can be attached to one of Moloch's Robots already in the active city during the Modules activation phase (Phase 4).



OUTPOST BUILDING – a card that can also be played into a city by the Outpost player during his action phase (Phase 3).

Most of the cards have special skills with specific ways in which they are activated. The following are ways in which a card effect can be activated:



When entering a city – This card's skill is activated each time it enters an active or future city, whether it was done by playing this card from a player's hand or as a result of any kind of movement from one city to another.



Permanent skill - This card's skill is permanently active from the moment it enters an active or future city.



Once per turn – This card's skill can only be used once per player's turn.



Discard a card to – This card's skill is activated when a player discards a card from his hand during his turn. The cards are discarded face up. This skill can be used several times in one action phase, each time by discarding another card from the player's hand.



When Moloch/ Outpost wins a battle – This card's skill is only activated when the respective side wins a battle when the result is determined in Phase 5.



In case of a tie - This card's skill is only activated when there is a tie during a battle when the result is determined in Phase 5..

GENERAL RULES

- ⚡ Unless stated otherwise, Instant cards can affect any card in the entire card area.
- ⚡ The special skills of cards located in the cities (Soldiers, Buildings, Robots, Modules) only affect the current city and only if that city is not destroyed.
- ⚡ The special skills of the cards are inactive in the destroyed cities.
- ⚡ Any cards discarded during the game are visible to both players.

**DIFFERENT
RULES**

**SAME
WAR!**

NEUROSHIMA UNIVERSE

ROUND ORDER

The game consists of a series of rounds, which represent battles for districts in the cities.

The current district which the battle is fought for is indicated by the Target marker.

Each battle is divided into the following 6 phases:

1. DRAWING CARDS
2. MOLOCH'S ACTIONS
3. OUTPOST'S ACTIONS
4. MODULES ACTIVATION
5. END RESULT OF THE BATTLE
6. MOLOCH'S CONVOY MOVEMENT

(only upon the destruction of an entire city)



PHASE 1 - DRAWING CARDS

Each player draws 2 cards from his deck and adds them to their hand.

Note! Players enter the first battle with six cards in their hand.

- ☛ If at the beginning of this phase a player has only 1 card in his deck, he only draws this one card.
- ☛ If he doesn't have any cards remaining in his deck, he draws none.
- ☛ The discard pile is never reshuffled in order to create a new deck.
- ☛ There is no limit to the number of cards a player may have in his hand.
- ☛ At any time during the game, a player is allowed to count the cards remaining in his or his opponent's deck and look through either discard pile.

PHASE 2 - MOLOCH'S ACTIONS

The Moloch player may take any of the actions described below or pass. The number of actions is not limited and they may be taken in any order. Player may take the same action several times.

PHASE 3 - OUTPOST'S ACTIONS

The Outpost player may take any of the actions described below or pass. The number of actions is not limited and they may be taken in any order. Player may take the same action several times.

AVAILABLE ACTIONS:

- ☛ Occupy a battle station
- ☛ Use a card's special skill
- ☛ Play an Instant card

The actions are described in detail on the next pages: 10-13.

ACTIONS OVERVIEW

OCCUPY A BATTLE STATION

The player may play a card from his hand and place it on his side of the active city or any future city, as long as he has an available battle station in this city.

Each Robot, Soldier and Building always occupies 1 battle station.

☢ Moloch's Modules neither count for the battle stations limit nor may be played during the Moloch attack's phase.

☢ If the player plays a card which has a skill that is activated on entering a city, the effect of this skill takes place immediately.

When playing a card with a permanent special skill, players should determine whether the effect of its skill should be implemented immediately.



☢ Players don't have to occupy all battle stations in the city. The player may even choose not to place any cards in the active city.

UNDEFENDED FUTURE CITIES



Each time a Robot or a Soldier card is played from the player's hand or moved (due to a unit's skill or playing an Instant card) to any future city where the opponent is not located (there are no cards on the other side of the city), it receives a +1 bonus to its Strength. Place a +1 Strength token (in the proper color) on the card.

If a card that has already acquired a Strength bonus is moved to another future city with no opponent cards, it gains the Strength bonus again.

Note! Outpost's Buildings don't gain Strength bonuses. However, placing a Building in a future city prevents Moloch Robots from getting the bonus, as the Building gives Outpost a presence in the future city.



The example shows the options for placing Robots in the cities:

- 1 – Robot cannot be placed as the city is destroyed;
- 2 – Robot occupies the fourth battle station in the active city;
- 3 – Robot cannot be placed as there are only four battle stations in the city and all of them are already occupied;
- 4 – Robot occupies a battle station in the future city, yet it doesn't receive a Strength bonus, as the Outpost unit was there first and already received the bonus;
- 5 – Robot occupies a battle station in a future city and receives a Strength bonus, because there is no Outpost presence there.

USE CARD'S SPECIAL SKILL

The players possess some cards which have skills used once per turn or activated by the player discarding cards from his hand. These special skills may be used at any time in the respective player's Action phase.

The player may only use the skills of the cards located in the active city and the future cities.

A skill activated by discarding cards from hand may be used as many times as the player wants – each time at a cost of discarding one card.

Note! The Moloch player may not use Module skills in this phase.

PLAY AN INSTANT CARD

Instant cards may only be played during a player's own Action phase and their effect is applied immediately.

- ☢ There is no limit to the number of Instant cards a player may play.
- ☢ After being played, Instant cards are discarded.
- ☢ Instant cards can affect any card in the whole card area (unless the card's description states otherwise).

For example, by playing the Retreat Order card, a player may take any Robot from any city (including a destroyed one) back into his hand.



Example of Moloch's Actions phase:

A battle is fought over one of the Iron Gate districts. Moloch plays Hornet in Cleveland Harbor – a future city (1) and gets a Strength bonus, as there is no Outpost presence. Hornet has the skill to move once during the battle and the Moloch player uses this skill to place this card in the active city (2).

Next, the Annihilator appears in Iron Gate (3), reducing the number of Outpost battle stations by one. As the Outpost had all his available battle stations occupied in this city, Annihilator's skill is momentarily activated and the Outpost player must choose one card to be removed from the game – he chooses Scorn (4).

The Moloch player already has the Ripper Robot present in the city (5). He decides to use its skill, discards one card from his hand, and kills the Commando unit (6). Finally the Hunter appears in New York (7), and kills the Outpost Solider on entering the city (8). Even though it occupies a position in a future city, he gets no Strength bonus, as the Outpost unit was there before.





MODULES?

YEP, THAT'S A MOLOCH'S WAY!

MICHAŁ ORACZ
NEUROSHIMA 3.0
HEX!

PHASE 4 - MODULES ACTIVATION

Moloch player may play and/or activate Module cards. In this phase, no cards other than Module cards can be played or activated.

PLAYING A MODULE

Modules can be played only on Robots in the active or future city. Modules don't take up battle stations. The Module's connection to a Robot is marked by placing the Module card beneath the Robot card so that just the right edge of the Module feature is visible (as shown in the picture).



Each Robot can only have one Module attached to it and this Module becomes a fixed part of the Robot. Once a Module is played, it cannot be taken back to the Moloch player's hand.

If a Robot with a Module is moved or killed, the module is moved (or discarded) with it.

If the Moloch player takes a Robot (with a Module attached) back to his hand, only the Robot card is taken and the Module is discarded to the discard pile.

TWO TYPES OF MODULES:

- ☢ Strength Modules (Combat, Annihilation and Destruction) which have an immediate effect after being played and cannot be turned off; and
- ☢ Special skill Modules (Contamination, Kasparov, Net) which can be disabled by the Outpost's EMP Launcher or Hacker cards.

ACTIVATING A MODULE

If discarding a card from the Moloch player's hand is required to activate a Module's skill, it is only permitted in this phase.

Modules may be activated only in the active or future city.

OUTPOST MODULES ACTIVATION

The Outpost player has no Module cards in his deck. However, he may take over a Module using Nestugov.

Modules increasing Strength and the Contamination Module (which have permanent features) operate in favor of the Outpost immediately after their acquisition with Nestugov.

If the Outpost takes over a Module with a special skill that is activated by discarding cards from hand – like the Net Module or the Kasparov Module – those Modules may be activated by the Outpost player after the Moloch player has finished his Modules activation phase. This occurs prior to determining the end result of battle in Phase 5.

PHASE 5 - END RESULT OF THE BATTLE

Determine the end result of the battle.

Each player totals his Strength in the active city, including:

- ☼ Strength shown on the cards located in the active city (including any Strength tokens), and
- ☼ Modifiers resulting from the effects of Outpost cards (Saboteur, Lieutenant Calahan, Bunker).

The player whose Strength is greater wins the battle.

Note: Strength tokens and modifiers only affect the Robot's Strength. They don't affect the Module's Strength. The Robot's Strength can never be less than 0.

Example: Spiders with Strength of 1 may get a -2 Strength token resulting in a Strength of 0. If the Moloch player attaches a +3 Strength Module to Spiders, then Spiders total Strength would be 3 (not 2)

After determining which side won the battle, apply the following effects in the given order:

1. If the winner has units in the active city whose skills are activated due to the victory, those skills are applied first.
2. The effect of the victory in the city is carried out (described below).

MOLOCH'S VICTORY

Defeating of the Outpost allows Moloch to break through to the next district and turn it into ruins.

ALL CITIES



Demolition of the next district – The Moloch player destroys the next district, in order, in the active city (not the one the current battle was fought in). This district is covered with a Demolished District marker.

If the battle won by Moloch was fought in the last district in the city and there are no districts left to destroy there, the leftmost district in the next city is destroyed.

The Bomb effect is carried out in the regular way (see next page).

CLEVELAND HARBOR

Killing a Soldier – (along with demolition of the district). The Moloch player kills one Soldier of his choice in this city and his card is discarded.

OUTPOST'S VICTORY

The Outpost's victory results in weakening Moloch's convoy, which is symbolized by discarding cards from Moloch's deck.

ZIGGY ONE, CLEVELAND HARBOR, NEW YORK

The top card from the Moloch player's deck is removed to the discard pile.

JERSEY CRUST

The top two cards from the Moloch player's deck are removed to the discard pile.

**THE BOMB EFFECT**

Whenever a district with the Bomb effect is demolished each player chooses one of the opponent's units in the active city and kills it by moving the card to the discard pile.

First, the Moloch player chooses one of the Outpost Soldiers to kill (a Building cannot be destroyed this way) followed by the Outpost player killing one of the Moloch Robots. If the Outpost kills a Robot with a Module attached, the Module is also discarded.

If a player doesn't have any units in the active city, none of his units are killed.

IRON GATE

The Outpost player reveals top two cards from the Moloch player's deck, removes one card of his choice to the discard pile and shuffles the other card back in the Moloch player's deck.

THE DISTRICT THE CURRENT BATTLE WAS FOUGHT IN IS DEMOLISHED.

After executing all of the above victory effects, the battle for the district ends and the district is considered destroyed. Place a Demolished District marker on the district the current battle was fought in.

If the destroyed district has the Bomb effect, it is considered.

Move the Target marker to the next leftmost undestroyed district in the city and begin the next battle.

If all districts in the city have been demolished, move the Target marker to the leftmost undestroyed district in the next city then proceed to Phase 6 below.

PHASE 6 - MOLOCH'S CONVOY MOVEMENT (UPON THE DESTRUCTION OF AN ENTIRE CITY)

Only resolve this phase when all of the districts of the active city are destroyed.

The Moloch player chooses one Robot in that newly destroyed city and moves it to the next city (with the exception of Juggernaut and the situation when Robots' movement is blocked by the Outpost's Electromagnetic Field). This movement is mandatory.

The Robot doesn't receive the Strength bonus since the city being moved to is now the new active city.

TIE

If both players have exactly the same total Strength (including Strength equal to 0), the battle ends with a tie. Nobody executes his effects of the victory. Only the Bomb effect is considered (if present). The district is demolished in the regular way.

If the Robot is moved to a city where all Moloch's battle stations are already occupied and there is no place for it, the Robot is killed and its card is discarded.

After this movement, any markers from the destroyed city board should be removed and the city board itself should be turned over indicating it has been destroyed. Any Moloch or



Outpost units in the destroyed city remain there, but their skills become inactive. Begin the next round.

Example of a battle resolution:

The battle is fought in Jersey Crust. One district is already destroyed there. Moloch has Robots of a total Strength of 5 and the summed Strength of the Outpost Soldiers is 4. Moloch wins and

thus, first of all, the effects of Defender's skill is activated at the moment of victory (1) - the top card from the discard pile is returned to the Moloch's deck.

Next, the effect of victory in the city is executed and so Moloch chooses and destroys the next district in this city (2). It is marked with a Demolished District marker.

Finally, to mark the end of the battle for this district, a Demolished District marker is placed on the destroyed area. Since all

three districts in this city have been destroyed, the Target marker is moved to the first district in New York (looking from the Moloch's perspective).

Moloch chooses the Stormtrooper and moves it to the next city (3). The city board is flipped to its destroyed side.



ADDITIONAL RULES

DISCARDING CARDS FROM THE MOLOCH DECK

Each time the Outpost should discard a card from the Moloch deck and the Moloch player no longer has any cards left in his deck, the Outpost player chooses and removes a Robot card from the city where he played the card / where he won the battle (in case of a won battle, the Outpost may even remove a Robot that is otherwise immune to the Outpost's skills as it is not immune to the victory effects in the city).

If there are no Robots in this city, the Outpost discards a random card from the Moloch player's hand. If the Moloch player has no cards in his hand, no card is discarded.

MOVING CARDS

The ability to move a Robot or a Soldier allows it to move one adjacent city forward or backward. Cards can be moved to a destroyed city, but never out of the card area.

If a card is moved to a city where all battle stations of the respective side are already occupied and there is no place for it, that particular card is discarded.

TOKENS IN THE GAME

All tokens placed on cards during the game (except for Net tokens) remain on the card until the card is either discarded or taken back to the player's hand as a result of some other card's effects.

There is no limit to the number of Strength tokens a card can receive.

If the number of tokens is ever insufficient, players should use any other objects as replacements.

If, as a result of a played card, a player receives a token and he can't or doesn't want to use it, this token is returned to the token's pile without any effect.

Tokens cannot be stored for future use.

The Net tokens are only placed as a reminder of the effect of the Net Module during the course of the ongoing battle.

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END OF THE GAME

The game ends when all of the effects of the battle for the last district in New York are carried out. If at this point the Moloch player has at least one card in his deck or at least one Robot in New York, he wins the game – the Moloch convoy has managed to achieve its goal, New York was attacked and destroyed.

If the Moloch player neither has any cards left in his deck nor any Robots located in New York (cards on hand are not taken into account) the Outpost wins, having effectively destroyed the Moloch's convoy.

Note: The Outpost can also win before the last battle in New York – this happens if, at the beginning of a battle, the Moloch player has no cards left in the deck, no cards in his hand and no Robots in any of the undestroyed cities.

DETAILED DESCRIPTION OF THE CARDS

THE OUTPOST

SOLDIERS

HACKER - The Deactivation token disables the skill of the chosen Robot (but not it's potential Module).

If Hacker disables a Spiders' skill and as a result there are not enough available battle stations for Spiders in this city, Spiders is removed to the discard pile.

NESTUGOV – Only one Module may be attached to each Soldier.

The acquired Modules work the same way as before, only now they give their bonuses and or skills to the Outpost Soldiers.

SABOTEUR, LIEUTENANT CALAHAN, BUNKER –

If Increased Strength should be considered in the End Result of the Battle phase but does not place Strength tokens on Soldier cards.

MODULES TAKEOVER (NESTUGOV)

Taken over Modules work the same but now against Moloch, so their skills are treated the same as Soldiers' skills.

After the acquisition of the Kasparov Module or the Net Module, the Outpost player may use them by discarding cards from his hand in the Modules activation phase after the Moloch player has taken his turn.

An acquired Kasparov Module allows the Outpost player to move a chosen Robot.

An acquired Net Module allows the Outpost player to disable a chosen Robot (until the end of the current battle) with a Net - during the End Result of Battle phase, the Robot's Strength, skill or Modules are not taken into account.

When the Contamination Module reduces the number of Moloch's battle stations in the city it is located while Moloch occupies all of his available battle stations in this city, then the Outpost player chooses and removes a Robot from this city to the discard pile.

If the Robots are immune to Outpost Soldiers' skills, they are also immune to acquired Modules' skills.

Anytime a Soldier with a Module is killed or returned to the Outpost player's hand, the Module card is discarded to the Moloch's discard pile.

BUILDINGS

ELECTROMAGNETIC FIELD – It blocks the Moloch Robot's ability to move by playing Move cards, using Hornet's skill or Moloch's movement after the destruction of the entire city.

EMP LAUNCHER – It doesn't affect the Strength Modules.

If a deactivated Module with a special skill is taken over by the Outpost (with Nestugov), it operates normally.

If Dreadnought or a Robot with a Shield token appears in the city where the EMP Launcher is already operating, their immunity is canceled.

If the EMP Launcher appears in a city where Dreadnought or a Robot with Shield token is already present, then those Robots are immune to the EMP Launcher's skill.

If Spiders' skill is disabled by the EMP Launcher and as a result, there

are not enough available battle stations for the Spiders in this city, they are immediately removed to the discard pile.

INSTANT CARDS

EMP ASSAULT – If the battle was fought over a district with the Bomb effect, remember that this effect is always applied. Afterwards, depending on the situation, either the Moloch's convoy movement phase or the Drawing cards phase should follow.

RECON - You may not place both tokens on the same Soldier.

RETREAT – You can move two different Soldiers or the same one twice. The Soldier may be moved back and forth to the city where he was before.

SNIPER – You may kill any Robot, including one's immune to the Outpost cards' effects.

SUDDEN ATTACK – Strength and Contamination Modules already attached to Robots continue to work. Modules which require discarding cards cannot be activated nor can any new Modules be played. After the Outpost Attack phase, proceed to the End Result of the Battle phase immediately.

WAR COUNCIL - If there are less than 3 cards left in your deck, draw as many as possible and don't discard any.

MOLOCH

ROBOTS

ANNIHILATOR - If at the moment of Annihilator's appearance in a city, the Outpost occupies all of his available battle stations in this city, the Moloch player chooses and removes one Soldier or Building from that city to the discard pile.



BLOCKER – Blocker is removed regardless of the cause of removing another Robot (effect of the Outpost cards, the Bomb effect, etc.).

BRAIN - You may use its skill to even take Brain itself to your hand.

BRUTE – Shield token makes the Robot (and also its Module if one is attached) immune to Outpost Soldiers' and Buildings' skills. It doesn't provide protection against the effects of Instant cards.

If the EMP Launcher enters a city where a Robot with a Shield token has already been placed, the Robot is immune to the EMP Launcher. If the EMP Launcher was in the city first, then its skill would cancel the Shield's effect.

You may also place a Shield token on a Robot, which was disabled by Hacker - it doesn't cancel the effect of Deactivation token but does protect the Robot from other skills of the Outpost Soldiers and Buildings.

CLOWN - You may even kill Clown to use its skill.

DREADNOUGHT – It is only immune to the Outpost Soldiers' and Buildings' skills. It is not immune to Instant cards' effects nor the Bomb effect.

If Outpost's EMP Launcher appears in the city where the Dreadnought was previously placed, the Dreadnought is immune to the EMP Launcher skill. If the EMP Launcher was placed first in this city, then it would cancel the Dreadnought's immunity.

JUGGERNAUT – Cannot move or be moved. You cannot play a Move card on Juggernaut, nor can it be moved to another city in the Moloch's convoy movement phase.

In case of the Outpost's takeover of the Kasparov Module, Juggernaut still is unable to be moved.

When Juggernaut's skill is disabled by EMP Launcher or the Deactivation token, he may move.

SPIDERS – You can place them in a city where all the available battle stations are already taken.

If their skill is disabled by Hacker, EMP Launcher or after the city's destruction and there are no available battle stations for the Spiders in this city, they are removed to the discard pile.

MODULES

CONTAMINATION MODULE - It operates immediately from the moment it is attached to a Robot. If the Outpost occupies all of his available battle stations in this city, the Moloch player chooses and removes one Soldier or Building from that city to the discard pile.

NET MODULE – Net disables a Soldier in the same city until the end of the current battle. Mark the netted Soldier with a Net token. During the End Result of the Battle phase neither the Strength of the netted Soldier nor his skill is taken into account (including all the strength modifications resulting from other Outpost cards or tokens increasing this Soldier's Strength). In the next battle, the Soldier's skill and Strength operates normally again.

ANNIHILATION MODULE, COMBAT MODULE, DESTRUCTION MODULE – These Modules increase Strength. They have no special skills and thus cannot be deactivated.



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SPECIAL THANKS FOR TESTING THE 2ND EDITION TO:

Joanna Kijanka, Roman Sadownik, Chevee Dodd, Jeff Patino.

Dear Customer, our games are assembled with greatest care. However, if your copy lacks anything - we apologize for it. Please, let us know: portal@portalgames.pl.

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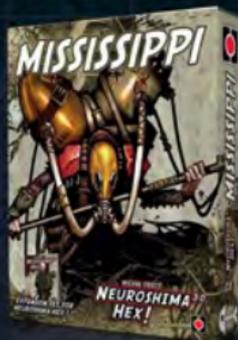
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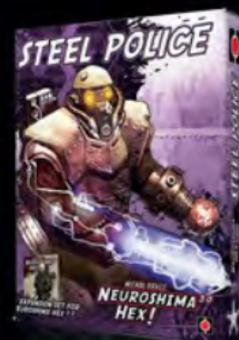
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