

NEUROSHIMA HEX 3.0

Neuroshima HEX is a game of tactics, where armies wage continuous battles against each other.

Neuroshima Hex! is a strategy game set in the post-apocalyptic world of Neuroshima, a Polish role-playing game. Each player leads one of four armies: Borgo, Hegemonia (Hegemony), Moloch, and Posterunek (Outpost). Each army deck consists of 35 tiles: an HQ, soldiers, support tiles, and special actions. You win when all enemy headquarters are destroyed or when your headquarters is the least damaged at the end of the game.

Neuroshima Hex! 3.0, released in 2013, includes rule corrections, new graphics, toughness counters, a solo variant with 55 puzzle cards that present you with challenging situations, and new multiplayer variants.



- *EASY TO LEARN, HARD TO MASTER*
- *4 UNIQUE ARMIES*
- *FAST, TACTICAL GAME WITH ENORMOUS REPLAYABILITY*

Box size: 295x295x70mm

Weight: 1200 g

Quantity/Case: 6

No. of players: 2-4

Playing time: 30 min

Min. age: 8+

Author: Michał Oracz

Graphics: Piotr Cieśliński, Piotr Foksowicz, Mateusz Bielski, Łukasz Lalko

EAN:

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Box content:

- 1 board
- 1 rulebook
- 35 The Outpost army tiles
- 35 Hegemony army tiles
- 35 Moloch army tiles
- 35 Borgo army tiles
- 8 HQ markers
- 8 net markers
- 4 reference sheets
- 4 wound counters
- 24 wound markers
- 55 hexpuzzle cards