SPECIAL RULES:
More on units redirecting shots
(Tripler, Fireblast, Doom Net Fighter):

Units redirecting shots automatically and always redirect / triple EVERY ranged attack of a friendly or allied unit that shoots in the entry.

A redirected / tripled attack retains all its characteristics (strength, the special feature, for example, Gauss shot, or in the case of alliances: Shotgun, Rocket, sharpshooting, etc.).

The friendly ranged attacks cannot ignore the redirection, even if they can avoid or ignore the requirements of the line of fire, for example, Gauss shot, Mortar, sharpshooting. A unit redirecting shots changes the line of fire of a ranged attack even in the above cases, for example, a Gauss shot does not fly over the redirecting unit, a Mortar attack will hit the unit behind the unit redirecting shot but in the direction indicated by the exit, the sharpshooting will hit the enemy unit in the line defined by the exit of the redirecting unit (unless you choose to hit an enemy unit before the shot reaches the unit redirecting it).

A netted unit does not redirect / triple any ranged attacks (friendly attacks normally fly over redirecting units).

The redirecting units are not modules, so Scoper and Spy cannot affect them.

Units redirecting shots are not affected by Modules increasing fire power or Initative or allowing for an additional attack as the redirecting units do not attack on their own.

A paralysed unit will not stop to redirect / triple the ranged attack.

More on Trap

The Medic cannot prevent the Trap from exploding, meaning he cannot save it in a situation where the enemy attacks the marked side which causes an explosion.

Trap is not affected by any bonuses that increase attack power.

THIS PARTICULAR ARMY MAY NOT BE PLAYED IN TOURNAMENTS.

doomsday machine

BACKGROUND

The Doomsday Machine is an automated, deadly trap - an intelligent security system protecting a secret base hidden in the radioactive wastelands.

Its algorithm commands it to destroy any intruder, whether it is a man, mutant or a Moloch robot. What could be hidden behind such a powerful defense system?

THE ARMY

The army advantages are: long-distance Modules, large number of Medics, also a Trap and a Small bomb, which can clear some space on the board in case of enemy dominance. However, the biggest strength of this army are its special units, which are able to redirect and duplicate Ranged attacks (Doom Net Fighter, Fireblast and Tripler). The army disadvantages are: small number of fighting units, low initiative, fewer chances to start a Battle and almost complete lack of Mobility.

TACTICAL ADVICE

It is a good idea to place a unit redirecting attacks next to the enemy HQ as soon as possible, so even a small gap in the enemy's defense will allow you to redirect attacks toward its HQ. The Doomsday Machine can prevail over the enemies by creating a well-organized a chain of special units redirecting and duplicating attacks, especially if at least one shooter with high Initiative is be a part of such a chain. Always remember about the long distance of your modules (including Medics!) that can work even over enemy units. Don't forget about the possibility to rotate one unit each turn.

HQ   1

On your turn one friendly unit can be rotated any direction.

ALPHA SHOOTER   2

Ranged attack.

GAUSS CANNON   2

Can hit multiple enemies simultaneously. All enemy units in a line of fire get 1 wound. No bonuses increasing firepower take effect. Toughness.

GAMMA SHOOTER   1

Attacks on Initiative phase 1 & 2. Ranged attack. Armor & Toughness.

TRIPLER   2

Any friendly Ranged unit firing at this unit's entries will change direction of attack to all 3 exits, simultaneously attacking units in all 3 directions.

DELTA SHOOTER   1

Ranged attack. Toughness.

OMEGA SHOOTER   4

Ranged attack & Armor.

DOOM NET FIGHTER   2

Any friendly Ranged unit firing at this unit's entries will change direction of attack to exit. Net.

FIREBLAST   2

Any friendly Ranged unit firing at this unit's entries will change direction of attack to exit. Toughness & Armor.

TRAP   1

Any enemy attack in the marked side causes Trap to immediately explode, inflicting 1 wound to each adjacent unit (no bonuses take effect), both friendly and enemy (including HQs). After exploding Trap is discarded. Cannot be repaired in any way.

MEDIC   5

A connected unit must ignore all wounds from 1 attack & Medic is discarded.

OFFICER   2

Connected units +1 Strength in Ranged combat.

SCOUT   2

Connected units +1 Initiative.

MAIN WAR PROCESSOR   2

Connected units can perform an additional attack in the Initiative phase that follows its last Initiative phase.

BATTLE   4

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

PUSH BACK   1

Push an adjacent enemy unit 1 hex away to an unoccupied hex. If choice, enemy player selects hex.
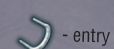
SMALL BOMB   1

1 wound to every unit (both friendly and enemy) which stands on the 3 adjacent hexes under attack. Does not affect HQs

Infinity Combo

Playing Doomsday Machine you can encounter a strange situation of the most powerful attack combination you can imagine. Know that it is not an error, it's just a Doomsday feature.

Example how Long Distance Module works.

Officer affects both Delta and Gamma Shooters (outlined in green). It does not, however, affect Alpha Shooter, because it is placed 3 hexes away which is too far from the Module.

Omega Shooter (outlined in red) is affected by Main War Processor which can affect unit 2 spaces away and works even over the enemy unit.

Example how redirecting a shot works.

There is Fireblast (outlined in red) standing in the line of fire of the Gauss Cannon and it forces the change of the direction of the Gauss Cannon shot. The shot does not fly over the Fireblast but it hits all enemy units in the new line of fire, as determined by the exit of the Fireblast (redirecting a shot does not deprive it's features).

Then there's the Tripler (outlined in green) standing in the line of fire of the Gamma Shooter, which does not only redirects but also replicates the shot. Gamma Shooter takes a shot with a strength of 2 (thanks to the Officer's bonus), which passes over the Officer, and then it is redirected in three directions set by Tripler's exits. Strength of the redirected shot does not change.

Legend :

🔲 - Long Distance Module - Friendly units that are 1 and 2 hexes from the Module connection receive the Module bonus. Long Distance Modules work over enemy units and/or empty spaces.

In case of Medic Module, if it is connected to two units, and both units are destroyed, the player chooses one of them to be affected by Medic.

X - tile count

A - exit   ⊃ - entry