

THE LAST OUTPOST

Overview

Ver 1.1 (8/9/10)

The Last Outpost is the first mini-game for Space Infantry: it includes

- The Outpost map
- The special rules (this document)
- A new countersheet

This mini-game use a modified game sequence (Operation and Combat phases), described here below. Your team can only move inside the Outpost (the five central nodes): movement inside the Outpost is free (doesn't require any node resolution) and it doesn't consume game turns.

Objective of the game

Your squad must face a furious assault on the Outpost Alpha on planet Achean III: you must survive for 30 turns, avoiding an enemy breach (see below).

New Counters

The countersheet includes the following counters:

- Team A,B,C,D counters: used to keep track of the teams in the Outpost. One counter is placed on the map while the other is placed on the table near to the soldiers belonging to the team.
- Type I,II and III enemies: used to keep track of the number and type of enemies present in the Map.

Initial Setup

Place a Class B enemy group on node C; generate the enemy forces in this group as for standard rules.

Create a Team with 110 team points: you can place up to two resources on every Unit; the Leader can only get one single resource. Do not consider the limit of 8 resources in this mini-game.

You can now create up to four Teams: select the units to be associated to each team and place them together near one of the four Team counters (A-D). Freely place the selected Team counters on the outpost map .

Special Game Sequence

During each turn follow the special sequence:

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

Enemy Activation

Activate the enemy groups using the enemy activation procedure displayed on the game Map: place a RN on every node with a enemy group and apply the results of the activation in any order you prefer.

Move Units & Recreate Teams

You can freely move your Team counters inside the Outpost (the five central nodes): movement inside the Outpost doesn't require any node resolution, simply move the Team counter from one Node to one of the connected Nodes. At the same time you can move one or more units from one Team to another adjacent Team: you cannot move one Unit from a Team that has already moved.

In other words: one Unit can only move to an adjacent node.

Enemy entrance

(skip this phase in the first turn) Place a multi-purpose marker on one of the nodes A-D: starting on turn 10 add two markers (put a marker on the turn 10 box in the Time track as a reminder). Place the markers so that no node contains more than half (rounded up) of the total number of markers present on the map.



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Example - you're placing the fifth tension marker: in this case one node can have up to 3 ($5/2=2.5$ rounded to 3) markers.

Those "tension markers" will increase the probability of an enemy entrance so place it wisely!

Place a RN on the nodes A-D and proceed with a standard Enemy Check: every tension marker on the node adds 1 to the RN. If an encounter is triggered remove all the tension markers from the node.

Place on the Map the requested number of Enemy Counters (Type I, Type II or Type III) as a reminder of the enemy force composition and placement.

Combat Resolution

Range is not determined randomly in this minigame: units/enemies in the same node are considered in Melee range, while units/enemies in adjacent nodes are considered at Fire range.

Units in Melee cannot Fire to adjacent enemies.

Proceed with the resolution of combats selecting one node (your choice) and allocating Action Points to every unit and enemy in the node. Combat between adjacent nodes (Fire) only lasts one turn while combat in Melee range is executed normally.

Special Rules

Resources: Do not consider the limit of 8 resources in this mini-game. At any time every Unit can have up to two resources placed on it: the Leader can only have one single Resource. You can utilize a Resource following the standard rules, but its effects are only applied to the Team to whom the Unit belongs to (*Example: one Unit in Team B can only use a Medikit on the members of Team B*)

Resource Caches: the central resource caches are never depleted; a Unit spending his activation on a Node with a Resource Cache can fully replenish his

equipment (two resources per Unit, one resource for the Leader).

Enemy breach

At the end of every Turn, if a enemy group is present on a Outpost node where there are no friendly units place one multi-purpose marker in the "breach" box on the map: if you accumulate 5 markers in the breach box the mission is lost (the enemy breached the Outpost walls).

Scenario #2

Place two multi-purpose markers on the Turn 15 box in the Time Track: when you reach this turn

- During the "Move Units & Recreate Teams" phase you can spend 20 Team Points to place additional units on the map (on the Outpost nodes)
- Place the two markers as additional Tension markers during the "Enemy Entrance" phase.

Game Variants

(Easy) Outpost Walls Defenses: friendly units benefits of the Outpost wall defense; add one Armor to every friendly unit to represent the protection provided by the walls.

(Easy) Don't generate the initial enemy group on node C.

(Hard) Remove the MediKit resource Cache.

("Come get some!") Starting on turn 15 add two tension markers instead of one; Starting on turn 5 add three tension markers.

Credits

The Planet Surface is by Glyreid
(<http://gileryd.deviantart.com/>).

