

LUNAR JUMPING OPERATION HANDBOOK

# WALKING ON THE MOON

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**WITH COMBAT  
HANDBOOK FOR**

**MARCH  
ON MARS**

2010

# WALKING ON THE MOON

2-5 Astronauts / 30-40 min / 10+ years / 11 lunar cards, 24 action cards,  
5 jump cards, 5 astronaut pawns, 30 Sputnik counters,  
10 EC counters, 5 handicap counters, 7 special box token, 6 dices.

Space race is in a hurry. Maybe the americans were the first ones stepping the Moon but, who will be the first in running around it? Come on board in this crazy selenite adventure and be the first one crossing the goal, jump from rock to rock leaving behind the other foreign powers. But first of all plan carefully all your moves as a misstep can let you tumbling in space as your opponents keep going.

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## SET UP THE RACE

Shuffle the lunar cards and **put 5 of them in the depicted areas of the board.**

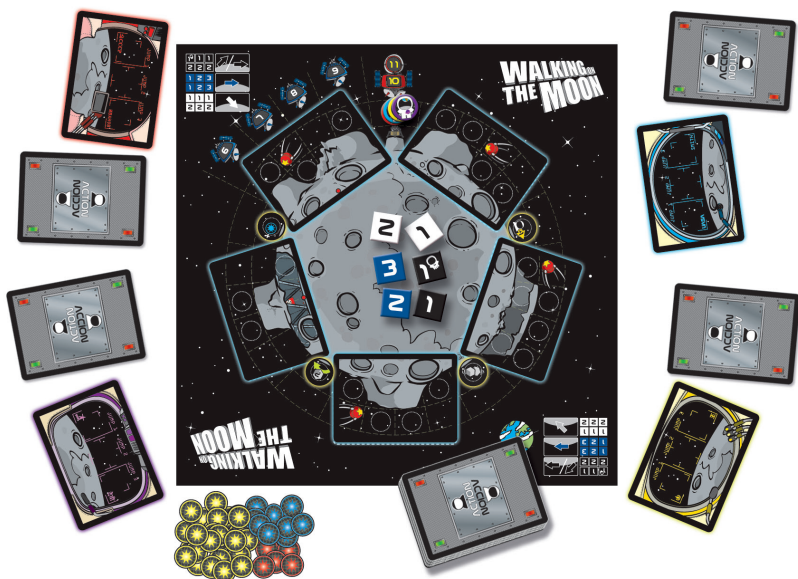
There are 5 'extra difficult' cards marked with a red dot at the bottom, don't use more than one or two in your first game.

If playing with advanced rules put a random **special box token** in each of the 4 circled boxes between the cards

(not in the exit/goal box). Give an action card to each player.

The last one walking on the Moon is the first player, in case of a tie the older player begins.

Pick a **jump card** and the **astronaut pawn** of the same colour and put it in the **exit/goal box** (the one with the blue circle), the first player goes on top.



## HOW DO I WIN?

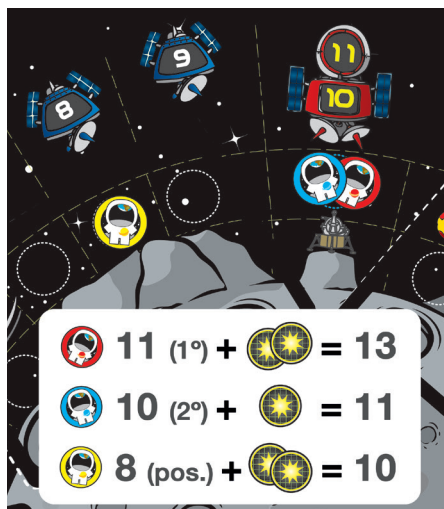
When one player completes a lap around the Moon, walking in or moving through the blue circle, the players end the current round and the game ends. The player with the most points wins.

**You get points for your position in the race and for the Sputnik counters you have collected.**

- First astronaut reaching the goal gets 11 pts.
- Other astronauts reaching the goal get 10 pts.
- If you don't reach the goal but step the last lunar card you score the points marked in your box.
- Each Sputnik counter (yellow) worths 1 point.

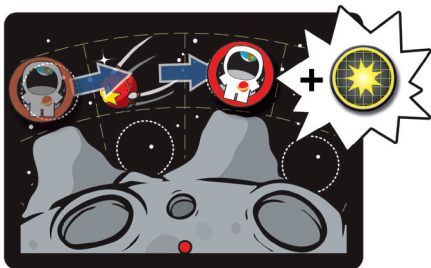
If there is a tie the higher board scoring wins, if there is still a tie, the first arriving wins.

When you cross the goal your turn ends. You can't get Sputniks behind the goal line.



## THE SPUTNIK

If during your move you pass through a box with a Sputnik (don't need to end the jump there) you get a yellow 'Sputnik' counter. Each one worths 1 point at the end of the game.



## HOW DO I REACH THE GOAL?

To move, you'll **program up to 3 jumps** each turn. At the beginning of your turn pick up 4 of the 6 jump dices and distribute them in your jump card as you wish between up to three jumps. **You can use several dices in the same jump, mix dices of different colours in a jump and make less than 3 jumps.**

Then throw the dices for the first jump and **pick up one of the results** to apply. After the jump, if you haven't suffered an accident, you can try the next one or pass before throwing the dices. The first jump is mandatory.

After making his turn it's time to the next player. **Player order** is determined each turn **by position in the race**, the player in first position playing first. In case of a tie players on upper levels goes first, if in the same box, player on top goes first.

## HOW DO I JUMP??

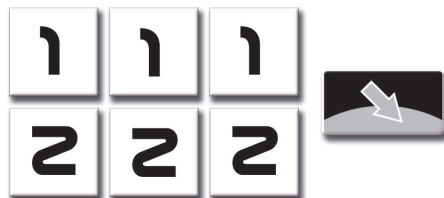
When you pick a dice, you must move forward as many boxes (square yellow lined boxes) as indicated.

Lunar cards have several height levels, the colour of the dice indicate which kind of move you can make.

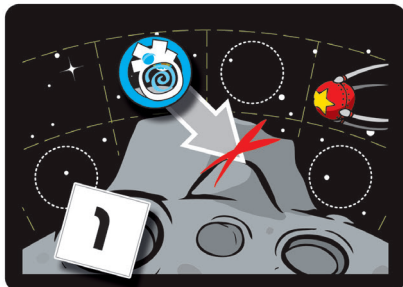
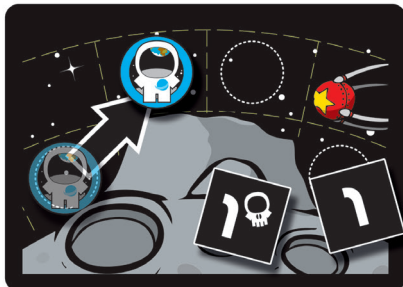
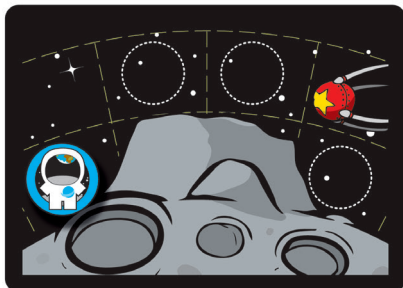
**Blue dices.** Used to move straight forward. They are fast but you can't climb up or down.



**White dices.** To step down to the Moon plains & caverns. **Must** change at **least one** move for a **diagonal** descent.



**Black dices.** To climb up, you **can** change one or both advances for diagonal climb. But beware because if you get a **1** with a skull, you'll have an accident at the end of the jump.



## SAMPLE JUMP

1. Player programs 4 dices.
2. Roll the first jump and gets **1** and **1**, pick up the **1** and climbs up 1 box.
3. Chooses to risk with a second jump and roll the dice for a **1**. She failed to calculate the distance and has an accident.




## WHAT'S AN ACCIDENT?

Each one of your three jumps **must** land in a **box with a circle** (safe ground).

If you roll the dices and land in a box **without** a circle, you'll have an **accident**:

- Your turn ends.
- You loose half your Sputnik counters (rounding down).
- Flip your astronaut face-down. The next turn you'll wake up and will **only throw 2 dices**.

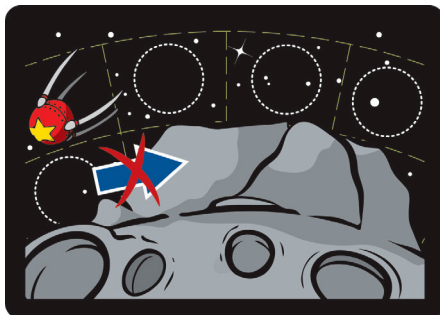
Put your face-down astronaut in the box of the crash:

- If you ended flying in the air you'll fall down, put it in the box with the circle under it.
- If landed in a box without circle, it's hazardous terrain, flip your astronaut.
- If trying to open pass through the Moon with your head you end in the box previous to the crash.
- If you got a , flip the astronaut after the movement.

*You can have an accident while crossing the goal and loose Spuntik counters.*

## TUNNELS

Some of the lunar mountains have tunnels inside them, it's important not to mistake with regular mountains. Players can pass through this mountains with tunnels, although they must be careful as some tunnel boxes are difficult terrain and have no circle (see bellow). Tunnels have ceiling and is not possible to move up or down through it.



*A regular mountain. You shall not pass!*

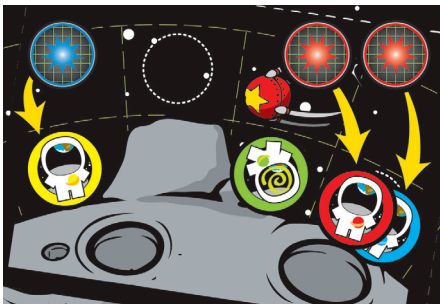


*This mountain have a tunnel (darker background) and you can passthru.*

## END THE ROUND

After all players have completed their turns and before starting the next round:

- Players in last position (or tied) take a EC counter (blue).
- Players in first position (or tied) get a Handicap counter (red).



## EARTH CONTROL (EC)

Your Earth Control Center assist you with instructions to gain ground if you get delayed. You can **expend** as many EC as you wish to:

- **Repeat the roll of one dice** in any moment.
- **Add 1 extra dice** at the beginning of the turn (up to the six dices disposable).

You get a EC counter if you are in the last position and for some effects of action cards or special boxes.

## HANDICAP

Handicap counters represent any kind of complications. Players discard them at the beginning of their turns and will get only 3 dices for this round.

The conditions a player can have are:

- **Normal:** 4 dices
- **Handicap:** 3 dices
- **Accident:** 2 dices

**This conditions aren't cumulative** apply only the most harmful.

## ADVANCED RULES

### ROBBERY AND SABOTAGE

If you end any jump over one or more players you can theft one of them. Pick a player and take one Sputnik counter from him, if he doesn't have any you can instead give him a red handicap counter.

You can't steal if your have crashed or if you don't land by a jump (i.e. with a free move of a special effect). You can't steal a player that has ended the race.

## ACTION CARDS

Action cards are **always played out of your turn**. At the beginning of each round, if you don't have a card you get one. If already have a card you can discard it to get a new one.

Play your card when indicated according to the icon in the middle.



- At the end of the round by player order. This cards can't be played if going in first position (or tied).



- Before a player distribute dices.
- When certain condition is met.



You can play action cards even if you have an **accident**.

You can't play red cards against players who started the turn in **last position**.

**Slipstream:** If a player overtakes you, move to the **next disposable circle box**.

**Cooperation:** When another player moves over a Sputnik, you also **gain one Sputnik counter**.

**Planification:** At the end of the round get **1 EC counter** if not in first position.

**Extra jump:** If not in first position throw any one dice to make a **free jump**.

**Teamwork:** At the end of the round, you and a player of your choice **move forward one circle box**.

**No instructions:** Before a player program his turn remove one of the six dices from the pool (you must left at least one dice of each colour).

**Miscalculation:** When a player rolls **2 or more dices** he or she must re-roll all of the dices.

**Sanction:** If a player theft or sabotages you, gets also a red **handicap counter**.

## SPECIAL BOXES

If you step into a special box an effect will activate (even if you end up in the box crashed or by the effect of an action card).



You can advance one circle box.



Move one circle box back.



You can expend Sputnik counters to get free advances.



Get one EC counter.



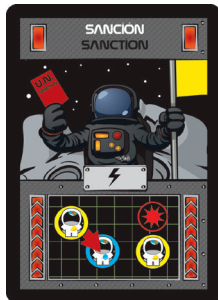
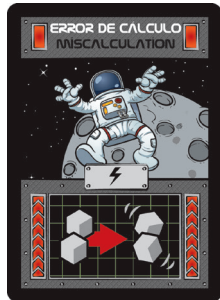
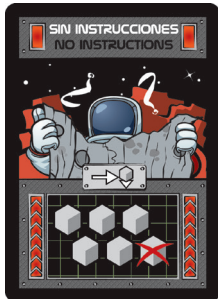
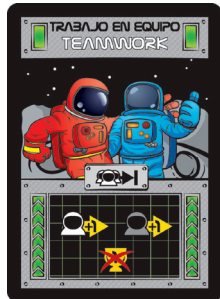
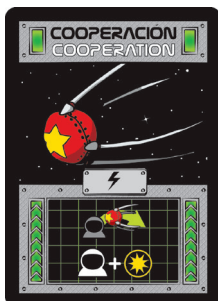
You can re-roll any dices on your next jump.



Get 2 Sputnik counters.



You can make a jump with 1 dice immediately.



## 2 PLAYERS GAMES

Games with **2 players** follow the normal rules but **each player will control 2 astronauts**.

For the set up each player alternates when placing their astronauts.

**EC and Sputnik counters** are kept separately and **cannot be shared**.

If landing over an own astronaut, players can exchange ECs and Sputnik counters between them freely

Add up the point of both astronauts for the final scoring.

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# MARCH ON MARS

**Components:** 7 Special Training cards, 8 Equipment cards, 6 'Upgrade' counters, 1 'MMM' counter.

After taking over the Moon, mankind is ready to colonize Mars and our first task is to exterminate all this creatures infesting our new home. Join the Space Marines Corp. and prove those aliens that Mars doesn't have place for them!

*March on Mars is a cooperative game for 2-5 marines in search for glory*

## PREPARE LANDING

This is the 3+ players setup, for 2 players you'll use only half board.

Shuffle the martian cards a **put 4 of them in the square areas of the board**. The pre-printed area in the opposite side of the MMM is your Landing Zone (LZ).

Put a red alien counter in the 2 boxes marked with a (★) at each side of the Martian Master Mind (MMM). Put a 'Upgrade' counter on each side of the LZ (🌀). Put the round counter '☢️' at 1.

Pick up a **combat card** and the **astronaut** of the correspondent colour, give each marine a 'Special Training' card. Players choose which of the two abilities will use for the rest of the game and puts himself in any box on the LZ.

Put all the yellow, blue & red counters (now alien counters) face down or in a bag or opaque recipient and setup a random wave of aliens in each of the four terrain cards. An alien wave is composed of as many aliens as astronauts plus 1 (see wave setup rules forward).





## HOW WE WIN?

The objective is to destroy the MMM with a nuke. To do so you must be in a box aside it, free of aliens, and as your only action this turn throw 4 dices and get a result of 9+. If you fail to destroy the MMM in 8 turns or the aliens attack successfully your LZ 3 times (see below) you'll loose the game.



## HOW I REACH THE MMM?

There are no turn order between players, you can change the order each round as you need.

Each turn you **program up to three actions** (can be less if you want), by taking 4 dices and distributing them among the 3 available actions in your combat card. **You can put several dices in the same action box, even mix dices of different colours.**

Roll the dices for the first action and after looking at the result **choose if you want to move or to attack.** Movement rules are similar to the those in *Walking on the Moon*. However, in Mars you can move and shot backwards too.

## CAN I KILL THE ALIENS?

When shooting arrange the dices by value, ignoring their colour, those groups are the different fire solutions you have; the value show the precise range you can shot and the number of dices showing this value, the number of hit your get. You can distribute hits among the aliens in the same ox, but cannot shot several boxes at once.

1's results can be used also to kill aliens in the same box as the marine.



The colour of the alien shows how many hits you need to kill them. Aliens regenerate any damage almost instantly son you must kill them within the same shot, any partial damage is cleared at the end of each action.

Put the dead aliens aside, once the alien reserve is depleted use them to create a new one.



## THEY ARE ALL OVER ME!

During your movement you can cross boxes with aliens, but if you are with an alien when rolling the dices your are engaged in close combat. Your combat suit keeps you safe from the weak martian attacks. However, getting all this aliens on top is a real hassle as you can't move or shot other targets until you have get rid of this annoying creatures.

To kill aliens on your own box you must use your actions to attack and use the **1**'s values to end them in close combat. **If don't get any, you can't use other results to move o shoot to other boxes**, discard the dices without effect.

## DON'T STOP MARINE!

We don't like slackers in the marine corps, each time you roll the dices you must take an action either shooting an alien, even if you don't kill him, or moving. You can pass after the first action, but it you roll the dices you must do something.

## THE RED DEFENDERS

The two red aliens in the special boxes (★) are the defenders of Mars, this aliens **will not move** with the waves (see bellow) neither will be replaced when eliminated



The box with the defender can't be passed across until the red alien defending it is killed, a force barrier behind them will make you crash if trying to pass over. You can shot across the barrier but cannot move even with special abilities like Teleport.

## MARTIAN WAVES

Apparently, martians aren't going to let us just occupy the planet and this damn MMM send us wave after wave of troops in an effort to stop the advance of our heros.

At the end of each turn the MMM send an alien wave. Roll a white dice; with a result of **1** the wave comes from the left side of Mars, with a **2** it will come from the right side. In 2 players games, ignore alien waves from the other side of the planet, other marines are taking care of them.

Also, if a player ends with a **10** in his dice, even if he doesn't use it, he will unleash an alien wave on his side of the planet.

When a wave comes, all the aliens in this side of the planet moves one card onward the LZ. To do so, just get all the aliens from a terrain card and setup them in the next one.

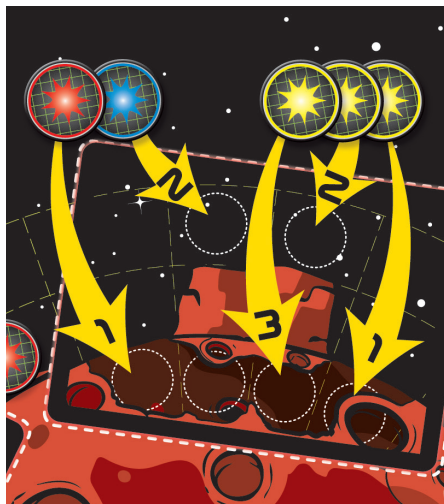
Martians deploy over terrain cards following simple rules:

Yellow martians are explorers, they deploy box to box starting by the farthest from the MMM.

Red and blue ones deploy the same way but starting by the closest box to the MMM (deploy red first).

In the case of several levels occupy higher levels first.

Martians ignore difficult terrain boxes.



Finally setup a new wave of aliens in the empty card next to the MMM, get out random as many alien counters as marines in this side of Mars plus one (minimum 2 alien counters) and deploy them with the normal rules.

## THEY ARE INTO THE BASE!

When the aliens move to the LZ, they must first get over the perimeter defences. To reflect this small respite put the assaulting group in the 'Incoming wave' big box.

At the beginning of the next turn deploy all the aliens there in the LZ according to the normal deploy rules.

At the end of the turn, if there are any aliens left in the LZ they have succeeded attacking the base, discard all the alien counters in the LZ and destroy one

base 'Upgrade' counter. The third time this happens the base is destroyed and mankind loses this game.

## BASE UPGRADES

The Landing Zone has some buildings that will help you with your mission. There are three Upgrade types:



- **Bunker:** Eliminate any one alien of each wave passing through this defence.



- **Sentinels:** Makes an attack with 2 dices each round.



- **Antenna:** Each turn players can repeat 1 dice from the first roll in this side of the planet.

You can choose the upgrades or put them random. Use 'Bunkers' in your first games.

## ARE WE A TEAM?

That's it son. The marine space corps is a great family and we are trained for team play.

If you are with other marines in the same box, you **can re-roll one dice** of any roll you make (that's critical to get some chance of success blowing up the MMM).

If you have an **accident** in a box with a stand-up companion you can ignore it and keep playing.

Also if you land safely into a box where a mate has had an accident you can put him up again automatically.

## SUPPORTING FROM BASE

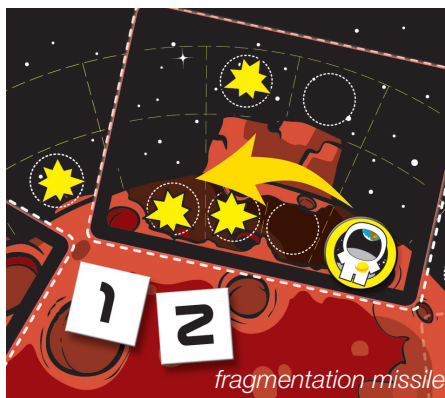
Any marine in the LZ can **re-roll one dice from his first roll** (this ability doesn't affect the special actions described ahead).

Also a marine in the LZ not doing any action and free of aliens in his box can take **one** of this special actions:

**Tactical support:** Use the tractor beam of the military satellites to put up a crashed marine.

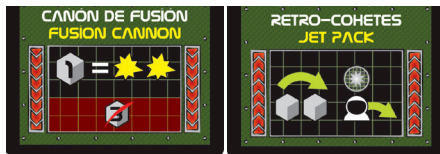
**Missile Battery:** Charge a piercing missile or a fragmentation missile and choose a marine as artillery beacon. Roll 2 white dice and add up the results, this is the exact distance from the marine (from 2 to 4 spaces) where the missile impacts. The piercing missile makes 3 hits in the selected **box**, the fragmentation missile makes 1 hit in the impacted **zone** and in the 2 adjacent **zones** (in all the boxes).

**Bait:** You can deceive the MMM making it send his waves away from the marines. At the end of the turn, reroll the white dice when choosing wich side the alien wave goes.



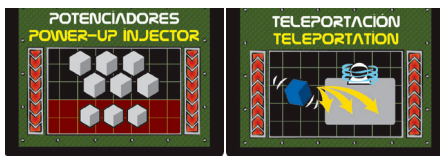
## SPECIAL TRAINING

Every marine get the standard military training, but those chosen for this dangerous martian mission are the best over the best and have superior abilities and equipment.



**Fusion cannon:** This powerful weapon can vaporize anything at short range. **1** value dices cause 2 hits instead of 1. By contrast the **3** value dices makes no damage.

**Jet pack:** With this equipment you can combine 2 dices to move each jump. Those dices can be of different colour and you only have to land after the movement of the second dice. You can also move even if you are engaged in close combat.



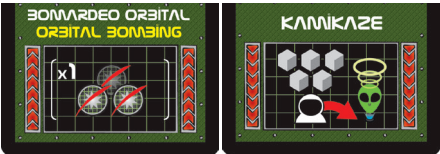
**Power-up injector:** A shot and you can use 6 dices to take your turn. It comes with a little side effect, the next turn after using the injector you can only use 3 dices. You can't roll 6 dices to put the explosives under the MMM but you can use 2 dices to move or shot and the use the remaining 4 to put the bomb.

**Teleportation:** Put your marine over the closest side to de LZ of a terrain card (terrain cards aside MMM aren't reachable until his defender has been



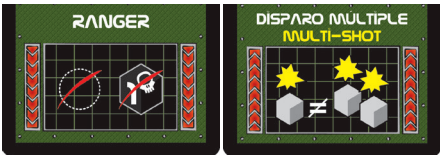
eliminated), roll a blue dice and put your marine in the indicated box (see image), if there are several heights you can choose were to appear. You can get engaged or crashed if teleported over an alien or difficult terrain.


You can use this ability anytime during your turn, but must program dices first.



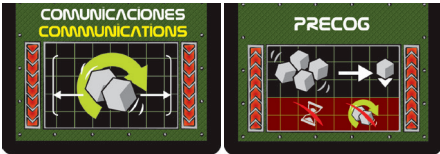
**Orbital bombing:** This ability can only be used once per game but is really powerful, choose a terrain card and eliminate any alien counter there.

**Kamikaze:** Are you going to let the aliens get away with it? Overheat the reactor of your MK1 suit and jump over the MMM with the bomb to throw 5 dices instead of 4. Yo can do this even if engaged in close combat. You die after using this ability, retire your astronaut from game.



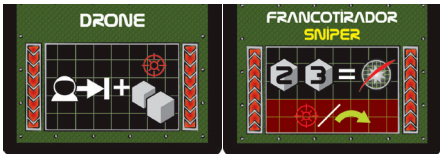
**Ranger:** You can ignore the bad effects of the  results, you will not crash or trigger alien wave. You can also move into hazardous boxes (the ones without circle) like the tentacles or the lava lakes without harm.

**Multi-shot:** The latest in assault weapons, you can shot with all your dices even if they show different values. Dices showing the same value must be assigned to the same box.



**Communications:** The re-roll ability due to share a box with a companion extends to all **the terrain card** you are within, both for your rolls and the ones of your companions there.

**Precog:** You can see glimpses of the future, that allows you to roll any 4 dices and distribute them in your actions **after** seeing the results. You can't use this ability twice in a row and when using it you can't re-roll dices for any means (future is unalterable).



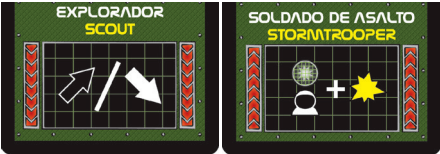
**Drone:** A personal ballistic platform goes with you everywhere. At the end of your turn you can make an extra shot using any 2 dices. You can use the drone even if you are engaged in close combat.

**Sniper:** Your long-range rifle can bring down targets with surgical precision. Your dices with **2** or **3** values doesn't causes impacts, instead this each dice eliminates one alien regardless of his colour. You can't move and shoot in the same turn, this is an exception to the rule that forces you to move if you have no targets in range after rolling

You can freely share equipment cards with other marines in your box.

If the equipment deck is depleted shuffle the discard and build new one.

There is a 'hidden' box (yellow circle) in a tunnel, First marine entering this space will get an equipment card.



dices.

**Scout:** No one moves like you in the martian ground. Once per round you can add a climb up or climb down move to any of your movements.

**Stormtrooper:** Add a hit to your results when fighting engaged in close combat, even if you didn't get any **1** result.

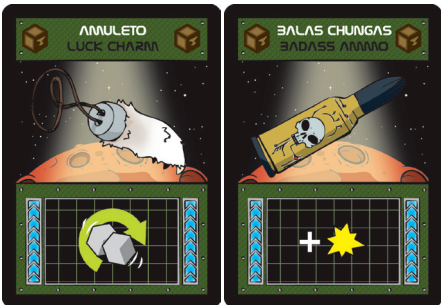
## EQUIPMENT

You bring everything you need to complete this mission but at the beginning of round 5, if you haven't eliminated any or the Defenders (the red aliens in the special boxes) the High Command will drop some extra equipment from orbit to help you...

But due to a small miscalculation all this equipment has ended behind the enemy lines. We have to recover it!

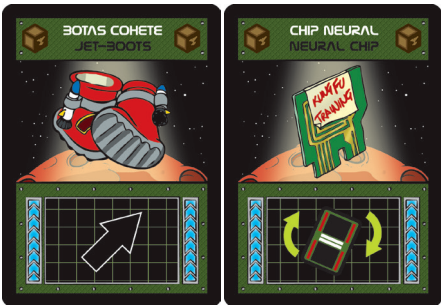
Each time you kill a red or blue alien draw a random equipment card. This cards can be used anytime during your turn. Even in the middle of an action!

All the equipment cards are discarded after use.



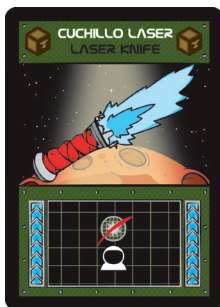
**Lucky charm:** Can repeat any number of dices from an action. Even when setting up the bomb.

**Badass ammo:** The very best in anti-martian ammunition, add up 1 hit to your attack roll.



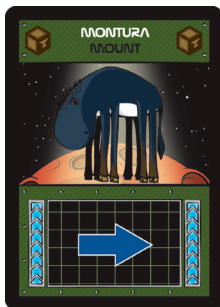
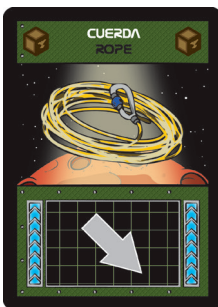
**Jet-boots:** Get a free climb-up diagonal movement.

**Neural chip:** You can flip your training card. This change is permanent for the rest of the game.



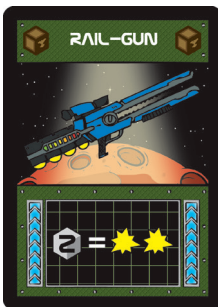
**Laser knife:** Kill an alien engaged in close combat.

**Rope:** Get a free climb-down diagonal movement.



**Mount:** Get a free straight movement.

**Rail-gun:** 2 value results make two hits instead of one.



## THREAT LEVEL

*March on Mars* uses the same movement rules of *Walking on the Moon* and unless they are easy it's strongly recommended to play at least one or two games at the Moon before trying to fight on Mars

If *March on Mars* results too hard for you or after some games, too easy, you can set the threat level easily.



**Baby marine:** Use the equipment cards from the beginning of the game.

Decrease the alien waves size by 1 (minimum is still 2 aliens).



**Sergeant:** Equipment is for space elves ¡We don't need it!

Also, marines in the LZ count as being in both sides of the planet when calculating the waves size.



**Exterminator:** During the alien waves deploy, distribute the yellow ones engaged among the marines if any, beginning with those closer to the MMM.

Also, marines in the LZ count as being in both sides of the planet when calculating the waves size.

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## TURN ORDER

1. Deal Action cards.
2. Each player by turn:
  - Program dices.
  - Take turn.
3. Player play 'end of round cards' by turn order.
4. Deal EC and Handicap counters.

## CONDITIONS



**Normal:** 4



**Handicap:** 3



**Crashed:** 2

## SPECIAL BOXES



You can advance one free box.



Move one box back.



You can expend Sputnik counters to get free advances.



Get one EC counter.



Re-roll any dices on your next jump.



Get 2 Sputnik counters.



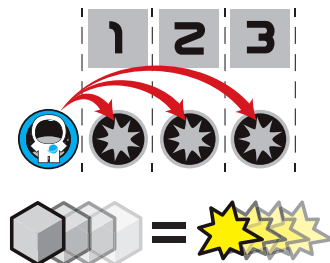
Can make a jump with 1 dice immediately.



## TURN ORDER

1. Move aliens from 'Incoming Wave' box to the LZ.
2. Marine phase.
3. Check if any alien is still in the LZ.
4. Roll white dice to generate a new alien wave.

## SHOT



## BASE UPGRADES



• **Bunker:** Kill any one alien of each wave.



• **Sentinels:** Makes an attack with 2 .



• **Antenna:** Re-roll 1 from the 1<sup>st</sup> roll each turn.

## KILLING MARTIANS

