

SEWERS OF LUNA

A Doomtrooper Boardgame

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INTRODUCTION

Sewers of Luna is a board game that uses many of the cards from the Doomtrooper Collectable Card Game. During a game of Sewers of Luna, each player is in charge of a Force of Doomtroopers or Dark Legion warriors, as they explore and do battle throughout the labyrinthine sewers beneath Luna.

Any number of players can play Sewers of Luna!

COMPONENTS NEEDED

First, you need to download the **SEWERS OF LUNA MAP SET** (sewers.pdf) from my web site (<http://userpages.itis.com/bwinter>). You will need a copy of **ADOBE ACROBAT READER** to open and print these maps. You can get a free copy at Adobe's web site (<http://www.adobe.com>).

Print out the maps and cut around the dark border. Cut out the markers. You may wish to mount them on cardstock or something (I mount them to normal file folders with spray adhesive). Your board pieces are ready!

Each board section is divided into Rooms and Corridors. Figures move from room to room via the corridors. Corridors that lead off the board go nowhere, and have no effect on the game. Some rooms have Flag, which indicated that a player may place his or her Headquarters in that room. Other rooms have Skulls, which indicates that the room has a Cache in it that may be searched.

Second, you will need several markers or pieces to represent your individual warriors during the game. Warzone figures produced by Heartbreaker work perfectly. Of course, you can also use pieces of paper or whatever else you wish. For the sake of these rules I am assuming you will use figures.

Third, you will need your Doomtrooper cards.

Finally, you will need markers to represent Destiny Points. You do not need markers for Promotion Points.

SETTING UP

1) PREPARE YOUR FORCES

You and your opponents should decide on the total Value of your Forces. Good initial Value totals are 20-30 points worth of warriors, or you can try as high as 100!

Once you decide on a Value total, you must build your Force. Each figure is worth a certain Value (printed on its card). You may buy as many warriors as you wish, but the total Value of your warriors may not exceed the agreed-upon Value limit (so if the Value limit is 30 points, you may not purchase more than 30 Value points worth of warrior in your Force).

You **MAY** have more than 5 of the same warrior in your Force.

You may not have nay warrior that may not be in combat at all (APOSTLES, CORPORATE LEADERS, etc.).

You must have an individual warrior card for each warrior in your Force (for example, if your Force has 6 Sea Lions in it, you must use 6 SEA LION cards.

The warriors in your Force **MUST** all have the same **AFFILIATION ICON**. Therefore:

- Corporate Forces are corporation-specific (Capital Force, Bauhaus Force, etc.)
- Brotherhood Forces may only have Brotherhood warrior in them.
- Dark Legion Forces may have warriors in them from ANY APOSTLE (or you may have Apostle-specific Forces if you wish).
- Warriors with the "Generic" affiliation may NOT be in any of the above forces - but they may be in a Force together (even if they don't seem to belong together).

You may not give your warrior any attachments at this time.

Place your warriors in front of you. Select an individual figure for EACH warrior card to represent it on the board. Be sure to mark your figures and cards in some way so you know which figure goes with which card (especially if you have several of the same types of warriors).

2) PREPARE CACHE DECK

During the game, your warriors may encounter Caches that may contain helpful (or harmful) items. You draw cards from the Cache deck at these times. You will only need one Cache deck, so it may be a good idea for one player to build it to ensure no cards get mixed up. If you do not have copies of these cards, feel free to make

"proxies" out of unwanted common cards. The following cards in are in the Cache deck (1 copy each):

DOOMTROOPER CARDS

BAYONET
COMBAT ARMOR
FIRST AID KIT
GEHENNA PUKER
PERSON ANTI-PERSONNEL MINES
PORTABLE FORCE SHIELD
PUNISHER BLADE
SMOKE BOMB
DIVINE INSPIRATION
EXPEDITE REQUEST
GIFT OF FATE
INSPIRED
NEGATIVE KARMA
POSITIVE KARMA
REVERSAL OF FORTUNE
STRATEGIC RESTRUCTURING

INQUISITION CARDS

COAGULANT AUTOINJECTOR
FIELD REPAIR KIT
HIDDEN CACHE
LOOT AND PILLAGE
MORTAL WOUND
REASSIGNMENT
WRATH OF ALGEROTH

WARZONE CARDS

SUBTERFUGE

MORTIFICATOR CARDS

SMOKE SCREEN
AMNESIA
BOOBY TRAP
PLAY IT AGAIN

GOLGOTHA CARDS

INFRARED GOGGLES
TUCKED AWAY

APOCALYPSE CARDS

ANTIPERSONNEL GRENADE
GOOD LUCK CHARM

INNOCENT BAUBLE
SURVEILLANCE BUG
YOMURA'S AMULET
A SECOND CHANCE

PARADISE LOST CARDS
BODY ARMOR

3) BUILD YOUR DECK

Build a standard Doomtrooper deck (60 cards, no more than 5 copies of a card, banned/restricted list applies, etc.). You may build a 25-card Sidebar, and this is considered your Collection (as per the tournament rules). You may ONLY have cards in your deck with GENERIC affiliation icons OR that have the same affiliation icon as your Force (so a Bauhaus Force may not have a CHARGER in it). You may NOT use any of the following cards in your deck or Sidebar:

Warriors
Fortifications
Missions
VEHICLES
Warzones
Alliances
Any card that is listed in the Cache Deck, above
Any card that is placed directly into a Squad or Kohort
Any card that is "Attached to the Game"
Any card that allows you to use or bring in Reinforcements
Any card having to do with Attacking a Player (Sabotage if using 2nd Ed)
Any card having to do with the Outpost

Also, be sure you don't include cards that will be useless as a result of these rules!

4) SET UP THE SEWERS

Take all the board sections (not any Home Base pieces), shuffle them face down, and deal them up in a grid. This will create a random sewer system. Or, feel free to lay them out in any configuration or shape you like. The choice is yours!

I've included 9 board sections for your use. Feel free to copy them as many times as you wish, or invent your own!

5) PLACE FIGURES

Determine who goes first. The first player places his or her figures in any room with a Flag in it. This room is that player's Headquarters. Place a PLAYER 1 HQ marker in

this Room. Then the second player (using the PLAYER 2 HQ marker), and so on.

If two or more players play the same copy of a PERSONALITY, then the first player to place the Personality is allowed to use it. Others must choose new warriors to replace the Personality (remember to stay within Value limits).

6) SHUFFLE, DRAW, DESTINY

Like the start of any Doomtrooper game. Shuffle your decks, let an opponent cut it, draw 7 cards, and take 5 Destiny Points.

7) BEGIN THE GAME

The first player (determined above) starts the game with his or her draw step.

HOW TO WIN

The primary object of the game is to have the last figure in play. When a player's last warrior is killed, that player is out of the game. Feel free to come up with scenarios and other cool ideas. I'd love to hear about them!

THE GAME

During your turn, you will draw, perform 3 actions, and discard like normal. You will use your actions to move your warriors, give them equipment, attack your opponents, and all the same stuff you are used to in Doomtrooper. But there are a number of differences!

ACTIONS

The following actions may be used in Sewers of Luna

MEDITATE, SEEK COVER, EXIT COVER, BESTOW GIFT

These actions function just like regular Doomtrooper.

EQUIP WARRIOR, GIVE RELIC

A warrior may only receive Equipment or a Relic if it is in your Headquarters Room.

MOVE OUT

The Move Out action lets you move your figures across the board. As one Move Out action, **EACH** of your figures **MAY** move from the Room it occupies to one adjoining Room via its connecting corridor. A figure does not have to move during a Move Out action. You may move **ALL** your figures, some of them, or just one. Figures in Cover may **NOT** move.

Forces are not required to stay in a group. They may split into smaller groups or individuals.

A figure must always be in a Room. It may never stop between Corridors.

Any number of figures can be in a Room.

SEARCH CACHE

If your figure moves into a Room with a Cache symbol (a Skull), it may search the Cache as one action. Draw the top card of the Cache deck. That card is immediately played **ON THAT WARRIOR**. If it is a piece of Equipment, the warrior takes it. If it is a Special card, it affects that warrior (or you, if applicable). **IGNORE ALL ACTION AND D COSTS ON THE CARD**. If for some reason the warrior cannot be affected by the card, or cannot have it, discard the card.

The warrior **MUST** play the card on itself.

After the warrior has searched a Cache, place a **CACHE SEARCHED** marker on it. Each warrior may only search a Cache **ONCE PER GAME**, and this signifies that the warrior has done so.

ATTACK

You may attack **ANY NUMBER** of times per turn (provided you have the actions), and your attack actions do not have to be the last actions you perform. However, your warriors may **NEVER** attack more than once per turn, and are **NEVER** allowed to attack when it is not your turn. Cards like **GRAND ASSAULT** may still be used, but only during your turn and only to let a warrior that has not attacked this turn do so.

A warrior may attack another only if the combatants are in the **SAME ROOM**. Conduct combat normally.

All warriors may attack all other warriors. **DISREGARD ALL AFFILIATION RESTRICTIONS**. You may still not attack your own warriors.

Players may attack during the first turn of the game.

There is no way to directly attack a player.

OTHER RULES

DISCARDED AND ANNIHILATED WARRIORS

Any warrior that is forced to be discarded or otherwise removed from play (for example, returned to your hand) **VIA CARD PLAY** is returned to its Headquarters instead. Warriors killed in combat are discarded as normal. Warriors that are annihilated (for whatever reason) are annihilated.

WARRIOR EFFECTS

Many warriors affect other warriors (like SERGEANTS). A warrior will only affect those warriors that are in the **SAME ROOM** with it. The same is true for Art and Dark Symmetry targets.

OCCUPYING ENEMY HEADQUARTERS

If one or more of your figures moves into an enemy headquarters, and is able to remain alone in that Room for one full turn afterward (from your next draw step to your next discard step), then all the warriors controlled by the player are discarded and that player is out of the game. If there is a figure controlled by **ANY** other player sitting in the room during your next draw step, you must try to get rid of that warrior and wait until the **NEXT** turn.

Rooms with flags that were not used as Headquarters are considered empty.

BE PREPARED FOR ODDNESS

Doomtrooper is a very abstract game, and this is a very "specific" setting. Be prepared for things that may not seem quite right. Also, be aware that this game has not been heavily playtested, so there are probably a few conflicts. I'd love to hear any additional comments you have!!

Have fun!