

THE ARMIES OF "DUEL"



VEGAS

Vegas felt the effects of the war to a lesser extent than the majority of US cities and is one of a few surviving civilisation centres, where you can live a higher life standard than in most parts of the ruined continent. Vegas has also become villains' Mecca, a place where they caught the scent of money making possibilities. Everyone knows today that in Vegas you can get everything you wish for, provided you can pay the right price. Vegas' strength does not lie in a strong army, or heavy weaponry, but in the wealth, machine programming and human manipulation skills.

Deck description: The advantages are the ways of double crossing the opponent and using his own forces against him - thanks to the HQ's ability and the Agitators. Additional advantage comes from significant army mobility.

Soldiers' small numbers and their low initiative is a disadvantage.

Tactical advice: A rewarding tactic is moving own HQ in the enemy HQ's vicinity, to be able to take over enemy units that protect the HQ.



HQ

Has the ability Control Takeover. An enemy unit in direct contact with Vegas HQ (notice that Vegas HQ's special Ability only works in one direction) is automatically taken over and treated as friendly. Moreover, on takeover the Vegas player may turn that unit in any direction. The unit stays friendly for as long as it's in direct contact with Vegas HQ. An enemy HQ may not be taken over.

Instant Action tiles:

- Battle** (x5)
- Rotation** (x3)
- Push Back** (x3)
- Castling** (x2)
- Move** (x3)
- Sniper** (x1)

Board tiles - Soldiers:



Mercenary (x2)



Bodyguard (x2)



Guard (x2)



Marksman (x2)

Board tiles - Modules:



Agitator (x3) - This Module has the Control Takeover ability, similar to HQ.



Saboteur (x1) - Affects neighbouring units, decreases their Initiative by 1.



Medic (x1)



Scout (x2)

Foundation tiles:



Mine (x2)

Special Rules:

A control marker should be placed on a captured unit.

Control Takeover is stronger than the Net, meaning if a Net Fighter and an Agitator fight, the Net Fighter is taken over and the Agitator is not ensnared.

Control Takeover is stronger than the Outpost's Scoper actions, meaning if there is a fight between a Scoper and an Agitator, then the Agitator takes over the Scoper and not the other way around. But if the Scoper attacks the Agitator, who is turned in another direction, then the Scoper takes over the Agitator the normal way.

The fact that a unit frees itself from the Agitator/Vegas HQ influence doesn't mean it automatically turns back to face the direction from before the takeover.

If the Agitator (or Vegas HQ) takes control over an enemy unit during a Battle, that unit may be turned immediately after the Battle has finished.

A captured wounded unit retains its wounds. Similarly, wounds stay if such unit frees itself from enemy's control if it had been wounded.

