

THE ΩMEGA WAR

Science Fantasy Adventure Game

by
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IMPORTANT NOTE: These rules are organized differently from those found in most wargames. Every section must be read in order since information vital to play is presented throughout.

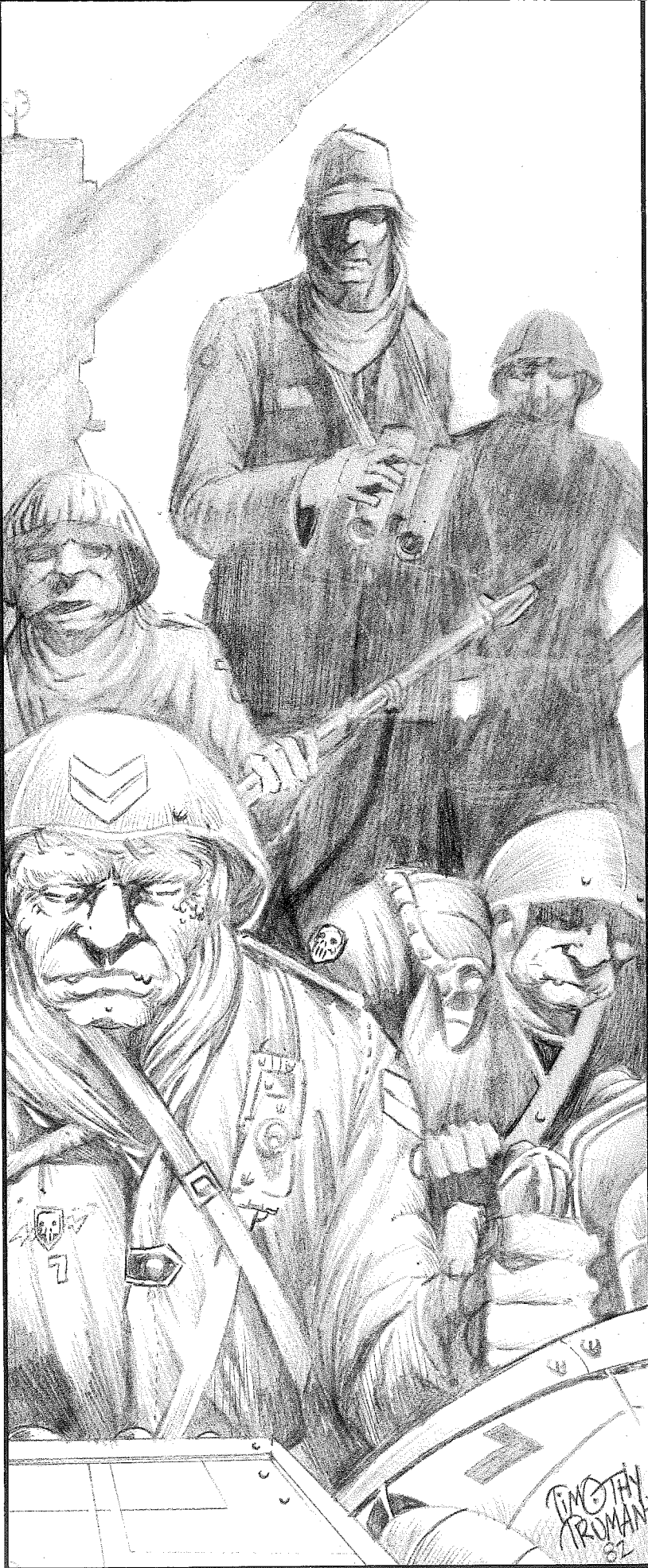
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PART I

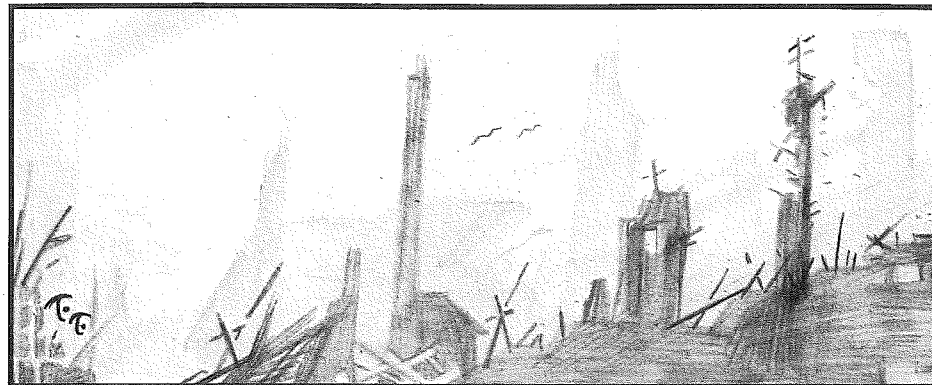
INTRODUCTION

Armageddon 2121 the year the missiles fell. For three-quarters of a century man had held the atomic genie in check. Then the long-dreaded nightmare happened. The nations of Europe and North America went to war . . . and took the atom with them. Over a 10-day period that spring some 11,000 warheads exploded over the northern hemisphere, turning most of the world's great cities into radioactive slag and filling the atmosphere with invisible death. When the great burning was over, the stunned survivors crawled out of their shelters to find a world unlike any they had known.

North America, Europe, Japan, North Africa, the Middle East, the Soviet Union and northern China were devastated. The world economy was in ruins. Food, fuel and manufactured goods were in short supply. Exposure to the fallout—laden air outside the shelters was possible for only brief periods each day. Communications were a shambles.

As the governments of those nations still intact struggled to restore order, the conviction grew that such wholesale destruction must never happen again. At the Rio Conference of 2122, delegates from 96 different nations penned their signatures to the charter of the World Union, an international organization designed to regulate conflict among nations. The Union, according to its charter, had the sole right to possess nuclear weapons of any kind, but could only use such weapons to keep anyone else from developing a nuclear capability. As its first official act, the Grand Assembly of the World Union voted to assume the administration of the so-called "devastated zone" of North America, Europe and the Soviet Union until such time as the native populace was capable of self-determination.

Almost three hundred years later, the World Union retained its trusteeship. Having grown fat from the exploitation of American and Russian agricultural and mineral resources, the Union and its member nations were reluctant to relinquish their hold. Within the boundaries of what had formerly been Canada, Mexico and the United States, almost a score of World Union plantations and cities housed three million foreign bureaucrats and soldiers and twelve million native workers whose status was little better than that of



slaves. Outside the Union's domed settlements hostile "gangs" of American "freemen," loosely joined into "clans," controlled most of the countryside with the tacit approval of the Union. Nomad hordes roamed the Great Plains, attacking or trading with Union work parties, according to their mood. Within the wastelands where the continent's cities once stood, bands of savage mutants, descendants of those who never left the radiated areas, made their homes.

Slaves and clansmen, nomads and mutants . . . each group distrusted the other. By constantly playing on this distrust, the Union had always kept the populace at each other's throats. Never had the Americans been able to show a united front that would establish their fitness for self-rule. In the role of international policeman, the Union kept a garrison of heavily-armed troops supported by air fleets in North America to keep the natives in line. In troubled times, this force was supplemented by native auxiliaries who willingly fought their countrymen in exchange for Union gold. It had been this way for 300 years. It seemed that it would stay this way for 300 more.

Then came Omega. At first it was just a symbol . . . something scrawled over Union proclamations. The last letter of the Greek alphabet meant nothing to most natives when it first appeared. But, by the winter of 2419, its meaning was clear. Omega . . . an ending. An ending to foreign exploitation. An ending to slavery in the Union mines, factories and plantations. An ending to the phony trusteeship that kept America in thrall. Throughout the winter and spring . . . in the tents of the Dakotan Nomads staked on the high plains . . . deep within the bowels of the clanwarrens under the Alleghenies . . . in the cratered mutant strongholds of Nosia . . . inside the slave pens of Nu Denver . . . Omega was debated. The first slave revolt broke out on July 4th. The

first clan rising took place a week later. The Omega War had begun.

THE OMEGA WAR is a two-player game of strategic warfare for control of North America in the 25th century. One player (the Union Player) takes the role of the High Commissioner for North America and controls the forces of the World Union. The other player (the Rebel Player) takes the role of the Directorate of the secret Omega Organization and controls the native forces opposing the World Union. The players alternately raise new forces (represented by the playing pieces) and maneuver them across a map of North America, using them to attack the other player's forces and to achieve their strategic objectives.

PART II

GAME PARTS

A. PARTS LIST: Each copy of the game includes . . .

- One 22" x 34" game map
- One sheet of 200 cardboard playing pieces
- One 32-page booklet of rules and support material
- Two 6-sided dice (*not included in magazine edition*)
- One game box (*not included in magazine edition*)

B. THE MAP: The game map shows the part of 25th-century North America where the Omega War was fought. A hexagonal (six-sided) grid has been laid over the map terrain. Each hexagon (hex) on the map represents an area 130 kilometers across. A number of charts, tables, tracks and displays are printed on the map. These include the . . .

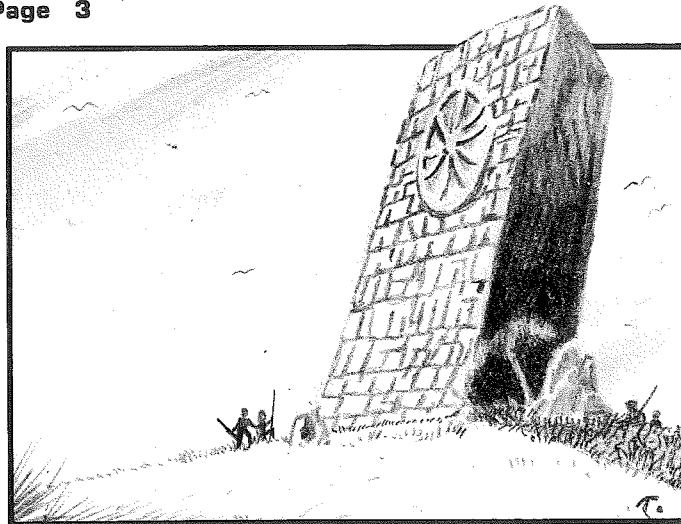
● **TERRAIN KEY**, showing what the terrain symbols and colors mean and how they affect play. Opposite each terrain type is a pair of numbers separated by a slash. In each case, the number *before* the slash is the number of **Movement Points (MP's)** it costs a unit to enter that type of terrain during Clear Weather. The number *after* the slash is the number of MP's it costs to enter the terrain during Foul Weather. The use of MP's is described in detail in **PART VI**. **IMPORTANT NOTE:** If more than one type of terrain exists in a hex, read down the Key to the **lowest** terrain type in the hex. This is the type of terrain used for purposes of movement and combat. For example, a unit defending in a hex with both Clear and Wild terrain would use the Wild terrain row on the **COMBAT RESULTS TABLE**. The only exception to this rule is that hexes with both water and land consist of *both* types of terrain. See **PART VI** for how to move and fight in hexes containing both Land and Sea/Lake.

● **COMBAT RESULTS TABLE**, used to determine the outcome of combat. The attacker resolves each combat by indexing the Combat Ratio for the attack (found on the upper portion of the table) with a modified die roll result. Results *before* the slash in each case are steps lost by the attacking units. Numbers *after* the slash are steps lost by the defender's units. The use of the **COMBAT RESULTS TABLE** is explained in detail in **PART VIII**.

● **TURN RECORD TRACK**, used to keep track of time, weather, nomad winter attrition and the appearance of Rebel reinforcements. Each **TURN RECORD TRACK** box represents a month. Boxes shaded blue are **Foul Weather Game Turns** and are governed by the special rules listed in **PART X**. Unshaded boxes are **Clear Weather Game Turns** and aren't governed by these special rules. Boxes containing a Warren symbol (shown on the **TERRAIN KEY**) indicate turns in which the Rebel Player gets reinforcements as discussed in **PART IV**; those containing a Totem symbol (also shown on the **TERRAIN KEY**) indicate turns in which all Nomad Hordes are temporarily removed from the game.

● **ABBREVIATED SEQUENCE OF PLAY**, listing the order in which the players perform game activities. **PART IV** explains this sequence in detail.

● **POLITICAL INDEX**, used to record the revolution's progress. The track consists of 50 boxes numbered 1 through 50 and organized into columns of 10 boxes each. At the start of the game, the **PI Level Marker** is placed in the "50" box. During set-up and play, the marker is moved along the numbered boxes to reflect changes in the players' fortunes (and the shifting political control of the continent). The number of the box the marker currently occupies is called the **PI Level**. The alphabetical designation of the column in which each box is located is

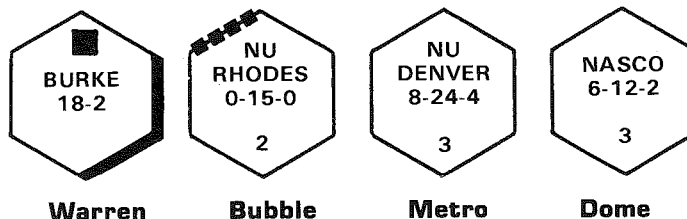


called the **PI Stage**. For example, if the **PI Level Marker** is in the "30" box, the **PI Level** is 30 and the **PI Stage** is C (since the "30" box is in the "C" column of the index). As the **PI Stage** changes during play, the players' capabilities also change as described in **PART IV** and **PART XI**.

Most of the terrain on the map is self-explanatory. However, some features may be unfamiliar. These include . . .

● **SETTLEMENTS:** There are four types of Settlements: **Warrens**, **Metros**, **Domes**, and the **Bubble**. Warrens are under the control of the Rebel Player from the time the Clanhold they are in rises until the Warren is destroyed in combat. All other Settlements are controlled by the Union Player at the start of the game and stay under his control until they revolt or are destroyed. The destruction of a Settlement is noted by placing a **Ruin Marker** in the Settlement's hex. Placing a **Ruin Marker** in a Warren means that the Warren ceases to exist for the rest of the game. Placing a **Ruin Marker** in any other type of Settlement means that the Settlement ceases to exist for all purposes except movement and indexing the Combat Ratio on the **COMBAT RESULTS TABLE**.

Sample Settlements



UNION METROS: There are three Metros on the map (**Nu Denver**, **Nu Otwa** and **Ioway**). Metros are huge (2,000,000+ population) domed cities which serve as the administrative centers for the World Union in North America. Each Metro has a **Political Rating (PR)** printed at the bottom of its hex. In addition, each Metro also has three numbers under its name. These are (left to right) its **Attack Rating**, **Defense Rating** and **Range**. These three values work in the same way as the ratings of the same name described in **THE PIECES**.

UNION DOMES: There are 14 Domes on the map. Domes are vast mechanized mining, factory or farming complexes manned by native American slaves and protected by plastic domes and force fields. Each has a **Political Rating**, **Attack Rating**, **Defense Rating** and **Range** which function (and are shown) in the same way as Metro Ratings.

UNION BUBBLE: There is only one Bubble on the map (Nu Rhodes in hex 0622). It is a vast undersea aqua-cultural plant, port and city on the continental shelf protected by a pressurized, shock-resistant plastic dome. The Bubble has a **Political Rating**, **Attack Rating**, **Defense Rating** and **Range** which function like (and are shown) in the same way as Metro Ratings.

WARRENS: Spread over scores of kilometers, these underground Settlements consist of large numbers of individual towns and factories connected by a maze of tunnels and subterranean roads. Each Warren on the map contains two numbers. The *left-hand number* is the Warren's **Defense Rating** and works in the same way as the unit Defense Ratings described below. The *right-hand number* is the **Political Rating** of the Warren.

● **BARRIER HEXES:** These are large tracts of cleared land which are regularly sprayed with defoliants and sown with tiny sensors, mine fields and subsonic transmitters designed to limit passage through them. The World Union maintains such barriers to protect its agricultural settlements on the Great Plains from the Clans of eastern North America.

● **TOTEMS:** These towering monoliths of carved rock dotting the plains are meeting places and trading grounds where the various Nomad Hordes gather for festivals and to exchange artifacts and pelts for the technological devices offered by World Union traders.

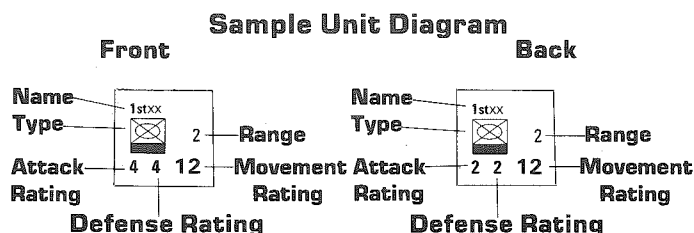
● **CLANHOLDS:** There are 9 Clanholds shown on the map (Columbia, Canialan, Mecklan, Zarkan, Nosia, Ute, Bama, Scotia and Yorkan). Each Clanhold consists of a part of the continent claimed by the Gangs making up that Clan. Within each hold will be found one or more Warrens where the industrial strength of the Clan is centered. The Union Player may move in and out of the various Clanholds. The Rebel Player's ability to move in and out of a particular Clanhold is limited until the Clanhold has risen. Once a Clanhold rises, the Rebel Player gains control of the units attached to that Clanhold and may move in and out of it, get reinforcements in the Clanhold, etc.

● **RESERVES:** There are three Reserves shown on the map (Wyolan, Braska and Dakota). Each Reserve is claimed by the Nomad Hordes of a particular Nation (similar to a Clan). Each Reserve contains one or more Totems. Both players' units may freely move in and out of Reserves throughout the game.

● **BORDERS:** The dashed lines on the map represent the borders between the Clanholds and Reserves. The Rebel Player's units are limited in their ability to cross *some* Borders.

● **WASTE HEXES:** These areas are the sites of pre-holocaust cities, industrial zones or resource centers which were hit by multiple nuclear warheads. They are occupied by small bands of mutants who "mine" the ruins for precious metals and artifacts for resale to World Union traders. Though the background radiation at most sites is low, folk tales about the holocaust make them taboo to all Nomads and most other non-Mutants.

C. THE PIECES: The playing pieces represent the different military units that fought in the war. There are three Classes of units: **Air Units**, **Mobile Units** and **Land Units**. All unit pieces, regardless of class, use similar numbers and symbols to convey information as shown in the **SAMPLE UNIT DIAGRAM**.



NAME: The name of the unit. Unit names are included only for flavor. They have no effect on play. A "XX" as part of the unit's name means that the unit is a *division* (if a Mobile Unit) or *fleet* (if an Air Unit). Thus, "1st XX" is read "First Division."

TYPE: A symbol showing the unit's type. Different unit types have special capabilities described elsewhere. If the unit's Type symbol box is colored in (e.g. is a different color than the rest of the piece), the unit counts as half a unit for purposes of combat die roll modifications.

ATTACK RATING: A number showing the unit's ability to attack enemy units.

DEFENSE RATING: A number showing the unit's ability to defend itself when attacked by enemy units.

RANGE: A number showing the maximum distance in hexes that can separate the unit from an enemy unit it is attacking or a friendly unit it is supporting. The hex the attacking unit occupies isn't counted when figuring Range. The hex the target of the attack occupies *is* counted. If there is a patch of color over the unit's Range, the unit's Attack Rating is halved for all purposes at ranges greater than 1.

MOVEMENT RATING: a number showing the unit's ability to move across the map. A unit's Movement Rating is made up of Movement Points which are expended when the unit moves. In general, it costs a unit 1 Movement Point (MP) to enter a Clear Hex. Other types of hexes have different costs.

Some units have a color bar along the bottom of their piece. Units with this bar have a **Zone of Control** which inhibits the movement and supply of enemy units. Please note that some of the numbers on the back of some pieces are different from the numbers on the front of the pieces. In such cases, the back side of the piece shows the unit at **Reduced Strength** (after it has taken losses) and the front side shows the same unit at **Full Strength** (before losses have been suffered). The three classes of units and how they function are described below.

AIR UNITS

Air units represent fleets of huge, cigar-shaped, sealed airships and their land-bound support crews. There are three types of Air Units: **Battle Fleets** of 12 large vessels similar to 20th century naval Missile Cruisers in size and power, **Patrol Fleets** of 24 vessels similar to 20th century Missile Frigate in size and power and **Assault Fleets** of 18 large vessels similar to 20th century Battle ships in size and power. All three types of vessel are armed with lasers and ballistic cannon for antimissile defense and are sheathed in laminate-armor

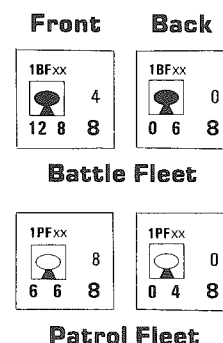
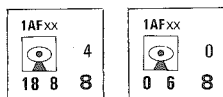


plate. All vessels are equipped with a variety of sophisticated missiles capable of delivering ballistic, sonic or NBC warheads, but only Assault Fleets carry tactical nuclear warheads (and only in small numbers).



Assault Fleet

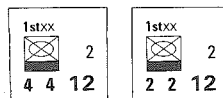
Only the Union Player has Air Units. Air Units may move only during the **UNION MARCH PHASE**. This represents a change of base, not the movement of the ships through the air. Air Units have both a **Full Strength** and a **Reduced Strength** side. When flipped over to their Reduced Strength side, Air Units count as only a half unit for combat purposes. However, they lose their ability to attack.

MOBILE UNITS

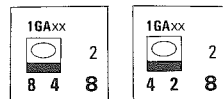
Mobile Units represent divisions, brigades and Rebel Gangs equipped for nape-of-earth movement via hovercraft or personal jetpacks. Mobile Units are indicated by a black band at the bottom of the unit's Type symbol. There are five types of Mobile Units, **Union Light Divisions** have 12,000 men equipped with 1500 Armored Personnel Carriers (APC's) and 250 Heavy Weapons (HW) Platforms. **Union Heavy Divisions** have 10,000 men equipped with 750 HW Platforms and 1000 APC's. **Union Strike Divisions** have 10,000 men equipped with 250 Air Transport Craft 600 Heavy Lifters and a prefab Mass Converter. **Rebel Gangs** have about 15,000 men equipped with individual suits of jet-powered Battle Armor and supported by 500 small HW Platforms and 250 Heavy Lifters. **Rebel HW Brigades** have 5000 men equipped with 1000 HW Platforms. **Mutant Legions** have 10,000 men equipped with individual suits of jet-powered Battle Armor and supported by 250 small HW Platforms and 200 Heavy Lifters.

Each player controls different unit types. *Only* the Union Player has Light, Heavy and Strike Divisions. *Only* the Rebel Player has Gangs and HW Brigades. Mutant Legions may only be recruited by the Union Player, but the Rebel Player may gain control of the Union Player's Mutant Legions during play. The front of each Mutant Legion piece is flipped up when the unit is controlled by the Union Player. The back of each Mutant Legion piece is flipped up when the piece is controlled by the Rebel Player. Except for their different color, the front and back of all Mutant Legions are the same. The backs of all Mobile Units other than Mutant Legions show the unit at Reduced Strength. Please note that in some cases units at Reduced Strength lose the color bar indicating that they have a Zone of Control and/or gain a color patch over their unit Type symbol to indicate that they count as only half a unit for combat purposes while at Reduced Strength.

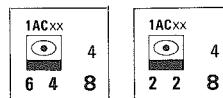
Front Back



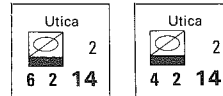
Union Light Div.



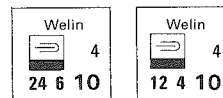
Union Heavy Div.



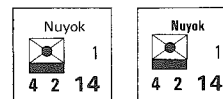
Union Strike Div.



Rebel Gang



Rebel HW Brigade

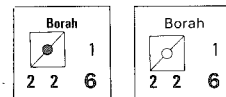


Mutant Legion

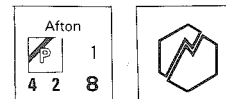
LAND UNITS

Land units represent those units whose transport consists of a mix of vehicles of various types or which include substantial numbers of riding animals. There are two types of Land Units in the game. **Nomad Hordes** consist of 8000-10,000 nomad warriors mounted on War Boars (huge, carnivorous mutant razorback pigs developed from pre-holocaust experimental breeding stock) and armed with lasers, blasters and small missiles. **Partisan Columns** consist of 6000-8000 men equipped with ground vehicles and hovercraft. Land Units include a number of non-combatants equal to the number of fighters in the unit.

Front Back



Nomad Horde

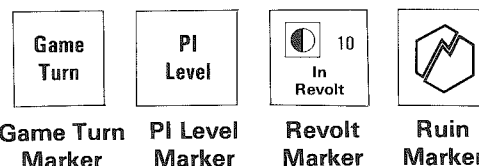


Partisan Column

Land Units may only attack enemy pieces that are next to them. They may expend their entire Movement Rating to move during a friendly **MARCH PHASE** or **EXPLOITATION PHASE**. They may not move during any **REACTION PHASE**. The front and back of each Nomad Horde is identical except for color. Nomad Hordes are kept front face up when controlled by the Union Player and back face up when controlled by the Rebel Player. Both players may recruit Nomad Hordes. The backs of Partisan Columns and Ruin Markers.

MARKERS

In addition to the various classes of units in the game. Some pieces are used to record game functions. These are called **Markers**. There are four types of Markers in the game, each of which is illustrated below. The function of each Marker is explained later in these rules.



NOTE: When a Revolt Marker is placed in a hex, that hex loses its **ATTACK RATING** and **RANGE** (if any). Its **DEFENSE RATING** is replaced by the number on the Revolt marker. Its PR stays the same. The hex loses its ZOC, but, otherwise, continues functioning as a normal Settlement (under the Rebel Player's control). If a Settlement is destroyed, any Revolt Marker in the hex is flipped over to reveal the Ruin Marker on the back. The marker is **not** replaced in its opaque container.

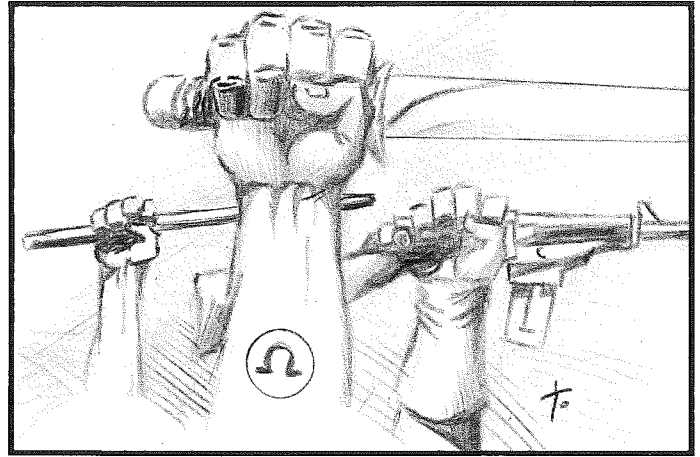
GAME TERMS

These rules use a number of special terms to explain play. The terms **ENEMY** and **FRIENDLY** are used to distinguish the playing pieces and actions of one player from those of the other. All pieces controlled by one player are friendly to one another and are enemies of all pieces controlled by the other player. Phases during which players may undertake certain activities (see **PART IV**) are also referred to as friendly or enemy (for example, a "friendly" **MARCH PHASE**). All friendly units occupying the same hex constitute a **STACK**.

PART III

HOW TO START

1. Choose who will play each side and unfold the map between the players so that the Union Player sits on the north edge of the map and the Rebel Player sits on the south edge. To make the map lie flat, carefully fold it back against the machine-made creases. Punch out the playing pieces and sort them by color and type.
2. The Rebel Player places the the Game Turn Marker in the first box of the **TURN RECORD TRACK** (July, 2419).
3. The Union Player places the PI Level Marker in the "50" box of the **POLITICAL INDEX** (the box labelled **START**).
4. The Rebel Player places the 18 Revolt Markers in an opaque container (like a coffee mug) from which they are drawn during play.
5. The Union Player randomly draws a Revolt Marker, looks at it and places it on any **Union Dome** of his choice that is inside a Clanhold (not a Reserve). That Dome is **in revolt** and its PR is immediately subtracted from the PI Level.
6. The Rebel Player randomly draws a Revolt Marker, looks at it and places it on any **Union Dome** of his choice that is inside any Clanhold or Reserve. That Dome is **in revolt** and its PR is immediately subtracted from the PI Level.
7. The Rebel Player places one **Partisan Column** on each of the two Domes chosen in Steps 5 and 6.
8. The Union Player picks 32 Union units of his choice (other than Mutant Legions) and places 2 units Full Strength side up in each Union Settlement without a Revolt Marker. He then places 1 Mutant Legion in each Metro and 1 Mutant Legion in the Union Bubble. Air Units may not be placed in the Bubble at start.
9. The Union Player picks any one of the nine **Clanholds**. That Clanhold has **risen** (is under the Rebel Player's control) at the



start of the game. Its PR is immediately subtracted from the PI Level.

10. The Rebel Player picks any **two Clanholds** in addition to the one chosen in Step 9. These Clanholds have also **risen** at the start of the game. Their PR's are immediately subtracted from the PI Level.
11. The Rebel Player places all units of the three Clans picked in Steps 9 and 10 Full Strength side up (any number per hex) in any **Warren(s)** inside their respective Clanholds.
12. The Rebel Player places all **Nomad Hordes** in their own opaque container from which they are randomly drawn during play.
13. Units not placed on the map or in a container are set aside for later use. **NOTE:** The number of units of various types (other than Partisan Columns) is an intended design limit. If all units of a particular type are already on the map, no new units of that type may enter the game.
14. Play now begins with the July, 2419 Game Turn and follows the Sequence of Play in **PART IV** until one side wins as described in **PART V**.

PART IV

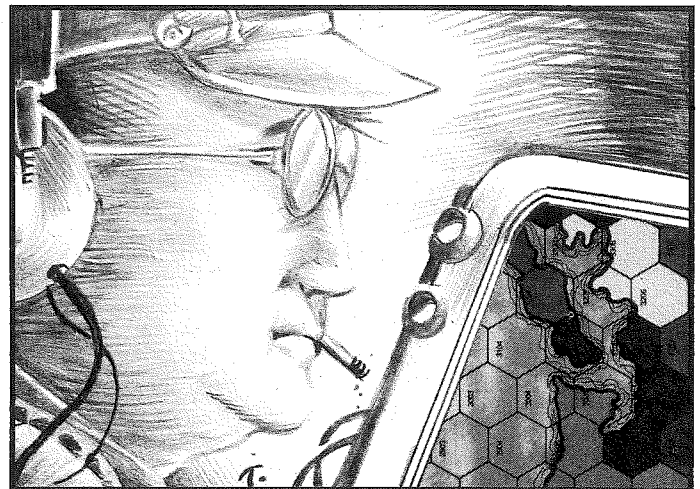
COURSE OF PLAY

The game is played in **GAME TURNS** during which players take action according to a rigidly-defined **SEQUENCE OF PLAY**. This Sequence of Play is divided into various **PHASES**, each of which is devoted to the performance of particular game activities by only one player (in most cases). The player who is performing game activities during a Phase is called the **ACTIVE PLAYER**. His opponent is called the **INACTIVE PLAYER**. Game activities may not be performed out of sequence. For ease of play, an **ABBREVIATED SEQUENCE OF PLAY** is printed on the map.

SEQUENCE OF PLAY

A. UNION RECRUITMENT PHASE

1. The Union Player finds out how many **NEW STEPS** worth of units he gets this turn by reading across the **NEW STEPS** row of the **POLITICAL INDEX** until he comes to the column showing the current PI Stage. Where the row and column meet, he will find a pair of numbers separated by a slash. The number *before* the slash is the number of **AIR UNIT NEW STEPS** he gets. The number *after* the slash is the number of **MOBILE UNIT NEW**



STEPS he gets. He may use these Steps to flip over Reduced Strength units or to add new units to his forces as described in Steps 2 and 3, below. However, Mobile Unit New Steps may only be used to bring up to Full Strength or add to the game Union Mobile Units (other than Mutant Legions) and Air Unit New Steps may only be used to bring up to Full Strength or add to the game Union Air Units. New Steps that are not used during the

Phase they become available are permanently lost. They may not be accumulated from turn to turn.

2. The Union Player flips over any of his Supplied Reduced Strength units he wants to their Full Strength side, expending 1 New Step of the appropriate type for each unit.

3. The Union Player picks which Union Units not on the map (other than Mutant Legions and Nomads) will be placed on the map this Phase, expending one New Step for each new unit entering the game with its Reduced Strength side up and two New Steps for each new unit entering the game with its Full Strength side up. Units entering the game are placed on any friendly Settlement (any number per hex). If there are no friendly Settlements on the map, no new units may enter the game. Air Units may *not* be placed in the Union Bubble.

SPECIAL OPTION: Twice per game the Union Player may choose to skip Steps 1, 2 and 3 of this Phase and rebuild one destroyed Union Dome instead. Only Domes that contain a Union Strike Division and which do not have any Rebel units next to them may be rebuilt. Whenever this option is used, the Ruin Marker is immediately removed from the Dome and put back in its container. The Dome's PR is added to the PI Level. The Dome immediately begins functioning in all ways as a normal Union Dome. It can be put in Revolt by the Rebel Player and can be destroyed in combat.

4. If the PI Stage is A, skip this Step. Otherwise, the Union Player reads across the **Mutants** row of the **POLITICAL INDEX** until he comes to the column showing the current PI Stage. Where the row and column meet, he will find a pair of numbers separated by a slash. The number *before* the slash is the number of times he must immediately roll one die. For each die roll that is less than or equal to the number *after* the slash, the Union Player places a Mutant Legion in any unoccupied Waste Hex anywhere on the map. Rolls greater than this number are ignored. Mutant Legions are always placed on the map during this Step, one per hex, with their Union side up. The Union Player may, at any time, refuse to roll for Mutant recruitment during this Step. *However, once he does so, he may never again recruit Mutant Legions and this Step is skipped for the rest of the game.*

5. If the PI Stage is A, B or C or if it is a Foul Weather Turn, skip this Step. Otherwise, the Union Player reads across the **U Nomads** row of the **POLITICAL INDEX** until he comes to the column showing the current PI Stage. Where the row and column meet, he will find a pair of numbers separated by a slash. The number *before* the slash is the number of times he must immediately roll one die. For each die roll that is less than or equal to the number *after* the slash, the Union Player places one Nomad Horde, drawn at random, on any Totem in that Horde's Reserve (Dakota Hordes in the Dakota Reserve, etc.) that is not occupied by an enemy unit or units. Die rolls greater than this number are ignored. If all Totems in a Reserve are occupied by enemy units, no unit from that Reserve may be placed on the map. Put the unit drawn back in the container and do not draw again. Nomad Hordes are placed on the map this Phase with their Union side up. The Union Player may refuse at any time to recruit Nomad Hordes. *However, once he does so, he may never again recruit Nomad Hordes and this Step is skipped for the rest of the game.*

B. REBEL POLITICAL PHASE

1. If the PI Stage is E or all Clans that can rise have risen, skip this Step. Otherwise, the Rebel Player reads across the **Rising** row of the **POLITICAL INDEX** until he comes to the column showing the current PI Stage. Where the row and column meet, he will find a pair of numbers separated by a slash. The number *before* the slash is the number of times during this Step that the

Rebel Player must check to see if a Clanhold rises. For each of these possible Risings, the Rebel Player picks any Clanhold that has not yet risen and rolls a die. If the modified die roll result is less than or equal to the number *after* the slash, the chosen Clan rises (joins the Rebel Player's forces) and the Rebel Player immediately places all of the Clan's units (any number per hex) in any Warren(s) in the Clanhold. Modified die rolls greater than the number after the slash are ignored. The Rebel Player announces and rolls for Risings individually. He can make multiple attempts in a Phase to raise a particular Clan, if he desires. Each die roll is modified by subtracting 1 for each Union Settlement inside the Clanhold that has a Revolt Marker and adding 1 for each Union Settlement inside the Clanhold that doesn't have a Revolt or Ruin Marker on it. In addition, 1 is added to the die roll if one or more Union Mobile Units occupy hexes inside the Clanhold other than Barrier Hexes or Union Settlements.

2. The Rebel Player reads across the **Revolt** row of the **POLITICAL INDEX** until he comes to the column showing the current PI Stage. Where the row and column meet, he will find a pair of numbers separated by a slash. The first number is the number of Union-controlled Settlements that must be checked for Revolt during this Step. For each of these possible Revolts, in turn, the Rebel Player picks any Union Settlement without a Ruin or Revolt Marker and rolls a die. If the modified die roll result is less than or equal to the number *after* the slash, the Revolt succeeds. Modified results greater than the number *after* the slash are ignored. The Rebel Player rolls individually for each Revolt, resolving each attempt before deciding which Settlement to check next. He can make multiple attempts in this Step to cause a Revolt in the same Settlement. As soon as a Settlement revolts, all Union units stacked in it are eliminated and the Rebel Player randomly draws a Revolt Marker and places it in the hex. If the hex in which it is placed contains the Union Bubble, the piece is placed with the Ruin Marker side up. The Bubble is always automatically destroyed when a Revolt occurs in its hex. The die roll is modified by the addition of 1 for each Union Mobile Unit in the Settlement and by the subtraction of 1 for every 2 Rebel units in a hex next to the Settlement. In addition, 1 is subtracted from the die if the Settlement is in a Clanhold that has risen and contains one or more Warrens that have not been destroyed. If the Settlement is a Metro or the Bubble, 3 is added to the die roll.

3. If the PI Stage is C, D or E or if it is a Foul Weather Turn, skip this Step. Otherwise, the Rebel Player reads across the **R Nomads** row of the **POLITICAL INDEX** until he comes to the column showing the current PI Stage. Where the row and column meet, he will find a pair of numbers separated by a slash. The number *before* the slash is the number of dice that he must immediately roll. For each die roll result that is less than or equal to the number *after* the slash, he randomly draws one Nomad Horde and places it on any Totem within its Reserve that isn't occupied by one or more enemy units. Die rolls greater than the number *after* the slash are ignored. If all Totems in a Reserve are occupied by enemy units, no new Nomad Hordes may be placed in that Reserve. Nomad Hordes are placed on the map in this Phase with the Rebel side up.

4. If the PI Stage is C, D or E, skip this Step. Otherwise, the Rebel Player reads across the **Defection** row of the **POLITICAL INDEX** until he comes to the column showing the current PI Stage. Where the row and column meet, he will find a pair of numbers separated by a slash. The number *before* the slash is the number of Union Mutant Legions and/or Nomad Hordes the Rebel Player must check for Defection during this Step. For each unit that he must check, the Rebel Player picks an enemy Mutant Legion or Nomad Horde and rolls one die. If the modified result is less than or equal to the number *after* the slash, the chosen unit defects (immediately joins the Rebel Player's

forces). The unit is immediately flipped over to its Rebel side. If it is stacked with other Union units or in a Union Settlement, the defecting unit is placed in any adjacent hex that is unoccupied or occupied only by Rebel units (Rebel Player's choice). If no such hex is available or if the only available hex is one into which the unit could not normally move, it is destroyed. The Rebel Player may roll repeatedly for the Defection of the same unit during this Step. Modified results greater than the number following the slash are ignored.

5. If the weather is Clear, the Rebel Player places one Partisan Column on each Revolt Marker on the map that isn't flipped over to its Ruin Marker side. If the Weather is Foul, Partisans are placed only on Revolt Markers in hexes south of the Weather Line.

6. On any Game Turn from January, 2420 until the end of the game the Rebel Player may announce that he is "*forming a Continental Army*" into which the Mobile Units of all Clans will be drafted. Upon making this announcement, the Rebel Player rolls one die and immediately adds the result to the PI Level. For the rest of the game, the Rebel Player may ignore the -1 die roll modification normally required when Rebel Mobile Units from more than one Clan are attacking the same hex. In addition, Rebel Gangs and HW Brigades may, for the rest of the game, freely trace a Line of Supply to Warrens in *any* Clanhold that has risen (not merely to Warrens in their own Clanhold).

C. REBEL MARCH PHASE

1. The Rebel Player determines which of his units are **SUPPLIED** by tracing a **SUPPLY LINE** from the unit to any friendly **SUPPLY SOURCE** within the unit's **SUPPLY RANGE** as described in **PART IX**.

2. The Rebel Player moves any or all of his Supplied units that he wants up to their *full* Movement Rating, paying appropriate terrain and ZOC entry costs as described in **PART VI**. Unsupplied units may expend only *half* their Movement Rating (round down) to move during this Phase.

D. REBEL COMBAT PHASE

1. The Rebel Player announces which of his units (if any) will attack Union units during this Phase and which Union unit(s) will be attacked by each of his units.

2. The Union Player announces which Union Air Units, Domes or Metros that are not being attacked during this Phase will provide **SUPPORT** to Union units under attack and which unit(s) they will Support. Any units of the appropriate type may be assigned to provide Support, but only units that are Supplied at the moment a combat is resolved may provide the Support allocated. It is possible that a unit assigned to provide Support may be unable to do so because its Line of Supply was cut as a result of previous combat during a Phase. Conversely, a unit may be Unsupplied at the beginning of a Phase and still give Support announced in this Step if a Line of Supply is opened up during Step 3 of this Phase.

3. The Rebel Player individually resolves each attack announced in Step 1. In so doing, he first figures the **COMBAT RATIO** for the attack and then follows the Steps described in **PART VIII**. So long as all Union units listed in Step 1 are attacked by the Rebel units announced, the Rebel Player may resolve his combats in any order he chooses. However, each attack must be entirely resolved (and any losses removed) before the combat resolution procedure is applied to the next combat.

E. UNION REACTION PHASE

1. The Union Player determines which of his units are **SUPPLIED** by tracing a **SUPPLY LINE** from the unit to any friendly **SUPPLY SOURCE** anywhere on the map as described in **PART IX**.

2. The Union Player moves any or all of his Supplied Mobile Units up to *half* their Movement Rating (round down), paying appropriate terrain and ZOC entry costs as described in **PART VI**. Mobile Units may employ mass converters to Teleport between friendly Settlements (paying *all* their MP's to do so) during this Phase.

F. REBEL EXPLOITATION PHASE

1. The Rebel Player determines which of his units are **SUPPLIED** by tracing a **SUPPLY LINE** from the unit to any friendly **SUPPLY SOURCE** within the unit's **SUPPLY RANGE** as described in **PART IX**.

2. The Rebel Player moves any or all of his Supplied Mobile and Land Units up to their *full* Movement Rating, paying terrain and ZOC entry costs as described in **PART VI**.

G. UNION MARCH PHASE

1. The Union Player determines which of his units are **SUPPLIED** by tracing a **SUPPLY LINE** from the unit to any friendly **SUPPLY SOURCE** anywhere on the map as described in **PART IX**.

2. The Union Player moves any or all of his Supplied units up to their *full* Movement Rating, paying terrain and ZOC entry costs as described in **PART VI**. Unsupplied units may expend only *half* their Movement Rating (round down) to move during this Phase. Units may Teleport between friendly Settlements and Strike Divisions during this Phase, paying all or part of their MP's to do so.

H. REBEL REACTION PHASE

1. The Rebel Player determines which of his units are **SUPPLIED** by tracing a **SUPPLY LINE** from the unit to any friendly **SUPPLY SOURCE** within the unit's **SUPPLY RANGE** as described in **PART IX**.

2. The Rebel Player moves any or all of his Supplied Mobile Units up to *half* their Movement Rating (round down), paying terrain and ZOC entry costs as described in **PART VI**.

I. UNION COMBAT PHASE

1. The Union Player announces which of his units (if any) will attack this Phase and which Rebel unit(s) each will attack.

2. The Union Player individually resolves each attack announced in Step 1. In doing so, he first figures the **COMBAT RATIO** for the attack and then follows the Steps described in **PART VIII**. So long as all Rebel units listed in Step 1 are attacked by the Union units announced, the Union Player may resolve his combats in any order he chooses. However, each attack must be entirely resolved (and any losses removed) before the combat resolution procedure is applied to the next combat.

J. UNION EXPLOITATION PHASE

1. The Union Player determines which of his units are **SUPPLIED** by tracing a **SUPPLY LINE** from the unit to any friendly **SUPPLY SOURCE** anywhere on the map as described in **PART IX**.

2. The Union Player moves any or all of his Supplied Mobile and Land Units up to their *full* Movement Rating, paying terrain and ZOC entry costs as described in **PART VI**.

K. REBEL REINFORCEMENT PHASE

1. The Rebel Player checks the **TURN RECORD TRACK** to see if he is due Reinforcements this Game Turn. If the box occupied by the Game Turn Marker contains a colored square, the Rebel Player does get Reinforcements and should proceed to Step 2 of this Phase. Otherwise, the remainder of the Phase is skipped and play proceeds to the **GAME TURN RECORD PHASE**.

2. The Rebel Player adds 4 steps of the appropriate Clan to his forces for each of that Clan's Warrens that are not destroyed.

These added steps may be used to flip Reduced Strength units over to their Full Strength side or to add new units to the Clan's forces (or any combination of the two). New units are placed on any Warren in their Clanhold without a Ruin Marker (but no more than 4 steps worth of units may be placed per hex). Any excess steps that cannot (for any reason) be added to the Rebel Player's forces during a Phase are lost. They can't be "saved" for later use or "loaned" to another Clan. Reinforcements may only be placed on Warrens in Clanholds that have risen.

L. GAME TURN RECORD PHASE

1. If the **PI Level** indicated on the **POLITICAL INDEX** is less than 5 or greater than 45 or if the Game Turn Marker is in the last box on the **TURN RECORD TRACK** (November, 2421), the game is over and the winner is determined as described in **PART V**. Otherwise proceed to Step 2.

2. If it is a December Game Turn, remove all Nomad Hordes from the map and put them back in their opaque container (from which they may be drawn again later in the game). The removal of Nomad Hordes at this time represents the migration of the nomads to their winter camps.

3. If Nu Denver contains a Ruin or Revolt Marker, the **PI Stage** is B, C, D or E or if the Union Player has previously activated his **Orbital Strike Stations**, skip this Step. Otherwise, the Union Player must announce whether he is activating the World Union's system of missile-armed **Orbital Strike Stations**. If he chooses to activate this system, he rolls a die and

immediately subtracts the result from the **PI Level**. For the rest of the game, the Union Player may, in each **UNION COMBAT PHASE**, attack any one stack of enemy units anywhere on the map with his network of **Orbital Strike Stations**. The network has an **Attack Rating** of 60 (which is never modified for any reason). It may attack alone or together with other Union units, but it never suffers any combat losses. Units attacking together with the network suffer combat losses normally. The network's **Attack Rating** may never be split up and used in more than one attack during a Phase. If Nu Denver Revolts or is destroyed, the Union Player cannot use his **Orbital Strike Station** network to attack for the rest of the game.

4. If the **PI Stage** is C, D or E or if the Union Player has previously announced that he is "using the nuclear option," skip this Step. Otherwise, the Union Player must announce whether he is using the nuclear option. If he chooses to do so, he rolls a die and immediately subtracts the result from the **PI Level**. For the rest of the game, all Union Assault Fleets automatically use nuclear weapons when attacking during the **Union Combat Phase**. Two is added to the die roll whenever one or more Union Assault Fleets are participating in an attack. There is no additional modification if more than one Assault Fleet is participating in the same attack.

5. Move the Game Turn Marker ahead one box on the **TURN RECORD TRACK** to indicate the passage of time and continue play with the **UNION RECRUITMENT PHASE** of the next Game Turn.

PART V

HOW TO WIN

There are three possible ways to win the game. Each is described below:

1. If the game ends because the **PI Level** was greater than 45 at the start of a **GAME TURN RECORD PHASE**, the revolution collapses and the Union Player wins a **DECISIVE VICTORY**.

2. If the game ends because the **PI Level** was less than 5 at the start of a **GAME TURN RECORD PHASE**, the Grand Assembly of the World Union votes to withdraw from North America and the Rebel Player wins a **DECISIVE VICTORY**.

3. If the game ends because it is the end the November, 2421 Game Turn, the **PI Level** determines the winner as described below:

● **PI Level A:** The rebels gain control of North America and Union troops hold onto only a few enclaves. The World Union Grand Assembly votes to negotiate a withdrawal of all forces, trading political recognition for guarantees that private property will not be nationalized without compensation. The Rebel Player wins a **DECISIVE VICTORY**.

● **PI Level B:** The rebels drive Union forces from the countryside, but fail to take the most important settlements. The World Union Grand Assembly adopts a partition plan that keeps a small part of the protectorate under World Union control. The rebels make economic concessions in exchange for independence for most of the continent. The Rebel Player wins a **SIGNIFICANT VICTORY**.



● **PI Level C:** The rebels gain control of part of the countryside, but fail to defeat World Union forces. The World Union Grand Assembly votes to establish "independent homelands for Native Americans" in those areas under Rebel control. The Rebel Player wins a **MARGINAL VICTORY**.

● **PI Level D:** The rebels are beaten in the field, but continue to fight a guerilla war. The World Union Grand Assembly adopts a 20-year program of phased independence for America while keeping economic control in World Union hands. The Union Player wins a **MARGINAL VICTORY**.

● **PI Level E:** Rebel activity is gradually suppressed. The World Union Grand Assembly keeps control of America, but grants limited autonomy in order to win the hearts and minds of the people. The Union Player wins a **DECISIVE VICTORY**.

PART VI

HOW TO MOVE

During each friendly **MARCH PHASE**, **REACTION PHASE** and **EXPLOITATION PHASE**, the Active Player may move as many of his eligible units as he wishes in any direction(s) up to the limit of each unit's individual Movement Rating (half their Movement Rating during a **Reaction Phase**.) Units are moved one at a time through a path of adjacent hexes, paying one or more Movement Points (MP's) from their Movement Ratings to enter each hex. The costs to enter each type of hex on the map are listed in the **TERRAIN KEY**. The number *before* the slash on each line of the key is the MP cost to enter that hex type during most Game Turns. The number *after* the slash is the MP cost to enter the hex during **Foul Weather** Game Turns (indicated by shading on the **TURN RECORD TRACK**). In addition to these costs, units pay extra MP's to enter or leave hexes that are in an enemy Zone of Control as discussed in **PART VII**. The ability of units to move is also affected by supply as described in **PART IX**. Finally, units are restricted in their ability to move by the following rules:

A. All types of units may move during a friendly **MARCH PHASE**, but *only* Supplied Mobile and Land Units may move during a friendly **EXPLOITATION PHASE** and *only* Supplied Mobile Units may move during a friendly **REACTION PHASE**. Movement during an enemy **MARCH**, **EXPLOITATION** or **REACTION PHASE** is not allowed. Units may advance during a **COMBAT PHASE**, but advances do not use MP's and are not considered movement.

B. A unit may expend any or all of its MP's to move during a Phase, but it cannot enter a hex unless it has enough MP's remaining to pay all MP costs to enter the hex. A unit need not expend all (or any) of its available MP's during a Phase, but it cannot "save" MP's for use in another Phase or "lend" MP's to another unit.

C. Units are moved individually and each unit must finish its movement before any other unit is moved. Once a player begins moving a unit, he cannot go back and move another unit that was moved previously in the Phase.

D. Units cannot move into hexes occupied by enemy units. Union units cannot move into a Union Settlement containing a Revolt Marker. They can freely move in and out of Union Settlements that don't



contain a Revolt Marker. Rebel Units can't move into a Union Settlement that doesn't contain a Revolt or Ruin Marker. Union units may only move into Warrens that contain a Ruin Marker. For purposes of this rule, a Warren, Bubble, Metro or Dome counts as a unit unless it contains a Ruin Marker. Totems do not count as units and unoccupied or friendly-occupied Totem Hexes may be entered by either player's units. The presence of friendly units in a hex never affects the ability of a unit to enter or move through the hex. Any number of friendly units can be stacked together in a hex at the end of a Phase, but the number of defending units in a hex has an important effect on combat.

E. Air and Land Units may enter a hex only if it contains some land. Air and Land Units may not enter an all-Sea or all-Lake hex and may only enter a hex through a hexside that contains some land. Mobile Units may enter all-Sea and all-Lake hexes, but may only end a Phase on a hex that contains some land. The cost to enter a hex that is both a Sea/Lake and a land hex is always determined by the cost of the land terrain (*not* the Sea/Lake) in the hex. If the Union Bubble is destroyed, hex 0622 becomes an all-Sea/Lake Hex for all purposes. **NOTE:** Sea/Lake hexsides have no effect on combat and units may freely attack across such hexsides even if prohibited by this rule from moving across them.

F. Union Air and Mobile Units treat Barrier Hexes as Clear Hexes for movement purposes. All other units pay 6 MP's to enter them (except for Nomad Hordes which can't enter Barrier Hexes). The six hexes surrounding Nu Otwa (2934, 2935, 2833, 2835, 2734 and 2735) cease to be Barrier Hexes (and are considered Clear Hexes for all purposes) as soon as a Ruin or Revolt Marker is placed in Nu Otwa. All other Barrier Hexes become Clear Hexes when a Ruin or Revolt Marker is placed in loway.

G. Nomad Hordes may not enter Waste Hexes. Mutant Legions may freely enter Waste Hexes and end a Phase in them. All

other units may freely enter Waste Hexes but may *not* end a Phase in them. All types of units may attack enemy units in Waste Hexes.

H. Air Units may not enter (but may attack into) Rough Hexes or the Union Bubble.

I. Union Nomad Hordes may not enter any hex outside of their Reserve. Thus, Braskan Nomad Hordes can't enter hexes outside the Braska Reserve. Rebel Nomad Hordes may not enter any hex outside of the three Reserves, but all Rebel Nomad Hordes may enter hexes in all three Reserves (not just those in their own Reserve). In addition, neither player's Nomad Hordes may enter a Dome or Metro unless it contains a Ruin or Revolt Marker. Nomad Hordes may freely attack enemy units in any hexes, even if they are prohibited by this rule from entering those hexes.

J. Rebel Gangs and HW Brigades may not enter a hex in a Clanhold that has not yet risen . . . including Union Settlements that contain a Revolt Marker. They may freely enter Clanholds that have risen and may attack into *any* Clanhold (regardless of status).

K. Units may not move off the map.

L. Supplied Union Air and Mobile Units may expend *half* their MP's in a **UNION MARCH PHASE** and Union Mobile Units may expend all of their MP's in a **UNION REACTION PHASE** to Teleport between friendly Settlements. Units using this special type of movement employ mass converters to beam from one hex to another without entering the intervening hexes. Instead of moving along a path of hexes, they are picked up by the Union Player and moved from whatever Settlement they occupy to any other friendly Settlement on the map. Units using this type of movement during a **REACTION PHASE** must begin their turn on a friendly Settlement and expend *all* their MP's, to move into another friendly Settlement. Units using this type of movement during a **MARCH PHASE** may move before and/or after Teleporting, but must expend *half* of their printed Movement Rating to Teleport. Union Strike Divisions that don't move during the **UNION MOVEMENT PHASE** and don't occupy Rough Hexes are treated as Settlements for purposes of Teleportation during that Phase (only) . . . however, it costs *all* of a unit's MP's to Teleport into or out of a Strike Division's hex. Air Units may not Teleport into the Bubble.

M. Rebel Partisans and Mutant Legions may enter a Clanhold that hasn't risen, but can't enter a Warren inside that Clanhold. ●

PART VII

ZONES OF CONTROL

The six hexes surrounding a unit constitute that unit's Zone of Control (ZOC). All Domes, Metros and units with a color bar on the bottom of their piece (over the unit's Attack, Defense and Movement Ratings) have a ZOC. In some cases, units lose their ZOC when flipped over to their Reduced Strength side. Domes and Metros lose their ZOC when a Revolt or Ruin Marker is placed in their hex. ZOC's never affect friendly units. However, units cannot trace Supply through unoccupied hexes in an enemy ZOC and must expend 2 MP's to enter and 1 MP to leave a hex in an enemy ZOC. There is no additional effect resulting from more than one unit exerting a ZOC on a hex. If both enemy and friendly units are exerting a ZOC into a hex, neither of the ZOC's is affected by the presence of the other ZOC. Both ZOC's coexist in the hex and affect enemy



units and supply lines running through the hex. ZOC's extend into all types of hexes (even into hexes which the unit exerting the ZOC could not enter under the provisions of PART VI).

NOTE: For purposes of this rule, all Supply Sources (Warrens, Domes, Metros

and the Union Bubble) are always considered to be occupied by units of the side that draws supply from them even when there are no units in them. Thus a Rebel unit can trace supply from an unoccupied Warren in an enemy ZOC. When a hex ceases to be a Supply Source, this consideration is no longer in effect. ●

PART VIII

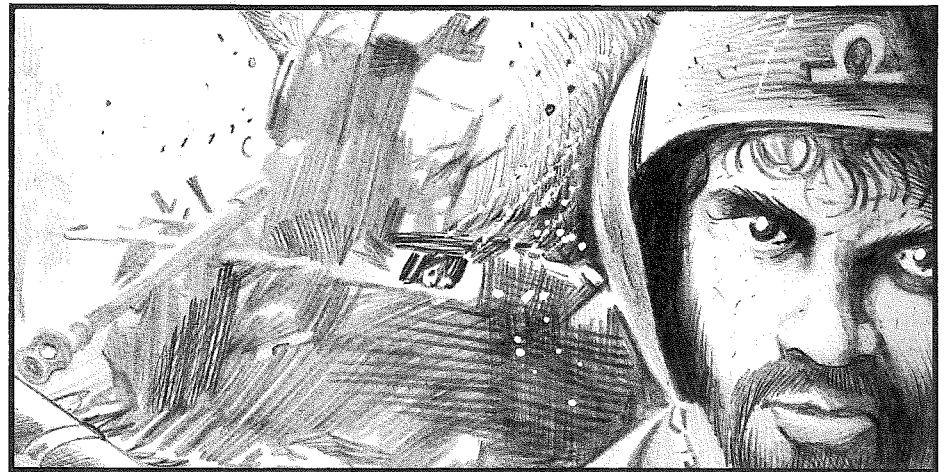
COMBAT

During his **COMBAT PHASE**, the Active Player may use any or all of his units to attack enemy units within range. The Inactive Player may use any or all of his eligible units not under attack to provide **SUPPORT** to those units being attacked. The order and manner in which attacks are announced and Support is committed is described in the Sequence of Play. **NOTE:** The announcement of attacks and commitment of Support is executed differently in the two **COMBAT PHASES**.

In any combat, the Active Player is always called the Attacker and the Inactive Player is called the Defender, regardless of the overall strategic situation. The Active Player's units are sometimes called "the attacking units" and the Inactive Player's units "the defending units."

WHO CAN ATTACK

A. Only the Active Player's units may attack. Units may only attack enemy units within range. In all cases, a unit is within range of an attacking unit if the distance in hexes between the two units is less than or equal to the Range printed on the attacking unit's piece. The distance between two units is always the shortest possible path in hexes (regardless of intervening terrain) between the hexes



the units occupy, including the hex occupied by the unit being attacked, but not the hex that the attacking unit occupies.

B. Attacking is completely voluntary. A unit is never forced to attack. If more than one of the Attacking Player's units is stacked in the same hex, some units may attack while others do not attack (or attack different enemy-occupied hexes). Units which don't participate in an attack aren't affected by its results.

C. Any number of units may attack the same hex, but no unit may attack and no enemy unit may be attacked more than once in a Phase. If more than one enemy unit occupies a hex, all of the enemy units stacked in that hex must be attacked in a single combat if any are attacked. The Attacker can't selectively attack only

certain units in the hex and the Defender can't "withhold" some units from participation in the combat.

D. The Attack Rating of a unit can't be divided for purposes of combat against more than one unit in different enemy-occupied hexes. If a unit is next to more than one hex containing an enemy unit, the unit may attack units in either hex individually, but he can't attack units in both hexes during the same Phase. Units with an Attack Rating of "0" can't participate in an attack. They defend normally.

E. For purposes of combat, Warrens, Metros, Domes and the Bubble are treated as units. They may attack and be attacked the same way as a unit. The Attack and Defense Ratings and Ranges of these

hexes remain constant. They are unaffected by supply and range.

F. The Union Player may attack Warrens inside Clanholds that have not yet risen, but such attacks result in the Clanhold inside which the Warren is located immediately rising and joining the Rebel Player's forces (adjust the PI Level accordingly). In such situations, the Rebel Player immediately places two units of his choice in each Warren of the newly risen Clanhold after the Union Player has announced all his attacks for the Phase but **before** he actually resolves any attacks. Please note that in some cases, the Rebel Player may not immediately get all of a Clanhold's units if that Clanhold is attacked before it rises.

RESOLVING ATTACKS

Follow these steps each time you resolve an attack:

1. Add together the Attack Ratings of all units attacking a particular enemy occupied hex. **NOTE:** The Attack Rating of some units may be halved (round down) due to range, terrain or lack of supply. Units whose Range contains a colored patch have their Attack Rating halved at ranges greater than 1. Union Patrol Fleets have their Attack Rating halved when attacking units in a Warren Hex that does not contain a Ruin Marker. Units that are Unsupplied when combat is resolved have their Attack Rating halved. If a unit's Attack Rating has to be halved more than once, divide by 4 and round down. A unit's Attack Rating can never be divided by more than 4. If reducing a unit's Attack Rating would result in a number less than 1, treat the Attack Rating as 1.

2. Add together the Defense Ratings of all the defending units in the hex under attack and add to the total the Attack Ratings of all units providing **SUPPORT** to them. Any of the Inactive Player's Air Units or Settlements that are Supplied and are not under attack may provide Support to friendly units within range that are under attack. The Range of Union Patrol Fleets is half their printed Range for this purpose. The Rebel Player does not have Air Units or Settlements with an Attack Rating and may never use this option.

3. Compare the total in Step 1 to the total in Step 2 (the Attacker's strength to the Defender's strength) and state the comparison as a ratio (rounded off in favor of the Defender so that the result conforms to the simplified **COMBAT RATIO** on the **COMBAT RESULTS TABLE**). For example, if attacking units with a combined

strength of 19 attacked defending units with a combined strength of 10, the ratio would be "19 to 10" which would be rounded off into a simple Combat Ratio of "1 to 1."

4. Find the row on the **COMBAT RESULTS TABLE** representing the type of terrain in the hex occupied by the Defender's units and read across that row to the Combat Ratio that is the same as the Combat Ratio found in Step 3. Attacks at Combat Ratios less than the lowest ratio found in a row are not allowed and units which are inadvertently committed to such attacks may do nothing during the Combat Phase. If the Combat Ratio of an attack is reduced below the lowest allowable ratio due to loss of supply during the Phase, no unit (of either player) involved in the attack may perform any action during the Phase. Combat Ratios greater than the highest ratio in a row are treated as the highest ratio found in the row. If a hex contains both Sea/Lake and some type of land terrain, use the land terrain as the terrain type for combat purposes. Ignore Ruin Markers for purposes of determining what row on the **COMBAT RESULTS TABLE** should be used to resolve a particular combat. **NOTE:** In some cases, the commitment of Support or a change in Supply status will cause the Combat Ratio to drop to a very unfavorable, but nonetheless legal, level. In such cases, the attack must still be resolved (at the lower Level). Neither player may "withdraw" from a combat because he "doesn't like the odds."

5. The Attacker rolls a die and modifies it as discussed in **DIE ROLL MODIFICATIONS** below. He indexes the modified die roll result (found on the left-hand column of the **COMBAT RESULTS TABLE**) with the Combat Ratio column found in Step 4, above. This result will be a pair of numbers separated by a slash. These numbers are the step losses suffered by the units involved in the combat (representing casualties suffered, equipment damaged and, in the case of HW Brigades, munitions depletion).

6. The Defender removes any losses from his units involved in the combat.

7. The Attacker removes any losses from his units as a result of the combat.

8. The Attacker may move any eligible units that he wants into the Defender's hex if that hex is currently empty.

9. The players proceed to the next combat situation that has to be resolved.

DIE ROLL MODIFICATIONS

The die roll used to resolve combat is modified as follows:

Add . . .

1 . . . if the defender is in a Clear or Barrier Hex and one or more Union Heavy Divisions are participating in the attack.

1 . . . for each full unit (ignore fractions) or Settlement in the defender's hex.

2 . . . if the Union Player has announced that he is "using the nuclear option" and one or more Assault Fleets are participating in the attack during the **UNION COMBAT PHASE**.

Subtract . . .

2 . . . if the hex under attack is north of the Weather Line during a Foul Weather Game Turn.

1 . . . if the Rebel Player is using Mobile Units from more than one Clan to attack the hex and he has not announced the formation of a Continental Army.

All modifications are cumulative, but modified die rolls less than 0 are treated as "0" and die rolls greater than 7 are treated as "7."

EXAMPLE: The Rebel Player is attacking Nu Bank during a Foul Weather Game Turn. There are 3 Reduced Strength Union Light Divisions in the hex (each counting as half a unit). The die roll is 3. It is modified by the addition of 2 (one for the Settlement in the hex and 1.5 . . . rounded down to 1 . . . for the three units in the hex) and by the subtraction of 2 due to the weather. Since the two modifications cancel out, the final, modified die roll is 3.

REMOVING COMBAT LOSSES

The numbers on the **COMBAT RESULTS TABLE** refer to **STEPS** lost by the forces involved in the attack that led to the result. Only Active units which attacked and Inactive units that were attacked may suffer losses as a result of a particular attack. Those units providing Support may never be made to suffer any losses as a result of combat. In all cases, the number *before* the slash refers to the Attacker's losses and the number *after* the slash refers to the Defender's losses. **NOTE:** If the net die roll modification was greater than +4, the defender loses an additional step for each modification above 4. For example, if the net die roll modification

was +6, the defender would lose an additional 2 steps.

The individual players always remove losses from the units under their control. Each step loss called for by the **COMBAT RESULTS TABLE** may be satisfied in any one of the following ways:

- By flipping a Full Strength unit over to its Reduced Strength side. **NOTE:** This option may be used only if a unit has both a Full Strength and a Reduced Strength side.

- By eliminating (removing from the map) a unit that has only one step (e.g. one that does not have a Reduced Strength side).

- By eliminating (removing from the map) a two-step unit (one with a Reduced Strength side) which is at Reduced Strength.

Two step losses may be satisfied by totally eliminating (removing from the map) a two-step unit that is at Full Strength. In cases where a Warren, Bubble, Dome or Metro is under attack, a Ruin Marker is

automatically placed in that hex if the Defender suffers 1 or more step losses in a single attack which cannot be satisfied by the elimination (removal from the map) of the units occupying the hex. Domes and Metros that participate in an attack against Inactive enemy units are never affected by the results of that attack. Should there be unsatisfied step losses remaining after a player has eliminated all of the units he can which participated in a combat, any excess losses are ignored. Players may use any combination of the three methods listed above to satisfy step losses.

ELIMINATED UNITS

Units eliminated in play (removed from the map) may be reused (entering the map as reinforcements). Nomad Hordes that are eliminated are replaced in the container with other Nomad Hordes and randomly drawn as needed. Other units are set aside with units that have not yet entered the game until they can be brought onto the map. Settlements destroyed in play are permanently destroyed. They can't be "rebuilt" or "reenter" the game.

EXCEPTION: See PART IV, Section A.

ADVANCE AFTER COMBAT

After all losses resulting from an attack have been removed, the Active Player may enter the Defender's hex with any of his Mobile and/or Land Units that participated in the attack and are still adjacent to the Defender's hex. Such an "advance after combat" is permitted *only* under the following conditions:

- The Defender's hex was vacated by the elimination of all enemy units in the hex.
- The Defender's hex does not contain a Settlement that isn't destroyed.

Advancing units may only enter the hex that was actually attacked. Any number of units may enter the enemy hex, but all advancing units must have participated in the attack and must be adjacent to the Defender's hex. Units may only advance into hexes they could enter during movement. Advancing units ignore enemy ZOC's. Advances after combat are always voluntary. ●

PART IX

SUPPLY

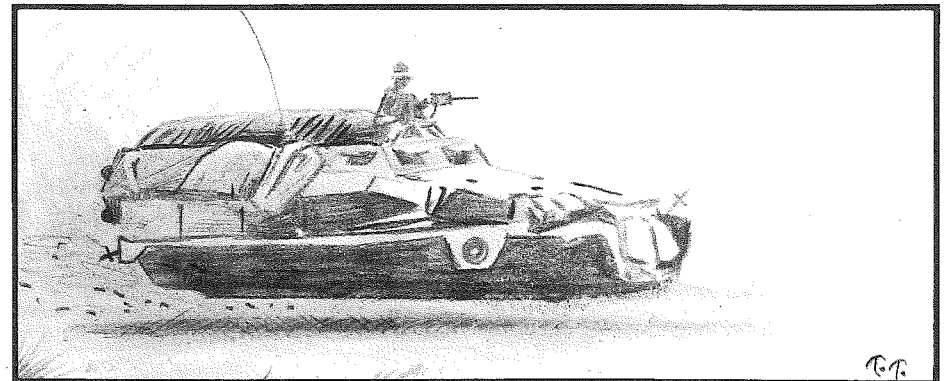
All units except Partisan Columns, Nomad Hordes and Union Strike Divisions must be **SUPPLIED** in order to function properly. Strike Divisions, Partisans and Nomad Hordes ignore supply effects. Other units must be able to trace a **LINE OF SUPPLY (LOS)** to a friendly **SUPPLY SOURCE** at the beginning of every friendly **MARCH PHASE, REACTION PHASE** and **EXPLOITATION PHASE** and at the moment the unit participates in combat. Units that cannot do so suffer a decrease in mobility and strength.

UNION SUPPLY SOURCES

Union units may trace an LOS to any Metro, Dome or Bubble that does not contain a Ruin or Revolt Marker. They may **not** trace an LOS to a Strike Division even when it is being used for Teleportation purposes.

REBEL SUPPLY SOURCES

Rebel units may trace an LOS to any Metro, Dome or Bubble that contains a Revolt Marker or to any Warren without a Ruin Marker that is within a Clanhold that has risen. **EXCEPTION:** Until the Rebel Player "forms a continental army," Rebel Gangs and HW Brigades may only trace



an LOS to a Warren if that Warren is inside their own Clanhold.

TRACING LINES OF SUPPLY

A Line of Supply (LOS) consists of a path of hexes from a unit to a friendly Supply Source. The exact manner in which an LOS is traced depends on which player controls the unit tracing the Line of Supply. For example, the same Mutant Legion would trace its LOS not only to a different Source, but in a different manner, depending on which player controlled it. The methods of tracing LOS are described below:

A. The Union Player's units may trace an LOS through any number of hexes that do not contain enemy units, Settlements or ZOC's. The presence of a friendly unit in a hex that is in an enemy ZOC negates the

ZOC for purposes of tracing an LOS.

B. The Rebel Player's units may trace an LOS through a number of hexes whose total entry cost does not exceed the printed Movement Rating of the unit tracing the LOS. Rebel Lines of Supply may not be traced into or through hexes containing enemy Settlements, units or ZOC's. The presence of a friendly unit negates an enemy ZOC for purposes of tracing an LOS (only).

An LOS may be traced through any type of terrain including all-Sea and all-Lake hexes. The current entry cost (modified by weather) for each hex of a Rebel unit's LOS is used to determine the maximum length of the LOS. The costs to enter or leave enemy ZOC's are ignored when calculating the length of a Rebel unit's LOS. Only terrain costs are relevant to LOS length. When tracing an LOS, the

Supply Source hex is included in the LOS. The hex occupied by the unit tracing the LOS is *Not* included.

SUPPLY EFFECTS

Supply is checked at the points listed in the Sequence of Play and at the moment that any Combat Ratio is calculated. If a unit is able, at these times, to trace an LOS to a friendly Supply Source, the unit is **SUPPLIED**. If not, it is **UNSUPPLIED**. The effects of being Unsupplied are described below.

A. Units that are Unsupplied at the start of a friendly **MARCH PHASE** have their Movement Rating halved (round down) for the rest of the Phase.

B. Units that are Unsupplied at the start of a friendly **REACTION** or **EXPLOITATION PHASE** may not move during the Phase.

C. Units that are Unsupplied at the moment that the Combat Ratio is calculated for a combat in which they are involved

have their Attack Ratings halved (round down). Only Supplied units may provide Support (though Unsupplied units may be allocated to provide Support at the beginning of the Phase). Supply effects on combat only last for the resolution of the combat situation that triggered the supply check and advances during combat may cause a unit's supply status to change. If such changes result in a situation in which the attack is no longer permitted (due to a low Combat Ratio), the attack is not executed and all units (of both sides) involved are prohibited from participating in combat during the Phase.

PART X

WEATHER

Certain Game Turns (shaded blue on the **TURN RECORD TRACK**) are **FOUL WEATHER** Turns. The following special rules are in effect during those turns:

A. The cost to enter and trace supply through certain hexes is increased. See the **TERRAIN KEY** for details.

B. The die roll used to resolve combats is reduced by 2 for all attacks against defenders north of the **WEATHER LINE** (see **TERRAIN KEY**) printed on the map.

C. Air Units occupying hexes north of the **WEATHER LINE** may not provide Support. Domes and Metros are unaffected.



D. Nomad Hordes may not be recruited by either player. All Nomad Hordes are removed from the map during each December Game Turn (when the Nomads make their winter camps and stop campaigning). No new Nomad Hordes are added until the next May Game Turn.

E. The Rebel Player gets no new Partisan Columns on Revolt Markers north of the Weather Line in the **REBEL POLITICAL PHASE**.

PART XI

THE POLITICAL INDEX

The **POLITICAL INDEX** is the heart of the game. This section summarizes the way the PI Level changes and how these changes affect play.

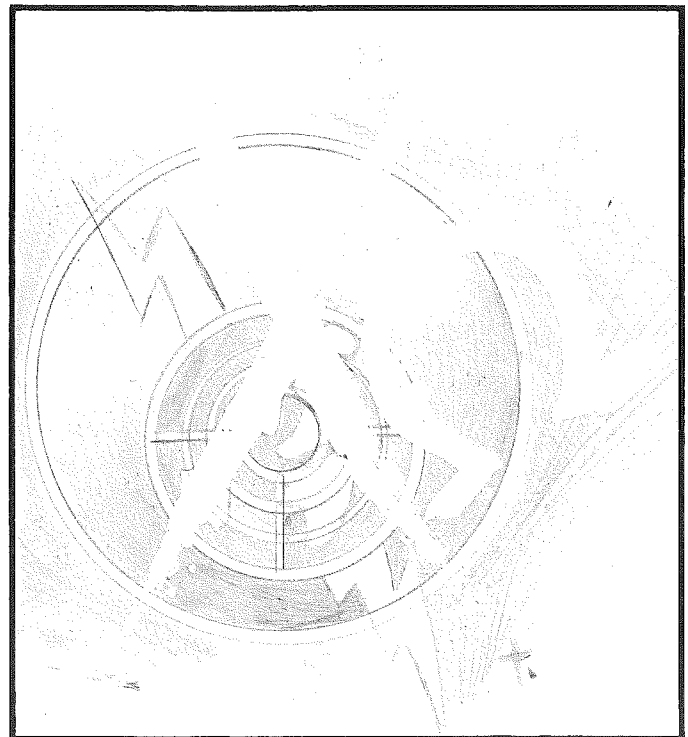
HOW THE PI LEVEL CHANGES

The PI Level is constantly changing during set-up and play to reflect the suppression of Rebel bases and the destruction or capture of World Union installations. Changes in the PI Level due to capture or destruction of bases take place immediately whenever the base is captured or destroyed. These changes are implemented by adding or subtracting the numbers given below from the current PI Level (and moving the PI Level Marker to reflect the addition or subtraction).

Add . . .

The Political Rating (PR) of a Warren whenever a Ruin Marker is placed in the Warren's hex.

The PR of a Settlement in Revolt whenever the Union Player destroys that Settlement in combat.



The PR of a destroyed Dome whenever the Union Player rebuilds the Dome instead of receiving New Steps.

A number between 1 and 6 if the Rebel Player announces that he is forming a Continental Army.

Subtract . . .

The PR of any Metro, Bubble or Dome whenever a Revolt Marker is placed in that hex.

The PR of any Union Settlement not in Revolt whenever the Rebel Player destroys that Settlement in combat.

The PR of all undestroyed Warrens inside a Clanhold whenever that Clanhold rises.

A number between 1 and 6 if the Union Player announces that he is activating his Orbital Strike Stations.

A number between 1 and 6 if the Union Player announces that he is using the nuclear option.

EFFECTS OF PI LEVEL CHANGE

Changes in the PI Level as a result of the performance of any of the above game functions are made immediately, but they do not affect any remaining die rolls during the Step in which the change occurs. For example, if the PI Level is 11 at the start of Step 3 of the **REBEL POLITICAL PHASE** and the Rebel Player's first Revolt die roll during the Step results in a Revolt in New Bank (PR of 2), the PI Level would immediately change to 9 and the PI Stage would drop from "B" to "A." However, the two remaining Revolt die rolls would still use the **REVOLT NUMBER** current at the beginning of the Step (in this case, "3"). Any changes in die roll modifications as a result of previous die rolls during a Step are applied normally. Thus, if the first die roll in the example above had resulted in a Revolt in one of two Union Settlements in a Clanhold, a Revolt die roll affecting the other Union Settlement in that Clanhold would be modified to reflect the fact that there was now a Revolt Marker in the first Settlement.

PART XII

THE SHORT CAMPAIGN

Those who don't have time to play a complete 29-turn game may wish to play the "Short Campaign" provided in this part of the rules. This "campaign" covers only the period from **January, 2421** through **November, 2421** (11 Game Turns) during which the two sides mounted their last full-scale offensives.

The Short Campaign is played in the same way as the regular game *except* that the steps followed in **PART III** are modified as noted below. Victory is determined as described in **PART V**. Set-up modifications include:

A. The Game Turn Marker is placed in the **January, 2421** box of the **TURN RECORD TRACK** during **Step 2**.

B. The PI Level Marker is placed in the "45" box of the **POLITICAL INDEX** during **Step 3**.

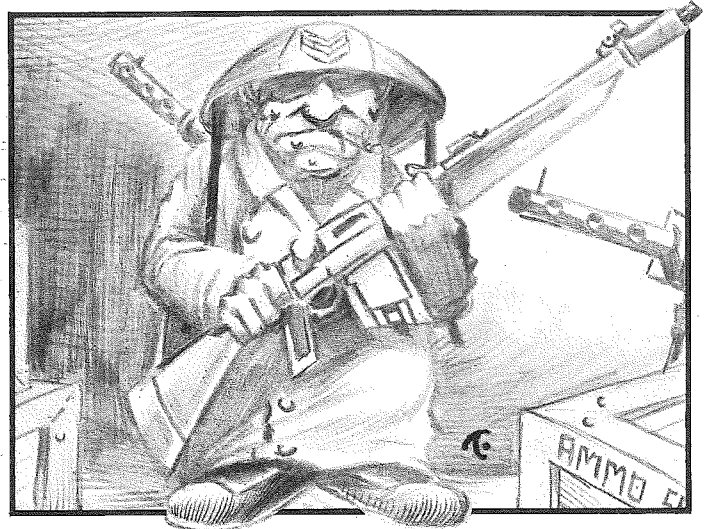
C. Each player randomly draws 3 (not 1) Revolt Markers and places each in a Union Dome during **Steps 5** and **6** (subtracting the PR of each from the PI Level).

D. During **Step 7**, the Rebel Player places 4 (not 1) Partisan Columns in each of the Union Domes picked in Steps 5 and 6. When he is finished, the Union Player picks any 4 Domes that don't contain a Revolt Marker and randomly draws a Revolt Marker for each of them, placing each marker in the Dome's hex with its Ruin Marker side up. No PI Level adjustment is made as a result of this Step. These Domes are destroyed at the game's start.

E. During **Step 8**, the Union Player places 40 of his units Full Strength side up and 14 of his units Reduced Strength side up in any Union Settlement(s) of his choice (no stacking limit) that don't have a Ruin or Revolt Marker. He then rolls a die and places a number of Mutant Legions equal to the result in any Union Settlement(s) that don't have a Ruin or Revolt Marker.

F. During **Step 9**, the Union Player ignores the normal procedure and instead picks any two Clanholds and places a Ruin Marker in every Warren inside each of those Clanholds, adding the Warrens' PR to the PI Level as he does so. No units of those Clanholds appear in the game since their Warrens are all destroyed.

G. During **Step 10**, the Rebel Player ignores the normal procedure and instead picks any 3 Warrens that don't have Ruin



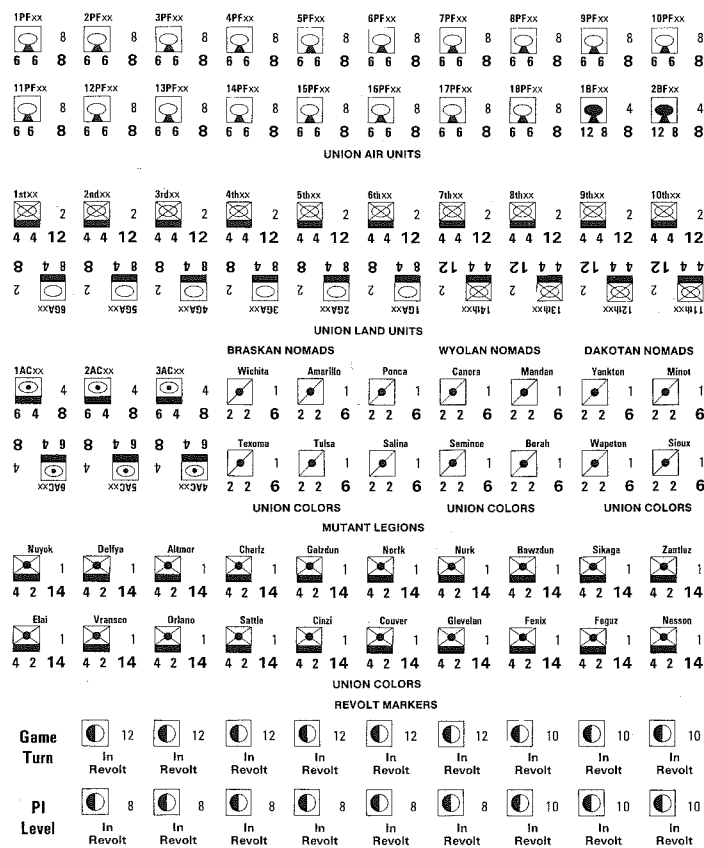
Markers and places a Ruin Marker in each. These Warrens are destroyed at the start of the game.

H. During **Step 11**, the Rebel Player places *all* of the units of *all* Clanholds with at least one undestroyed Warren in any Warren(s) within the Clanhold. He then subtracts the PR of all Warrens without Ruin Markers from the PI Level.

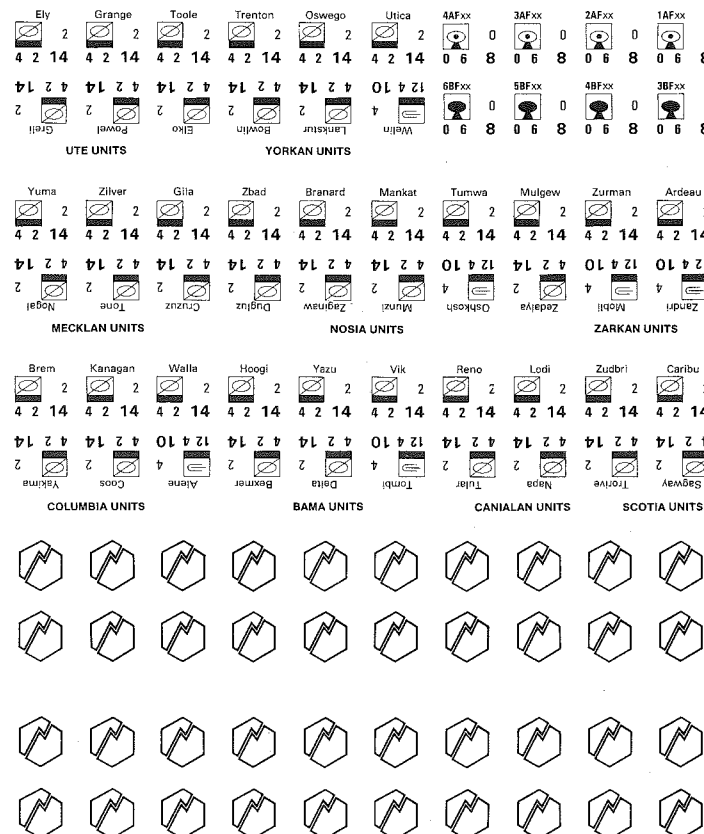
In addition, the Union Player is considered to have already rebuilt one Dome (and may rebuild one more during the game) and to have activated his Orbital Strike Stations and "used the nuclear option." He may continue to benefit from the use of the latter two options so long as Nu Denver does not revolt and is not destroyed. The Rebel Player is considered to have previously "formed a Continental Army."

THE OMEGA WAR™ Game Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1.

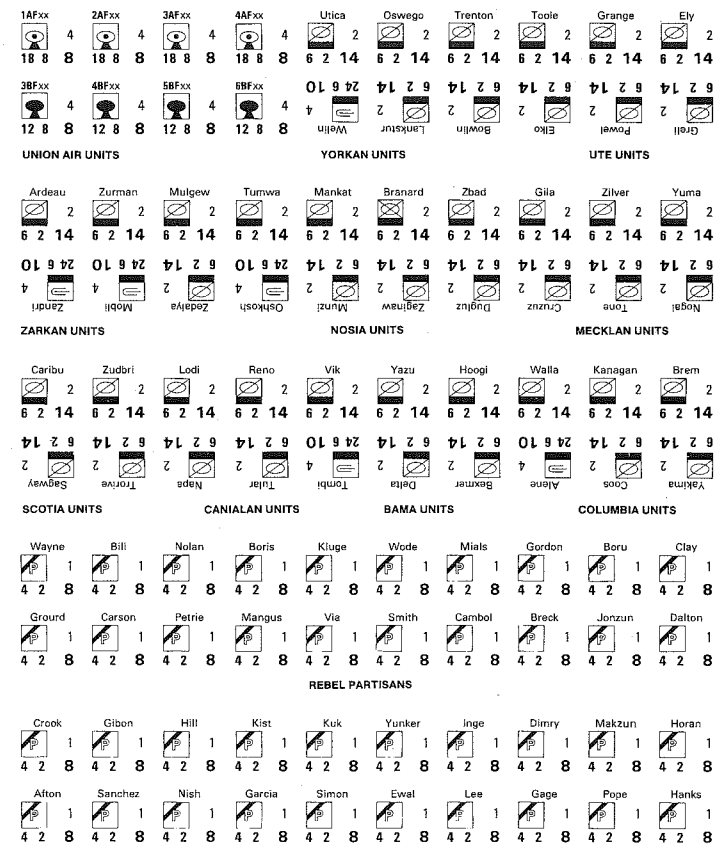


THE OMEGA WAR™ Game Counter Section Nr. 1 (200 pieces): Back



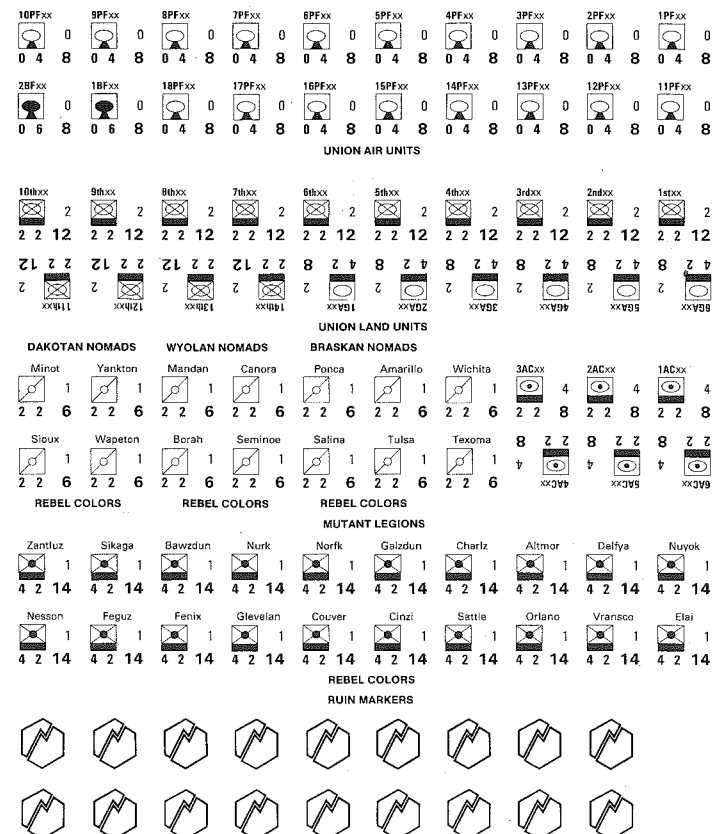
THE OMEGA WAR™ Game Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1.



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THE OMEGA WAR™ Game Counter Section Nr. 1 (200 pieces): Back



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THE OMEGA WAR™ Game Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1.

1PFxx 6 6 8	2PFxx 6 6 8	3PFxx 6 6 8	4PFxx 6 6 8	5PFxx 6 6 8	6PFxx 6 6 8	7PFxx 6 6 8	8PFxx 6 6 8	9PFxx 6 6 8	10PFxx 6 6 8
11PFxx 6 6 8	12PFxx 6 6 8	13PFxx 6 6 8	14PFxx 6 6 8	15PFxx 6 6 8	16PFxx 6 6 8	17PFxx 6 6 8	18PFxx 6 6 8	18Fxx 12 8 8	28Fxx 12 8 8

UNION AIR UNITS

1stxx 4 4 12	2ndxx 4 4 12	3rdxx 4 4 12	4thxx 4 4 12	5thxx 4 4 12	6thxx 4 4 12	7thxx 4 4 12	8thxx 4 4 12	9thxx 4 4 12	10thxx 4 4 12
8 4 8	8 4 8	8 4 8	8 4 8	8 4 8	8 4 8	8 4 12	8 4 12	8 4 12	8 4 12
2	2	2	2	2	2	2	2	2	2

UNION LAND UNITS

1ACxx 6 4 8	2ACxx 6 4 8	3ACxx 6 4 8	6ACxx 4	5ACxx 4	4ACxx 4
Wichita 2 2 6	Amarillo 2 2 6	Ponca 2 2 6	Canora 2 2 6	Mandan 2 2 6	Yankton 2 2 6
Minot 2 2 6	Texoma 2 2 6	Tulsa 2 2 6	Saline 2 2 6	Seminole 2 2 6	Borah 2 2 6
Wapeton 2 2 6	Sioux 2 2 6				

BRASKAN NOMADS

WYOLAN NOMADS

DAKOTAN NOMADS

UNION COLORS

UNION COLORS

UNION COLORS

MUTANT LEGIONS

Nuyok 4 2 14	Delfa 4 2 14	Aftmor 4 2 14	Charlz 4 2 14	Galzdun 4 2 14	Norfk 4 2 14	Nurk 4 2 14	Bawzdun 4 2 14	Sikaga 4 2 14	Zantluz 4 2 14
Elai 4 2 14	Vransco 4 2 14	Orlano 4 2 14	Sattle 4 2 14	Cinzi 4 2 14	Couver 4 2 14	Glevalan 4 2 14	Fenix 4 2 14	Faguz 4 2 14	Nesson 4 2 14

UNION COLORS

REVOLT MARKERS

Game Turn In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt
PI Level In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt	In Revolt

THE OMEGA WAR™ Game Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1.

1AFxx 18 8 8	2AFxx 18 8 8	3AFxx 18 8 8	4AFxx 18 8 8	Utica 6 2 14	Oswego 6 2 14	Trenton 6 2 14	Toole 6 2 14	Grange 6 2 14	Ely 6 2 14
3BFxx 12 8 8	4BFxx 12 8 8	5BFxx 12 8 8	6BFxx 12 8 8	Weln 10 9 10	Lankstur 2 14 9	Lankstur 2 14 9	Bowlin 2 14 9	Elko 2 14 9	Power 2 14 9
									Greth 2 14 9

UNION AIR UNITS

YORKAN UNITS

UTE UNITS

Ardeau 6 2 14	Zurman 6 2 14	Mulgew 6 2 14	Tumwa 6 2 14	Mankat 6 2 14	Brnard 6 2 14	Zbad 6 2 14	Gila 6 2 14	Zilver 6 2 14	Yuma 6 2 14
10 9 10	24 6 10	24 6 10	24 6 10	24 6 10	24 6 10	24 6 10	24 6 10	24 6 10	24 6 10
4	4	2	2	2	2	2	2	2	2

ZARKAN UNITS

NOSIA UNITS

MECKLAN UNITS

Caribu 6 2 14	Zudbri 6 2 14	Lodi 6 2 14	Reno 6 2 14	Vik 6 2 14	Yazu 6 2 14	Hoogi 6 2 14	Walla 6 2 14	Kanagan 6 2 14	Brem 6 2 14
6 2 14	6 2 14	6 2 14	6 2 14	6 2 14	6 2 14	6 2 14	6 2 14	6 2 14	6 2 14
2	2	2	2	2	2	2	4	2	2

SCOTIA UNITS

CANALAN UNITS

BAMA UNITS

COLUMBIA UNITS

Wayne 4 2 8	Bili 4 2 8	Nolan 4 2 8	Boris 4 2 8	Kluge 4 2 8	Wode 4 2 8	Mials 4 2 8	Gordon 4 2 8	Boru 4 2 8	Clay 4 2 8
Groud 4 2 8	Carson 4 2 8	Petrie 4 2 8	Mangus 4 2 8	Via 4 2 8	Smith 4 2 8	Cambol 4 2 8	Breck 4 2 8	Jonzun 4 2 8	Dalton 4 2 8

REBEL PARTISANS

Crook 4 2 8	Gibon 4 2 8	Hill 4 2 8	Kist 4 2 8	Kuk 4 2 8	Yunker 4 2 8	Inge 4 2 8	Dimry 4 2 8	Makzun 4 2 8	Horan 4 2 8
Afton 4 2 8	Sanchez 4 2 8	Nish 4 2 8	Garcia 4 2 8	Simon 4 2 8	Ewal 4 2 8	Lee 4 2 8	Gage 4 2 8	Pope 4 2 8	Hanks 4 2 8

THE OMEGA WAR™ Game Counter Section Nr. 1 (200 pieces): Back

Ely	Grange	Toole	Trenton	Oswego	Utica	4AFxx	3AFxx	2AFxx	1AFxx
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	0 6 8	0 6 8	0 6 8	0 6 8
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	6BFxx	5BFxx	4BFxx	3BFxx
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	0 6 8	0 6 8	0 6 8	0 6 8

UTE UNITS

YORKAN UNITS

Yuma	Zilver	Gila	Zbad	Branard	Mankat	Tumwa	Mulgew	Zurman	Ardeau
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14

MECKLAN UNITS

NOSIA UNITS

ZARKAN UNITS

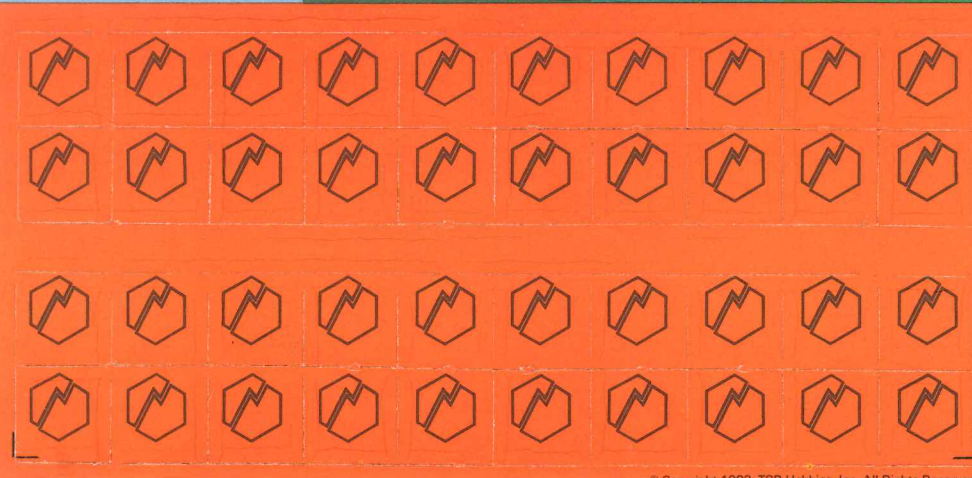
Brem	Kanagan	Walla	Hoogi	Yazu	Vik	Reno	Lodi	Zudbri	Caribu
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14

COLUMBIA UNITS

BAMA UNITS

CANALAN UNITS

SCOTIA UNITS



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THE OMEGA WAR™ Game Counter Section Nr. 1 (200 pieces): Back

10PFxx	9PFxx	8PFxx	7PFxx	6PFxx	5PFxx	4PFxx	3PFxx	2PFxx	1PFxx
0 4 8	0 4 8	0 4 8	0 4 8	0 4 8	0 4 8	0 4 8	0 4 8	0 4 8	0 4 8
2BFxx	1BFxx	18PFxx	17PFxx	16PFxx	15PFxx	14PFxx	13PFxx	12PFxx	11PFxx
0 6 8	0 6 8	0 4 8	0 4 8	0 4 8	0 4 8	0 4 8	0 4 8	0 4 8	0 4 8

UNION AIR UNITS

10thxx	9thxx	8thxx	7thxx	6thxx	5thxx	4thxx	3rdxx	2ndxx	1stxx
2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12
2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12
2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12	2 2 12

UNION LAND UNITS

DAKOTAN NOMADS			WYOLAN NOMADS			BRASKAN NOMADS		
Minot	Yankton	Mandan	Canora	Ponca	Amarillo	Wichita	3ACxx	2ACxx
2 2 6	2 2 6	2 2 6	2 2 6	2 2 6	2 2 6	2 2 6	2 2 8	2 2 8
Sioux	Wapeton	Borah	Seminole	Salina	Tulsa	Texoma	4ACxx	5ACxx
2 2 6	2 2 6	2 2 6	2 2 6	2 2 6	2 2 6	2 2 6	2 2 8	2 2 8

REBEL COLORS

REBEL COLORS

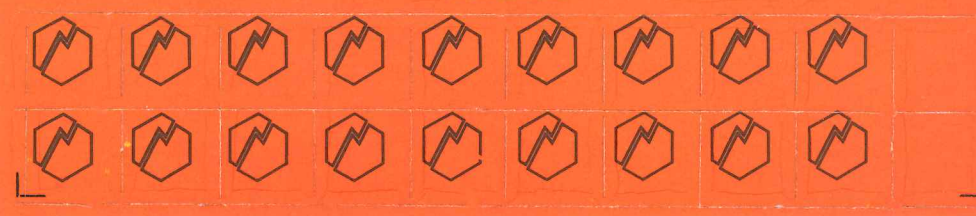
REBEL COLORS

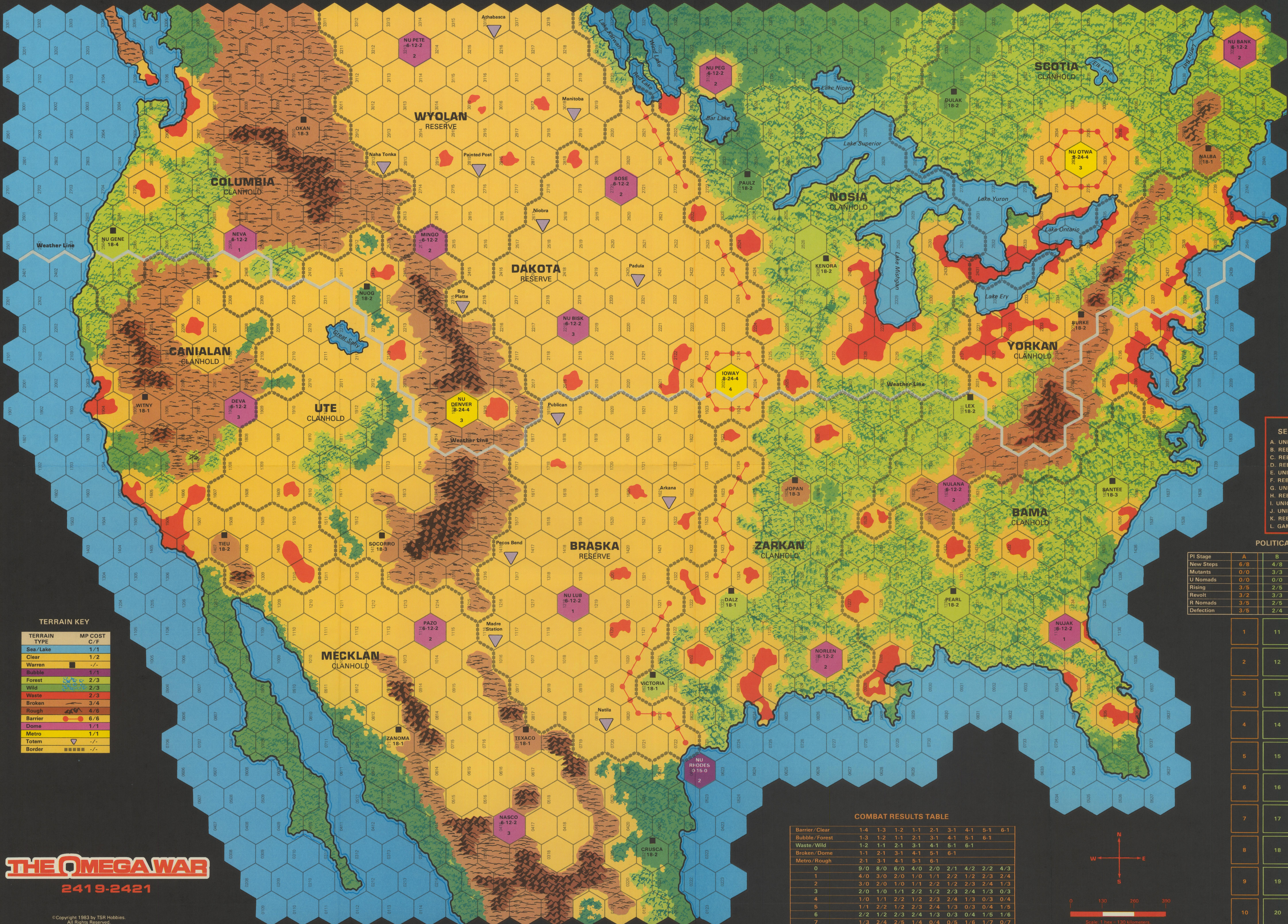
MUTANT LEGIONS

Zantluz	Sikaga	Bawzdun	Nurk	Norfk	Galzdun	Charlz	Altmor	Delfya	Nuyok
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14
Nesson	Feguz	Fenix	Glevelan	Couver	Cinzi	Sattle	Orlano	Vransco	Eiai
4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14	4 2 14

REBEL COLORS

RUIN MARKERS





TERRAIN KEY

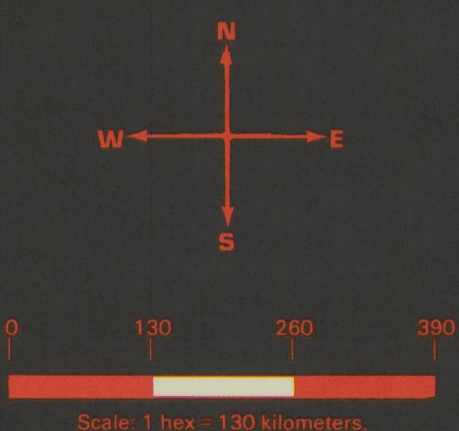
TERRAIN TYPE	MP COST	C/F
Sea/Lake	1/1	
Clear	1/2	
Warren	1/1	
Bubble	1/1	
Forest	2/3	
Wild	2/3	
Waste	2/3	
Broken	3/4	
Rough	4/6	
Barrier	6/6	
Dome	1/1	
Metro	1/1	
Totem	-/-	
Border	-/-	

THE OMEGA WAR
2419-2421

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COMBAT RESULTS TABLE

Barrier/Clear	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
Bubble/Forest	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
Waste/Wild	1-2	1-1	2-1	3-1	4-1	5-1	6-1		
Broken/Dome	1-1	2-1	3-1	4-1	5-1	6-1			
Metro/Rough	2-1	3-1	4-1	5-1	6-1				
0	9/0	8/0	6/0	4/0	2/0	2/1	4/2	2/2	4/3
1	4/0	3/0	2/0	1/0	1/1	2/2	1/2	2/3	2/4
2	3/0	2/0	1/0	1/1	2/2	1/2	2/3	2/4	1/3
3	2/0	1/0	1/1	2/2	1/2	2/3	2/4	1/3	0/3
4	1/0	1/1	2/2	1/2	2/3	2/4	1/3	0/3	0/4
5	1/1	2/2	1/2	2/3	2/4	1/3	0/3	0/4	1/5
6	2/2	1/2	2/3	2/4	1/3	0/3	0/4	1/5	1/6
7	1/3	2/4	2/5	1/4	0/4	0/5	1/6	1/7	0/7



TURN RECORD TRACK

2420	2421
JAN	JAN
FEB	FEB
MARCH	MARCH
APRIL	APRIL
MAY	MAY
JUNE	JUNE
JULY	JULY
AUG	AUG
SEP	SEP
OCT	OCT
NOV	NOV
DEC	DEC

- ABBREVIATED SEQUENCE OF PLAY**
- A. UNION RECRUITMENT PHASE
 - B. REBEL POLITICAL PHASE
 - C. REBEL MARCH PHASE
 - D. REBEL COMBAT PHASE
 - E. UNION REACTION PHASE
 - F. REBEL EXPLOITATION PHASE
 - G. UNION MARCH PHASE
 - H. REBEL REACTION PHASE
 - I. UNION COMBAT PHASE
 - J. UNION EXPLOITATION PHASE
 - K. REBEL REINFORCEMENT PHASE
 - L. GAME TURN RECORD PHASE

POLITICAL INDEX

PI Stage	A	B	C	D	E
New Steps	6/8	4/8	4/6	4/4	2/4
Mutants	0/0	3/3	3/4	3/5	3/6
U Nomads	0/0	0/0	0/0	2/5	3/6
Rising	3/5	2/5	1/5	1/4	0/0
Revolt	3/2	3/3	2/4	1/5	1/6
R Nomads	3/5	2/5	0/0	0/0	0/0
Defection	3/5	2/4	0/0	0/0	0/0

1	11	21	31	41
2	12	22	32	42
3	13	23	33	43
4	14	24	34	44
5	15	25	35	45
6	16	26	36	46
7	17	27	37	47
8	18	28	38	48
9	19	29	39	49
10	20	30	40	50 START