

Frank Natanael Stein was the lead scientist in Black Mesa, an outpost controlled by New York army. Expecting a strong Borgo attack, NY HQ decided to abandon the outpost, but Stein refused to leave his researches. Hidden, he survived the attack, but his family was slaughtered; he then became mad and got a terrible hatred of mankind.

He first went to a Smart/Doomsday battlefield, took parts and created his own army to destroy humanity and all creation. But his army, even if powerful, was slow, immobile, and feeble. After this failure, Stein worked on living flesh, and created a second army of undying creatures, fast and accurate assassins, in order to support his machines, time for them to load and spread devastation.

Now he is ready. With his strange army of dangerous scrap, deadly zombies, bizarre and dreadful creations - and Hudson River is in sight...



Doomkenstein

Original Idea
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HEX Creation Kit 2
Marek "Mar_cus" Szumny

Army reference card template
Scott Everts

V 0.3 – Test phase

Temporary illustrations (obviously)

Latest version: <http://www.gss.online.fr/jdr/neuroshimahex/>

BGG thread: <http://boardgamegeek.com/thread/910149/fan-army-doomkenstein-beta-testing-incl-images>

BGG file:

NEUROSHIMA HEX! Doomkenstein



HQ

1 ranged attack,
3 melee attacks & Net
& Armor & Rotation.
Attacks do not harm
enemy HQs.



Assassin

Instant kill on any
unit*. Does not harm
HQs. Mobility.



Net Fighter

Net & Mobility.



TechnoMedic

Medic (connected unit
ignores all wounds
from 1st attack, then
medic is discarded).



Doomsday Machines

Doomsday units
are powerful, have
ranged and melee
attacks, sometimes
Gauss cannons.
Nevertheless, they
are immobile, slow,
and feeble.
They are your only
way to harm
enemy HQ, so
defend them at all
cost.



Undying Assassin

Instant kill on any
unit*. Does not harm
HQs. Undying ability
(on death, goes on
top of Tile Pile).



Heavy Net Fighter

Net on two sides.



TechnoSurgeon**

Connected unit gets
Undying Ability (on
death, unit goes on
Tile Pile, then surgeon
is discarded).



Tripler

Any friendly Ranged
attack from an inbound
arrow will be repeated
on each of the 3
outbounds arrows, with
1 less strength. Rotation



Shield Bearer

Armor & Toughness.



Override Module

Connected unit
increases its initiative,
and attacks a second
time at N-1 initiative.



Disrupter

Grab & Push-back & can
rotate an adjacent enemy
(1 step clockwise). Can
detonate at its initiative;
then sacrifice it and deal
1 damage to each
adjacent unit (except HQ).



Blob

This new life form
cannot be harmed by
melee attacks; can only
be harmed by the high
velocity of a ranged
attack. (Neojungle's
nightshade will not harm
it but will give it poison.)



Jamming Tower

When in play, all
enemy modules
and HQs cannot give
their bonuses to
connected units.

Tile Count



Battle

A battle begins. After
battle, player's turn
ends. Not usable if
any player drew their
last tile.



Sniper

Deals one wound on
a single chosen
enemy unit.
Cannot harm HQ.



Terror

Other players (incl.
allies) cannot place
units until next turn.
Can use action tiles or
place foundation tiles.

* Instakill & Medics

If enemy unit is connected to a medic,
medic dies and any unit is unharmed.

** Surgeon acts as a medic

Is destroyed on usage. Useless if
destroyed same init as connected unit



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Background

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The Deck

Doomkenstein army has dreadful doomsday machines to inflict maximum damages, but they are totally immobile, have no armor and toughness, and are terribly slow. In counterpart, they have very mobile, efficient support units - but harmless to enemy HQs. Use them both wisely to ensure victory.

Tactical Advices

Unlike usual Neuroshima games, protect your units before your HQ ! Don't let ennemy HQ have too many suicide defenders, or overwhelm the battlefield. You are totally immobile, so impeach enemy from leaving your lines of fire.



