Module Notes

The Rules

https://www.scribd.com/document/44658856/Artifact-Tactical-Combat-on-the-Moon-MicroGame-16

The victory conditions in scenario 14.1 Lander Down scenario are wrong. It specifies:

> *Victory:* Either player wins by exiting any map edge with the Dingus or Rover. If neither player gets the Dingus off the map by turn 10, the game is a draw.

So victory can be achieved by getting only a Rover off the map (**or** Rover) but it is also required to get the Dingus off the map by turn 10 to win. Probably (as in scenario 14.2) the Dingus must be carried off a map edge **on** a Rover. I have updated the rules to remove this inconsistency.

The Map

There was a choice between a blue map (see end of the Rules) and a much bigger, prettier orange map. The blue map was the original map as supplied with the actual game.The orange map has been used in the game module. The problem with the orange map is that the hex numbering has been changed. This is important only for the game setup. I have added the hex numbers used in the game setup (1313, 1211, 1616) to the orange map in the module. Also I have changed the large crater wall in the orange map to match the blue map.

Unit Status Display: USD

USDs have been implemented for Americans, Soviets and Aliens. However, where possible, aspects of the USD have been configured as flags on the units. So, eg, the speed of a Lander is tracked as a flag which can be GRD (grounded) or FLY3, FLY4, ... showing flight speed on the actual unit.

Player Reference Card: PRC

The PRC button displays the tables for Targeting, Terrain Effects, Hit Effect, etc.

Unit characteristics

Flip CTRL F -

DEAD
- ○ Tech – unit is a corpse, which may be captured by Alien units
- ○ Alien – unit has been killed by Humans and counts towards Shock (13.5). This can be noted on the Alien USD. An Alien killed by Aliens can be just removed from play.

Flags – accessed by right clicking unit for menu or CTRL key:

Has Played (PLD) CTRL P –

Used to note which units have had their moves in the targeting and then combat phases. At the end of each targeting/combat phase all PLD flags can be cleared using the *Clear played flags* button.

Is Targeted (TGT) CTRL T –

Normally targeting is by hex (using the Targeted marker unit). The *Is Targeted* flag is required because a unit can remain targeted after it has left a targeted hex (7.6 Contageous Targeting: ... 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.). At the end of each combat phase all TGT flags can be cleared using the *Clear targeted flags* button.

Ground Fly CTRL I – Increase/CTRL L - Lower -

Landers only - (flying (FLYx) or grounded (GRD)) – where x is the speed of the flying Lander

Damage level CTRL X -

After a unit receives a Damage hit effect, the Damage level is set to DMG1. If a Tech at DMG1 receives a second Damage hit, the Damage level is set to DEAD. If a unit is destroyed, the Damage level is set to DEAD. A unit with status DMG2 may neither target nor attack. A Tech at DMG2 status which is Damaged again or Destroyed is either removed from the map (no Aliens) or flipped to DEAD (Aliens in the game). Damaged Aliens are not affected by a second "damage" result (13.3). At the start of a new turn all DMG1 units are set to DMG2. At the end of a turn:

- all DMG2 units are set to undamaged
- in a game with Aliens all Tech units which are flagged DEAD are flipped to DEAD and may be captured as corpses; otherwise all damage level DEAD units are removed from the map. Note: *8.4.2 All hit effects occur at the end of the Combat phase.* So all units with a Damage level of DMG1 or DEAD may fire in this combat phase.
- A dead Alien can be flagged as either DEADa (killed by Alien – no Shock) or DEADt (killed by Tech – counts towards Shock).
- a captured unit which has been rescued can be flagged as permanently damaged (DMG Per).

Capture status CTRL C -

- has CAP: this unit has captured another unit
- CAP Din: this unit has captured the Dingus
- is CAP: this unit has been captured by an enemy unit

Jump level CTRL J -

This records how many Jumps remain available for Mil-Tech and Alien units. Mil-Techs start at 2; Aliens start at 5. After each Jump the jumps remaining can be reduced ending up at 0 (no more jumps).
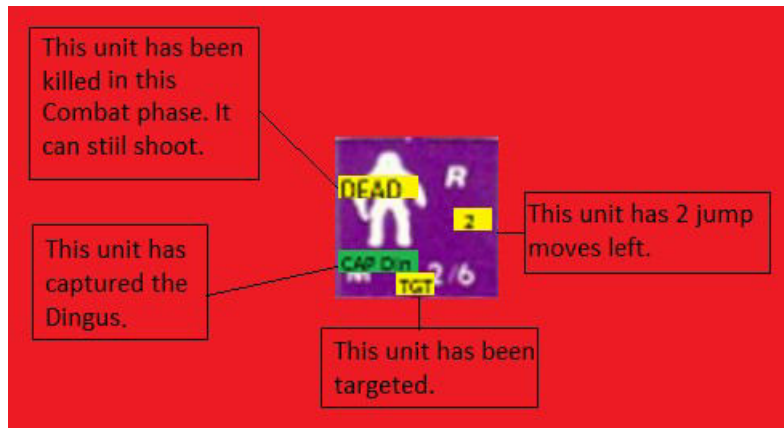
Research team CTRL R -

      Flag Sci-Tech in research team – only the 2 Sci-Techs in the Research Team can carry the Dingus (until they are dead).
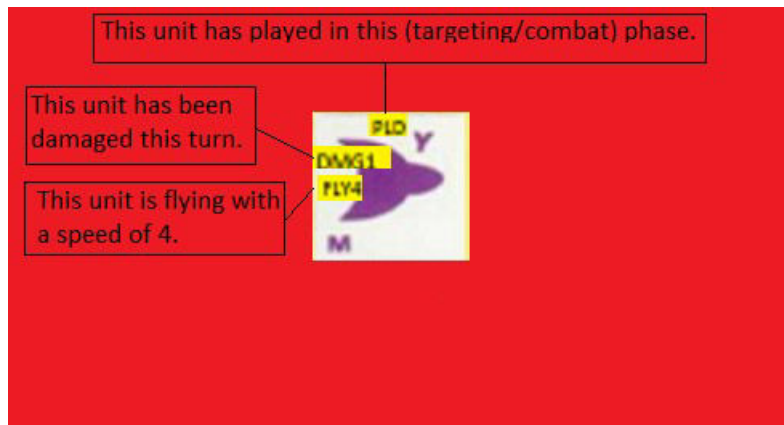
Examples

Unit flags

Mil-Tech

At the end of the Combat phase in which it has been killed, a Tech unit can be removed from the map or flipped to DEAD. A DEAD Tech unit can be captured by Aliens.

Lander

Unit Status Display

The following screenshot shows the initial Unit Status Display for the American forces in Scenario 14.3 Raid on Tycho Site 3b with:

- 6 Sci-Techs (A-F) are in play, 1 carrying the Dingus. Sci-Techs A and B are the designated Research Team Sci-Techs; Sci-Tech A carries the Dingus.
- 6 Mil-Techs are in play. Mil-Techs R and W each has a Smart-Missile Launcher. Mil-Tech S has a Rocket Launcher.
- 2 Scientific Rovers (A-B) are in play, 1 with a Laser and 1 with an RSVP.
- 1 Military Rover (X) is in play with a Laser and RSVP.
- 2 Scientific Landers (A-B) are in play. A has a Rocket Launcher; B has a Laser.
- Sci-Tech A and Mil-Tech R are on Lander A as Passengers.
- Sci-Tech B and Mil-Tech S are on Lander B as Passengers.
- Sci-Techs C and D are on Rover A as Laser operator (C) and Driver (D).
- Sci-Techs E and F are on Rover B as RSVP operator (E) and Driver (F).
- Mil-Techs T-W are on Military Rover X. T operates the Laser; U operates the RSVP; V is the Driver; W (who has a Smart-Missile Launcher) is a Passenger.

Note: Rules 3.2B (Rover) - the driving and weapons on the Rover must be manned. There must be designated driver/weapon/RSVP Techs on a Rover. Everything (Rovers, Techs) on a Lander is a passenger. Rules 8.2 - A Lander may operate its weapons regardless of whether or not it has passengers.

Unit Status Display

American

Rover | Laser | Mortar | RSVP | Driver | Passe...

Sci-Tech | Rocket Launcher | Dingus | | Mil-Tech | Rocket Launcher | Smart-Missile Launcher | Dingus

A

Rover | Laser | Mortar | RSVP | Driver | Passe...

B

C

Rover | Laser | Mortar | RSVP | Driver | Passe...

D

E

Lander | Laser | Rocket Launcher | Smart-Missile Launcher | Passengers

F

G

Lander | Laser | Rocket Launcher | Smart-Missile Launcher | Passengers

H

Lander | Laser | Rocket Launcher | Smart-Missile Launcher | Passengers