

BACKGROUND

The last regular standing army of humankind, the Outpost wages war against Moloch at its very borders. After several years of guerilla warfare humans invented numerous effective ways of fighting the dreadful machines. The hit-and-run tactics is crucial while standing against a stronger opponent. The Outpost is never in one place, always on the move slipping away from ambushes and traps as one mobile city. Thanks to many victories against Moloch's forces, the Outpost has taken over some modern technology and uses it against the machines themselves.

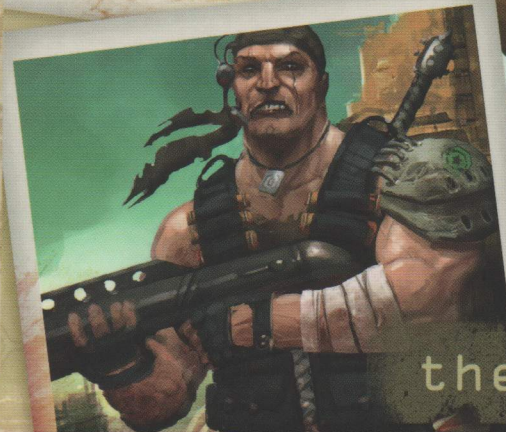
THE DECK

Mobility is the main advantage of the Outpost deck. It also includes a considerable number of Battle tiles, so the controlling player may easily use any opportunity for a quick attack. Moreover, a diversity of modules (including ones that affect the enemy) can change the course of the battle within seconds.

The main disadvantage is a small number of fighting units and their low toughness.

TACTICAL ADVICE

The best starting place for the HQ is the center of the board. It enables the Outpost to move its HQ around using Move tiles to avoid enemy attacks. Only when the board is almost full, should the HQ back out and place friendly units around for protection.



the outpost

HQ**1**

Adjacent units can perform an additional attack in the Initiative phase that follows their last Initiative phase.

RUNNER**2**

Melee attack & Mobility.

HMG**1**

Attacks on Initiative phase 1 & 2.
Ranged attack.

COMMANDO**5**

Ranged attack.

ANNIHILATOR**2**

Ranged attack.

MOBILE ARMOR**1**

Attacks on Initiative phase 2 & 3. Ranged attack, Melee attack & Mobility.

BRAWLER**1**

Melee attack.

SABOTEUR**1**

Saboteur affects all connected enemy units and decreases their Initiative by 1.

RECON CENTER**1**

As long as the Recon Center remains on the board, all friendly units using Move actions can move 2 spaces instead of 1.

MEDIC**2**

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

OFFICER**1**

Connected units
+1 Strength
in Ranged combat.

SCOPER**1**

As long as the Scoper is connected to an enemy module, that module gives bonuses to the Outpost's units instead of the enemy's.

SCOUT**2**

Connected units
+1 Initiative

BATTLE**6**

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

MOVE**7**

Move a unit to an adjacent, unoccupied hex and/or turn it in any direction desired.

SNIPER**1**

Inflicts 1 wound on a single chosen enemy unit. May not hit enemy HQ's.

