
ARTIFACT

Tactical Combat on the Moon

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A Metagaming MicroGame

Training Division Memorandum

TO: LUNAR OPERATIONS TECHNICAL SUPPORT STAFF
SUBJECT: TACTICAL TRAINING SIMULATION
FROM: TRAINING DIVISION, JOHNSON SPACE CENTER, HOUSTON

In response to your request for a training package for personnel assigned to "special operations" on the Lunar surface, this office has prepared the attached simulation. It demonstrates the principles of military operations in a low gravity, vacuum environment.

The conflict known as the Lunar War was the first one fought by men and women beyond the surface of the Earth. It began as a series of harassing actions between NASA and Soviet scientific technicians over possession of an alien artifact, the 88 per cent efficient matter-energy converter known as the "dingus". They fought with the scientific equipment at hand, adapting it to military uses. The appearance later in the war of specially trained and equipped military technicians marked the beginning of true space warfare.

Fortunately, both NASA and its Soviet couterpart were able to totally control the flow of information from the moon. Word of the conflict reached neither the United Nations nor the general populace. This extraordinary secrecy was necessary because 1) the conflict violated the 1988 United Nations Convention on the Military Uses of Space and 2) the people of Earth are not ready for the consequences of the war – we have made our first contact with an alien species, and the species is hostile.

Because of the cost, Lunar garissons never exceeded squad size. New military technicians may never know the bravery of those small teams. Whether our future opponents are human or alien, those mil-techs must be prepared. We must be willing to expend the money and effort to train these vital teams. This war and its consequences mark a great leap for Mankind. Let us hope we do not stumble.

1.0 INTRODUCTION

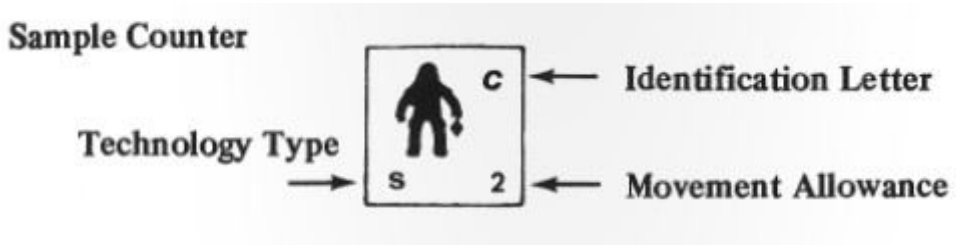
ARTIFACT is a two-player tactical-scale game of a hypothetical war in the year 2000. Each hex represents an area one half kilometer across, and each turn a period of approximately three minutes.

The map is an area of typical lunar terrain. The map depicts clear and rough terrain, hills, small and large craters.

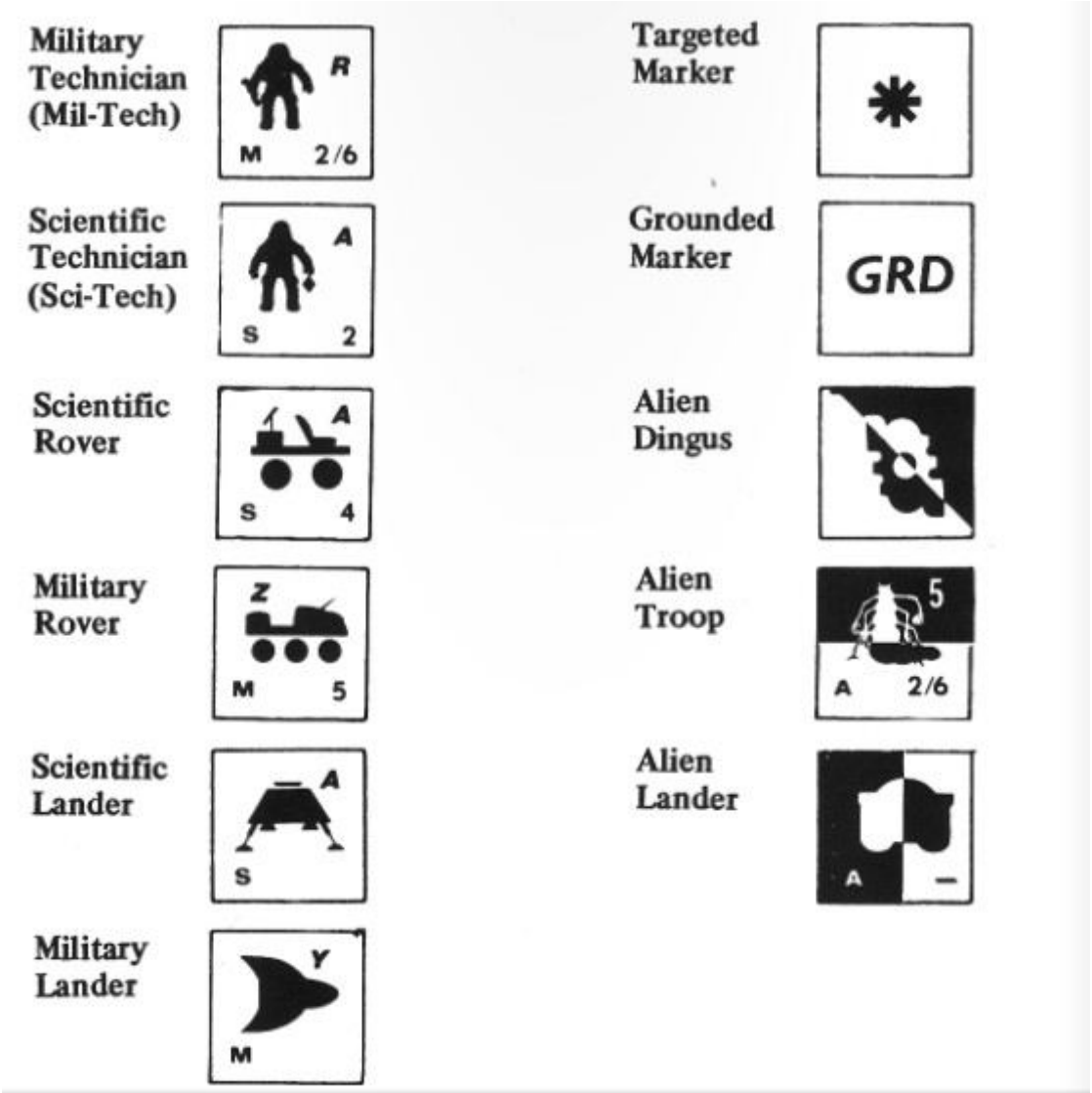
Each counter represents a single man or woman, a rover, or a lander. Each of the three unit types may be of either scientific or military technology. Scientific technicians (sci-techs) are equipped with conventional moon suits and can carry rocket launchers as weapons. Military technicians (mil-techs) wear semi-armoured space suits with built-in targeting and computing devices, have rocket-powered jump packs and can carry either rocket or smart-missile launchers. Rovers may be armed with lasers, mortars or the extremely effective targeting devices originally used to locate downed or lost personnel, the Rescue-Search Vehicular Pallets (RSVPs). Landers may be equipped with lasers, rockets or smart missiles. In all cases, the military technology is more efficient than the scientific.

2.0 COUNTERS

Each Technician, Rover, and Lander counter has information printed on it, as shown below. Each player decides whether he will use the the black or white counters. Colour does not denote a particular country, only the player using it. Technology is either "S" for scientific or "M" for military.



Other counters are shown below. Some are used only in the more advanced parts of the game.



3.0 PREPARATION FOR PLAY

3.1 Selection of Scenario. The game has several scenarios depicting different kinds of battles. These are outlined in section 14.0. Scenario One is the easiest to play and uses only basic rules (rules 1.0 through 10.0). Players with some experience with the game may wish to devise their own scenarios. Each player decides which side he will take and selects the forces he will use.

3.2 Unit Status Display. On a scratch piece of paper, each player should make a Unit Status Display which contains information about his units. At the start of the game, each player records the following information:

A) Each Technician (Sci-Tech or Mil-Tech): weapon being carried, if any.
B) Each Rover: weapons and Techs being carried, whether an RSVP is being carried, ID letter for the Tech which is driving it, and ID for Tech operating each weapon or RSVP.
C) Each Lander: weapons, Techs and Rovers being carried, and initial velocity.

During to course of the game, players will note changes in any of the above information, and also the use of jump fuel by Mil-Techs (see 6.5), possession of the Dingus (see 10.0), possession of captives, and turns for which damage applies.

3.3 Set-up. Players place their counters on the map as called for by the scenario description. Units which are loaded on other units are placed to the side of the map. Play now begins.

4.0 TURN SEQUENCE

4.1 Simultaneous Movement and Combat. All actions within each phase of a turn are considered to be simultaneous. Although initiative is used to regulate targeting, combat, and movement within phases, a unit which is damaged or destroyed during a Combat phase may still attack that phase. See the Movement, Targeting and Combat sections for a fuller explanation.

4.2 Game-Turn. Each turn consists of several phases, which must be done in order.

A) *Initiative:* Each player rolls a die. The high roller (roll again in case of ties) has the initiative for the entire turn. Initiative determines which player acts first in the phases which follow.
B) *All-Units Targeting:* Each undamaged unit may attempt to locate an enemy unit and lock weapons onto the enemy.
C) *All-Units Combat:* Each undamaged unit may fire a weapon at an enemy unit which has a "targeted" marker on it.
D) *Movement:* All units may move, except Sci-Techs and Scientific Rovers which have attempted to target or which have fired weapons.
E) *Military Targeting:* Each undamaged Mil-Tech and Military Lander may attempt to target an enemy unit.
F) *Military Combat:* Each undamaged Military unit may fire at a targeted enemy unit.
G) *Hand-to-Hand Combat:* Each unloaded Sci-Tech and Mil-Tech may attack an enemy Tech in its hex, even if it has already moved or fired that turn.
H) Damage Recovery: Each unit which has been damaged on the previous turn is flipped face-up.

5.0 LINE OF SIGHT (LOS)

A line of sight (LOS) is an unblocked path between one unit and another.

5.1 Uses. A unit may not target an enemy unit unless it can trace an LOS to that unit. Also, a unit may not fire a laser or rocket at an enemy unit unless it can trace an LOS to it.

5.2 Other Units. An LOS may extend into, out of, or through a hex containing one or more enemy or friendly units.

5.3 Rough Terrain and Hills. An LOS may extend into or out of, but never through, a rough terrain or hill hex.

5.4 Craterlets. An LOS may be traced out of a craterlet hex without restriction, but an LOS may only be traced into a craterlet from an adjacent hex. An LOS may never extend through a craterlet hex.

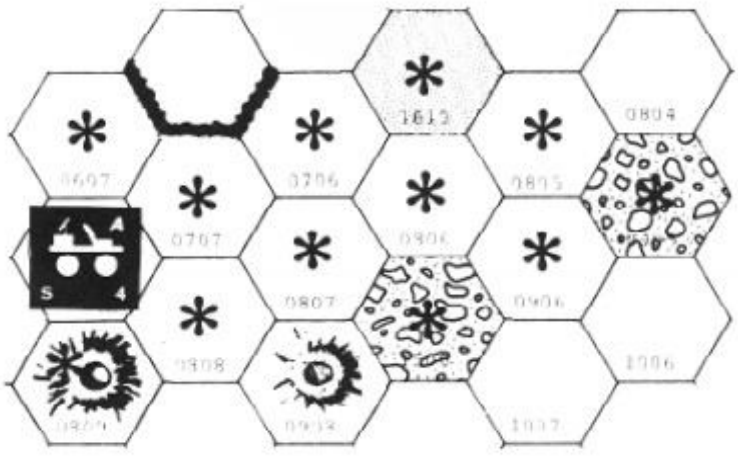
5.5 Large Crater Walls. An LOS may not cross a large crater wall unless the unit tracing it is adjacent to the crater wall.

5.6 Obstructing-Nonobstructing Hexsides. An LOS is traced from the centre of the hex of origin to the centre of the target hex with a straight edge. If the LOS is traced exactly along a hexside separating obstructing from nonobstructing terrain, then it is not blocked. If the LOS goes into the obstructing hex at all, it is blocked.

5.7 Same or Adjacent Hexes. An LOS may always be traced between units in the same or adjacent hexes.

5.8 Lunar Horizon. An LOS between two non-flying units not on hills must be four hexes or less in length. An LOS from a ground hex to a hill hex or vice versa, or between two hill hexes, may be up to six hexes in length.

5.9 Aloft Landers. An LOS to or from a flying lander may go into, out of, or through any type of terrain. The LOS has no maximum length.



6.0 MOVEMENT

6.1 General. During the Movement phase, each undamaged unit may be moved through a number of hexes less than or equal to its Movement Allowance (shown in the lower right hand corner of the counter). A unit may move in any direction or combination of directions. Because of terrain, a unit may not be able to move its entire Movement Allowance. A unit may move less than its Movement Allowance, and does not have to move at all. Unused movement may not be transferred to another unit or saved for next turn. Sci-Techs and Scientific Rovers may not move if they have already targeted or fired that turn. Landers move differently; see 11.0.

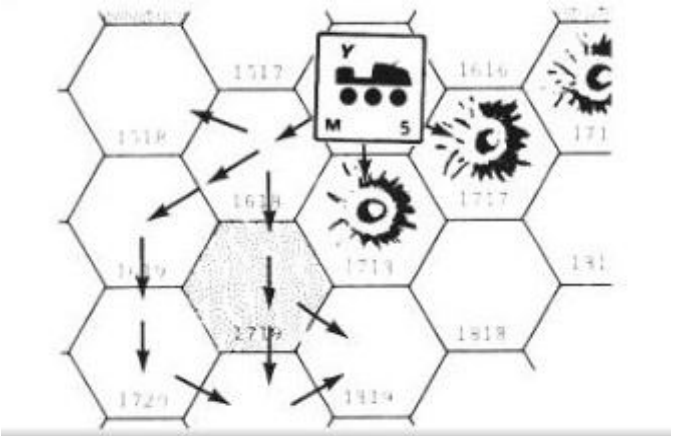
6.2 Order of Movement. The player with initiative for that turn moves one unit, then his opponent moves one unit. This process is repeated until one player no longer wishes to move any units. At that time his opponent may move the remainder of his units. The player who is to move must move one unit or forfeit the right to move any units that turn.

6.3 Other Units. Units may freely move through hexes adjacent to or containing enemy or friendly units. An unlimited number of units of either side may be in the same hex. In other words stacking is unlimited.

6.4 Ground Movement of Technicians. A Tech may normally move 2 hexes per turn. However, it may move only 1 hex if it enters or leaves a craterlet or crosses a large crater wall.

6.5 Jump Movement of Mil-Techs. Mil-Techs (military technicians) have a special form of movement which allows them to move up to 6 hexes in a single turn without regard for terrain. Each Mil-Tech may move jump movement twice per game. A Mil-Tech may not use ground and jump movement in a single turn. Jump movement does not affect line of sight determination.

6.6 Rovers. A rover may move if it begins the Movement phase with a Tech in it who has been designated as its driver. Each Scientific Rover may move up to 4 hexes each Movement phase, and each Military Rover may move 5 hexes. However, each hex of rough terrain counts as 3 hexes of its movement. A Rover of either technology may only move 1 hex if entering or leaving a craterlet. It may move directly from a craterlet into rough terrain. Rovers may not cross large crater walls.



6.7 Landers. See Section 11.0.

6.8 Transport. Landers may transport Rovers or Techs or both. Rovers may transport Techs. Rover drivers, weapon operators, and RSVP operators, as well as non-crew techs, are considered passengers of the Rovers.

6.8.1. Transport Capacity. Each type of Rover and Lander has its own transport capacity as shown on the Unit Capabilities Chart (see 15.2). A Rover may not transport Techs while it is being transported on a Lander.

6.8.2. Loading. Rovers and Landers may begin the game loaded or may load during the game. To load, the passengers must occupy the same hex as the transport at the beginning of the Movement phase. The passenger counter is removed from the map, and the transport's Unit Status Display is marked to show which passengers it is carrying (including both Techs and Rovers). A transport may move normally the turn it loads. Rover passengers may load directly onto a Lander without having to be unloaded from the Rover first. Also, Techs may unload from Landers and load onto Rovers in the same turn.

6.8.3. Movement. A transport with passengers moves at the same rate as a transport without passengers. It counts as 1 unit when moving (see 6.2).

6.8.4. Unloading. A passenger may unload before a transport moves or after it moves. A passenger may not move out of the hex in which it unloads until the following turn. A Mil-Tech may not fire a weapon after unloading. The counter for the passenger is placed in the hex when it is unloaded. No passenger may unload from a flying Lander.

6.8.5. Restrictions on Passengers. A passenger may not load and unload in the same turn. Loading or unloading is movement. Thus, a Sci-Tech may not load or unload if it just targeted or fired a weapon. Drivers may unload without restriction. Mil-Techs who are Rover crew may target or use weapons and then unload.

6.9 Rover Crew. At the beginning of each turn, each player may designate or change the crew for each Rover. On the Rover's section of each Unit Status Display, the player writes the ID letter of the Tech who is driving. Also, he writes the letters of the Techs who are operating each of the Rover's weapons and/or RSVP. The Techs must be on the Rover at the beginning of the turn. Only Techs designated as drivers or RSVP operators or weapons operators may drive or operate the Rover's RSVP or weapons. A single Tech may do no more than 1 of these tasks. The driver may not target of fire a weapon. An RSVP operator may not fire a weapon. Weapon operators may target in the same turn that they fire the weapons, though they may not target with an RSVP.

7.0 TARGETING

7.1 General. No unit may be attacked unless it has been targeted and still has a "targeted" marker on it. In the All-Units Targeting phase, each undamaged unit may attempt to target 1 hex with at least 1 enemy unit in it. In the Military Targeting phase, each undamaged military-technology unit may attempt to target. Targeting may be attempted only if a line of sight (see 5.0) exists between the targeting unit and its target hex. Targeting is by hex: if 1 enemy unit in a hex is targeted, all enemy units in that hex are targeted. A single hex may be the object of any number of targeting attempts each phase, but no unit may attempt to target more than 1 hex per phase. When a targeting attempt is successful, a "targeted" marker is placed on that hex.

7.2 Procedure. The player with initiative executes his first targeting attempt, and then the other player does his first attempt. Targeting alternates between the players until all units have completed their targeting attempts. The targeting player announces which hex he will attempt to target and which unit is making the attempt. The player than rolls a die. The type of targeting unit and the range are then cross-referenced on the Targeting table to find what die roll is needed. Additions and subtractions are made from the die roll as shown in the "Modifiers" block of the Targeting table. If the modified die roll is one of those indicated on the Targeting table, the hex has been targeted. A "targeted" marker is placed on it. EXAMPLE: If a Sci-Tech was attempting to target an enemy unit 2 hexes away in a clear hex, a die roll of 1 or 2 would be needed.

7.3 Die Roll Modifiers. If the target hex is rough terrain, add 1 to the die roll. During the Military Targeting phase, if any unit has just moved into the target hex, subtract 1 from the die roll.

7.4 RSVP (Rescue-Search Vehicle Pallet). A Tech on a Rover equipped with an RSVP may use the RSVP line of the Targeting table. A Tech may not use an RSVP unless it was designated as the Rover's RSVP operator (see 6.9).

7.5 Passengers. Techs on Rovers that are not driving or using an RSVP may target using the Sci-Tech or Mil-Tech lines of the Targeting table. Weapon operators may target. Techs inside Landers may not target.

7.6 Contagious Targeting. If an enemy moves into a hex which contains a targeted unit, it too becomes targeted. A unit which is in a targeted hex remains targeted no matter where it moves as long as an LOS exists between it and any opposing unit.

7.7 Loss of Targeting. Targeting is lost only when no LOS exists between the targeted unit and any opposing unit, including a flying Lander. If the only opposing unit with an LOS is damaged, targeting is lost. Unoccupied hexes are never targeted.

8.0 COMBAT

8.1 General. During the All-Units Combat phase, each undamaged unit may fire at a *targeted* enemy unit. During the Military Combat phase, only undamaged military units may fire. Although each unit may fire only once per Combat phase (Rovers and Landers with 2 weapons may fire once with each weapon), any unit may be fired upon more than once each phase. A line of sight (LOS) must exist between the attacker and defender unless smart missiles or mortars are being used (see 8.7).

8.2 Attacking. A Tech may fire a rocket or smart missile only if it is not on a Rover or Lander. A Tech may operate a Rover-mounted weapon only if it is a passenger of that Rover at the time and is designated as that weapon user on the USD. Rover-mounted weapons may not be used while the Rover is loaded on a Lander. A Lander may operate its weapons regardless of whether or not it has passengers.

8.3 Weapons Exchange. Friendly Techs occupying the same hex at the beginning of the Movement phase may exchange weapons. Their Unit Status Displays are changed.

8.4 Combat Procedure. The player with initiative announces and conducts his first attack, then the second players makes his first attack. Players alternate until all combat is finished. For each attack, the player first rolls a die and consults the "To Hit" table to see if the target unit is hit. If the target is hit, the die is rolled again and the "Hit Effect" table is consulted to see if the target is destroyed or only damaged.

8.4.1. Roll for Hit. The attacking player announces the units and weapon type making the attack, selects the target unit, determines the range, and rolls a die. If the target is in a rough hex, the die roll must be increased by 1. If the modified die roll is one of those indicating a hit for that weapon type and range on the "To Hit" table (see 15.4), the

target is hit. EXAMPLE: If a laser is firing at a unit in rough terrain 2 hexes away, a die roll of 1 or 2 is needed.

8.4.2. Hit Effect Die Roll. If a target is already damaged, it is destroyed. Otherwise, the die is rolled again. If the die roll is one of those indicated for that weapon type and target unit type on the "Hit Effect" table (see 15.5), the target unit is destroyed. If not, the target is damaged (see 8.8). All hit effects occur at the end of the Combat phase. EXAMPLE: If a laser hit a Sci-Tech, the Sci-Tech would be destroyed on a roll of 1-3 and damaged on a 4-6.

8.5 Stacked Defenders. Lasers and smart missiles affect only a single pre-determined unit, regardless of the presence of other units in the hex. However, if the weapon is a mortar or rocket, all units in the hex are affected if a hit was rolled. The attacking player must roll for Hit Effect for each enemy and friendly unit in the hex, even the firing unit if it is in the hex.

8.6 Transported Units. Passengers aboard a destroyed Rover or Lander are also destroyed. Passengers aboard a damaged Rover or Lander are unaffected. Passengers may not be attacked individually.

8.7 Indirect Fire. A unit firing a smart missile or mortar does not need a line of sight (LOS) to the target if it has an LOS to a friendly unit which in turn has an LOS to the target.

8.8 Damage. A damaged unit is flipped over at the end of the Combat phase. For the remainer of the current turn and for the entire following turn the unit may not move or target or fire weapons. The owner should note on the USD when the unit will be available again. For damage effects on Landers see 11.4.

9.0 HAND-TO-HAND COMBAT

During the Hand-to-Hand Combat phase, each unloaded Tech may attack 1 unloaded enemy Tech in its hex. A Sci-Tech hits on a roll of 1 and a Mil-Tech hits on a roll of 1-3. The defending Tech is damaged if hit, although it is destroyed if it is already damaged. Any Tech may do Hand-to-Hand Combat in the same turn that it moved, unloaded from a Rover or Lander, or fired a weapon. Targeting is not necessary.

10.0 THE DINGUS (ALIEN ARTIFACT)

10.1 Carrier. A Tech, Rover or Lander may carry the Dingus. This is noted on its Unit Status Display. A Tech carrying the Dingus may not carry any weapon. A Rover or Lander suffers no penalty. The Dingus does not count against its transport capacity. If the carrier is targeted, the owning player must announce that the unit is carrying the dingus.

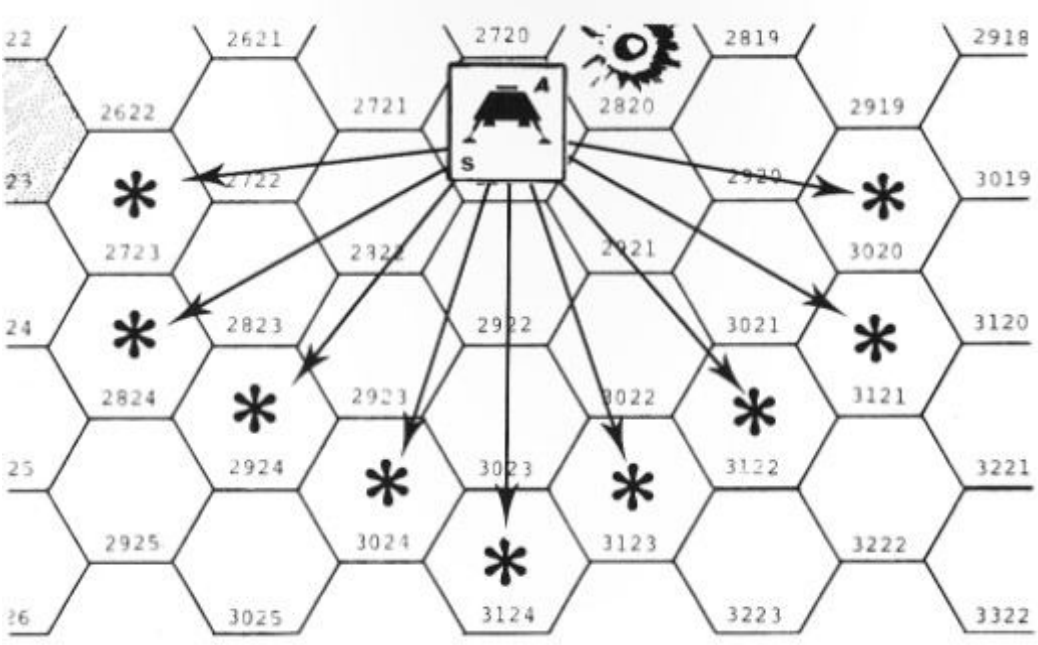
10.2 Capture. Whenever the carrier is damaged or destroyed, the Dingus is dropped, even if the carrier was a flying Lander. Place the Dingus counter in that hex. The Dingus is captured by the next unloaded Tech to move into, through, within, or out of the hex. The alternating movement system must be rigidly observed if Dingus capture is possible.

10.3 Carrier Hit. Whenever the carrier is hit by a weapon (not in Hand-to-Hand Combat), the attacking player must roll again to see what effect the hit has upon the Dingus. The "Dingus Carrier Hit" table is consulted. The player rolls for this before rolling for the Hit Effect on the carrier. If the Dingus detonates, remove the counter from play.

SPECIAL RULES: The following rules (11.0, 12.0, and 13.0) are not needed to play all of the scenarios. Scenario 14.1 uses none of the following rules. Scenario 14.2 uses only Landers (rule 11.0). Scenario 14.3 uses Landers (11.0) and Capture (12.0). Scenario 14.4 uses Landers, Capture, and Aliens (11.0 through 13.0).

11.0 LANDERS

11.1 Flight and Velocity. A flying Lander must have a velocity shown on its Unit Status Display. Velocity is the Lander's movement allowance for that turn. During the Movement phase, the Lander must move exacly the same number of hexes as its velocity. Its movement path must be a straight line, such that the Lander ends its Movement phase exactly its velocity in hexes away from its starting point each turn. It may move in any direction, however.



11.1.1. Changing Velocity. At the beginning of the Movement phase, before any units have moved, each player may change the velocities of his Landers. Velocity may never be less than 3. Velocity may never be increased or decreased by more than 1 in a single turn.

11.1.2. Terrain. Terrain has no effect on Lander movement.

11.2 Landing. A Lander may land only if its velocity on the previous turn was 3. On the current turn, the Lander remains in the same hex, and a "grouded" marker is placed on it. Techs and Rovers may unload on the turn the Lander lands.

11.3 Taking-Off. A grounded Lander may take off if it is undamaged. The "grounded" marker is removed and the Lander is moved 3 hexes. It may take off on the same turn that Techs and Rovers loaded onto it. A Lander may not land and take off in the same turn, but it may land the turn after it took off or vice versa.

11.4 Damage Effects. A damaged Lander may not target or fire its weapons. It may not take off or land. A damaged Lander which is already aloft may not change its velocity. However, Techs and Rovers may freely load onto and unload from a damaged grounded Lander.

11.5 Capacity. See Unit Capabilities chart, see 15.2.

11.6 Line of Sight. A flying Lander can trace an LOS to a unit anywhere on the map and vice versa.

12.0 CAPTURE

12.1 Procedure. An unloaded Tech in the same hex as a damaged, unloaded enemy Tech may capture that Tech at the end of the Hand-to-Hand Combat phase. No undamaged enemy units may be in the hex. The Tech making the capture drops and permanently loses any weapons he was carrying. The Dingus carrier may never make captures. The captive's counter is removed from the map and a note is made on the captor's Unit Status Display.

12.2 Transporting Captives. The capturing Tech may move without penalty. However, he may not target. The capturing Tech may not transfer the captive to a friendly Tech.

12.3 Loading Captives onto Rovers and Landers. Captives are loaded and unloaded by the normal rules (see 6.8). The transporting Tech does not have to accompany his captive onto the vehicle unless no undamaged Techs are aboard it. Captives count aganst Rover and Lander transport capacity.

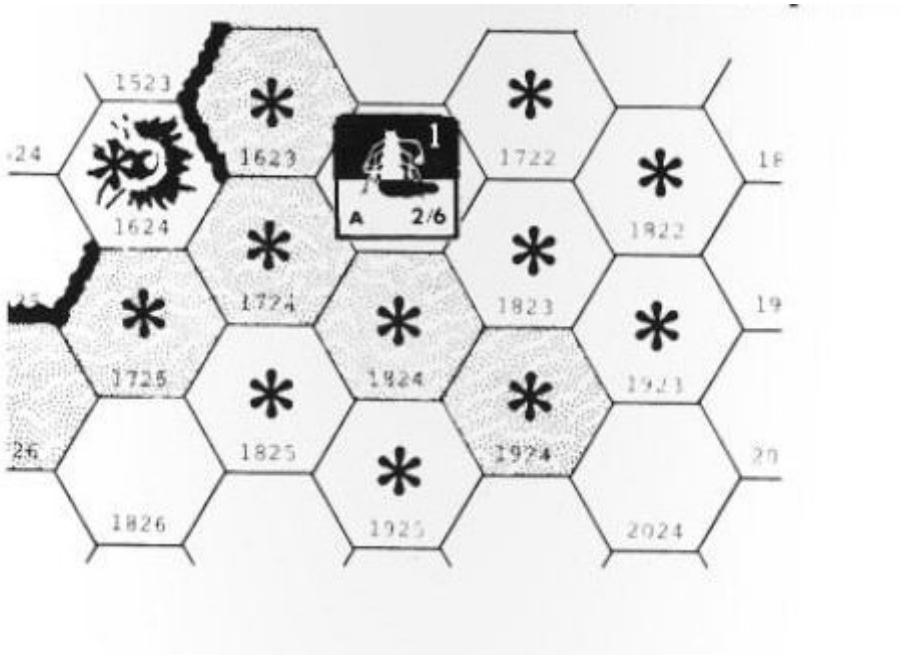
12.4 Permanent Damage. A captured Tech is damaged for the duration of the game. The capturing player may not voluntarily leave a captive on the map, nor may he attack or kill the captives.

12.5 Rescue. The rescuers must kill all enemy Techs in the hex, then use capture movement to transport the rescued Techs. Techs aboard an enemy Rover or Lander may not be rescued. The rescuing Tech must drop his weapon and may not target.

13.0 ALIENS

13.1 Alien Troops. Alien Troops target and move like human Mil-Techs. Each Alien Troop has *5* turns of jump movement per game.

13.1.1. Alien Killing Sphere. When an Alien Troop fires it weapon, the Alien player rolls a die for each human and Alien unit within 2 hexes of the firing unit to see if it is hit. However, the firing unit itself and flying Landers are never affected. The weapon may not be fired unless at least 1 human unit within the radius has been targeted. "To Hit" and "Hit Effect" die rolls are made on the laser lines of the "To Hit" and "Hit Effect" tables. No modifications are made for terrain or movement. The sphere may be used in both the All-Units and Military Combat phases.



13.1.2. Hand-to-Hand Combat. Alien Troops hit in Hand-to-Hand combat on a die roll of 1. Humans hit Aliens normally. (See Hand-to-Hand Combat table.)

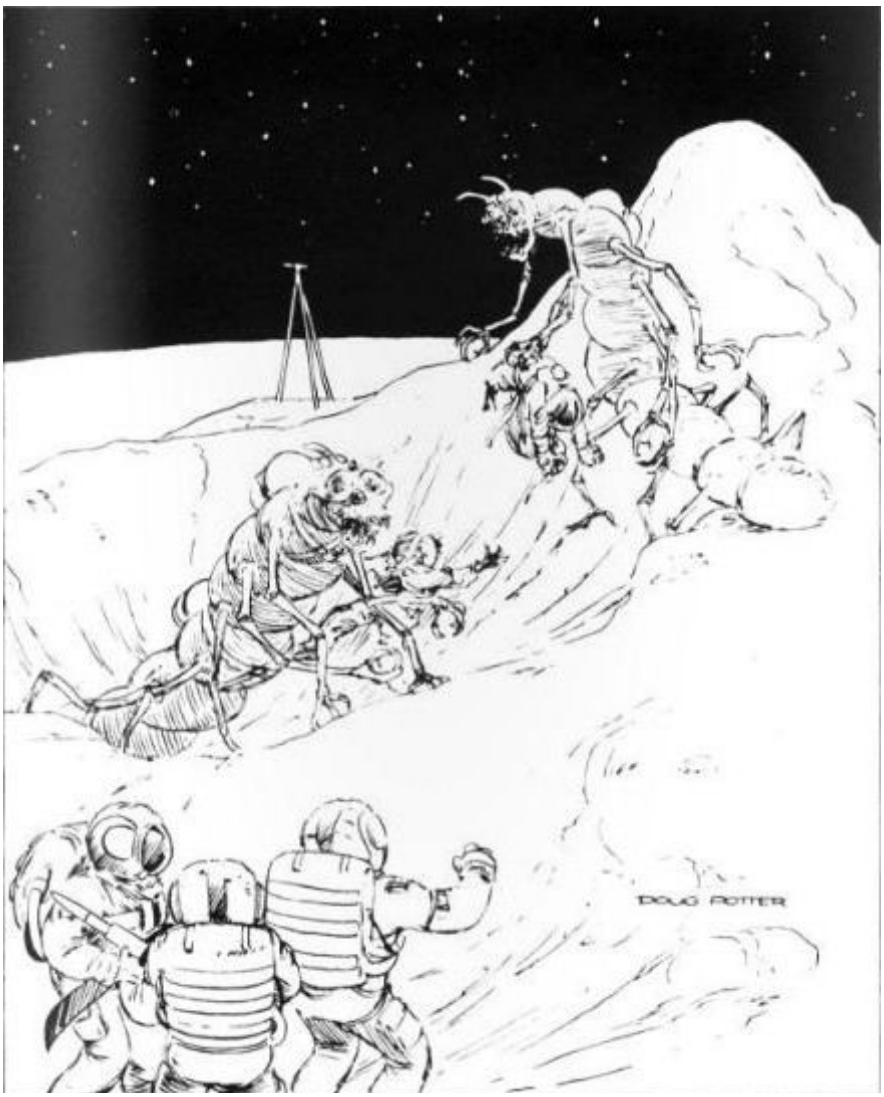
13.1.3. Transporting Captives. Aliens may capture corpses as well as damaged humans (see 13.4). Alien Troops do not lose their weapons when they make captures, and they may target and fire weapons while transporting captives. However, they may not use jump movement. Humans may not capture Aliens.

13.2 Alien Lander. The Alien Lander moves and targets like a human Lander. It may take-off or land on any turn. Its weapon is a sphere (see 13.1.1), with a radius of 6, which does affect flying human Landers.

13.3 Damage on Aliens. Damaged Aliens are not affected by a second "damage" result.

13.4 Capture of Dead Humans. Humans Techs who are killed may still be captured. To designate a copse, some Tech counters have a "C" in their upper-left-hand corner. Killed Techs are replaced with 1 of these counters, even if they were killed inside a Rover or Lander.

13.5 Shock. When 2 Alien Troops have been killed, the Alien Lander must Land as soon as possible, if it is flying. As soon as it lands, all Alien Troops must begin moving towards their Lander at the maximum rate (including jump). Captives must be dropped if jump movement is used. Aliens may still attack. Troops must load onto the Lander when they reach the Lander's hex. When a third Alien Troop is killed, the Lander will take off the following Movement phase (unless it is already flying), even if not all Troops are aboard yet. It moves to the nearest map edge at the maximum rate. When fleeing it may target and attack. Alien Troops remaining on the map move and fight normally. Aliens killed by their own weapons do not count towards shock.



14.0 SCENARIOS

The following scenarios range from the first armed encounter of the war through the first contact with the Aliens. Each scenario lasts 10 turns.

14.1 Lander Down – Copernicus Four. An American Lander carrying the dingus crashed on a hill between an American and a Soviet installation. Both sides had made simple preparations for war and sent hastily drafted scientfic teams out to find the dingus and any survivors.

Forces

American Forces:

2 Scientific Rovers with a laser and 2 Sci-Techs each.

1 Scientific Rover with an RSVP and 2 Sci-Techs.

Soviet Forces: Same as American Forces

Set-up: Soviets place their Rovers with Techs loaded on any eastern map edge hexes. The Americans are placed on any western map edge hexes. The Dingus is placed in hex 1313 (1107).

Victory: Either player wins by exiting any map edge with the Dingus on a Rover. If neither player gets the Dingus off the map by the end of turn 10, the

game is a draw.

14.2 "Get that thing back!" A Soviet task force of Sci-Techs had captured the Dingus and passed it to a convoy group which was attempting to rendezvous with a Soviet Lander. A scratch American task group attempted to intercept the Soviets. It was the first time Mil-Techs from both sides met in battle.

Forces

Soviet Forces:

Group Lenin: Scientific Lander with a rocket launcher.
Sci-Tech with a rocket launcher.

Group Voshkod: Scientific Rover with a laser and 2 Sci-Techs.
Military Rover with an RSVP, a mortar, 4 Mil-Techs, and the Dingus.
1 Mil-Tech has a smart-missile launcher.

American Forces:

Scientific Rover with a laser and 2 Sci-Techs.

Military Rover with an RSVP, a laser and 3 Mil-Techs.

Military Rover with an RSVP, a mortar, and 4 Mil-Techs. 1 Mil-Tech has a smart-missile launcher.

Set-up: Soviet force Lenin (Lander grounded) is in hex 1211 (1206). Force Voshkod is placed on any one southern map edge hex. The Americans are then set up on any hexes on the eastern and/or western map edges south of Soviet force Lenin.

Victory: The Soviets win if a Soviet Rover or Lander exits the northern map edge with the Dingus on it. The Americans win if an American Rover exits the eastern or western map edge with the Dingus on it. The game is a draw if neither player wins by the end of turn 10.

14.3 Raid on Tycho Site 3b. The Soviets discovered that the Americans had apparently analysed the dingus and were testing it at Tycho Site 3b. They staged a raid to get the dingus or one of the scientists working on it.

Forces

American Forces:

Research Team: Scientific Lander with a rocket launcher
Scientific Lander with a laser
Mil-Tech with a smart-missile launcher
Mil-Tech with a rocket launcher
2 Sci-Techs, 1 with the Dingus

Cover Team Vargas: Scientific Rover with a laser and 2 Sci-Techs
Scientific Rover with an RSVP and 2 Sci-Techs

Cover Team Beverman: Military Rover with an RSVP, a laser and 4 Mil-Techs. 1 of the Mil-Techs has a smart-missile launcher.

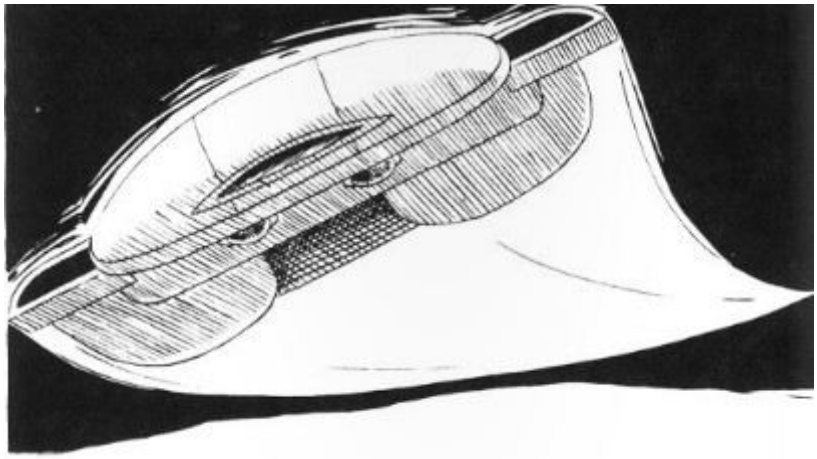
Soviet Forces:
Scientific Lander with a laser carrying:
2 Sci-Techs each with a rocket launcher
Scientific Lander with a laser carrying:
Military Rover with an RSVP and a mortar
4 Mil-Techs, 1 with a smart-missile launcher
Military Lander with a laser and a rocket launcher, no passengers
Military Lander with a laser and a smart-missile launcher, carrying:
Military Rover with an RSVP and a mortar
4 Mil-Techs, 1 with a smart-missile launcher

Set-up: The Americans set up first. The Research Team deploys in any hex of the large crater on the western edge of the map, including the craterlets around its edge. The American Landers are grounded. Cover Team Vargas deploys on any 1 hill hex of the American player's choice. Cover Team Beverman deploys on any hex on the map with all team members loaded on the Rover. The Soviets are placed on any northern or eastern map edge hexes, with all Techs and Rovers loaded on their Landers. The Landers have an initial velocity of 4, from which they may accelerate or decelerate on the first Movement phase (see 11.1.1).
Victory: The Soviets win if they succeed in capturing 1 of the 2 Sci-Techs of the Research Team and have her loaded on a Rover or Lander at the end of the game. The American player wins if the Soviet player does not win.
Special Rules:
A. Exiting the map: No unit may ever exit the map.
B. Sci-Techs of the Research Team: At the beginning of each Movement phase when a Soviet unit within 10 hexes of the Research Team's hex has an LOS to it, the American player rolls 2 dice. If the total is 2, 3, 4, or 5, the Sci-Techs of the American Research Team may move and target normally on that turn and all following turns. Also, they may move if any unit in their hex is attacked. Until then, neither of these Sci-Techs may move, load onto a Lander, or target. As long as 1 of the 2 Sci-Techs of the Research Team is alive, *no other American may be a Dingus-carrier.*

14.4 First Contact. An American task group came upon Aliens feeding on the remains of an American survey team. In revulsion, they attacked without fully considering the consequences.

Forces
Americans:
Military Rover with an RSVP, a laser, and 4 Mil-Techs. 1 of the Mil-Techs has a smart-missile launcher.
Military Rover with a laser, a mortar, and 4 Mil-Techs. 1 of the Mil-Techs has a rocket-launcher.
Scientific Rover with a laser and 2 Sci-Techs.

Aliens:
Lander and 6 Troops, each with a killing sphere
Set-up: The Alien player sets up first. The Lander is placed grounded in hex 1616 (11010). The Alien Troops are placed 1 to a hex exactly 4 hexes from the Lander. The American player then sets up in any hex or hexes which are exactly 4 hexes from any 1 Alien Troop and exactly 8 hexes from the Alien Lander.
Victory: The Alien player wins if the Aliens capture 3 live or dead humans, load them into the Lander, and exit the map with them. The Americans win if the Aliens do not win by the end of turn 10.

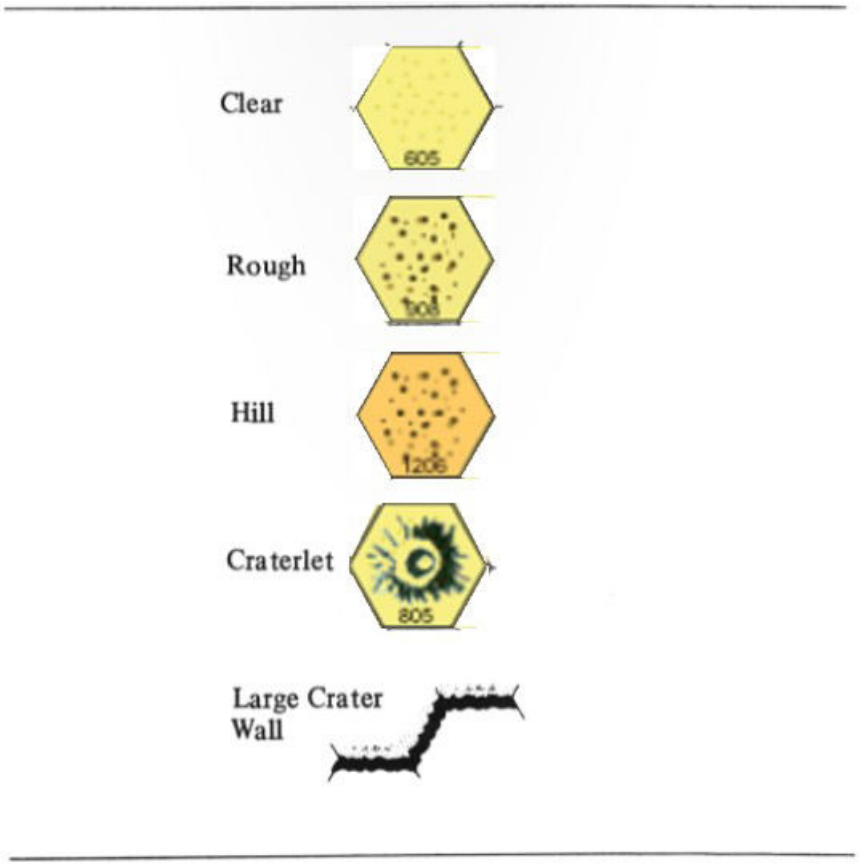


15.0 CHARTS AND TABLES

15.1 Terrain Effects.

Terrain Type	Movement Effect Tech	Movement Effect Rovers	LOS Effect	Targeting Roll	To Hit Roll
Clear	1	1	None	Normal	Normal
Rough	1	3	Obstructed	+1	+1
Hill	1	1	Obstructed	Normal	Normal
Craterlet	All	All	Obstructed	Normal	Normal
Large Crater Wall	All	Prohibited	Obstructed	Normal	Normal

Terrain Type



15.2 Unit Capabilites.

Unit Type	Maximum Load
Sci-Tech	1 weapon or captive or the Dingus
Mil-Tech	1 weapon or captive or the Dingus
Scientific Rover	1 weapon or RSVP, 2 Techs (with weapons), and the Dingus
Military Rover	2 weapons or RSVPs, 4 Techs (with weapons), and the Dingus
Scientific Lander	1 weapon, 1 Rover (with weapons), 4 Techs (with weapons), and the Dingus
Military Lander	2 weapons, 1 Rover (with weapons), 6 Techs (with weapons), and the Dingus

Note: Captives count towards Rover or Lander capacity.

15.3 Targeting.

The numbers shown are the die rolls needed to target the hexes.

Type of Targeting Unit	Range										
	0	1	2	3	4	5	6	7	8	9	10
Sci-Tech	1-4	1-3	1-2	1	1	1	1	1	-	-	-
Mil-Tech	1-5	1-4	1-3	1-2	1-2	1	1	1	1	-	-
RSVP	1-5	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1
Lander (Either Technology)	1-2	1-3	1-5	1-4	1-3	1-2	1-2	1	1	1	1

Modifiers: Target hex is rough terrain: +1.
A unit just moved into target hex (Military Targeting phase only): -1.

15.4 To Hit.

The numbers shown are the die rolls needed to hit the target unit.

Weapon	Range										
	0	1	2	3	4	5	6	7	8	9	10
Laser/Sphere	1-4	1-3	1-3	1-2	1-2	1-2	1	1	1	1	1
Rocket Launcher	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	-	-
Smart Missile	1-2	1-4	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1
Mortar	1-4	1-3	1-2	1-2	1	1	1	1	-	-	-

Modifiers: Target unit is in rough terrain: +1.

15.5 Hit Effect.

The numbers shown are the die rolls needed to destroy the target unit. A higher die roll damages it instead.

Weapon	Target Unit Type					
	Sci-Tech	Mil-Tech	Scientific Rover	Military Rover	Grounded Lander	Flying Lander
Laser/ Sphere	1-3	1-2	1-4	1-3	1-4	1-3
Rocket/ Mortar	1-3	1-4	1-3	1-2	1-4	no effect
Smart Missile	1-2	1	1-4	1-3	1-5	1-2

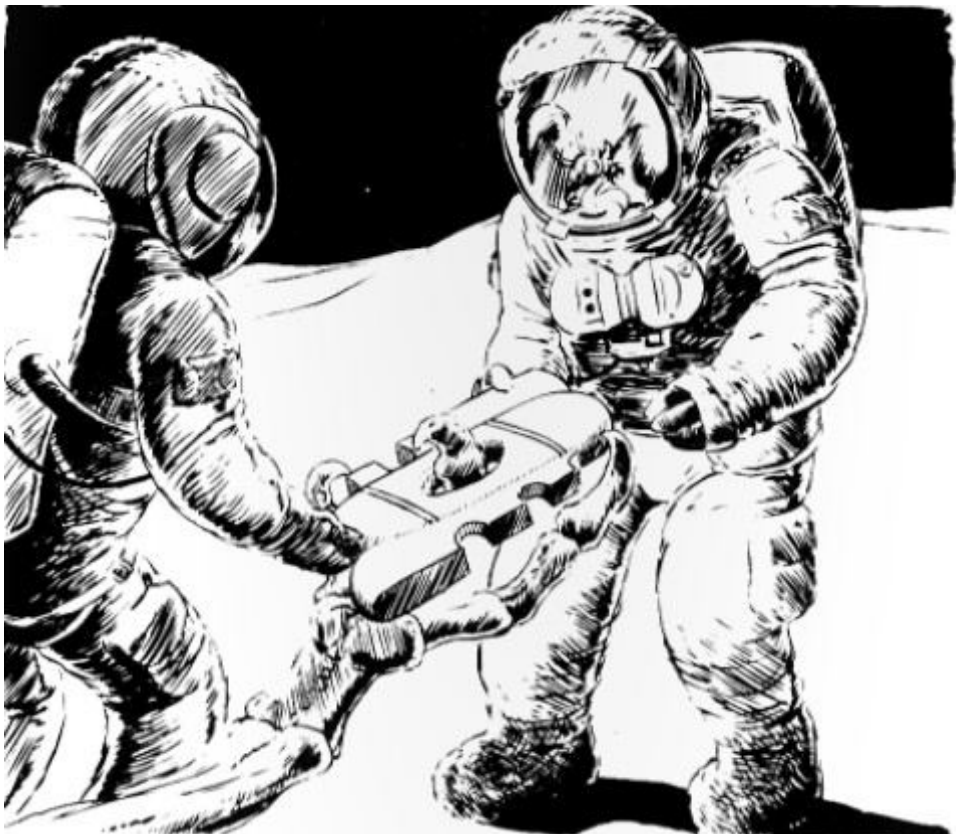
15.6 Hand-to-Hand Combat.

Attacking Tech Type	Die Roll Needed to Hit
Scientific	1
Military	1-3
Alien	1

15.7 Dingus Carrier Hit.

Die Roll	Effect
1-2	No Effect.
3-4	Jamming – All targeting markers within 4 hexes of the dingus are removed.
5	Lethal Radiation – Dingus carrier is killed or destroyed.
6	Detonation, if the weapon was a laser; no effect otherwise – Detonation Effects: All units on the map roll for Hit Effect on the laser line of the Hit Effect table.

ALIENS ON LUNA?

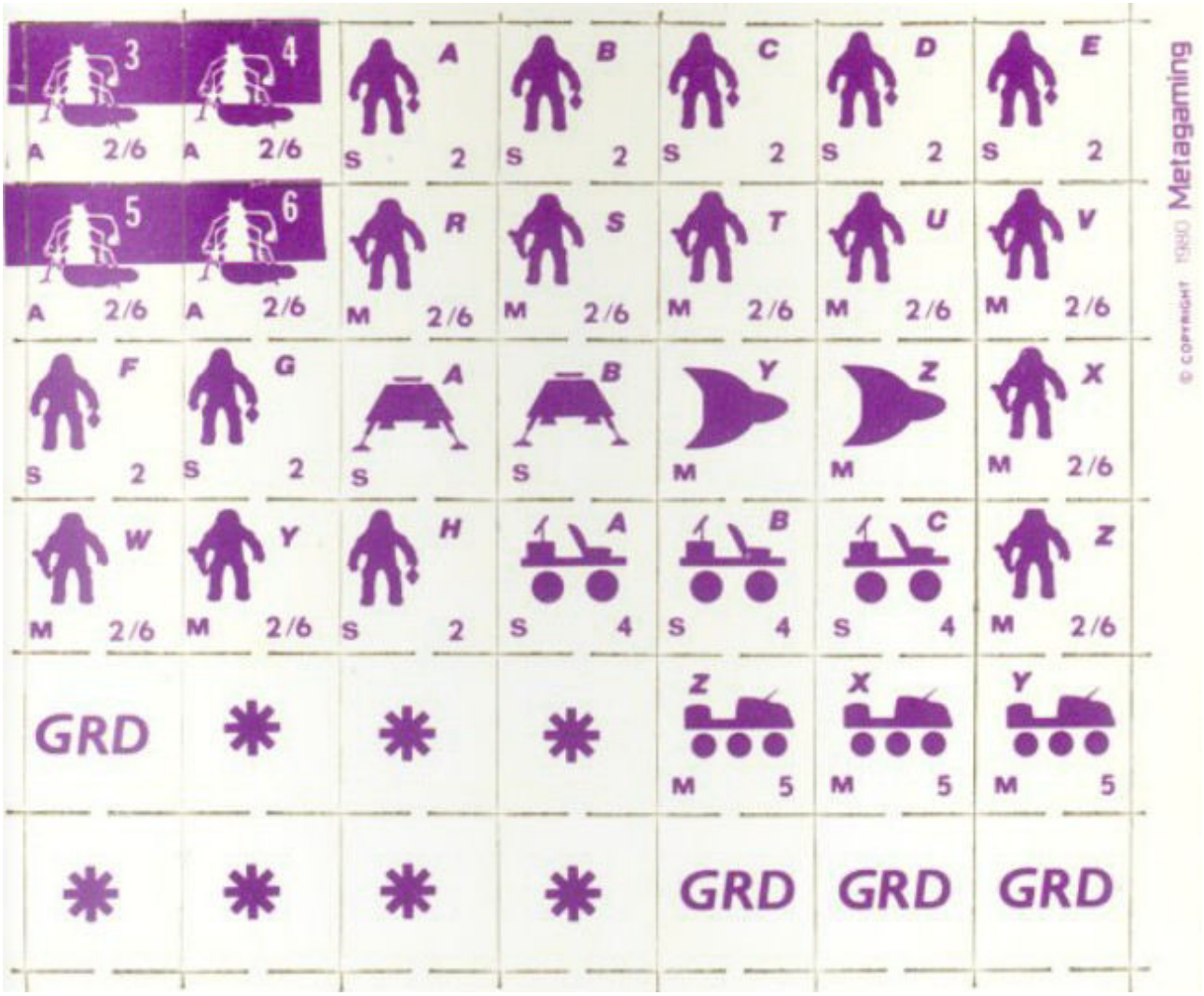


Lunar expedition discovers 'artifact' ... U.S. Technicians attacked by Russian force ... scientists confirm 'artifact' is 'alien' ... laser armed Rovers fight for control ... film at 11:00.

ARTIFACT is a near future game of Lunar combat. Using equipment at hand a battle is fought for what may be the key to man's future. Technicians and scientists are later joined by the first space trained marine units. Each player commands his force in a strange struggle in Luna's vacuum.

Introductory level for 2 players aged 12 and up.
Includes rules, map, die and play counters.

Cover: Doug Potter 3116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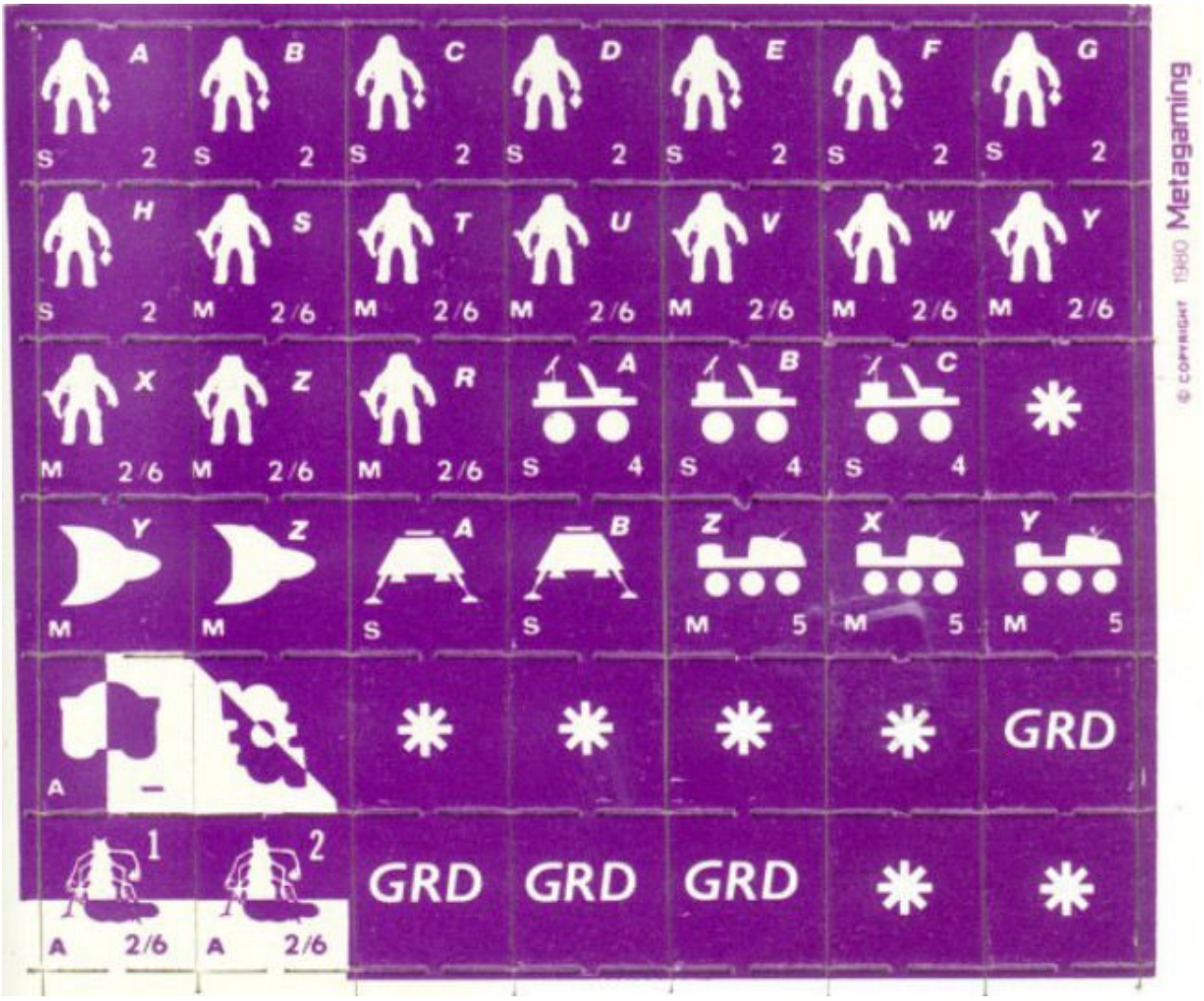
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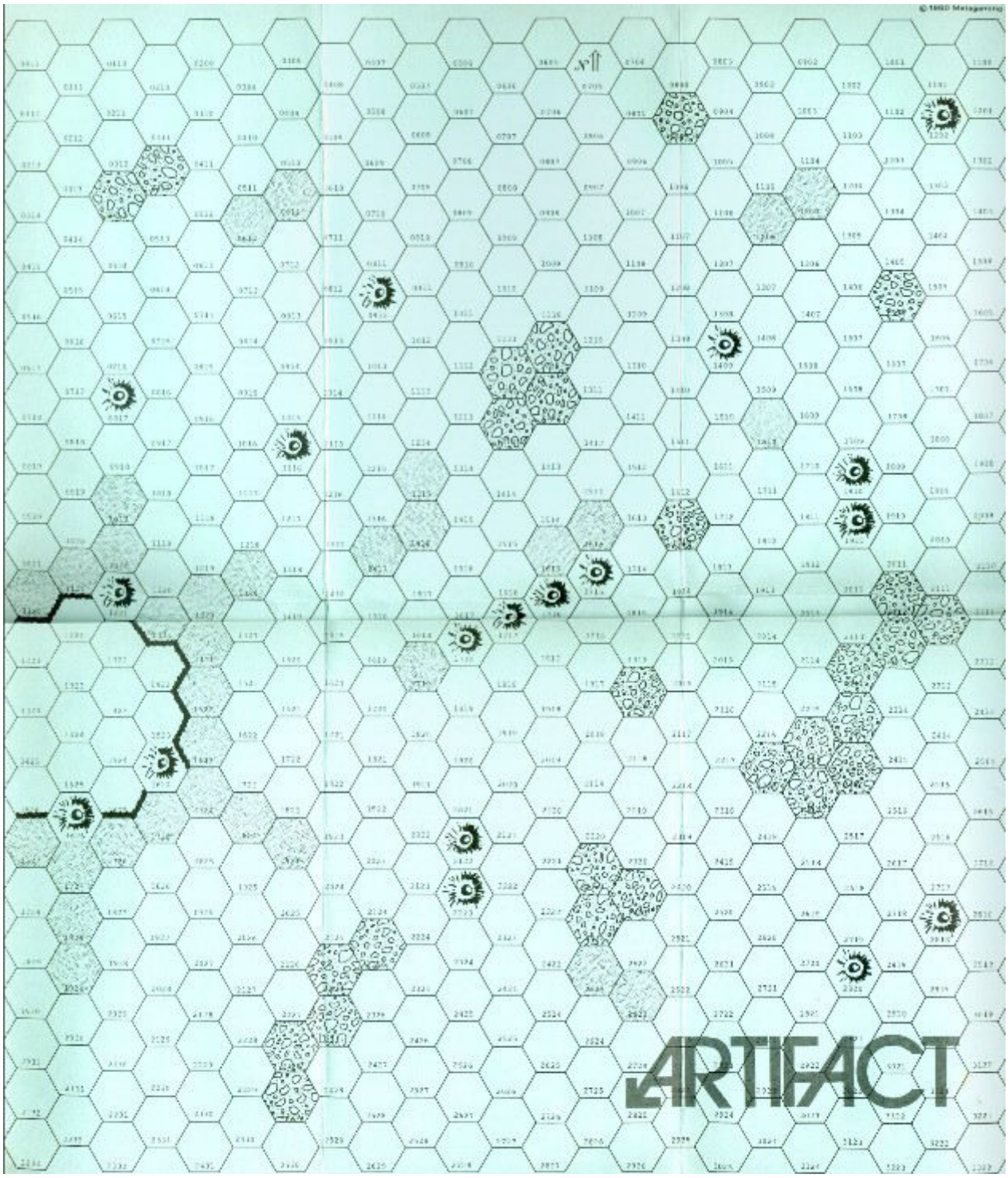
ARTIFACT