BACKGROUND

Since the beginning of the war Moloch has created numerous generations of mutants, more or less effective on the battlefield. Enhanced growth rate, genetic engineering and high combat skills are the essence of mutant's abilities. Their various breeds roam the barren lands and fight for every inch of the land, quite often against one another. The scattered groups have finally become united by the charismatic cyber-mutant Borgo, who leads its horde against humanity under his defiling banner of Biohazard.

THE DECK

Quickness is the main advantage for the Borgo army, thanks to high initiative levels and numerous Scouts. Additionally the army has a lot of fighting units and good enhancments in the form of Modules.

The main drawback is the lack of shooting units, which makes necessary for all Borgo forces to engage in Melee combat.

TACTICAL ADVICE

Borgo's HQ thanks to its special ability is most effective in the center of the board surrounded by friendly units. Another good idea is to scatter the fighting units so that they can attack enemies in several directions and clear the battlefield.

HQ 1

All friendly adjacent units +1 Initiative.

SUPER MUTANT 1

Armor, Melee attack & Toughness.

MEDIC 1

A connected unit must ignore all wounds from 1 attack & Medic is discarded.

MUTANT 6

Melee attack.

BRAWLER 2

Melee attack.

OFFICER 2

Connected units +1 Strength in Melee combat.

CLAWS 4

Melee attack.

ASSASSIN 2

Ranged attack & Mobility.

SUPER OFFICER 1

Connected units +1 Strength in Melee combat & Toughness.

NET FIGHTER 2

Disables enemy units & simultaneously inflicts 3 wounds during unit's Initiative phase. The Net itself works normally. Thus, Net Fighter can attack disabled enemies.

SCOUT 2

Connected units +1 Initiative.

BATTLE 6

A Battle begins. After Battle, player's turn ends. Not useable if any player drew their last tile.

MOVE 4

Move a unit to an adjacent, unoccupied hex and/or turn it in any direction desired.

GRENADE 1

Destroys 1 chosen enemy unit adjacent to your HQ. May not hit enemy HQs. Not useable if Borgo's HQ is disabled by Net.

X

X - tile count.

borgo