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The O7 corridor hatch light shone red. The security officer pressed the camera's preview button: empty, quiet and peaceful. It looks like a temporary system error, but he still needs to go and check...

Meanwhile in hallway O8 there are three silhouettes moving as quietly as shadows, caught up to the steel door. A well-built brute adjusted the gun hanging around his back while crouching down, biting an unlit cigar. A scarred woman in a leather jacket looked questioningly at a tattooed, spectacled man. That man came closer to the door and looked at the lock. A mechanical hand bent the hood and plugged the wires. After a moment a green light announced his success.

Waiting in the capsule the rest of the gang heard a whisper coming from the communicator:

-It worked, we're inside.

This expansion introduces the **Hunters** faction to the game **Theseus: The Dark Orbit**. Hunters can be used instead of any other faction from the base game.

This expansion does not increase the number of players who can play the game.

COMPONENTS

1 SECTOR BOARD



25 FACTION CARDS



3 BONUS CARDS

These cards should be mixed with the Bonus cards from the base game.



SUPPLEMENTAL TOKENS

These tokens are introduced to the game by various card effects.



3x Nanotoxin tokens



3x Pliers tokens



1x Infiltration token

3 FACTION UNIT PAWNS



Before the first game, you need to put the stickers on the pawns. Each pawn should show a base unit on one side and an upgraded unit on the other.



Base unit



Upgraded unit

2 FACTION MARKERS

These markers are used to mark the player's Life Points and Data Points.



1 ALLIANCE TOKEN

This token is only used in the multiplayer game.



HUNTERS UNITS



The **base** unit attacks one enemy unit, even through the Walls, and gains Data Points.



The **upgraded** unit attacks one enemy unit, even through the Walls, and gains Data Points **OR** it attacks all enemy units in the sector (not through the Walls) and inflicts wounds.

NOTES ON CARDS

DETAILED EXPLANATION:



Air Lock – You may switch places between your card and one card of your enemy's.



Alarm – In case of Parasite (Aliens) and possible future cards inflicting wounds resulting from move, this relocation is treated like using 1 Move point.

In a team match Alarm doesn't allow you to move an allied unit (according to the base game rules).



Attachment – If Attachment is adjacent to multiple enemy cards and you want to use several of them, you have to pay 1 Data Point for each such card.

For each Data Point paid, you may treat the chosen card as yours exactly once (for example, when you make a double Onslaught but only paid 1 DP, the card will only work for you during the first Onslaught; when you send several enemy units into the same Trap in one turn using the Tech Bay, then each time you want Trap to work for you, you must pay 1 DP, etc.).

If you use Attachment to acquire a token from Trap Detector (Marines), Invisibility (Greys), Drone (Bots), or Force field (Bots) and then you place it on a chosen unit/Trap, then this token is treated like yours.

If Attachment allows you to use Trap against its owner, for example, Parasite against Aliens, Gripper against Scientists, Analysis against Bots, etc., then this Trap token placed on the enemy unit will work against it in the regular way.

If you use Attachment to introduce to the game a Minor Alien with Incubator (Alien), the Minor Alien belongs to the Alien faction.

During your Onslaught you may use Attachment in the normal way to use Hidden (Aliens).

If you use Attachment to activate Defense System (Scientists), the DS token belongs to the Scientists (so it inflicts wounds on you in the regular way). When a Scientists unit moves through the token of the active Defense System, you may pay 1 DP to use the Attachment and make Defense System work against the Scientists unit and wound it.

In case of Camcorders (Scientists) and Plasma (Bots) you may fall into Trap in the regular way and then use Attachment to use these cards' Actions. For example, when you stop in the sector with Camcorders, move the Camcorders point token accordingly, then pay 1 DP to exchange the collected Camcorder points for the Data Points you gain.



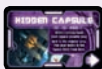
Capsule – If there are 2 Capsules in the same sector, you may (but don't have to) relocate both cards along with the unit (to the same sector).

In case of Parasite (Aliens) and possible future cards inflicting wounds resulting from a move, this relocation is treated like using 1 Move point.



Cooperation – In case of Parasite (Aliens) and possible future cards inflicting wounds resulting from a move, this relocation is treated like using 1 Move point.

In a team match Cooperation doesn't allow you to move an allied unit (according to the base game rules).



Hidden Capsule – When you use Hidden Capsule to eject your unit into Space, you therefore avoid all Traps in the sector that has Hidden Capsule which you should have normally resolved if you had ended your Move there.

When you use Hidden Capsule to come back from Space, you still need to choose an empty Room (therefore you can't eject another unit into Space).



Infiltration – There's only 1 Infiltration token in the game. If you have already acquired it, you can't receive another one. After using (discarding) it, it's available once more and you can acquire it again in the regular way when an enemy unit stops in the sector with the Infiltration card.

If Infiltration card is excluded from the game by Malfunction while you have already acquired the Infiltration token, you may still use it according to its rules.

In a team match, the Infiltration token is shared – any of the allied players may use it.



Nanotoxin – In a 3- or 4-players game, the Nanotoxin card inflicts wounds to each enemy faction, not just one.



Plan – In a team match, the Plan card is shared, any of the allied players may use it (according to the base game FAQ).



Pliers – If the enemy unit stops in a sector with 2 Pliers cards, it receives 2 Pliers tokens. When it's later freed from the Pliers by another unit of the same enemy, all Pliers tokens are discarded.

Remember that it's the active player who decides the order in which Traps are resolved, so for example when the enemy player should fall into two Traps - Pliers and Trick, it's up to active player to decide which card to resolve first.



Sabotage – The enemy doesn't have to use his Action cards if he doesn't want to. Therefore he will avoid the wounds inflicted by Sabotage.



Theft – In a 3- or 4-player game, when this card is duplicated or upgraded, you may freely choose what to take and from which enemy. For example, if the card is upgraded to level [3], you may take 3 Upgrade tokens / Bonus cards in total from your enemies – you may divide them as you wish. For example, take 1 Upgrade token from one enemy and 1 Upgrade token and 1 Bonus card from the second enemy.



Trick – In case of Parasite (Aliens) and possible future cards inflicting wounds resulting from move, this relocation is treated like using 1 Move point.

Remember that it's the active player who decides the order in which Traps are resolved, so for example when the enemy player should fall into two Traps - Pliers and Trick, it's up to active player to decide which card to resolve first.



Waste (Bonus card) – This card allows the player to install cards from the discard pile, not from the cards rejected at the beginning of the game (during setup).

CARDS AND ALLIED DUPLICATIONS:

Alarm, Sabotage, Theft, Cooperation – Duplication operates in the regular way, effectively doubling the number in the Upgrade symbol on the target card.

Infiltration, Attachment, Pliers, Hidden Capsule, Capsule, Trick – Duplication has no effect on these cards.

Air Lock – Duplication allows you to trigger the target card Action twice.

Nanotoxin – Duplication doubles the number in the Upgrade symbol on the Nanotoxin card. Despite the Duplication, the Nanotoxin points marker is only placed and moved onto Nanotoxin card. When a duplicated Nanotoxin is activated, it will inflict twice as many wounds.

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