Hostile Takeover

In the not too distant future… Economic globalization and mass production of communication technologies have effectively erased national and political borders – the world is now ruled by massive corporations that wage war with each other over the control of empires. Literal wars fought by private armies proved to be overly costly in resources, profits, and public opinion, so the Wolf & Phoenix Marketing Conglomerate introduced an out-of-the-box way for corporate entities to resolve their differences: The Hostile Takeover Arena. This arena is a state of the art gladiatorial coliseum that can be configured for a variety of different scenarios where hired mercenaries fight for their employers' interests over live telecast. Corporations that have reached an impasse in negotiations can avoid expensive, lengthy legal battles or risky sabotage by simply hiring a team of trained warriors to out-maneuver the competition in a quick, bloody, ratings-exploding spectacle. Thanks to recent breakthroughs in medical nanotechnology, the exciting use of deadly force is by no means decisive – power up medical nanite implants and mortal wounds are healed in a matter of moments, allowing mercenaries to jump back into the fray.

In Hostile Takeover, players control a mercenary team trying to outwit and outgun the competition. Each Character has strengths and weaknesses that must be wisely used to gain the upper hand. Can you lead your team of mercenaries to victory amid the chaos of battle?

Game Overview:

Hostile Takeover is played over a series of turns. Each turn players assign Action Cards and Energy Tokens to their characters and attempt to earn points and/or achieve a victory condition set by the Scenario they are playing. Once a player has earned enough points or achieved the victory condition, that player wins and the game ends immediately. In rare instances, two or more players may simultaneously achieve enough victory points to win. In these cases the player with the most points is declared the winner. If the points of the winning players are tied, then the game continues until any single player gets points exceeding the current tie and meets the victory conditions.

Game Components:

16 Characters: These figures are placed in stands and represent each character's position in the Hostile Takeover Arena.

16 Character Cards: These cards feature a picture of the character, their Move and Armor ratings, Ranged and Melee weapon charts as well as detailing each Character's unique Special Action.

64 Action Cards: During the Strategy Phase, each player assigns an Action Card to each of their standing characters. This determines what Action that Character will take during the Action Phase. The available Action cards are Move, Melee, Fire and Aim/Overwatch. The cards list any Initiative Modifier tied to that Action, whether the character counts as moving or standing for the round and other pertinent information relating to the chosen Action.

16 Energy Tokens: These are assigned to Characters during the Strategy Phase and give additional options to the Characters they are assigned to.

9 Game Boards: These 10"x10" boards are assembled to create the footprint of the Hostile Takeover Arena in which a Scenario will take place.

Force Fields (8 Green 3", 4 Blue 4", 8 Orange 4.5"): Force fields are placed on the game board to provide Cover for Characters and they also hinder Character Movement. Characters may not stand on force fields.

72 Barrier Cubes: Like force fields, barriers also provide Cover and hinder Movement. Characters may stand on barriers.

Flamer Template: Used to determine which Characters Cynder targets with her Special Action.

1 Scoring Track and 4 Scoring Tokens

8 Six-sided Dice and 1 Eight-sided Die

1 Player Aid

Set Up:

Select a Scenario to play. Each player then takes one of the recommended teams of Characters*. Once teams are chosen each player should take their 4 Characters with stands and corresponding Character Cards, 16 Action Cards (4 each Move, Melee, Fire and Aim/Overwatch), and 4 Energy Tokens. Place each player's Scoring Token near the Scoring Track.
Experienced players may wish to use the optional Character Drafting Advanced Rule instead of picking a pre-selected team.

The game board and terrain may be set up using the Scenario Diagram* for the given number of players or may be set up to the player's own liking. If setting up terrain outside of the Scenario Diagram, be sure to pay attention to any Scenario-specific terrain requirements.
The terrain set up provided by the Scenario diagram provides balanced terrain dispersal as well as tactical options that lead to interesting games. New players should play with a Scenario's given set up at least once before modifying the terrain.

Players now set their 4 Characters within the player's indicated starting zone and then take the 1ˢᵗ turn of the game.

Turn Overview:

Strategy Phase
1. Assign each Standing (unwounded) Character one Action Card by placing the Action Card face down on the Character Card.
2. Assign 4 Energy Tokens to Characters.
Players may assign any amount of Energy they possess to their Characters – some Characters may have none assigned, while one could have all of the player's Energy – players allocate Energy to best support their strategy for that Turn.
Characters may only spend Energy Tokens during the Turn that they were assigned to them in the Strategy Phase. Characters who become Pinned or Wounded during the Turn lose all remaining Energy Tokens. At the end of the Turn any unspent Energy Tokens are lost and next Turn the player will assign 4 Energy Tokens to their Characters again.

Initiative Phase
Reveal Action Cards
Roll 3D6* modifying the result by Action Card Initiative Modifiers and +2 per currently Wounded Figure on your Team.
High roller chooses when they will act, then the next highest and so on.

In case of a tie, the tied players re-roll using the same modifiers (Energy and Action Cards) as the original roll. So if there were rolls of 19, 14, 14 and 12 for Initiative, the players who rolled 14 would re-roll to determine who picks Initiative Order 2nd and who picks Initiative Order 3rd. *Number of dice may be modified by Energy.*

Action Phase
In Initiative Order, each player chooses one figure and resolves its Action Card.
Rotate the resolved Action Card 90 degrees.
Continue until all figures have resolved their Actions or become Pinned/Wounded.

Clean Up Phase
Pinned figures Stand.
Other Clean-Up Actions occur.

<u>**Action Cards:**</u>

Move Card:
+2 to Initiative Roll. Allows a Character to Move a number of squares up to their Move value.

Diagonal and orthogonal movement is allowed. Characters may move through friendly Characters but cannot land in the same space. Characters may move around terrain using partially visible hexes but must end in a fully-visible hex.

Going over a force field costs 1 Movement point in addition to the number of squares moved. Characters may not stand on top of force fields. Climbing onto a barrier cube costs 2 Movement points but climbing down from a barrier cube only costs 1.

Moving from the top of one barrier cube to the top of an adjacent barrier cube counts as normal movement.

Moving diagonally between 2 Barrier Cubes cost 1 extra point of Movement.

Aim/Overwatch Card:
-3 to Initiative Roll. If next Action Card played is Fire, subtract 3 from To Hit Target Number and 1 from To Wound Target Number of 1st Attack made that turn OR after card is rotated Interrupt another Character's Movement/ Melee Charge Action to make a **normal** Ranged Attack on that Figure.

Leave card down and rotated 90 degrees if it has not been used as an Interrupt during the turn it was played. During the next turn the card can still be used as an Interrupt or can modify the target numbers for the character's 1st Ranged Attack if they take a Fire Action.

Fire Card:
No Initiative Modifier. Allows character to make 1 Ranged Attack.

See Ranged Combat rules for more information.

Melee Card:
+2 to Initiative Roll. Allows Character to Move up to their Move value (along any path to the target they desire) and/or make a Melee Attack.

If no enemy Character is within Movement range then this character can still Move but for this turn their Move value is 3 less.

See Melee Combat rules for more information.

Energy Tokens:

During the course of a Turn, characters may spend the Energy Tokens they were assigned during Strategy Phase to gain a variety of potential benefits. These benefits are:

Accuracy:
Spend 1 Energy Token before making a Ranged or Melee Attack. Roll 1 extra die with Attack and remove lowest die. Only 1 Energy Token may be spent this way per Roll.

Defense:
Spend 1 Energy Token before opponent makes a Ranged or Melee Attack Roll against you. Opponent rolls 1 extra die with Attack and removes the highest die. Only 1 Energy Token may be spent this way per Roll.

The attacker must state whether or not they are using Accuracy on an Attack Roll first. The defending player may then decide whether or not they wish to use Defense.

Note: Accuracy and Defense played on the same Roll will cancel each other out and turn into a Normal (3D6) Attack Roll.

Movement:
Spend 1 Energy Token when one of your figures takes their Action (Action Card played does not have to be Movement to use this benefit). Figure may Move 2 extra squares. Only 1 Energy Token may be used this way per figure.

Initiative Boost:
Spend Energy Token(s) from any Character(s) when rolling Initiative. Roll 1 extra Initiative die per Energy spent and remove the lowest 1 or 2 dice. Only 2 Energy may be used this way per turn.

Nanite Surge:
Spend 1 Energy to stand a Wounded figure up during Clean Up Phase who was Wounded at the start of the round.

Special Actions:
Each figure has one Special Action. To use this Special Action, play the appropriate Action Card and pay the required Energy.

Ranged Combat:

To make a Ranged Attack you will need to know the Range from the attacking character to their target as well as the target's Movement and Cover status.

Range is checked by counting the squares between the attacker and the target. Don't count the square the attacker is standing in but do count the square the target is standing in.

Range Bands are
Short: 1-8 Squares
Medium: 9-16 Squares
Long: 17-24 Squares

The target's Movement status is determined by checking the symbol on the Action Card they played this turn.

 indicates the target is moving while indicates the target is stationary. These symbols are found on the Ranged Weapon chart on every Character Card.

The target will either have No Cover ( ), Light Cover or Hard Cover.

 Light Cover exists when there is terrain between* Attacker and Target.

 Hard Cover exists when Target is adjacent to terrain between* Attacker and Target.
Terrain adjacent to the Attacker does not count as Cover for the Target.

To Make a Ranged Attack:
Declare which figure is Attacking and who their Target is. Find Range to Target, Target's Cover, and Movement Status. Roll 3D6* and equal or exceed the number indicated on the To Hit section of the Attacker's Ranged Weapon Chart.
Number of dice rolled may be modified by Energy.

If To Hit roll fails, there is no effect.*
* Unless the weapon used has the Scatter characteristic. See below.

If To Hit roll succeeds, roll To Wound: Determine Target's Armor Rating and Cover Status. If the target has any cover then use the Hard Cover Target Number for your To Wound Roll.
Roll 3D6 and equal or exceed the number indicated on the To Wound section of the Attacker's Ranged Weapon Chart.

If To Wound Roll fails then the Target is Pinned.

If To Wound is successful then Target is Wounded.

Pinned figures are placed on their side and lose their Action (Flip the Action Card Over) for the turn as well as any unused Energy Tokens. They may continue to be attacked. Pinned figures stand up during Clean Up Phase.

Wounded figures are placed on their backs and lose their Action (Flip the Action Card Over) for the turn as well as any unused Energy Tokens. Wounded Characters may not be attacked further. Characters that were Wounded at the start of a turn may spend 1 Energy during Clean Up Phase to Stand.

When firing into a Melee (2 adjacent characters where at least one of them played a Melee Action this round) the To Hit Roll is Figured normally but if the attack is successful randomly determine which of the adjacent characters is hit. For example if firing into a Melee with 2 characters, Character A is hit on a D6 roll of 1-3 and Character B will be hit on 4-6.

Scatter:
Some explosive weapons have a special characteristic called Scatter. When a ranged attack from a weapon with Scatter misses, the Scatter rules are used to determine where the explosive lands.

The explosive will land a number of squares away from the target square equal to how much the Attack Roll missed by. For instance, if the TN (Target Number) for the Attack was 12 and the player rolled 10 on their attack roll the explosive will Scatter 2 squares.

To determine which direction the explosive Scatters, assign each square surrounding the target square with a number from 1-8. Roll the D8 and the explosive Scatters in that direction.

Once the explosive Scatters to the new square it explodes there. Apply the explosive's effect to the target square and any relevant surrounding squares.

Weapons with the Scatter Special Rule can target empty squares for their To Hit roll. The Target Number to hit an empty square is equal to the highest target number for the weapon at the given range to the target square.

Notes regarding Ranged Combat:
- Knave and Gremlin have ranged weapons with special characteristics printed in italics underneath their ranged combat charts. These rules are always in effect and do not require Energy or anything else to activate them.
- Each Figure has a 360 degree line of sight and can fire in any direction.
- Attacker may not fire through other Characters.
- Characters Standing on Barrier Cubes count as having No Cover.
- Line of Sight and Cover may be checked by drawing a line from the center of the square the attacker is standing in to the center of the square the target is standing in. If this line crosses through a square containing a Character, the Attack cannot be made on that Target. If this line crosses through squares containing force fields or barrier cubes then

the target will have light cover or hard cover depending on if they are adjacent to terrain the line crosses.

Melee Combat:

To make a Melee Attack roll 3D6 and add the modifier listed in the figure's Melee Attack chart.

If the Target played a Melee card this round they get to roll their Melee Defense dice. If the modified Attack Roll is higher than the Modified Defense Roll then the Attack hits.

If the Target did not play a Melee card this round then the Target Number for the Melee Attack is 11.

If the Melee Attack fails to Hit – either because the Attack roll was less than 11 or because the Target had played a Melee card and rolled Defense higher than the Attack roll – then there is no effect.

If the Melee Attack hits, roll To Wound: Determine Target's Armor Rating and roll 3D6 to equal or exceed the number indicated on the To Wound section of the Attacker's Melee Weapon Chart.
To Wound Roll succeeds: Target is Wounded
To Wound Roll fails and Target **did not** play Melee card: Target is Pinned
To Wound Roll fails and Target **did** play Melee card: No effect

Note: Boss and Jade have Melee Weapons with special characteristics printed in italics underneath their melee combat charts. These rules are always in effect and do not require Energy or anything else to activate them.

Recommended Teams for New Players:

Team A: Bard, Boss, Rocky, Spectre

Team B: Chance, Cynder, Flint, Knave

Team C: Dodger, Jade, K-Dogg, Mirage

Team D: Angel, Gremlin, Jace, Kirra

Advanced/Optional Rules:

Character Drafting
Instead of picking a pre-selected team, experienced players may be interested in drafting their own team of 4 characters. Character drafting should only take 5-10 minutes and greatly enhances the game's tactical options and replay value.

Method A: Lay all Character Cards out. Each player rolls 3D6. The high roller then picks their first character, then the next highest roller picks and so on. After the lowest roller has picked their first character, that player goes first in choosing their second character. So in a 4-player game the picking order would go: 1-2-3-4-4-3-2-1-1-2-3-4-4-3-2-1

Method B: Turn all Character Cards face down and shuffle them up. Deal 4 Character Cards to each player. Players choose a Character Card from their hand and place it face down in front of them and then pass the remaining 3 Character Cards in their hand to the player on their left. Continue until all players have 4 Character Cards.

Re-Roll Tokens
Pennies or another small token may be given to players to represent re-roll tokens. Each re-roll token may be spent to force the Re-Roll of any die roll made by any player for any purpose.

A group of players may wish to award a re-roll token or two to younger or less experienced players in an attempt to make the game more balanced. Alternately, players may decide to give each player 1 or 2 re-roll tokens.

Cumulative Cover
Determine the To Hit Target Number for Ranged Attacks normally and then add +1 to this number for every additional piece of terrain between the Firing Character and their Target.

Advanced rules for Pinned Characters
Using these rules, Ranged Attacks against Pinned Characters are modified as follows:
Pinned with No Cover: To Hit Target Number is -2
Pinned with Light Cover: To Hit Target Number is +1
Pinned with Hard Cover: To Hit Target Number is +2

FAQ:

Can Jade use her Mono-Whip to Attack a Target within its Reach that is behind Cover?
Yes.

Does the above situation affect Jade's Melee Attack Roll?
No.

Spectre attacks Rocky using the Dead Eye Ability but Rocky has activated his Energy Field Ability: for this attack is Rocky counted as being in No Cover, Light Cover or Hard Cover?
No Cover.

If Gremlin has activated his Phase Cloak, is he affected by Grenades that land within blast range of him?
Yes.

Knave wants to lob a Grenade at Gremlin but Gremlin has his Phase Cloak Active, can Knave use the Scatter rules to target an empty space beside Gremlin?
No. Knave may fire the Grenade at any Character (including teammates) near Gremlin or he may target an empty Square 3 or more Squares away from Gremlin.
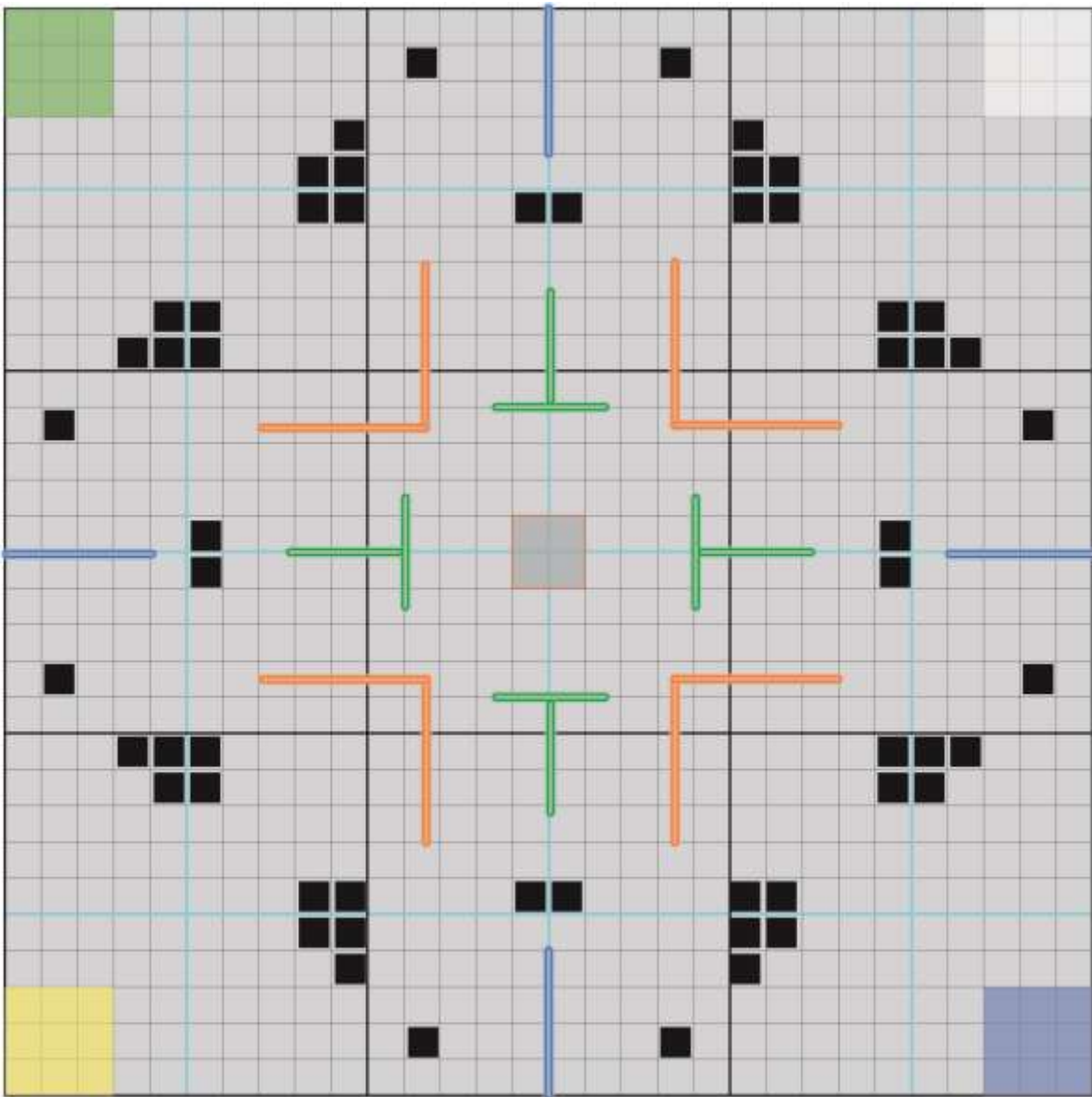
1. Coming Together
Players: 3-4
Victory Points: 1st Team to have a figure stop on one of the center squares of the center board gets 4 points. 2nd Team to have a figure stop on one of the center squares of the center board gets 3 points. Teams after that get 2 points each. Award 1 VP for each enemy Wound caused.
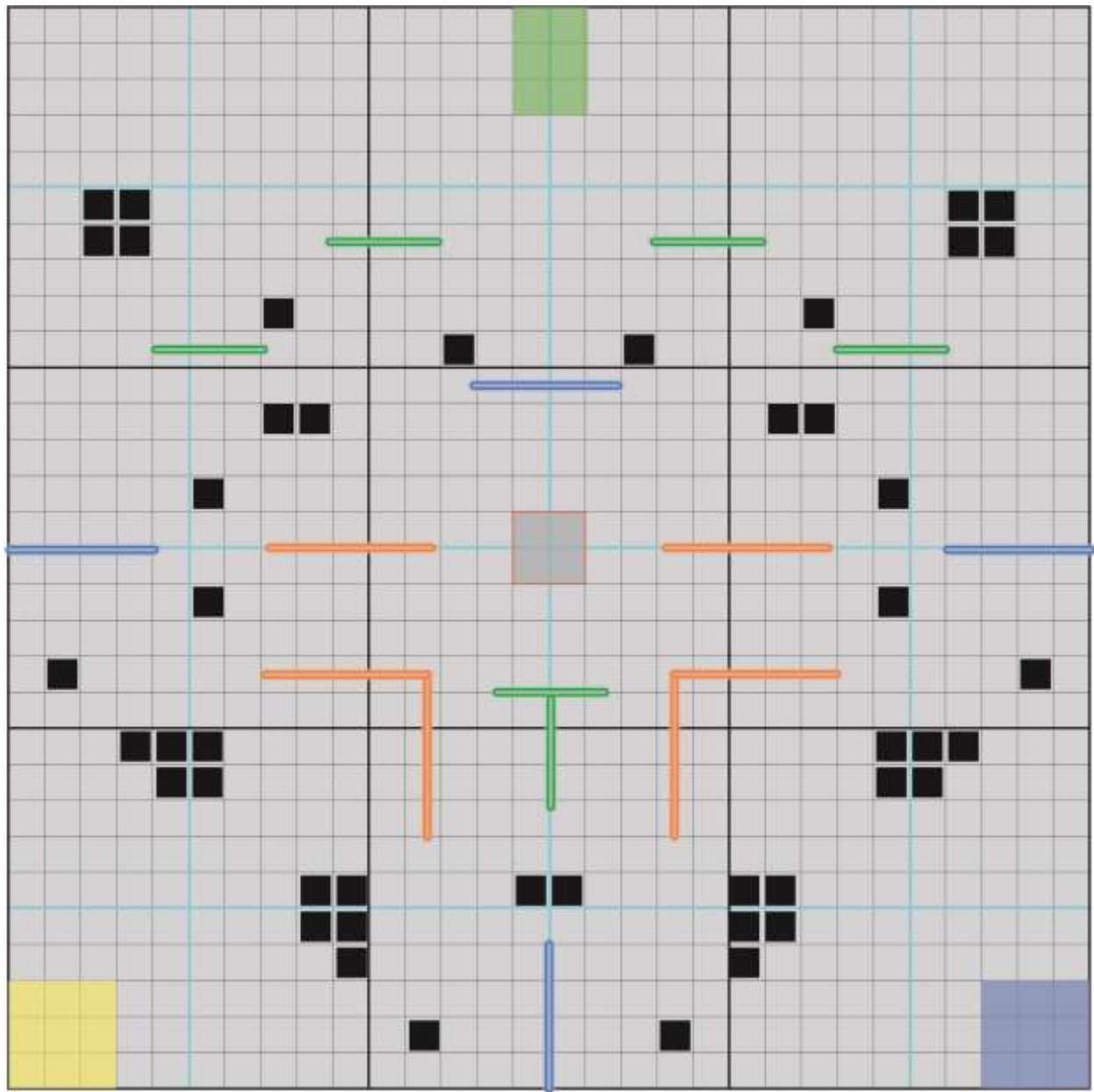VP to Win: 4 Player Game, 8 points; 3 Player Game, 10 points
Special Rules: No Ranged Attacks during 1st Turn.

4 Player Set Up *(shaded areas in the corners are Starting Locations):*

2. Grab and Go

Players: 2-4

Special Terrain: Place a bottle cap or other marker object at the center point of the central board. This marker can be picked up freely by any Character in the 4 surrounding squares.
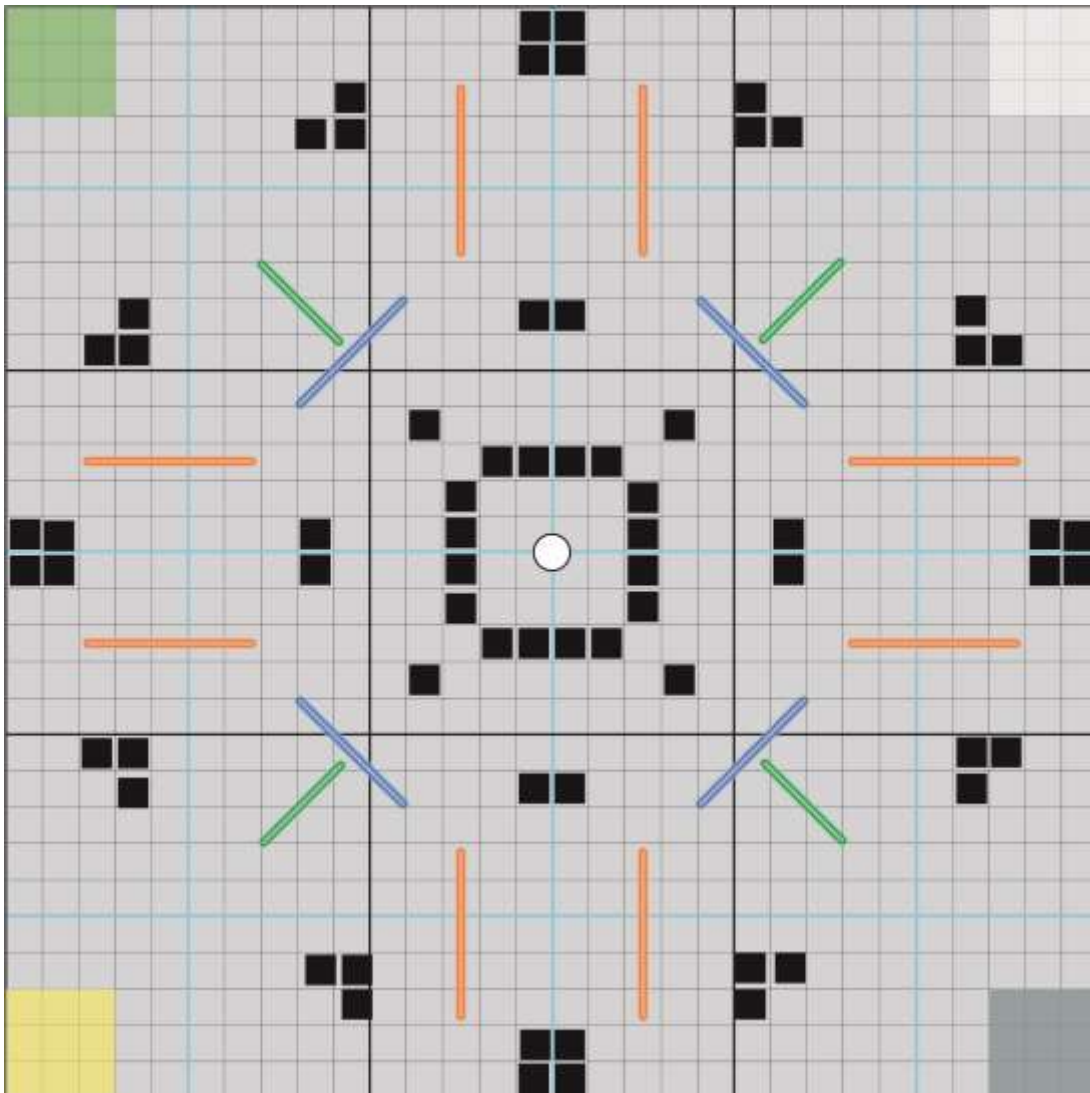
Victory Points: Picking up the marker instantly earns 1 VP. During Clean Up Phase if a Character is holding the marker their player earns 3VP. Award 1 VP for each enemy Wound caused.

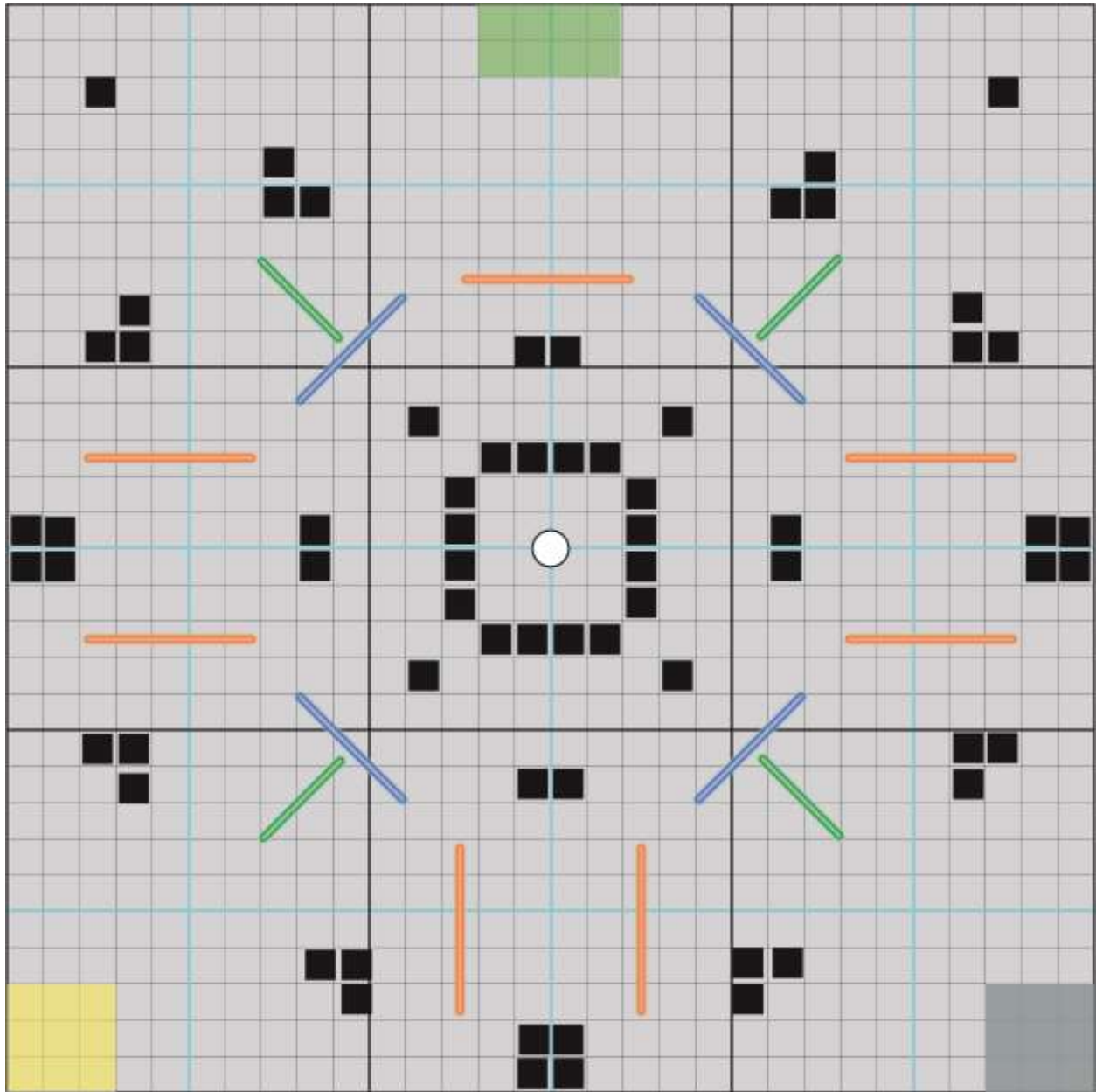VP to Win: 4 Player Game, 9 points; 3 Player Game, 11 points; 2 Player Game, 13 Points

Instant Win: Get a standing Character holding the marker back to your start zone.

Special Rules: The marker may be picked up by moving over it. A Character does not have to stop to pick up the marker. The marker may not be passed between Characters. If a Character holding the marker becomes Wounded or Pinned the Marker will Scatter 1-3 squares. No Ranged Attacks until the marker has been picked up for the 1st time.

2 or 4 Player Set Up: *(Shaded areas in the corners are Starting Locations. In a 2 player game, players start in any two diagonally opposite corners)*

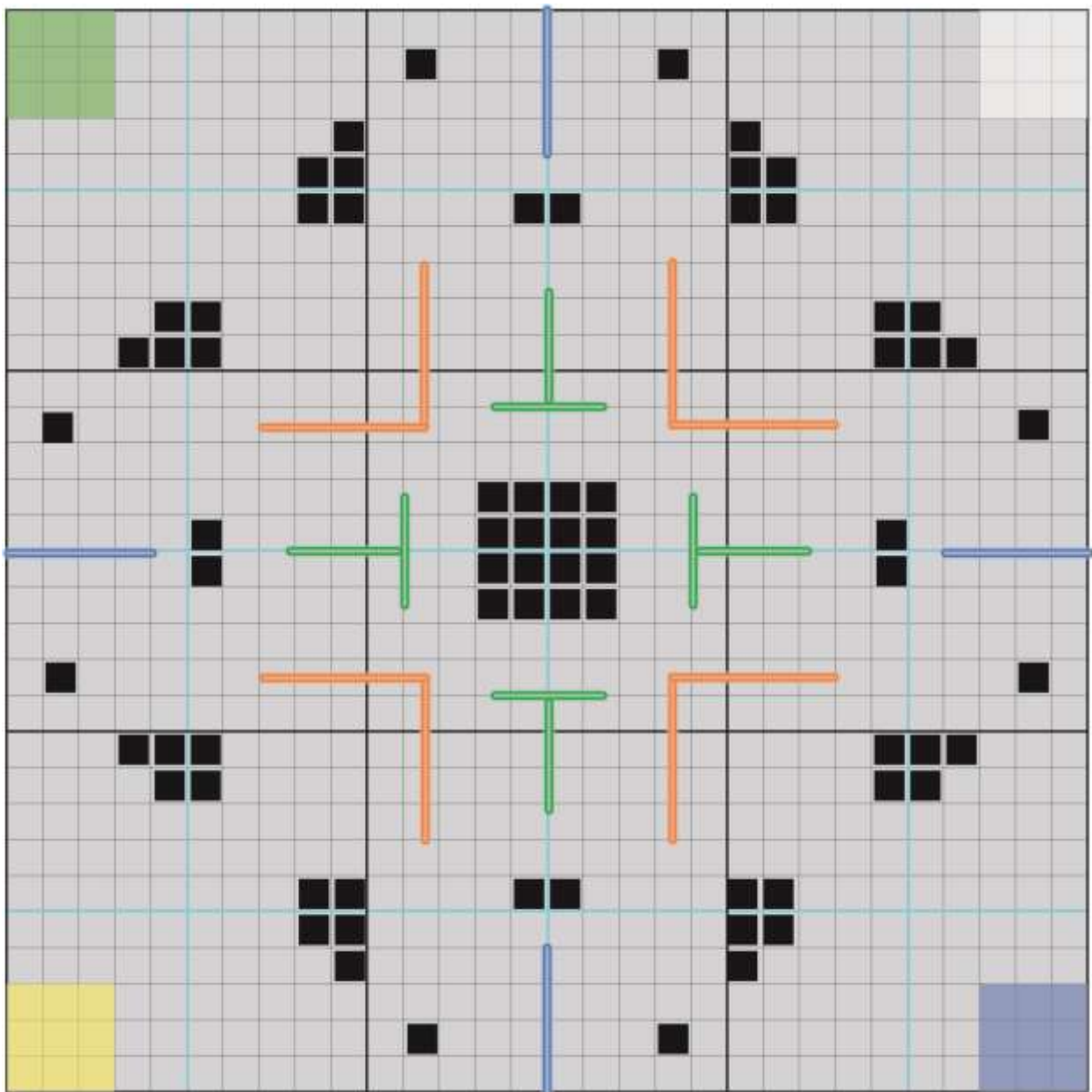## 3. King of the Hill

Players: 2-4

Special Terrain: Place 16 Barrier Cubes in the center 16 squares of the central board

Victory Points: Each Character standing on the hill during Clean Up Phase earns 3 points. Each pinned Character on the hill during Clean Up Phase earns 1 point. Award 1 VP for each enemy Wound caused.

VP to Win: 4 Player Game, 9 points; 3 Player Game, 11 points; 2 Player Game, 13 Points

Special Rules: No Ranged Attacks during 1st Turn. Figures Wounded while standing on the hill are moved to a square adjacent to the hill chosen by their controlling player.

2 or 4 Player Set Up: *(Shaded areas in the corners are Starting Locations. In a 2 player game, players start in any two diagonally opposite corners)*

<u>King of the Hill</u> 3 Player Set Up: *(Shaded areas one the board edge are Starting Locations)*