

THE ARMIES OF "DUEL"



SMART

Smart is a part of Moloch, which has reached the southern part of the continent, where following fights with humans it was cut off from its origin, and found sanctuary deep inside the Neojungle. It resembles Moloch less and less with every passing day. Smart has completely disregarded directives, which have so far been followed by Moloch's electronic brains and started producing strange half machines combined with living organisms, including regeneration capable biodroids, micro robots functioning as parasites equipped with technologically advanced electromagnetic weaponry. Most Smart bases are hidden deep underground and whatever happens there stays behind a veil of mystery, hidden from both humans and Moloch.

Deck description: Smart's main advantage is an enormous mobility of troops around the HQ, a possibility to create powerful firing lines, and a special Transporter ability, which gives them an additional chance to place the right unit in the right spot.

Minimal HQ mobility is its weakness.

Tactical advice: Surround your HQ with Net and Marksman units as quick as possible, so they can move and turn thanks to the special ability of their HQ.



HQ

Special ability: Any 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.

Instant Action Tiles:

- Battle** (x4)
- Push Back** (x3)
- Move** (x1)
- Sniper** (x1)
- Terror** (x2)

Board Tiles - Soldiers:



Ripper (x1)



Twister (x1)



Net Fighter (x2)



Gauss Cannon (x3) – unusual marksman type, can wound several enemy units with one shot. Every enemy unit on the line of fire receives 1 wound. Gauss Cannon is not affected by bonuses increasing the strength of a normal shot.



Golem MK3 (x2)



Cyborg (x2)



Transporter (x3) – On tiles deployment, the Smart commander may take the Transporter off the board and put one of his board tiles in its place. If the Transporter was damaged, the damage is not transferred to the new tile.



Bio-droid (x1) – Upon death, the Bio-droid returns to the top of the Smart player's tile pile, so it's first on the next draw.

Board Tiles - Modules:



Officer (x4)



Mother Module (x2) – In the Initiative phase below 1, a unit connected to the Mother Module may take its action again.

If the unit normally has two actions, the third additional one takes place in the next, third phase.

If the unit has acted in Initiative phase 0, it may not take any additional actions.



Scout (x2)

Special rules:

If a Bio-droid was eliminated at the same time it was taken over by the opponent (by a Vegas Agitator for instance), it is still returned to Smart player's tile pile.

A player may not use all the available possibilities to move the same tile in one turn (for instance the HQ's special ability, the instant action tile - Move, and the tile's own Mobility)