

6A. ESCAPE FROM HARD CITY

As befits an evil mastermind, Doctor Zero had a backup plan in case of a defeat. He wants to escape from the city, bulldozing the way with a bus full of Mutants! Will the Officers manage to capture him and get justice done once and for all?

BEGINNING OF A ROUND

You play all phases in accordance with the basic rules. Please remember - Doctor Zero can move the Bus many times during a single round.

SPECIAL RULES

FLAMMABLE BARRELS - An Officer can perform a Shooting Attack targeting any Barrel on the board. If he or she deals in that Attack, the Barrel explodes and deals to all Mutants, Civilians and Officers on its space and on the adjacent spaces. Remove the Barrel token from the board.

BUS - The whole Bus is treated as a single space. Doctor Zero can spawn mutants on the Bus. More than 1 Mutant can be spawned on it in a single Action. Mutants can move from the Bus but can't reenter it. Officers can't move onto the Bus.

ATTACKING THE BUS - Officers can shoot the Bus if they are adjacent to it. to Mutants on the Bus is dealt as normal. If there are no Mutants on the Bus, the Officers get 1 VP for each dealt to the Bus.

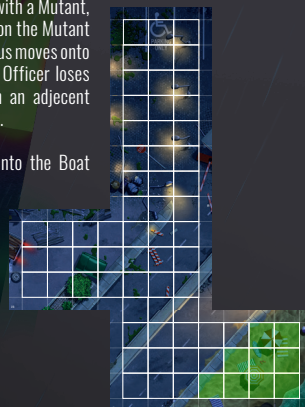
DOCTOR ON THE BUS - Before Doctor Zero plays any cards on his turn, he moves the Bus 1 space forward. It can also corner, but it can't move out of the game board. Apply the effect of UNDER MY WHEELS if necessary.

UNDER MY WHEELS - If the Bus is to move onto a space with another token (box, car, etc.), the token is removed and the Bus moves onto its place. If the Bus moves onto a space with a Mutant, the Mutant is killed (mark it on the Mutant Extermination Track). If the Bus moves onto a space with an Officer, the Officer loses and must be placed on an adjacent space (chosen by the Officer).

BOAT - No one can move onto the Boat except for the Bus token.

MUTANT SPAWN

Special Mutants:
Mutant Soldiers



SETUP [3B + 2B + 1B]

1. Prepare the board (3B, 2B and 1B) according to the grid.
2. Place 8 Mutants on the Bus token.
3. Place the Officers on any spaces adjacent to the Police Car sides.
4. Place OPENING: THIS IS IT! Cutscene next to the Cutscene pile and resolve it.
5. Start the game!

REQUIRED TOKENS



VICTORY CONDITIONS



ORDER

- + 1 VP for killing 10 Mutants
- + 1 VP for every damage dealt directly to the Bus. That includes the damage from Flammable Barrels.



CHAOS

- + 2 VP when the front of the Bus moves to another board piece for the first time (2VP for moving from 3B to 2B, and 2VP for moving from 2B to 1B)
- + 3 VP when the Bus ends its move on the Boat token
- + 1 VP for eliminating an Officer
- + 1 VP at the end of each round of the game

CUTSCENES AVAILABLE

- I GOT YOUR BACK!
- ANY MEANS NECESSARY
- KICK'n'ROLL
- I WILL HOLD THEM OFF!
- THE LAST RIDE



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GB. ESCAPE FROM HARD CITY

Doctor Zero has launched his machine! Nobody is safe anymore, but there's still hope, as it has turned out that Blast is immune to the effects of the mutagen. His DNA is the key to creating an antidote! The only problem is how to escape from the city full of bloodthirsty inhabitants...

BEGINNING OF A ROUND

Remove an Out of Ammo marker from the OPENING: COVERING FIRE card. Doctor Zero must place 1 Toxic Cloud token (if still available) on any space on the board with no Officers, Civilians, Mutants or any other tokens. Afterwards, you play the remaining phases in accordance with the basic rules.

SPECIAL RULES



MUTATE THE WORLD - Every time a Mutant kills a Civilian, replace the Civilian with a regular Mutant.



RAIN OF DOOM - Doctor Zero can spawn Mutants on spaces with Toxic Cloud tokens. More than 1 Mutant can be spawned on each token.



WE NEED YOU, BLUE ONE - Once per round, an Officer can spend 1 to call for the Helicopter. Place the Helicopter token 'On the Way!' side up on the Officer's space. You can immediately resolve the OPENING: COVERING FIRE card. Place an Out of Ammo marker on the card as a reminder that this special action has been used in the current round.



TO THE LIMO - An Officer on a space adjacent to the Limo's side with a Civilian or Blast and no active Mutants can spend 1 to evacuate the Civilian or Blast. Remove the Civilian or Blast from the board.



MANHOLE - Officers, Civilians and Mutants can move from the space with an open Manhole to a corresponding space with closed Manhole as if they were adjacent. See the setup grid for details.

MUTANT SPAWN



Special Mutants: Mutant Soldiers, Mutated Rats

SETUP [1A + 3A + 2B]

1. Prepare the board (1A, 3A, 2B) according to the grid. Please note that all board pieces are placed separately.
2. The Officers and Blast are placed on space **S** according to the grid.
3. Give Blast all of his Skill cards.
4. Place OPENING: COVERING FIRE Cutscene next to the Cutscene pile and resolve it.
5. Start the game!

REQUIRED TOKENS



VICTORY CONDITIONS



ORDER

- + 1 VP for killing 10 Mutants
- + 1 VP for evacuating a Civilian to the Limo
- + 3 VP for evacuating Blast to the Limo



CHAOS

- + 3 VP for killing Blast
- + 1 VP for eliminating an Officer

Doctor Zero does not get VP for killing Civilians or from the Overwhelming Horde rule - the city is already under his control!

1A



3A



2B



CUTSCENES AVAILABLE

- STAND YOUR GROUND!
- ANY MEANS NECESSARY
- DEATH FROM ABOVE
- I GOT YOUR BACK!
- I WILL HOLD THEM OFF!



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6A. ESCAPE FROM HARD CITY



PEDAL TO THE METAL!

Instant

Move the Bus 1 space.

1 VS ALL MODE

6B. ESCAPE FROM HARD CITY



DOOM DEVICE IS ACTIVE!

Action

Place a Toxic Cloud token on any space with no Officers, Civilians, Mutants or other tokens.
Then spawn 1 regular Mutant on it.

1 VS ALL MODE



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