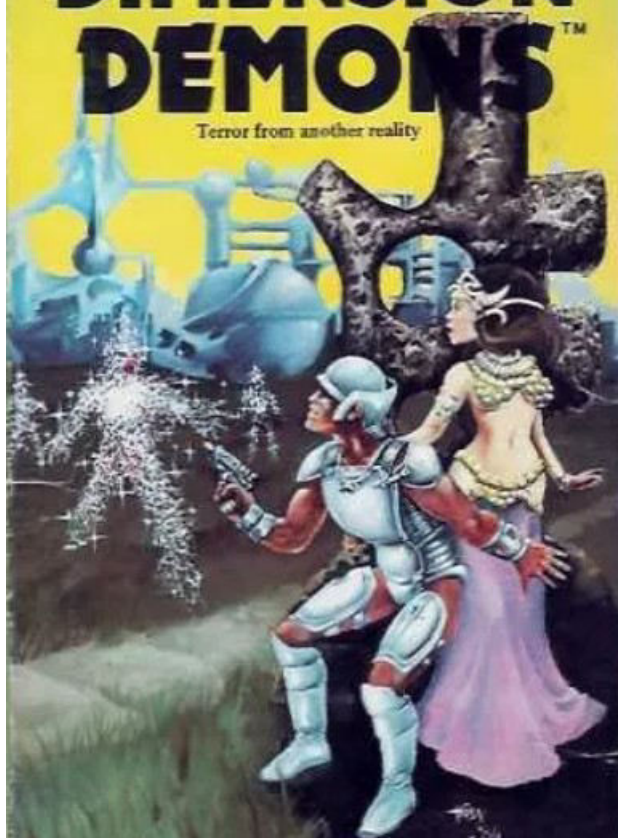


3117

# DIMENSION DEMONS™

Terror from another reality



MicroGame® 17



## Module Notes

### Transports

Transports are designated as Demon Units in the game. However, in **Optional Scenario 2: Human Invasion of Demon World** it is the Humans who have the Transports. In this scenario the Demons do not have Transports. So I have put the Transports into their own tab in the Game Piece Palette. I have also added a flag (CTRL-O) to the Transport unit to designate who owns it: Dem (Demon, default) or Hum (Human, Ishom)). Transports can be captured; ownership can change.

### Demon Breeder Queens

Which Breeder is the Queen in Optional Scenario 2 is hidden from the Human Opponent until the Queen is killed, which is the object of the scenario for the human player. The Breeder Queen unit can be flipped (CTRL-F) twice to reveal that it is the Queen.

There are 5 Demon Breeder counters supplied with the game. In the *Demon Assault* (4.1) and *Counterattack* (4.2) scenarios, these are all just normal Breeder units. However, in the *Human Invasion of Demon World* scenario (4.3) there are up to 4 normal Breeders and 1 Breeder Queen.

### Flags

Flag	Key	Usage
Played flag (PLD)	CTRL-P	Combat unit has fired this turn. At the end of a fire phase all Played flags can be cleared using the <i>Clear played flags</i> button.
Owner flag (Dem or Hum)	CTRL-O	Change who owns a Transport (Demon or Human).
Nuke fired flag (Nuc)	CTRL-N	Ishom Thumper has used its nuclear weapon (17.3). Each Thumper may make only one nuclear attack per game. So the flag should be permanent but can be cleared in case it has been set by mistake.

## The Rules

Corrections and interpretations

**4.1** The game ends when all units of one side have been destroyed or when the Demon player has no units in the human dimension for five consecutive turns.

This probably means no Demon units in the human dimension at the end of the turn (ie Demons transported to the Human world do not count as 'in the human dimension' if they have been killed or have popped back). If the Demons are simply not present at all in the Human world at any point for five turns, then there is no need for an explicit rule stating that they have lost.

The Pop-Back rules in Section 13 are wrong. It states:

### **13.0 POP-BACK**

Each unit automatically returns to its home dimension during the Pop-Back phase unless it is within 5 hexes of a friendly Transport unit. A unit forced to pop back must attempt to enter the mirror hex of the hex it is in, using the Trans-Dimensional Projection procedures (see 7.0). Thus, the 0-5 column of the Landing Chart will always be used for Pop-Back.

Units may not voluntarily pop back, even if they are within 5 hexes of a friendly Transport.



EXAMPLE: The Breeder unit must pop back to the Demon world. The Warrior does not have to, although it may if the Demon player wishes.

So the actual rules state “Units **may not voluntarily pop back**” and follow this with an example of a Warrior having the option of a voluntary pop back.

I think that the example is correct and have rewritten the rules to remove the not in 'Units may not voluntarily Pop-Back.'

changed to:

### **13.0 POP-BACK**

Each unit automatically returns to its home dimension during the Pop-Back phase unless it is within 5 hexes of a friendly Transport unit. A unit forced to pop back must attempt to enter the mirror hex of the hex it is in, using the Trans-Dimensional Projection procedures (see 7.0). Thus, the 0-5 column of the Landing Chart will not be used for Pop-Back (except voluntary Pop-Back).

Units may voluntarily pop back, if they are within 5 hexes of a friendly Transport.

**10.5 Attacks against Breeders.** See 15.4.

changed to:

**10.5 Attacks against Breeders.** See 15.5.

**10.6 Capture and Destruction of Transports.** See 14.2 and 14.3.

changed to:

**10.6 Capture and Destruction of Transports.** See 14.3 and 14.4.

## Rules Clarifications

BGG has this on the rules

<https://boardgamegeek.com/thread/1884121/130-pop-back-rule-clarification>

### Frank Paldino

Based upon comments that I have read, it seems that the pop back rule is misconstrued by several wargamers. The rule as written is:

#### 13.0 Pop-Back

*Each unit automatically returns to its home dimension during the Pop-Back phase unless it is within five hexes of a friendly Transport unit. A unit forced to pop back must attempt to enter the mirror hex of the hex it is in, using the Trans-dimensional Projection procedures (see 7.0). Thus, the 0-5 column of the Landing Chart will ~~always~~ be used for Pop-Back. Units may ~~not~~ voluntarily pop back ~~even~~ if they are within five hexes of a friendly Transport.*

*EXAMPLE: The Breeder unit must pop back to the Demon world (the Breeder unit is 6 hexes away from the Transport unit). The Warrior does not have to (the Warrior unit is 4 hexes away from the Transport unit), although it may if the Demon player wishes.*

#### 6.0 Game Turn Sequence

*F. Demon Pop-Back. All Demon units in the human world (except those within five hexes of a Demon Transport or those bred in the human world) must return to the Demon world.*

The strikethrough words are the contradictions. The underlined words is the answer to the contradictions. The 0-5 column of the Landing Chart can never be used for Pop-Back, because all Demon units that pop back are farther than five hexes away from the Transport unit. Units can voluntarily pop back if they are within five hexes of a Transport unit.

## Variant Rules

<https://boardgamegeek.com/thread/1884138/dimension-demons-variant-rules>

Frank Paldino

### 13.0 POP-BACK

Each unit automatically returns to its home dimension during the Pop-Back phase unless it is within five hexes of a friendly Transport unit. A unit forced to pop back must attempt to enter the mirror hex of the hex it is in, using the Trans-dimensional Projection procedures (see 7.0). Thus, the 0-5 column of the Landing Chart will not be used for Pop-Back. Units may voluntarily pop back if they are within five hexes of a friendly Transport.

### 17.0 OPTIONAL RULES

*17.1 Destruction of Cities.* To destroy a city the Human player announces his intent during the Human Defensive Fire phase of that turn. The Human player may then move any units out of the city during the following Human Movement phase of the same turn. During the Human Offensive Fire phase of that turn the Human player places slag markers on all hexes of the destroyed city. Each unit in or adjacent to the city is considered destroyed during the Human Offensive Fire phase.

*17.5 Projection onto Other Units.* If a unit lands in a hex which is already occupied by another unit (friendly or enemy), units in the hex are not eliminated. The projecting unit will scatter 1 hex away (adjacent) from the enemy occupied hex. A scatter die roll is made and the scatter direction chart is consulted to determine the hex the projected unit lands in.

*17.6 Projection Near Cities.* If a unit lands in a city through projection (or pop-back) the unit is not eliminated. The projecting unit will scatter 1 hex away (adjacent) from the city hex. A scatter die roll is made and the scatter direction chart is consulted to determine the hex the projected unit lands in. A SLAG marker is not placed in the hex. Any unit may enter the city hex for the rest of the game. Other units which project there are not destroyed.

*17.7 Projection Into Cities.* When a unit enters a city hex through projection (or pop-back) the unit and the city is not destroyed. A SLAG marker is not placed in the hex. Any unit may enter the city hex for the rest of the game. Other units which project there are not destroyed.

## **Appendix A – Board Game Geek**

<https://boardgamegeek.com/boardgame/5204/dimension-demons>

## **Appendix B – Game reviews**

Space Gamer 36:

[https://archive.org/details/Space\\_Gamer\\_36/page/22/mode/2up](https://archive.org/details/Space_Gamer_36/page/22/mode/2up)

mrnizz Metagaming Nostalgia game review

[http://mrnizz.blogspot.com/2005/12/metagming-nostalgia-part-3\\_08.html](http://mrnizz.blogspot.com/2005/12/metagming-nostalgia-part-3_08.html)

## **Appendix C – Game introduction videos**

Castle Archon Review: Dimension Demons

<https://www.youtube.com/watch?v=Gjbk4i75pIU>

Castle Archon Scenario Report: Dimension Demons

<https://www.youtube.com/watch?v=TpDvy3qqpEM>