

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...

Original Idea Lien Rag (LienRag99)

HEX Creation Kit 2 Marek "Mar\_cus" Szumny

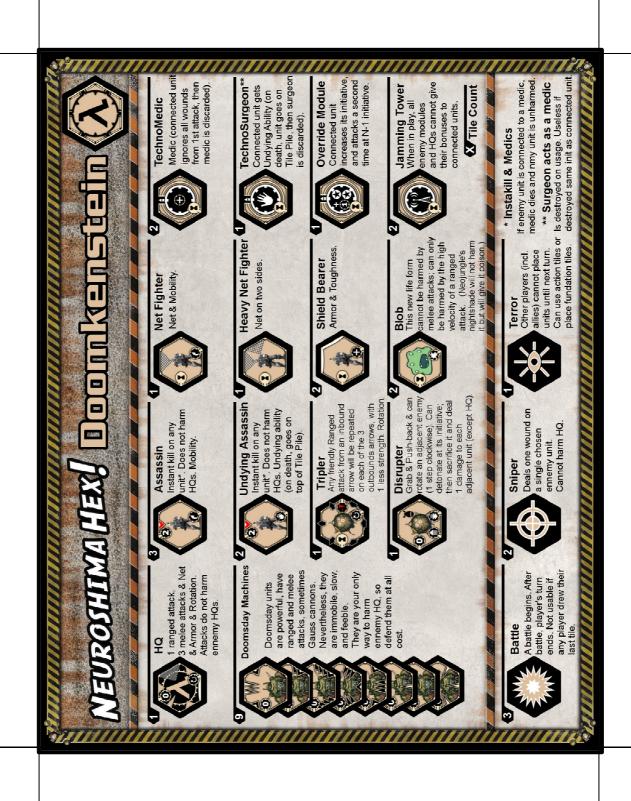
Army reference card template Scott Everts

V 0.3 – Test phase

Temporary illustrations (obviously)

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

BGG thread: <a href="http://boardgamegeek.com/thread/910149/fan-army-doomkenstein-beta-testing-incl-images">http://boardgamegeek.com/thread/910149/fan-army-doomkenstein-beta-testing-incl-images</a>
BGG file:





## Background

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, mortal undeads, bizarre and dreadful creations - and Hudson River is in sight...

## The Deck

Doomkenstein army has dreadful doomsday machines to inflict maximum damages, but they are totally immobile, have no armor and thoughness, 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.

