

DARK SIDE OF THE MOON

It is 2069 and our own close neighbour in space the Moon is now a hotbed of exploration, mining and development. Much like today, competing national interests conduct low-key operations for scarce resources under the noses of UN inspectors. But – where there's money to be made and flags to be planted – nothing stays peaceful for long.

Players representing US and Chinese forces now take part in secret but deadly missions in the difficult, dusty, cratered terrain and in just one sixth gravity. Troops are packing lasers and other low-recoil weapons and explorer and research vehicles are being equipped with turrets and all are bouncing their way over the barren surface. But are there other forces in play...?

RESOURCES

- ▶ MODELS BY GROUND ZERO GAMES

<https://shop.groundzerogames.co.uk/>

- ▶ SCENERY BY BRIGADE MODELS

<http://www.brigademodels.co.uk/>

- ▶ MOON MAT BY TINY WARGAMES UK

<https://www.tinywargames.co.uk/>

- ▶ THE WERELORDS

<http://www.werelords.com/>

- ▶ SOUTH LONDON WARLORDS

<http://www.salute.co.uk/>

- ▶ UFO

<https://www.shadolibrary.org/>

- ▶ From Earth to the Moon

[https://en.wikipedia.org/wiki/From_the_Earth_to_the_Moon_\(miniseries\)](https://en.wikipedia.org/wiki/From_the_Earth_to_the_Moon_(miniseries))

THE MOONBASE TEAM

- ▶ John Treadaway

Modelling, painting, graphic design, game development, transportation, tea making.

- ▶ Peter Merritt

Rules, game development, transportation.

- ▶ Ivan Congreve

Modelling, painting, game development, transportation.

- ▶ Tim Atkinson

Game development.

- ▶ Kevin Dallimore

Painting, game development.

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GAME ELEMENTS

- ▶ **Units** are all rated for different quality rating (QR) – (5) **Excellent**, (4) **Good**, (3) **OK**, (2) **Poor**, (1) **Still breathing!** There are two basic types of unit in the game.
 - a) single vehicles (tracked, wheeled or rocket-sleds) and
 - b) infantry squads (armed with either 'rifles', rockets or a heavy support weapon, like an LMG).
- ▶ **Sticks** are used to show key distances (movement & firing).
- ▶ **Combat** is based on both attacker & defender rolling dice and comparing results.
- ▶ **'Dust markers'** (kicked-up by vehicles) denote higher speed - as well as providing cover!
- ▶ **The game mat** is for background; only large models (craters, buildings) provide cover.

ACTIVATION

- ▶ **Playing cards** are used to decide the order in which units are activated.
- ▶ **The game is played in a number turns, each of so many phases**, with one phase per card.
 - a) At the beginning of a turn, each player gets dealt cards = 2x the Quality Rating (QR) of their units, less 1x card for each unit destroyed.
 - b) At the beginning of each phase, the umpire draws ONE card from the deck; this is the 'initiative suit' (as in a game of trumps).
 - c) If it is a JOKER that is the end of the turn! However, if the player has a JOKER in their hand, they may either immediately

cancel the automatic end-of-turn, or call an end-of-turn on their lay.

d) If it is not end-of-turn, each player secretly selects one card of that suit from their hand. If a player has no cards of that type, lay any other card.

e) Players then move in priority order of the card 'face value' for that type (ace is high). Once those players have gone, others with cards not of that type go in traditional 'suit' order (i.e. Clubs, Diamonds, Hearts, Spades).

f) Repeat these phase steps until all players have exhausted either their available units or card supply.

ACTIONS

- ▶ Any unit can perform a range of different actions. How many actions are available is equal to the unit quality rating (QR), less 1 for each level of damage (red dice marker)
 - a) **Move** 1x 'stick' (possibly with adjacent units in tow).
 - b) **Fire** once.
 - c) Try to **reduce** the 'damage level' on a unit.
 - d) Give a **support order** (to an adjacent unit of the same type).
 - e) Do **special stuff** (specialist units, scenario-specific activities etc).
- ▶ **Actions must be nominated** first, but may be taken in any order (eg. Move, Move, Morale Check, Fire, Move).
- ▶ No matter what the quality rating, any unit may only ever do **three** of any single type of activity.
- ▶ 'Support' may be used as a bonus for any adjacent unit in attack or by the marked unit in defence later in the turn. 'Supporting' units cannot themselves attack this turn.