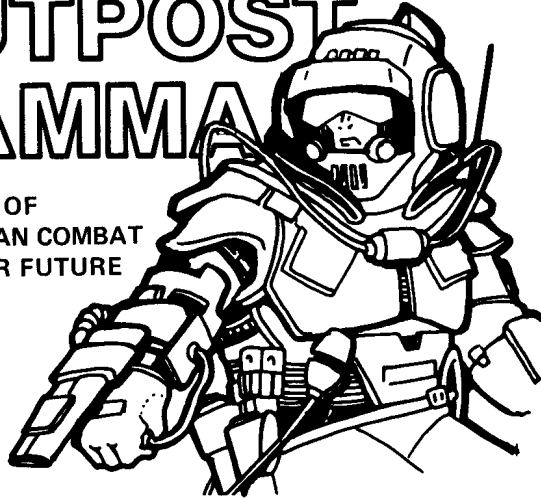


OUTPOST GAMMA

THE GAME OF
MAN-TO-MAN COMBAT
IN THE FAR FUTURE



The Empire protects its' own; and so when the trade colonies on Irda summoned for help the Legionnaires were dispatched.

Irda is a small planet with a thin atmosphere. Even the colony miners have to wear respirators when laboring. The little dirt ball would have gone totally ignored if not for one thing: the Irda stones. Valuable only because of their rarity, the crystals' seemingly end-less planes of facets outdazzle any gem in the empire, natural or synthetic.

The Twargs (so named because the native name is unpronounceable discovered the planet and, quite literally, dug in. Their short, stocky builds had served in mining operations over the empire and their knowledge of geology far surpassed any others. Furthermore they could adapt much better than humans to the air conditions in Irda.

The Irdans, the only erect creature on the planet, are an intelligent but low-technological people. At first eager to help they gradually resented the Twargs and the Imperial presence. No sound reason for a Rebellion was evident. Rumors range from bad labor management to enslavement and abuse.

Beginning with small 'pirate raids', the Irdans eventually built up a stolen arsenal of delving rods and firearms. Mining equipment was converted to weapons by the natives and turned on their creators. The raids became a full fledged massacre, with surprised miners left dead along the dry canals that serve Irda as travelways.

More miners died, and each time the Irdans stockpiled weapons and equipment. By the time the Legionnaires answered the summons for help several colonies had been wiped out. Setting up outposts along trade routes, the Empire's elite troopers smirked at what should have been an easy assignment. No one expected serious resistance from a ragtag group of dust-grubbing natives. They were in for a surprise.

HISTORICAL INFORMATION

THE NATIVE IRDANS

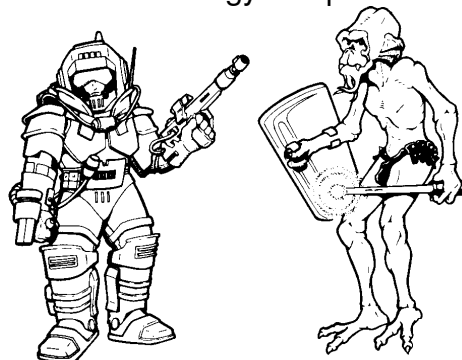
The Irdans are an intelligent race, though they had developed only a low-level technology. Their physiological make up is well-adapted to the harsh climate of their planet. Their average height is seven to eight feet tall with a slight build. Their dexterity and tough hide-like skin allows them to traverse the jagged land at surprising speed. They have an elongated head with a thick brow-ridge to protect their eyes from the sun. Their nostrils have evolved to filter out airborne sand, being mere slits over the thick lips.

The Irdan are normally a peaceful race, quarreling little, even among themselves. However, nearly every individual is trained in combat skills and an Irdan warrior attack is an awesome thing. The charge is accompanied by a loud nasal snarl. Hundreds of these cause a frightening rumbling echo through the canals.

Most Irdan weaponry of the Rebellion was stolen from the mining colonies. The traditional edged war-club was replaced by the Delving Rod, an energy tool used by the Twarg miners to drill holes for explosives in ultra-hard crystal formations. Though each rod is good for only about an hour's continuous use, it is fully capable of slicing easily through a Legionnaire's battle armor. Thousands of these rods were captured at the minehead supply depots.

Irdan firearms were mostly imperial Tobar J-26 security car-bines with a stun selector (which the Irdan seldom, if ever, used) These along with a smattering of Twarg handguns were also stolen or captured from the mine security forces. These weapons were inferior in both range and power to the advanced blast weapons of the Imperial Legionnaires. The shooters who used these weapons formed a highly respected elite among the Irdan warriors, and even today the term "shooter" is an honorific title on Irda conferring high status.

The small transparent shields are the traditional equipment of the Irdan warriors. Worked by countless hours of hand-labor from the hard Irda crystal, the shields were handed down from generation to generation of Irdan warriors, some for thousands of years. There was no hand-weapon on the planet which could damage or penetrate an Irda-stone shield, and, if hit squarely, the shields even provided some protection from the energy weapons of the Imperial Legion.



THE LEGIONAIRES

Depending on the historical source one consults, the Imperial Legionnaires of the Irdan Rebellion era were either the most valiant warriors, or the most vicious group of cut-throats in the empire. Whichever description fits, they were certainly, man for man, the most effective fighting force of the time. Once they arrived on Irda, no-one had even expected the natives to join battle with them. Their mere presence was considered a guarantee of peace, so their weaponry was chosen with an eye toward non-lethal riot control.

The Legionnaire battle armor was the Mark VI "Devastator" power-suit with built-in weaponry, communications, and multi-band optics, as well as early (and not entirely reliable) pulsor units for airborne movement. Each suit was armed with a Sanvar JT-30 wide burst, close-range wrist blaster, and a semi-detachable JT-85 medium range energy rifle with a feed link running to the suit's main power unit. The unit commander's suit generally had a J-85S pistol unit replacing the standard rifle, and special high-resolution optics.

Each unit contained two heavy weapons specialists, armed with Swerdna Model M long-range energy rifle grenade launcher. Unfortunately, since the Imperial Sector Command had anticipated no serious resistance from the Irdan natives, the launchers were loaded only with S-7 para-sonic disruption grenades designed to stun rather than kill, which in any event were a poor choice for use in the thin atmosphere of Irda. The regular troopers were also equipped with the S-7 grenades for short-range suit-assisted throwing.

THE TWARG MINERS

The Twargs are a space faring race four to five feet tall whose skills in mining and ore-processing are renowned throughout the Empire. They have the general appearance of humans but have leathery skin and large noses, as well as flattened retractable claws at the ends of their digits. Their home planet is similar to Irda in atmosphere and gravity. As soon as the mineral wealth of Irda was recognized, the Twargs quickly established mining colonies, employing the Irdans as laborers. As relations between the races deteriorated, theft from Twarg supply depots and security stations provided the Irdans with weapons which allowed them to over-run the mine-head colonies.

The Twargs as a race have a strong philosophy of personal armament, and seldom is a Twarg encountered without a handgun, either worn openly or concealed in his or her clothing. In addition' during the Irdan Rebellion, any Twarg leaving the safe confines of a secure installation would carry a shoulder weapon - generally the same Tobar security carbine used by the Irdans, or one of several types of civilian sporting rifle favored by the Twargs at that time.

IRDA . . . THE PLANET

Irda is a small planet inhabited only by the natives and the Twarg colonies. The atmosphere is thin, the climate hot and dry. The sand-covered surface is

continually swept by violent energy storms (something akin to an electric sandstorm). The abrasive wind has uncovered and honed the crystals so sharply that much of the land is impassable to any but the lanky natives. The dried canals are used as trade routes and thoroughfares, being wide enough to accommodate all-terrain-vehicle caravans. Life on Irda is not easy; even the stocky Twargs avoid the surface as much as possible, preferring their mines and subterranean dwellings. A remarkable breed of creature had to evolve in order to survive the arid planet, and the Imperial Legionnaires were soon to discover *how* remarkable . . .

THE STORMS

The energy storms that scour the surface of Irda are moved by prevailing winds and local magnetic anomalies. A typical storm front will contain hundreds of discrete cells of storm activity, each cell pulsing in size in response to magnetic fluctuations in Irda's metallic core. Each storm cell will carry literally tons of wind-borne sand and tremendous charges of electromagnetic energy of various kinds. The storms seem to have little effect on the natives, who are, well adapted to cope with them, but their effect on high technology equipment is extremely disruptive. Imperial Legionnaires soon found that their communications gear and weaponry was next to useless within an energy-storm cell, and even the unshielded power systems of their battle armor were highly prone to malfunction and failure. The Irdans seemed instinctively to know this, and seldom attacked except under cover of a storm front.

OUTPOST GAMMA

Outpost Gamma is not just a defense base - it is the last one. The battle-armored trooper squinted into the approaching storm front, trying to discern any unusual movement in the wind-whipped sand. One never knew from one storm to the next. It might be empty - or it might bring hundreds of snarling natives suddenly materializing from the swirling mists. One never knew . . .

CREDITS

Game design by Howard Barasch. Playtesting by Fred Auner, Richard R. Hanes, David Helber, Arnold Hendrick, Wayne Jordan, and Albert Pare. Graphic design by David Helber. Map, counter, and rules artwork by David Helber. Box illustration by Frank Sirocco. 'Historical Information' written by Ed Andrews and David Helber. Trademark and copyright 1981 by Heritage USA.

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OUTPOST GAMMA

Outpost Gamma is a tactical science fiction game which pits a small high-technology squad of Imperial Legionnaires against Irdan Rebels, a rebellious native race with lower technological weapons.

OBJECT OF THE GAME

In *Outpost Gamma* one player controls the Irdan rebel forces, and the other the Imperial Legionnaires. Each player maneuvers his units on the mapboard, trying to use terrain features on the map to best advantage. Each player attempts to minimize his losses and to inflict losses on the enemy through fire and close combat. Both players try to achieve the victory conditions given in the scenario they select. These may require occupying various terrain hexes, exiting units or eliminating a specific number of enemy units within the given game length.

GAME COMPONENTS

Outpost Gamma includes a 12" x 14" color map, 154 die-cut counters, a six-sided die, and a rules booklet.

MAPBOARD

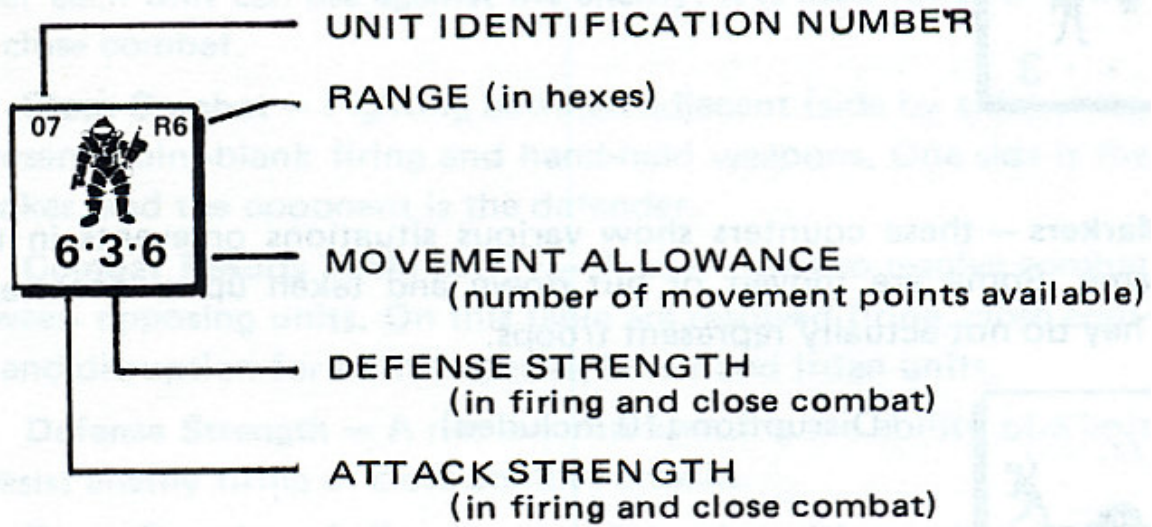
The 12" x 14" mapboard represents part of the surface of the planet Irda. It shows seven low plateaus, each formed by a rise which runs all along its edge. On the central pair of plateaus are several tall mesas with cliff sides and flat tops. Running north and south on the eastern edge of the map is the dry-bed Gorda canal, a major travel artery that provides protection from the constant energy storms that ravage the surface of Irda. The canal has spurs leading to ground level which act as access ways. The mapboard also shows craters, vapor pools, ridges, and areas of clear, unbroken terrain.

A grid of hexagons (hexes) has been overlaid to regulate unit (counter) placement, movement, and firing.

COUNTERS

The 154 counters (playing pieces) included in the game are divided into two types: *units* representing the fighting men of each side, and *markers* that aid playing by showing various situations and events.

Units — these counters give the necessary information for using each "man" in the game. A legionnaire unit represents a single trooper in power-armor suit with anti-grav assists. A miner unit represents five colonial miners with short range weapons. An Irdan unit represents five natives with more primitive weapons.



NOTE: many Irdan units have "RO" for range. This indicates that they are unable to fire, and can only attack using close combat.



Legionnaire Troopers (7 included)



Legionnaire Heavy Weaponier (2 included)



Legionnaire Commander (1 included)



Colonial Miners (6 included)



Irdan Rebels (88 included)



Irdan Rebel Shooters (15 included)



Irdan Rebel Leaders (2 included)

Markers - these counters show various situations or events in the game. Some are moved or put down and taken up as necessary. They do not actually represent troops.



Disruption (10 included)



Improved Position (4 included)



Fortified Position (4 included)



Energy Storm - 1 radius (6 included)



Energy Storm - 2 radius (6 included)



Game Turn (1 included)



Optic Sight (2 included)

GLOSSARY OF TERMS

If you are new to Dwarfstar Games and adventure games in general, the following definitions may help you understand rules terminology better:

Attack Strength - A number representing the offensive (attack) power each unit can use against the enemy. It is used for both firing and close combat.

Close Combat - Fighting between adjacent (side by side) units represent point-blank firing and hand-held weapons. One side is the attacker, and the opponent is the defender.

Combat Results Table (CRT) - A chart used to resolve combat between opposing units. On this table are resolved firing close combat and disruption for both Imperial, Miner and Irdan units.

Defense Strength - A number representing the ability of a unit to resist enemy firing or close combat attacks.

Die - Singular of dice, a six sided cube with number 1 to 6. The die is used to resolve combat and various special actions. It is *not* used for movement.

Disruption Fire - Non-lethal weapons fire used by Legionnaires to stun Irdan rebels in a hex, or moving through a hex. Only the Imperial Legionnaires have disruption fire.

Fire - An attack on an enemy unit within firing range of but not adjacent to, the firing unit; made during the combat phase.

Line of Fire - An imaginary line from the center of a firing unit's hex to the center of the target hex. This line will cross through a number of hexes and hexsides.

Movement Allowance - The maximum number of "movement points" that each unit can use in each turn of the game.

Movement Cost - The number of "movement points" paid by a unit to enter a hex. Crossing certain hexsides may impose an extra movement point cost. These costs are found on the Terrain Effects Chart.

Phasing Player - The player whose units are moving or engaging in combat during the phase. His opponent is the non-phasing Player. The designation changes from phase to phase, depending on which player is performing the action.

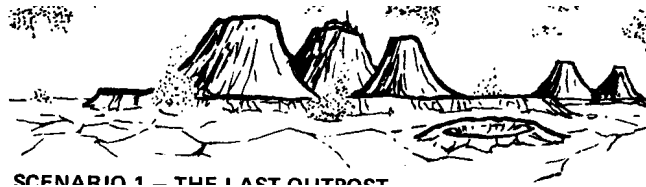
Range - The maximum number of hexes a unit can fire. Range includes the target hex, but not the hex the firer occupies.

Stunned - This effect may occur if a unit is hit by disruption fire, firing or close combat. Stunned units are flipped to their unprinted side and have limited functions. See the Combat Results Table for details.

Terrain Effects Chart (TEC) - A chart that explains all map features and their effects in the game, in summary form.

SCENARIOS

Each scenario is a separate game. All the scenarios use the same game rules, but a different selection of counters, set-ups, time limit, and victory conditions. Players simply select a scenario and then select sides: Imperial/Miners or Irdan. Read the scenario description and set-up counters accordingly. Then start the game with the first game turn (see Sequence of Play). You may wish to read the rules quickly once before starting the first scenario, then refer to the rules for details and explanations as you play.



SCENARIO 1 - THE LAST OUTPOST

Starting Placement — Legionnaires — the ten (10) Legionnaire units, up to four (4) improved positions and four (4) fortified positions can be placed anywhere on the map by the Imperial player. However, all units and markers must be at least three hexes away from all map edges.

Starting Placement — Irdan Rebels — None, all Irdan units arrive on the map during the game.

Reinforcements — Legionnaires — None

Reinforcements — Irdan Rebels — Starting game turn one, during the Irdan Movement phase of each turn, ten Irdan units may move onto the map anywhere from the south edge, and ten more from the north edge. The Irdan player may select which units arrive, and may voluntarily withhold some or all of the arrivals in a turn, to arrive in a later turn instead. Arrivals continue until all 105 Irdan units have moved onto the map once.

Game Length — 12 turns, game ends after the 12th game turn.

Victory Conditions — The Imperial player must have been the last player to occupy at least three mesa-top hexes, or destroy all the Irdan units by the end of the game. Irdans must destroy all Legionnaires or clear all mesa-top hexes of Legionnaires. If none of these conditions occurs, then the game is a draw.



SCENARIO 2-EVACUATION

Starting Placement — Legionnaires & Miners — None (all units begin off the board)

Starting Placement — Irdan Rebels — Eighteen (18) units (no shooters) can be placed anywhere on the map by the Irdan player. However, all units must be at least two hexes away from all map edges.

Reinforcements — Legionnaires — *Game Turn One* — during the Legionnaire Movement Phase, six Miner units, two Legionnaire Troopers and one Legionnaire Commander may move onto the map any-where from the north edge. *Game Turn Five* — during the Legionnaire Movement Phase four Legionnaire Troopers and one Legionnaire Heavy Weaponier unit may move onto the map from anywhere from the south edge.

Reinforcements — Irdan — *Game Turn Six* — during the Irdan Movement Phase, twelve Irdan units (no shooters) and one Irdan Leader unit may move onto the map anywhere from the north edge.

Game Length — 15 turns; game ends after the 15th game turn.

Special Note — The Irdan units cannot move during the Movement Phase of Game Turn One.

Victory Conditions— The Imperial/Miner player must exit at least three (3) miner units off the south edge of the map or destroy all Irdan units by the end of the game. The Irdan player must eliminate or prevent from exiting at least four miner units. If neither occurs then the game is a draw.

SEQUENCE OF PLAY

Each scenario has a certain number of game turns. Each game turn is organized into ten phases (parts) to control the flow of play. These phases should be followed in strict order:

1. Energy Storm Phase — Using the Storm Appearance Table, determine if a new storm arrives. Then roll once for all storms to determine movement and size on the Storm Direction & Magnitude Table. Energy Storm markers are placed and moved accordingly.

2. Disruption Fire Phase — Each Legionnaire unit may “fire” once (place one disruption marker on the map). Heavy Weaponier units place a marker in any hex within range (10 hexes), while other units (troopers and commander) place a marker only in an adjacent hex. Miners and Irdans have no disruption fire.

3. Irdan Movement Phase — Each Irdan unit may be moved up to the limit of its movement allowance by the Irdan player.

4. Irdan Combat Phase — Each Irdan unit may fire or close combat with Legionnaire and Miner units in range.

5. Irdan Stun Recovery Phase — All Irdan units stunned on the previous turn recover, and are turned face-up again. Irdan units just stunned by disruption (earlier in this turn) remain stunned.

6. Imperial/Miner Movement Phase — Each Legionnaire and Miner unit may be moved up to its movement allowance.

7. Imperial/Miner Combat Phase — Each Legionnaire and Miner unit may fire or close combat against Irdan units in range.

8. Remove Disruption Markers — All disruption markers are removed from the map, and all Irdan units stunned by disruption recover.

9. Imperial Legionnaire Stun Recovery Phase — All stunned Legionnaire and Miner units recover.

10. End of Game Turn — Note the end of a complete game by moving the game turn marker along the game turn track to the next turn.

ENERGY STORMS

The surface of Irda is swept by a random flow of pulsating energy storms. These storms disrupt the function of high technology weapons and equipment.

Storm Appearance - In each Energy Storm Phase, the Irdan Player rolls the die and consults the Storm Appearance Table (see Charts & Tables). The table indicates that either a storm appears (and at what starting point) or that no new storm appears this turn. The three storm starting points are noted on the west side of the map.

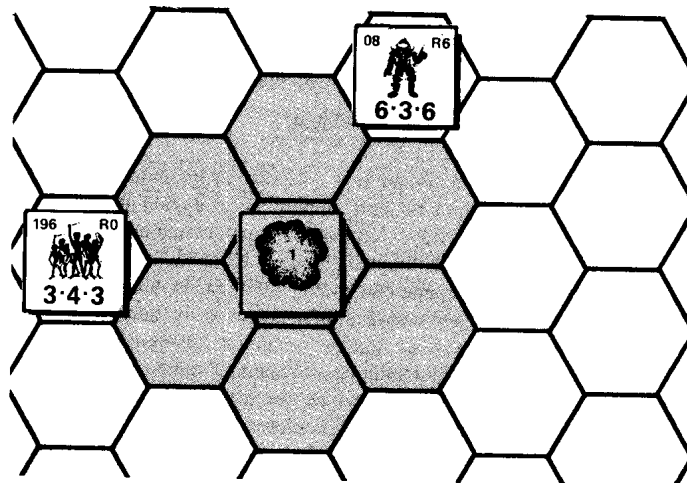
Storm Magnitude & Direction - For all storms on the map, including a new storm (if one appeared), roll the die once and consult the Storm Direction and Magnitude Table (see Charts & Tables). The result indicates the magnitude of all storms this turn and their direction of travel (south, southeast or northeast); one die roll is made for all storms- magnitude and direction each turn. When the storm magnitude changes all storm markers on the map must be replaced with the proper marker (1 or 2).

Storm Movement - All storms move four hexes each turn, in a straight line, in the direction given (see above). When a new storm appears, the entrance location hex counts as the first hex of movement. If a storm marker moves off the edge it is removed from play, but the marker can be used again for a new storm.

Storm Radius - The storm affects the marker's hex plus each hex in a 1-hex radius, ("1" magnitude storm) or a 2-hex radius ("2" magnitude storm).

Storm Effects - The Energy Storm prevents all units (Imperial, Miners, and Irdan) from firing into, through, or from any storm hex. *Exception:* see Optic Sighting. Legionnaire and Miner units within the storm attack and defend in close combat at half their normal strength, with any fractions rounded up. Irdan units in the storm attack and defend at normal strength. Disruption fire is unaffected by the storm. All movement costs double for Legionnaire units when moving in energy storm hexes. Irdan and Miner movement is unaffected.

Example:



The "1" magnitude Energy Storm affects the marker's hex plus the six surrounding hexes. The Imperial Legionnaire unit cannot fire at the Irdan unit, since its line of fire passes through storm hexes. If the storm were magnitude "2," both units would be in storm hexes.

DISRUPTION FIRE

Disruption fire *may* stun any or all units in the hex of the marker, plus any units that may enter that hex. Disruption markers can be placed only by Imperial Legionnaire units.

Disruption Placement - Each heavy weapon unit may place one disruption marker in one hex within their target range, regardless of terrain or storm. No “line of fire” is needed for a disruption marker.

Each trooper or commander Legionnaire unit may place one disruption marker in any one of the six adjacent hexes, regardless of terrain. No more than one disruption marker can be placed in a hex during the disruption phase.

Effect - All units in a hex where a disruption marker is placed suffer an immediate attack using the “0” Differential Column on the Combat Results Table.

If disruption fire “attacks” stun a unit, it is flipped over and placed under the marker, to indicate that it was stunned by the disruption fire and recovers during the Remove Disruption Phase, instead of the normal Stun Recovery Phase for that player. A disruption attack may be made on a unit previously stunned through combat. A second stunned effect on that unit will result in its elimination.

Repositioning Disruption Markers - During the Remove Disruption Phase, all disruption markers are removed from the map, so that they can be placed again on the next turn.

MOVEMENT

BASIC MOVEMENT RULES

Procedure — Irdan units move only during the Irdan Movement Phase, Imperial Legionnaires and Miners only during the Imperial Legionnaire Movement Phase. No other movement of units occurs at any time.

Each player can move all, some, or none of his units in the proper phase. A unit can move in any direction or combination of directions, hex by hex, up to its maximum (printed) movement allowance. It can move less than its allowance if desired.

Movement allowance cannot be transferred from one unit to another, nor can allowances be accumulated from turn to turn.

Units can be moved individually, or in stacks (see Stacking, below), but no unit may exceed its own movement allowance, even if stacked with faster units. A unit cannot enter an enemy-occupied hex.

Map Edges - A unit that moves off the map is considered destroyed unless instructed to do so by scenario. The partial hexes along the map edge are considered full hexes and “in play” for game purposes.

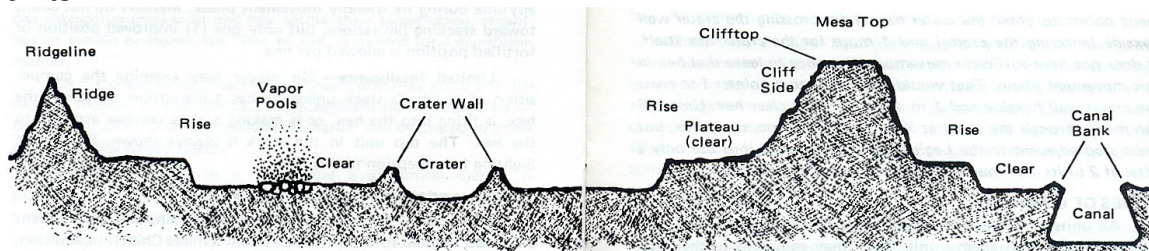
STACKING

A maximum of four Legionnaire/Miner units or three Irdan units plus a Leader may be “stacked” in a hex. This limit applies at anytime during its friendly movement phase. Markers do not count toward stacking limitations, but only one (1) improved position or fortified position is allowed per hex.

Limited Intelligence - No player may examine the composition of another’s stack unless he has a disruption marker in the hex, is firing into the hex, or is making a close combat attack into the hex. The top unit in the stack is always shown. See: Optic Sighting for exception to this rule.

TERRAIN EFFECTS ON MOVEMENT

Basic Rule — Each hex is a type of terrain, and a movement cost must be paid to enter it (see Terrain Effects Chart). In addition, to cross certain hexsides (to enter a new hex), a further cost may occur. Costs differ for Imperial, Miner and Irdan units. If the total most for a hex exceeds the remaining movement allowance of the unit, that unit cannot move into the hex. A unit may always move at least *one* hex per turn regardless of costs, unless blocked by other units.

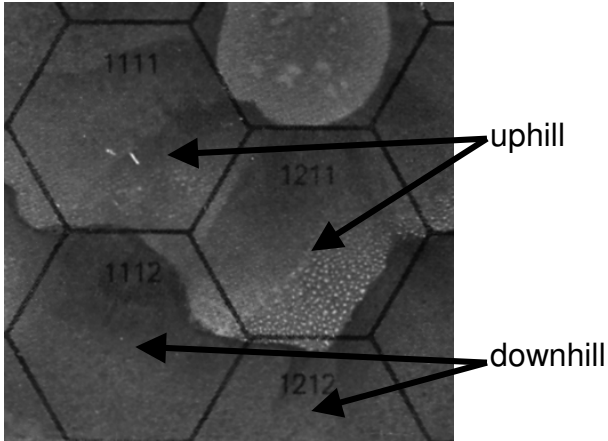


Clear Terrain hex — All units pay 1 movement point to enter a clear hex.

Crater hex — The crater floor itself costs 1 movement point to enter. If the unit crosses a Crater Wall hexside, it may cost extra to move into the crater (see below). The only instance where a unit can move into a Crater hex without crossing a Crater Wall hexside is movement *within* the large, 3-hex crater in hexes 1506, 1605 and 1606.

Crater Wall hexside - An Irdan or Miner unit crossing a Crater Wall hexside (moving into or out of a crater) must pay 1 movement point in additional cost. If moving into one crater and out of another by crossing a single hexside, the unit still pays only 1 additional point (not 2), since only one hexside was crossed. Imperial units do not pay an extra cost when crossing Crater Wall hexsides.

Vapor Pool hex — Irdan and Miner units pay 1 movement point. Imperial units pay 3 movement points.



Rise hexside - Rise hexsides completely surround the seven low plateaus. Irdan and Miner units pay 1 extra movement point when moving from a downhill hex to an uphill (plateau) hex across a Rise hexside. They pay no extra cost to move downhill. Imperial units do not pay an extra cost when crossing a Rise hexside.

Ridge hex - Ridge hexes lie on either side of a Ridgeline Hex-side. The West Ridge includes hexes 0101, 0102, 0103, and 0104 on one side of its ridgeline and 0200, 0201, 0202, and 0203 on the other. The East Ridge includes 0801 and 0902 on one side of its ridgeline, and 0901 and 1001 on the other. A Ridge hex costs 2 points for an Irdan or Miner to enter, 1 point for a Legionnaire unit.

Ridgeline hexside - Ridgeline hexsides lie on the spine of the ridge. It costs 2 additional movement points for an Irdan or Miner to cross a Ridgeline hexside, 1 additional point for a Legionnaire unit.

Cliffside hex - The five small Mesa Top areas are completely surrounded by dark Cliffside hexes. It costs an Irdan or Miner unit 2 points to enter a Cliffside hex, a Legionnaire unit only 1 point.

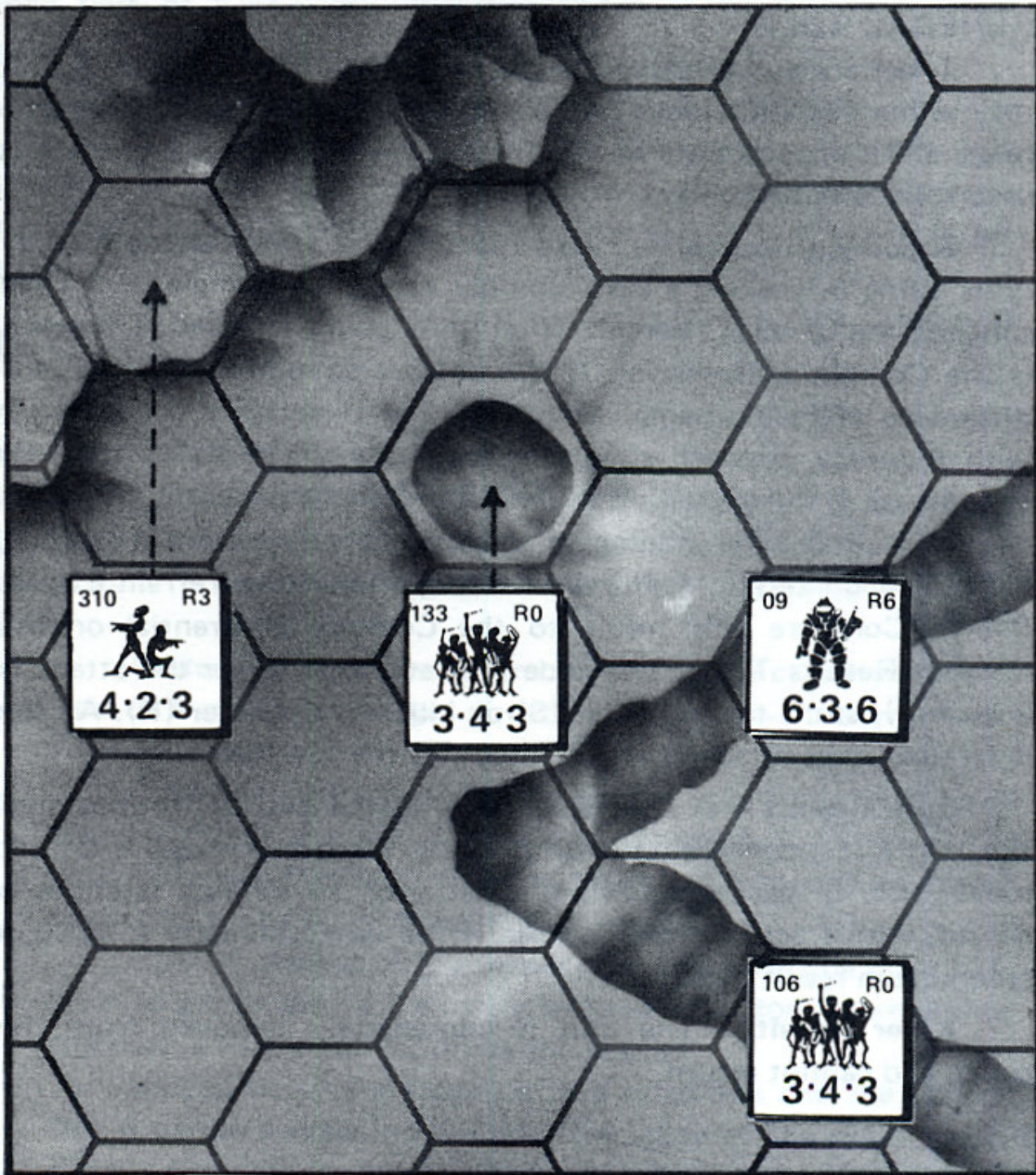
Clifftop hex - The Clifftop hexside is the boundary which separates a Mesa Top hex from a Cliffside hex. Irdan and Miner units pay 1 additional movement point to cross a Clifftop hexside in either direction. Imperial Legionnaires pay 1 additional point to cross a Clifftop hexside only if they are moving up (from the Cliffside onto the Mesa Top); moving down (from Mesa Top to Cliffside) they pay no extra cost for the hexside.

Mesa Top hex - A Mesa Top hex costs all units 1 point to enter.

Canal hex - A Canal hex costs Irdan and Miner units only $\frac{1}{2}$ point to enter; it costs Legionnaire units 1 point.

Canal Bank hexside - Canal Bank hexsides separate canal hexes from clear terrain hexes everywhere except at the open ends of the access spurs at 1602, 1808, 2109, 2113, and 1815. Irdan and Miner units may never cross a Canal Bank hexside; for them, the only way in or out of the canal is by entering or exiting at the ends of the access spurs or at the map edges. It costs Legionnaires 1 additional point to cross a Canal Bank hexside.

Example:



During the Irdan movement phase, unit 310 can move onto the plateau at a cost of 3 movement points: one for each clear hex and 1 extra for crossing the rise hexside. Unit 133 will expend 2 movement points to enter the crater hex: 1 for crossing the crater wall hexside (entering the crater) and 1 more for the crater hex itself. It does not have sufficient movement allowance to leave that hex in this movement phase. That would require 2 more points: 1 to cross the crater wall hexside and 1 to enter the next clear hex. Unit 106 can move through the canal at 1 movement point per hex but must stop adjacent to the Legionnaire unit. It could thus use only a total of 2 of its maximum 3 movement points this phase.

ZONES OF CONTROL

All units must end movement immediately when moving into a hex adjacent to an enemy unit. They may move no further that game turn. Next game they may leave that hex if they wish.

COMBAT

GENERAL RULE

There are two types of combat: firing and close combat. A unit may either fire (at a range of 2 or more hexes) or close combat (at a range of 1), but not both in its combat phase. The same procedure is used to resolve all combat.

Resolving Combat - Add together the attack strength of all units firing or making a close combat attack on a single hex. Then subtract the defense strength of all units being attacked. The result is the Combat Differential. If the defense strengths are larger, the difference will be a negative number. For example, if a Legionnaire with 6 attack strength shoots at two Irdans each with a defense strength of 4, the overall result is $6 - 8 = -2$ (negative two).

Next, roll a die, adding to and/or subtracting from the result depending on terrain features involved, if any (see Terrain Effects Chart). Compare this result to the Combat Differential on the Combat Results Table. The code indicates that either the attack is a miss (-), stuns the defender (S) or kills the defender (K). All the defending units attacked are affected together by the result.

Stun Results - A stunned unit is flipped over to its unprinted side. Until it recovers (in the proper Stun Recovery Phase) it cannot move fire, or make close combat attacks. Its defense strength is halved with fractions rounded up. If the unit is already stunned a second stun result kills it.

Killed Results - The unit is immediately removed from the game, and cannot return.

FIRING

Procedure - A unit with a range value greater than zero may fire at any enemy unit or stack in range, and at least two hexes away. Many Irdan units have no range (RO), and therefore cannot fire. A player declares which unit or units are firing, and his target hex. All enemy units in the target hex must be fired on as one.

Multi-Unit Firing - Each unit may only fire once per game turn. Legionnaire units may use disruption fire in addition to firing in the same turn. Units that fire can combine attack strengths at a single target, shooting together at a single target hex. Units need not combine, but can fire one after another at the same target hex. When a stack of units is selected as a target, all enemy target units combine defense strengths when firing is resolved.

TERRAIN & FIRING

Line of Fire - Firing is only possible along a clear line of fire. This is an imaginary straight line from the center of the firer's hex to the center of the target hex. If the line passes through a hex or hexside that blocks line of fire (see Terrain Effects Chart) even a small part of a hex, the shot is prohibited, the firer may select another target instead. The hex edge does not block fire.

Blocking Terrain - Mesa top hexes, and ridgeline hexsides block line of fire. A unit on a mesa top hex can also fire over any terrain to another mesa top hex; nothing blocks mesa top-to-mesa top firing. Canal hexsides block line of fire only if the firer or target is in a canal hex. Otherwise, canal hexsides do not affect line of fire. Friendly and enemy units on the same level as the firing unit also block the line of fire.

Die Roll Effects - in some cases the target hex is a terrain type that causes special adjustments to the die roll, normally by subtracting one or two from the die roll. A number of these effects can apply, and the modifications will combine for an even larger fraction. These effects are summarized on the Terrain Effects Chart:

Craters: If the line of fire travels over a crater wall hex-side to a crater hex target directly beyond, a -1 die roll modification applies.

Fortified Position: If the target hex is in a hex with fortified position, a -2 die roll modification applies

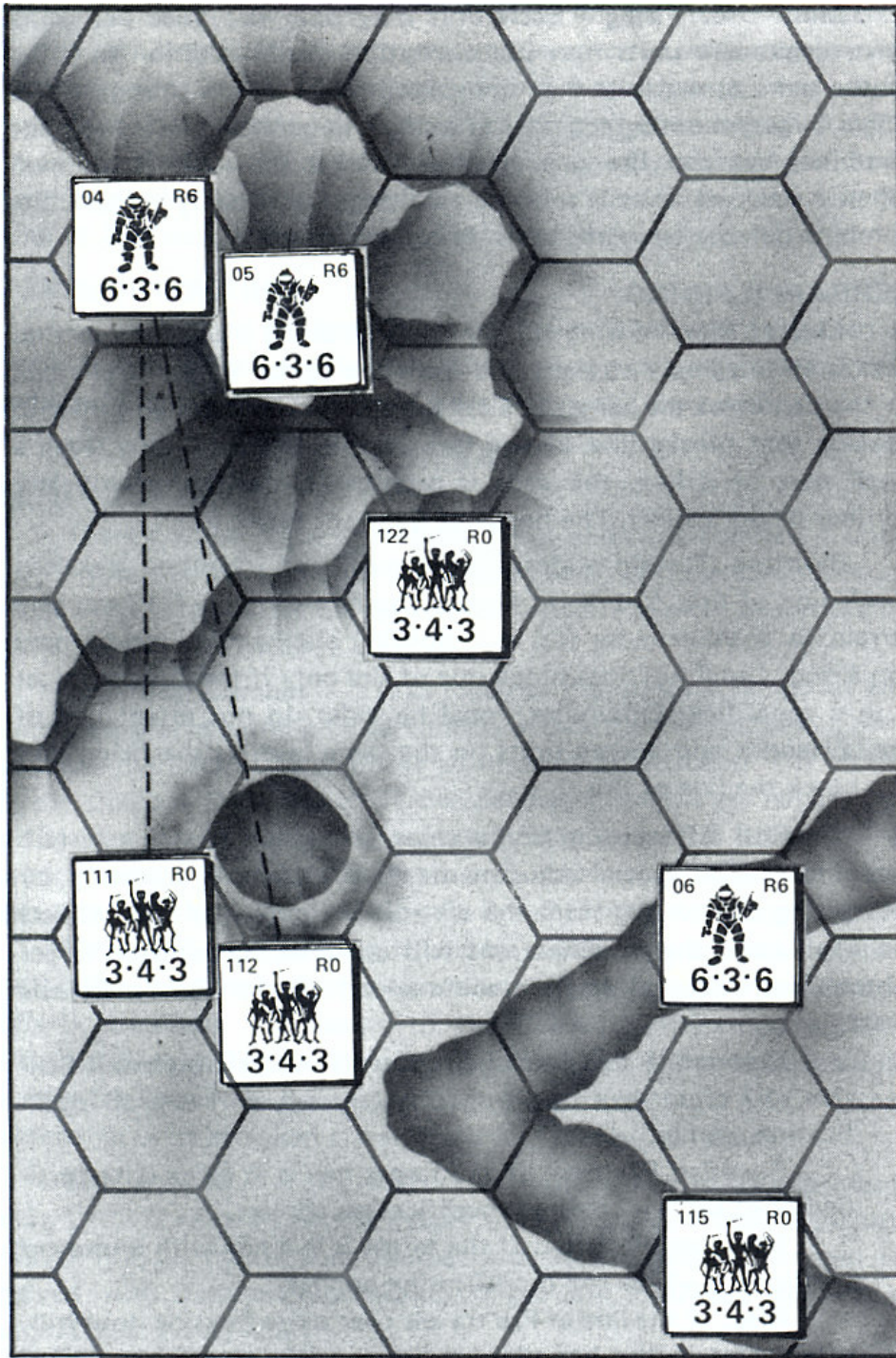
Improved Position: If the target is in a hex with improved positions, a -1 die roll modification applies.

Rise: If the line of fire travels over a rise hexside downhill to a target in the hex directly beyond ("bottom" hex beside the rise), a -1 die roll modification applies.

Ridgeline: If the target is in a ridge hex and the line of fire is across a ridgeline hexside (the spine of the ridge) a -1 die roll modification applies.

Vapor Pools: If the target hex is in a vapor pool or if the line of fire passes through one or more vapor pool hexes a -1 die roll modification applies.

Example:



During the Legionnaire Combat Phase, unit 04 has the option of firing at only 2 of the 3 Irdan units within its range. Irdan unit 122 cannot be fired at by Imperial unit 04 since its line of fire is blocked by Legionnaire unit 05 and by the Mesa Top hex 05 is on. Legionnaire unit 06 cannot fire at any Irdan unit, since it is in the canal. It could fire at a unit in the canal only if there were a line of fire unblocked by canal banks.

CLOSE COMBAT

Procedure - Phasing player units may make close combat attacks against adjacent enemy "defender" units. Close combat is prohibited beyond one hex (adjacent) range. Close combat is prohibited if the unit fired that turn. A unit can use disruption fire and then make a close combat attack that game turn. A unit can make only one close combat attack per turn. A unit must attack at least one hex of enemy units that are adjacent to it. It may not elect to fire at another enemy unit if it is adjacent to an enemy unit. If all adjacent units are stunned then the mandatory attack can be ignored.

Multi-Unit Close Combat - A unit may make a close combat attack against any or all adjacent enemies, including enemies in two or more different hexes (unlike firing, which is limited to just one target hex). Two or more units can combine attack strengths to close combat together, provided all are adjacent to all defending units. Individual defending units in a stacked hex cannot be attacked separately from a stack. All defenders stacked in a hex must be attacked together as one combined target in close combat. However different attacking units can attack the same hex(es) separately so a defender might undergo more than one close combat attack.

TERRAIN & CLOSE COMBAT

There is no line of fire for close combat.

Die Roll Modifiers - Improved positions and fortified positions affect close combat attacks, with a -1 and -2 die roll modifier respectively if the defender is in them. In addition, if a close combat attacker is on a mesa top hex, and attacks over a cliff top hexside to a cliff hex, a +1 die roll modifier applies. Irdaan melee troops (RO) cannot engage in close combat across a canal hexside. All other terrain die roll modifiers are ignored in close combat attacks.

COMBINED FIRE & CLOSE COMBAT

The phasing player may combine firing from a non-adjacent unit and close combat from an adjacent unit against the same enemy unit if desired, provided each unit firing or attacking meets all the Proper conditions for its type of attack. Attack strengths are combined, and all units in the target hex have all their defense strengths combined. All die roll subtractions apply to the combined attack but the +1 modifier for close combat down a cliff top does not apply.

SPECIAL RULES

IMPROVED & FORTIFIED POSITIONS

The Imperial player in Scenario I has available improved and fortified position markers. These represent hastily-built and strongly-built defensive positions for Legionnaires. The Imperial player must place some or all of the markers allowed at the start of the scenario. Once the scenario begins he cannot add more

markers, nor can he voluntarily destroy markers already placed. Once placed markers are permanent; and cannot be moved.

Limitations on Placement - No more than one improved or fortified position can be placed in a hex. Improved and fortified positions cannot be placed in a vapor pool hex.

Effects - Whenever any unit (Imperial or Irdan) is in a hex with an improved or fortified position all enemy firing and close combat attacks must suffer an extra -1 (if in improved) or -2 (if in fortified) on the die roll. This may be in addition to other terrain modifications to the die roll. Improved and fortified positions have no effect on movement.

OPTIC SIGHTING

The Legionnaire Commander is equipped with high resolution optical equipment. At the beginning of the Legionnaire Combat Phase the Commander unit may place two optic sight markers on hexes containing Irdan units.

Limitations on Placement - The optic sight markers must be placed no more than six hexes from the commander unit and each must have an unblocked "line of fire". The optic sight markers must be placed adjacent to each other.

Effects — The Legionnaire player may inspect the identity of all Irdan units in the hex with an optic sight marker at any time during the Combat Phase. Combat units in that marked hex are at the attacker's option.

Storms — An optic sight marker may be placed on the edge of a storm radius. Only Legionnaire units stacked with the commander and the commander itself may attack that hex.

IRDAN LEADERS

The Irdan leaders were far beyond their years in which they could be effective warriors. Their roles within the clan were of a spiritual nature. But this still is a useful Irdan weapon in battle. Irdan leaders will increase their ability in close combat.

Effects - All Irdan units will add +1 to their die roll in close combat when stacked or adjacent to an Irdan Leader.

Limitations - Irdan Leaders have no attack or defense strength. When they are not stacked with Irdan units a leader is automatically eliminated if a Legionnaire or Miner shoots at it with an unblocked line of fire.