

THE LAST OUTPOST

Game Sequence

- Enemy Activation
- Enemy Entrance/Tension Marker
- Move Units & Recreate Teams
- Combat Resolution
- Resource Cache use
- Check for an Enemy breach

Enemy Activation Procedure

An enemy group **on an unprotected node** doesn't move

An enemy group **adjacent to an unprotected node** will move towards this unprotected node-

For each enemy group **in the nodes marked with A-D** pick a RN:
on a result of 1 or less the group moves clockwise;
on a result of 2 the group moves counter-clockwise;
on a result of 3+ the group moves towards the Outpost.

For each enemy group **in the Outpost** nodes pick a RN:
on a result of 1 or less the group moves clockwise;
on a result of 2 the group moves counter-clockwise;
on a result of 3+ the group doesn't move.

