

NEUROSHIMA HEX!

000015084 TRAPCHUTE TACTICS



"It is hard to write a tactical handbook for any army in Neuroshima Hex, but in case of DDM is it just impossible."

--Filip "Meppo" Kinczyk

I hope Domsday Machine is not completely strange for you, and you have at least looked at the original info Portal gave away with this army. Grabbing or changing trajectory are just said about without explaining them. Still, if you want to remember what do these exactly do, have a look at the FAQ. All rules, controversions and paradoxes you may encounter while playing DDM are explained in there.

Domsday Machine - army, which seemed to pass silently through the society of Neuroshima's fans - be it its specific gameplay or the fact Portal didn't specially show it off to the world. By some people thought to be in contradiction with the postapocalyptic climate, by others being just something not worth trying, while for even another people it is just an army of tea kettles. We won't find any info about it in Neuroshima RPG, we won't even find it in the box of Hex - the only sources we were able to get this army from were single pages of photo paper given away for the people who bought Hex in the presale, and Portal's official shop, where you still weren't able to buy it yourself - you needed to earn gambles in this shop before you were able to exchange them for the army.

The history of DDM's mysterious - from H. P. Lovecraft's prose you can read Russia hidden in the ice of Arctica the Domsday Machine itself. If anyone attacked Russia, that machine was to come out and destroy the world - in case of Neuroshima's setting, once more. Still, if DDM started to colonise Syberia instead of going for the Europe, something had to stop it, not being a good omen for the Old World. But, who cares for the history - in an average Neuroshima game no one is going to introduce completely new machines of Domsday Machine while having lots of ready-to-use Moloch scraps.

With DDM you can play, and win in Neuroshima Hex - and showing this is the purpose of the later parts of the text you read at the moment; and I, an experienced Hex player, am going to cover you this army, the ways to play it, the most oftenly used Domsday tactics while stimulating you to find your own ones, maybe better than the ones covered in this manual. Domsday Machine gives you very, very many possibilities to plan and play - you never know what tile you are going to draw right now. Maybe it's gonna be a shooter, maybe two modules, maybe even a Battle tile? Maybe your luck's going to quirk and not give you the Scout you need, or will place all of your units by the start or ending of the play.

Fortune's beautiful. That's why I love playing Domsday Machine.

Michał "MichallusTG" Herda



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Amount of tiles in DDM is as shown below:

	Alpha Shooter x2		Officer x7
	Beta Shooter x2		Main War Processor x2
	Gamma Shooter x1		Medic x4
	Delta Shooter x1		Scout x2
	Omega Shooter x2		Grab x1
	Pusher x2		Push Back x1
	Doom Net Fighter x2		Repositioning x1
	Tripler x1		Battle x3

At first sight a clear disproportion between the amounts of damage-dealing units and modules is visible - there is about twice as much of the second ones. Strange units that do not shoot at all, but have these funny arrows around can also be seen.

Soon I'll teach you what is what and where what needs to be placed.

I'll start with the most obvious units: the Shooters.

These are the units that can directly kick your enemy's ass. They just shoot - and that's it. There's a fast Alpha, tough Beta, slow but armored Delta, Gamma shooting twice and Omega, spreading its shot in three directions.

Fortune can bring you any of them; you should be ready for any of them, and probably you will. When something kicks you before you can even attack, either you will be faster than it or take it on your chest.

You just have only three units with a HP and only two attacking in initiative 3.



A bit small, eh?

That's why you place several modules.

MWP along with the Officer under Delta to let him destroy something - maybe enemy's HQ?

Scout under Alpha to let him destroy unpleasant targets quite fast.

Medic for Alpha and Beta to keep them safe.

Now it's more interesting, right?

Then, what if the enemy escapes the line of shot?



Turn the page.

In Domsday Machine you have five units with those funny arrows. They let you to kick the enemy that escapes the direct shot - or to just keep him in place.

Lets add just a Net Fighter and a Pusher there.



Better, eh?

If we put these in this way, then rotating one or both of them lets us hit any of the bunkers visible out there.

If we decide to use the other tactic - then lets just place our Net Fighter by the line of shot of the enemy or the Pusher two tiles away from this spot lub Odpychacza w odległości dwóch pól od tego miejsca; then either, you grab that HQ to its respective place under the net, push it back where it belongs or redirect the shot to make it hurt.

Changing trajectory also can be used for centering your fire in one spot. Use it often; most of the time you are going to have around two trajectory changers on the board. Rotate the units to make them shot in them. They're going to be the most hit units, but don't worry. Add a medic or two, clear the board. Your units wil be safe.

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Right, value. It means, what in Doomsday Machine is the most valuable (not useful: valuable) for you.

I'll start from the end. The smallest currency are the Officers. Seven tiles, you'll often use them to bunker your HQ up while boosting other units.

Now, other military modules: Processors and Scouts. First are useful for building these huge shots from one unit turning other headquarters into smoking ruins, while the others are for boosting the units that right now have one initiative too few to do their action - and you will have those - or just for placing your Alpha Shooters in fourth initiative. In fact, it's the only useful method for Borgo.

Still, Doomsday has no chance to beat the mutants by initiative - unless it locates the Scouts well and keeps the Borgo's HQ under net most of the time. Medics here are very useful, as they help you to keep alive the units you are going to need (and lack) the most. Here Net Fighters and Pushers are useable to grab/push the mutants on the other side of the board. Along with the tripler, they take the third place.

Second are units. They ain't need no comment - eight units that with some support of tiles with lesser value can kick your enemy's ass. There isn't too much of hierarchy there, in different situations you need different units; sometimes you need an Alpha to kick an unpleasant unit in high initiative, sometimes a Delta or Gamma to make your opponent start exhausting smoke.

While we are by these two: Gamma needs only an Officer to shoot with total of four damage - Delta needs a MWP and Scout to equal that Gamma. HP makes Delta the unit to be a bunker rather than shooting at the enemy, though it can do this too. If you have a good bunker, boost Gamma up. But as soon as you're able to - boost both of them.

In the flashlights of the first place is the Repositioning tile. The most enraging tile of DDM and at the same time the only one that lets it move - not once a game with Mephisto, Hegemony, sometimes Outpost was won by me after kicking Doomsday Machine's HQ on the other side of the board while the whole combo of the enemy was hitting an Officer. It's really useful with the ring's tactic I'll explain soon.

Good. Now you know the way the tiles work and which are the keys to the victory. Time to stick your knowledge together while showing you another important skill of a DDM player - setting the tiles on the board.

Probably the most natural is the tactic borrowed from Moloch and modified a little - a bunker.



That's an example DDM bunker. You're able to see Alpha for destroying high-initiative targets, Delta shooting for four and two tiles used for pushing/pulling the enemy around the board. The HQ is covered indirectly - by the Medic, and then by Beta with his HP. Without problem you can give'em another Officer if you draw it up.

Rarely you'll be able to build such a bunker. For most of the time your enemy's going to take one or two fields by your HQ for himself - let him to do it. Build yourself aside. In the later example of a game with Hegemony you'll see such a "bulb".

Bunkers are built almost naturally while playing DDM - modules at the beginning are set to bunker the HQ up and boost the places the possible units can shoot from. Pushers and Net Fighters go to where they can change the board's setting - most oftenly to its sides to grab or push the most dangerous enemies. Units go either into the bunker or to the sides of the map - but it's only one step from the ring tactic explained on the next page.



And that's DDM's ring.

Tiles are the same, but the cactic is completely different. Domsday's units surround the board, leaving only the center for the enemy. You can see Alpha in fourth, Gama kicking the enemy and two most important parts of the ring - Pusher and Net Fighter. The first pushes the enemy into Gamma's shooting line while the other nets the enemy and secures the area by the HQ with his grabbing and net. HQ is fairly safe here - Alpha with the two trajectory changers is able to reach in every free tile of the board to eliminate the danger.

While bunker is useful for fighting nations like Moloch, the ring is way more deadly - the enemy starts to be under siege from all sides, especially if Omegas are on the board - then usually two trajectory shifters are needed to connect most of the shots into one tile, usually being the Tripler or enemy's HQ.

The ring is created naturally when Borgo kicks your bunker apart and occupies the center, leaving the edges free.

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Your turn. You draw Gamma, an Officer and a Medic.



The setting above is fairly good. Medic heals Gamma unless the Net Fighter is destroyed too early. One way or another, if Borgo draws two mutants and sets both on the board, you still have a chance to kick the enemy for three points.

Too long, didn't read: everything about tactics you have read so far is valueless. Everything can be shortened in one sentence: know, how your enemy plays. Borgo rarely takes the space in the edge of the board, while Moloch rarely occupies the middle of the board. Still, you have your Pushers and Net Fighters to not care about the setting of the tiles on the board. If you have Moloch as an enemy, shooting your HQ for eight damage in one or two initiatives, then a bunker is logical. If you have a horde of mad mutants in the middle, you try to circle them. And you often win if you have more tiles in them.

Still too long, didn't read: screw this chapter. Look at the next one if beside theory you want to see some practic. To be exact: the ways to destroy particular armies.

Small text is used to describe the parts that can be controversial - or just aren't explained in the manuals well enough. All of the rules places here I use myself and if they made it here, it means they are playable.

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Hegemony

First: your HQ under a net is not pleasant. Second, it's an army with irritating ability of pushing and many nets that most oftenly aim for your units and headquarters.

There's an interesting tactic: it's, saying straight, bunker with enemy's units. You leave your HQ under a net and let a ganger kick it for one or two damage points while you build a combo. Still, it's quite risky - you have no way to move and Hegemony can destroy your combo quite easily.

Situation below: DDM leads 20:17; mid-game, after a small transformation of the board with use of Pusher and Net Fighter. Two Medics prevent the unit bunker from destruction. Gladiator will kick DDM a bit, but after the battle it's going to be its turn - officer or another unit surely will support Delta.



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Situation below: DDM loses 17:20, but it's gonna change right now; mid-game, right before a battle. DDM loses a few tiles, but 10 damage in Outpost's HQ show who rules on the board.



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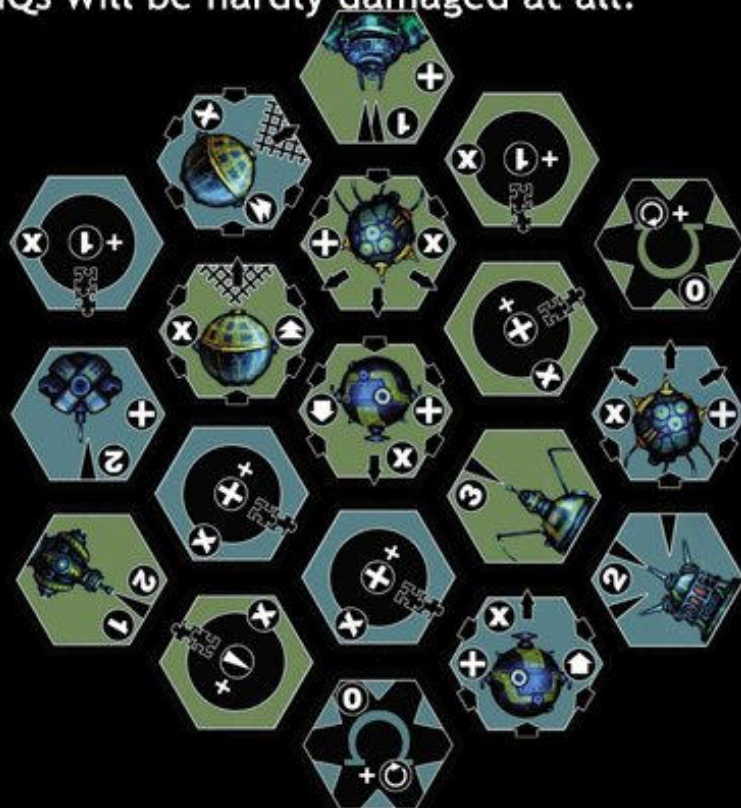


Doomsday Machine

Yep, kettles versus kettles. Someone's finally gonna make such a brother-against-brother fight.

Basically, fighting DDM means destroying its units. However to not make the other DDM destroy yours, you need two things: a bunker and a high-initiative unit. You'll do first with modules, and the other with Scouts. Nets are useful here too, though DDM can rotate and pushing or grabbing enemy units often doesn't give expected results. Still, netting a net fighter is often here.

Situation below: mid-game, 20:20. Two DDMs do whatever they can to shot the opponent's ass off, and both somehow manage; blue, using Omega to clear the board and Beta in third to destroy Gamma; green, kicking the medics while cleaning the board. Besides, green receives one damage. HQs will be hardly damaged at all.



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Situation below: end-game, 13:17 for the Beasts. Guess who dominates on the board now. Trekkun will take care of Delta, salamander Omega, and that fuzzy worm will clear all other DDM tiles. I guess no comment's needed.



Appalachian Federation

Second fan-made army for Hex, that in fact has a bit of problems with it.

This army works on a mass of modules that support average units as well. However, Doomsday Machine is better at it: it leads when it comes to firepower and shooting at many directions while still having many HPs on its tiles.

Situation below: mid-game, 20:20. DDM has set its HQ strangely - on the second ring of the board. It has two medics by its HQ though, and AF has not much to say here: DDM loses two hit points while AF loses seven tiles (four from Gamma with Tripler, three from the HQ) - in that, two medics. Not to mention, it's DDM's turn now.



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Insectoids

First non-Polish fan-made army, thematically similar to the previous one. But, it behaves completely differently.

Basis for Insectoids is placing your HQ under a net. Don't let'em - and everything becomes simple. Worms won't be able to destroy your units (few attacking tiles) or shield its HQ

A paradox is associated with this army: if a net fighter nets Insectoids' HQ while being attacked by something getting a net from the HQ, it is impossible to determine what is under the net and what's not. In this case I state that neither the netter is netted (can grab) nor the HQ is under the net. Attacks and other nets of insects/enemy's net fighter in other directions work normally.

(However another net is placed by the HQ, and the fly gets a net from the module, so both the HQ and Net Fighter are under nets. Heh. Don' make me explain again, it's just like that.)

Situation below: first battle, 20:20. Insectoids lose 3 HP, DDM two. Worms will lose three tiles and be under a net, but it's their turn now - hope they manage to lift up.



Guild of Gladiators

A legendary and often thought to be overpowered army. Legendary due to small amount of players, and 'overpowered', because it hits heavily. Heh.

Guild is just slow, and DDM can make use of it efficiently. ENemy's units can make a nice bunker, if they're destroyed before attacking at all. Just remember to bunker them with your units, their seven movements sometimes hurt. And the warriors hitting two tiles in a row are painful when it comes to destroying DDM's modules.

Situation below: first battle, HQs full. DDM has drawn good tiles and has made a loopback, while Guild is too slow to do a thing. It just doesn't have a single movement now. Oops.

Guild's HQ goes back through a small black hole into



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Salt Lake City

You won't beat them by faith, but by firepower.

Generalising, SLC's tactic against you is filling the board with own units, destroying your HQ with nets and heavily hitting units and irritating you with their modules.

Example below nicely illustrates DDM's tactics against the priests. You just reset their modules and fill the board in the way the board's setting is the most advantageous for you when the battle begins after setting the last tile. Bunker rarely is of use here as SLC doesn't make combos and hits in many initiatives, so it's gonna just destroy it. Ring's not good here either as Salt Lake City's gonna pacify it; just set your units wherever they're gonna deal most damage.

Situation below: mid-game, HQs full. Description above.



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Uranopolis

A fairly unknown, but interesting army.

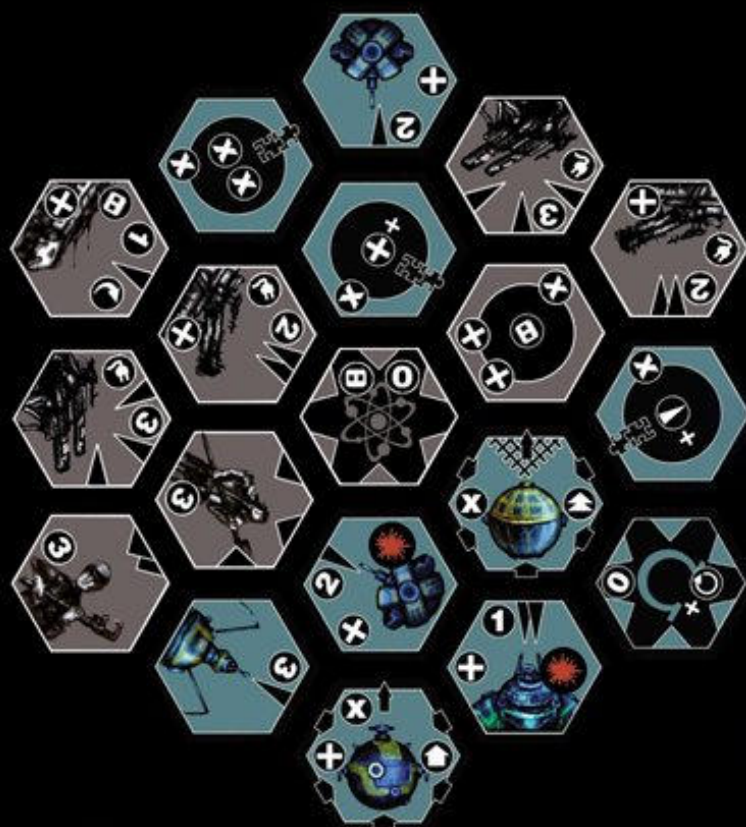
The basis is to net and destroy storages. Again, to net and destroy storages. Without them the uranium cannons do not shoot, which means Uranopolis loses.

Guards and worker, who destroy units in third initiative, are quite a pain, just like the munitions car, which can drive where it wants on the half-empty board

Blockade disables rotating the units it is attached to. It also makes it unable to Reposition the blocked unit with another one.

Situation below: mid-game, HQs full. After the battle it's DDM's turn, which doesn't change the fact they're screwed. They lose half of the tiles and all of the cannons shoot as long as no nets are drawn.

But I said, storages first.



Hell Angels

Probably The Most Mobile Army Ever Created.

It's hard to attack HA; if you make a combo, it's gonna run away, if you redirect the shot, it's gonna escape again, if you place a net on it, then in third initiative it's gonna be destroyed.

You ought to place HA's HQ under a net and bunker it with own units so it doesn't escape. If you don't fill the board with own units (which isn't hard - remember, Movement, Movement, Battle?), don't hope for an easy win.

Situation below: second battle, HQs full. DDM takes one damage and loses an unit. If it doesn't get rid of the shooters and doesn't have some luck in drawing, bad stuff will happen.



Mephisto

Aww, my beloved. ♥ It destroys Borgo eight to zero, but isn't able to take care of DDM

Mephisto's easily defeatable when playing DDM. By full board there's no setting in which it or any of it's modules isn't damaged. As long as it doesn't have some serious modules kicking your ass for 12 points during the first two battles, fighting it isn't especially hard.

Situation below: DDM leads 19:15 in late mid-game. Meph's clearly screwed, and if it doesn't decide to destroy units around, DDM is going to fill the board even more, meaning even larger failure. But if it destroys the units, it doesn't kick the HQ, meaning it loses its ability to attack.


Just some bad luck in drawing, eh.



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Situation below: mid-game, 18:20 for Poland. Omega got bribed, and Delta gets kicked before it even shoots. Not good. And it's not going any better soon.





New York

First army from the Babel13 add-on, which I can't show due to the fact it wasn't publicly available when I have written this text.

NYC is going to surround its HQ with units, so let'em - just remember to grab the HQ away from them later. Netting it at the moment a rocket launcher and a shotgun (that are your main targets as soon as they appear - if they are bunkered, you're dead) stand by it and have damage counters makes you usually win.

Mines on the needed tiles can be destroyed with a single module, but still; it's one tile lost. Very often repositioning your HQ to the corner of the board where a mine is present is a good choice. Remember, yankees also explode when they touch a mine.

Neojungle

Second army from Babel13, not shown due to reasons similar to above ones. Neojungle is very similar to DDM: it builds large and wide combos as well, but there isn't too much modules there, while they can be quite powerful in large quantities. Uhh, and doesn't shoot at all.

In general, either you bunker up while NJ bunkers as well or you take one half of the board while NJ takes the other half of the board, and you try to net the HQ, causing the Motherland to stop working along with the weeds' attack ability. Just remember of NJ's large amount of net fighters.

That unit with zero initiative isn't that scary at all. Just destroy it before it attacks.



Q: How does grabbing work?

A: You pull an enemy unnetted unit to your own unnetted unit in the way the two are next to each other. If two tiles are available, the choice belongs to the owner of the grabbed unit. Enemy's unit can freely rotate during the grabbing. You cannot grab a netted unit.

Q: How does trajectory changing work?

A: Unit that has inwards-aimed arrows on its tile's sides, redirects all shots from own and allied units in the directions pointed by all the outwards-aimed arrows (one directions in case of Net Fighter and Pusher, three directions in case of Tripler). Modules boosting units have to be aimed for the units, not the trajectory changes, to work at all. Moloch's units destroy redirectors, even when playing allied. A shot going into the redirector from the side with an outwards-pointed arrow doesn't get redirected.

Q: Why loopback sometimes is unable to penetrate an armor

A: It happens when the initiating shot has power of 1. Suppose all of the shots going out of the tripler have the same power as the one that has initiated the loopback; that's why only the shots of power 1 hit the armor, letting it deflect them all.

Q: Can I rotate only units standing by DDM's HQ?

A: No. You can rotate any tile you own as long as it is able to move and is not under a net.

Q: Are units who can use enemy's modules (New York) use a single rotation per turn?

A: Yes.

Q: In what kind of game does DDM do its best?

A: I bet it's 1v1. In that kind of play DDM can with a bit of luck fill half of a board, which means winning. In case of 2v2 a lot depends on the ally; Outpost is a very good ally, Moloch partially too, Borgo gives valuable initiative, Hegemony... well, it's hard to merge a melee-based army with a shooting-only one. Besides, nineteen hexes of the board for four players is too few to let DDM fill the board.

Q: Does the attack from the Gauss cannon get redirected?

A: No. Only normal shots are redirected.

Q: Are Moloch's shots redirected?

A: No. Moloch's shots destroy DDM's machines.



Doomsday Machine: Tactics
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All lights preserved.

