

Extractors!

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1 Introduction

Doriana is a Sol-like star system in the Sagittarius arm of the Milky Way galaxy. Doriana- 5, a medium-sized planet barely suitable to life, is inhabited by bipedal intelligent creatures organized into hives. Not naturally curious, their evolution has been slow. They have now reached a technology level high enough to put a halt on the centuries of war between hives. Dorians became aware that continuing these wars with increasingly deadly weapons would lead to global extinction.

Five light-years away, the Avronians develop the ability to send non-living materials through space at effective speed faster than light. Carbophosphate composites, the main organic energy source on Avronia, are becoming very scarce but, according to recent probe reports, they are common on Doriana-5.

While most of the Avronian masters debate the best way to negotiate their energy crisis, groups of desperate peoples decide to send huge, semi-autonomous war machines to secure large extraction perimeters on Doriana-5.

2 Game Synopsis

One player controls a company of the Dorian Cellular Forces, consisting of Augmented Infantry Sections backed by armed support vehicles. They face massive Avronian war machines whose AI is represented by the second player.

3 Playing Pieces

The Avronian player deploys up to five Machines, whose capabilities (e.g. Speed, Armor, Weapons) are entirely managed through the provided displays. Machines use various counters for Armor, Speed, Weapons, and Orders. The counter colors match those on the displays. (i.e. Green weapons are placed on green boxes of the display.) Players may photocopy the Machine display pages.

All Dorian units have Firepower, Range and Speed. Vehicles have Armor. Some Sections have Steps. Sections use names and colors to identify their respective cells.

Miscellaneous counters are used to indicate state changes, such as Damage, Status, and Step/Armor losses. Players will need one ten sided die. Results of "0" are read as zero, not ten.

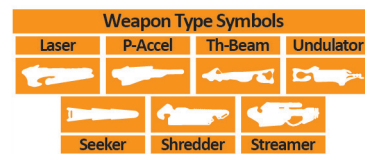
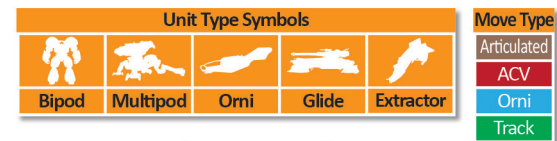
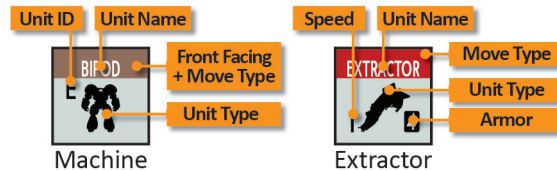
4 Sequence of Play

1. Army Build-up
2. Initial Placement (Dorian First)
3. Turn Sequence:
 - Dorian Movement Phase
 - Dorian Fire Phase
 - Dorian Rally Phase (Rally Attempts & Pinned Removals)
 - Avronian Movement Phase
 - Avronian Fire Phase

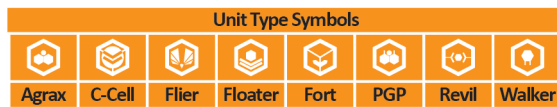
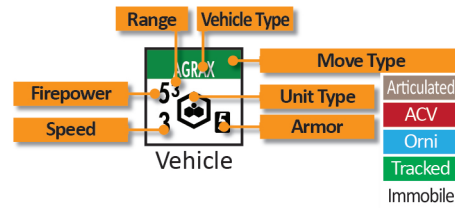
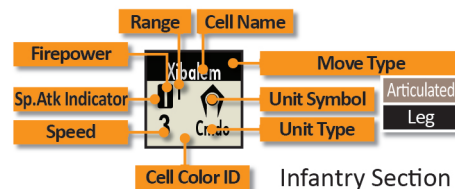
Game Markers



Avronian Sample Units



Dorian Sample Units



5 Army Build-up

Unless the scenario dictates force compositions, players proceed as follows:

Each player consults the Cost column in Unit & Weapons Table and buys his forces according to the total allowed by the scenario. The counter mix for the Avronian player allows a maximum of five Machines. The color & name of the Dorian pieces play an important role, as this drives which units may combine their Firepower.

The Avronian player buys one or more Machines and Weapons to equip them. There are four models available — Bipod, Multipod, Glide, and Orni. Up to five extra Armor units may be purchased per Machine at a cost of 3 each (4 for Ornis).

5.1 Machines Display Set-up

The Avronian player places the appropriate counters in the Speed, Armor, and Weapon slots of his Machines. Each Weapon slot has a Firing Arc. Only one Weapon is allowed per Weapon slot. Each Machine begins with the top Speed on its Display. Base Armor is indicated on the Table. Place Move and Combat Orders during initial placement.

5.2 Initial Placement

Depending on the scenario, the Dorian player places or enters the map with all of his units first into a deployment area. Stacking rules must be respected. Several units may enter through the same hex. Infantry may begin the game Embarked on Floaters.

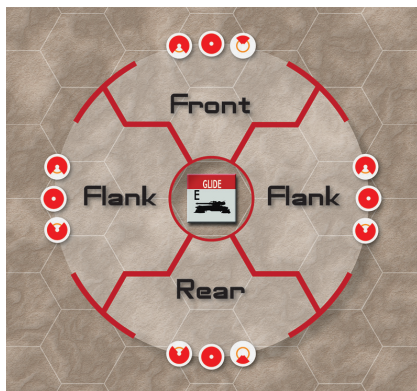
5.3 Initial Move and Combat Orders Set-up (Avronian only)

After the Avronian player has placed his units or before entering the map, he assigns Orders to the Move and Combat sections of all his Machines Displays. See Operational Cycling for details. This is done after the Dorian Initial Placement.

6 Facing, Stacking, Movement, and Rallying

6.1 Facing

Infantry Sections have no facing. Dorian Vehicles and Avronian Machines must always face a hexside. The figure shows the front, side and rear areas for Vehicles and Machines. These areas are also used to determine Weapon Firing Arcs — front, front & flanks, rear, rear & flanks, turret (360°).



6.2 Stacking

A maximum of three friendly units may stack in a hex.

Only one unit in a hex at the end of movement may be a Vehicle or a Machine. A unit may move through a hex containing enemy units but may not finish its move in an enemy-occupied hex.

6.3 Movement

The movement of a unit must be completed before another unit is moved. A player must move all of his units before advancing to the Combat Phase.

The movement capacity for a unit is either indicated on its counter (Dorian) or on its Machine Display (Avronian). The cost to enter various terrain types is summarized on the Terrain Effects Chart.

Sections may move in any direction. Vehicles and Machines must move into their front hex, but may turn 60° freely before OR after moving to a new hex. Turning more than 60° in a hex costs an extra MP, regardless of the new facing chosen and of the terrain occupied by the unit. For example, rotating 180° in a rough hex and then moving to a clear hex costs 2 MP.

Moving through enemy occupied hexes is allowed at no extra cost, but the move cannot end in such hexes. A unit can always move at least one hex provided it does not change facing, even if it has insufficient MPs to otherwise enter that hex.

6.3.1 Movement on Roads

Movement on roads always cost 1 MP per hex, regardless of the other terrain in hex, provided the unit is moving along the road. In addition, if a unit expends all its MPs on

a road, it gains a bonus to be spent also on the road. The bonus is 1 MP for Leg units and 2 MPs for Articulated, ACV, & Tracked. The Orni/Flyer gains no bonus.

6.3.2 Movement on Flux Hexes

When entering a flux hex, leg units are instantly displaced one hex (at no MP cost) in the direction of the flux, indicated by the arrows on the map.

6.3.3 Transporting Units

Only the Floater Vehicle may transport Sections. The transport capacity of the Floater is two Sections.

To embark on a Floater, a Section must move into the Floater's hex, and then pay 1 MP to board the Vehicle. This ends the Section movement, but the Vehicle may move normally, if it has not already moved. A Vehicle cannot pick up a Section during its move — boarding is done as part of the Section's movement. Embarked Sections are placed under the Vehicle.

To Disembark, a Section must pay 1 MP, regardless of the terrain cost occupied by the Vehicle. The Section is placed on top of the Vehicle unit. The Section may then continue its move normally. Disembarking may take place after or before the Vehicle move, but not during the Vehicle move (a unit move must be completed before another unit starts moving).

Example: A Section with 2 MPs disembarks into creeshing bog hex for 1 MP. Exiting a creeshing bog hex is not automatic for Sections. The Section may then try to move to an adjacent clear hex for its 1 remaining MP.

6.3.4 Rallying

During the Rally Phase, a unit may attempt to Rally. On a roll of 5 or greater the unit Rallies. Proximity of non-Pinned/non-Routed Transcom units may affect the roll. (See Rally Table.) Remove all Pinned markers during the Rallying phase.

7 Combat

7.1 Combat Procedure

- The player determines the valid targets, according to Range, Firing Arc, Line of Sight (LoS), and/or Machine orders.
- Roll on the To-Hit table for each weapon, even when combining fire.
- If a Hit is scored, roll on the appropriate Damage Table. Use the sum of Firepowers of combined Weapons that Hit the target.
- The Critical Hit Table is consulted if the combat result includes a Critical Hit.
- The fire of each unit is completed before resolving fire of other units. Exception: 7.5

7.2 Line of Sight (LoS)

Ornis and Flyers have LoS with all units and all units have LoS with Ornis and Flyers.

Rough and built-up hexes block the LoS if between the firing unit and its target.

Units in a depression may only see other units in the same depression and those in the hexes adjacent to the depression. The reverse is also true — only units adjacent to a depression or in the depression may see units in a depression. Depression hexes do not block LoS when both the firing unit and the target are outside the depression. If an attack passes through the juncture of a blocking hex and a non-blocking hex, the attacking unit has LoS.

7.3 Charts and Tables

7.3.1 To-Hit Table

The base To-Hit chance is 5 or greater on 1d10. Cross index the type of unit or weapon firing with the range to determine range modifiers. Additional DRMs may be derived from terrain, target profile or command orders.

7.3.2 Damage Tables

Each Machine Weapon has a different Firepower value against a soft (Section) versus a hard (Vehicle) target. The target type determines which Damage Table to use. The Firepower value determines the line to use in each table. Damage is expressed as Step losses for Sections and Armor loss for Machines/Vehicles.

A Section that suffers a Step loss is flipped to its reverse side. If that unit's reverse side is blank, it is Eliminated. If it has a printed reverse side, it is flipped to that side to record the Step loss. If was previously flipped and suffers another step loss, it is Eliminated. A Vehicle or Machine that suffers the loss of its last Armor point is Eliminated.

Sections may be Pinned or Routed. A Pinned unit can't move or fire during its turn. The Pinned status marker is removed during the next Rally Phase. During its Movement Phase, a Routed unit must use its full MP allowance so as to end its move as close as possible to its friendly edge. A Routed unit cannot fire and does not benefit from road movement bonus. A Pinned result on an already Pinned Section transforms the Pinned status to Routed. Additional Pin and Rout effects on Routed units cause a Step loss.

7.4 Area Weapons

Streamer and Dagmaton attacks affect the target hex and the six surrounding hexes, even those out of range, provided a LoS can be traced to them. A To-Hit roll is needed on each target using the Range to the target hex DRM for all affected units. A separate Damage roll is done for each Hit. Friendly units in the area of effect are also affected. The use of the area capability is optional — a single unit may be targeted instead.

Shredder weapons affect all units in the same target hex.



Orni E cannot select the nearby Connakti Lance as a target hex because the Streamer cannot hit at 1 hex range. It cannot select the Transcom unit because it is out of range. Therefore the Orni selects the Shock unit as a target hex for its area fire. The weapon can affect the Shock Section and the Transcom units. The attack on the Shock unit will suffer a -1 DRM for Range and the Attack at the Transcom unit will suffer a -3 DRM (Range + Terrain + Target Profile).

7.5 Combined Fire

Multiple units or weapons may combine fire at a single target. Each attacker rolls separately on the To-Hit Table, but the Firepower of the weapons that Hit are combined before rolling once on the appropriate Damage Table. On the To-Hit Table, the facing modifier most advantageous for the firer is used.

7.5.1 Machine Combination

Machines must combine fire if the Machine's Combat Orders instruct it to do so.

7.5.2 Cell Combination

The Dorian player may only combine fire of units of the same cell. Units in a cell share the same color. Transcom units may combine with units from any cell or other Transcom units. Dagmatons and white vehicles cannot combine together or with other units. Combining fire is not mandatory.

7.6 Commando Special Attack

In addition to a normal attack or combined attack, Commando units roll on the Critical Table if the To-Hit was successful. This roll is made even if the normal attack inflicted no damage, and may even result in rolling twice on the Critical Hit Table, if the normal attack achieved a Critical Hit.

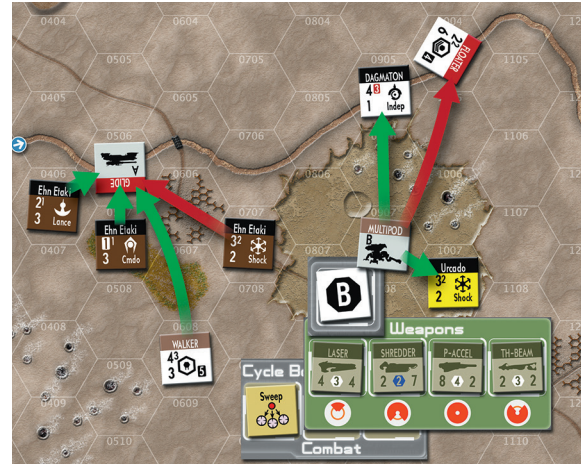
7.7 Combat Examples

The Dorian Walker fires at Glide A and rolls a 5 — a Hit. The Dorian player rolls for damage and gets a 6 adjusted to 5 for firing through the front arc. This results in 2 Armor losses. The Shock Section has no LoS to Glide A. The Lance and Commando combine fire rolling respectively 3 and 7 on the To-Hit table. Only the Commando hits, rolling a 3 on the Machine Target Table for No Effect. The Commando earns a roll on the Critical Hit Table. The result is 5 and the Glide Speed indicator is lowered by one.

The Avronian Multipod must Sweep (See 8.4.2) and cannot combine fire. The Avronian player selects the order of weapon fire. The Laser fires first at the closest unit in range

and firing arc (Dagmaton), hitting it with a roll of 7 adjusted to 6 due to Sweep Order. The Damage roll is 7 and the Section is flipped to its reduced side. The Shredder targets the Shock Section and misses with a roll of 3. B has no LoS to the Floater, due to the depression. The Thermo Beam misses the Shock Section with a roll of 2.

The Particle Accelerator cycles back to the Dagmaton as it was the first unit fired upon, rolling a 6 To-Hit followed by a 6 on the Damage Table. The target is Routed.



B Operational Cycling (Avronian Player Only)

New players or players wishing a simpler game may skip the Machines Operational Cycling rules. As this gives an advantage to the Avronian player, we suggest giving the Dorian player additional build points in the scenarios. (Simple Extractors!)

8.1 Operational Cycling Mechanics

Machines use a combination of cycling Orders to move and engage in combat.

The Avronian player secretly assigns 1 to 3 Move and Combat Orders (0 or 1 Order per box) for each of his Machines. During his move sequence, he reveals the next Move Order of his Machine and executes it. Once all Move Orders have been revealed, the Machine continues to cycle through the chosen Orders, until the player Resets the Move Cycle of his Machine. The same mechanics apply to the Combat Orders, with one important difference — the first Fire Order is not revealed until the Machine fires for the first time. The Avronian player decides when a Machine starts firing. Once initiated, the Combat Cycle cannot be paused.

Status markers are used to track which revealed Orders have just been executed. Even if an Order cannot be executed (i.e., Sweep combat order with no enemy units in range), the status marker is moved to the next Order.

The Avronian player's freedom is limited by the boundaries imposed by the Order itself. For example, the Closest Target Fire Order requires the player to fire each weapon at the closest target, and to combine weapons if possible, but the player may freely choose if several targets are at the closest distance.

8.2 Resetting

Instead of executing the next order, the Avronian player may Reset. He may Reset the Move Cycle, the Combat Cycle, or both during the same player turn. Resetting is done at the very beginning of the Avronian Movement Phase if Resetting the Move Cycle, or at the very beginning of the Avronian Combat Phase if resetting the Combat Cycle.

Move Reset: The player replaces all Move Orders with hidden ones and does nothing else. The new Cycle will start on the following turn. Record by placing a "Move Reset" marker on the Machine. Remove the marker at the end of the next Dorian player turn.

Fire Reset: The player replaces all Combat Orders with hidden ones. The first hidden Combat Order is then revealed and executed. The Machine has a -2 DRM To-Hit enemy units during that Order execution. This modifier is cumulative. Place a "Fire Reset" marker on the Machine. Remove it at the end of the next Dorian player turn.

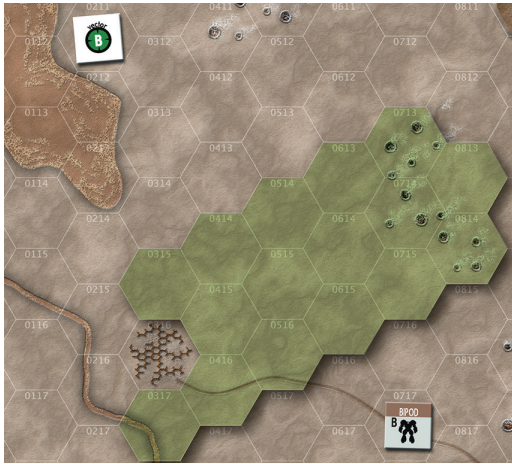
8.3 Move Orders

8.3.1 Vector

When revealed, a target hex is marked with a Move Objective marker. Use a marker matching the Machine's ID. The Machine must, if possible, move a number of hexes

at least equal to half (rounded down) its speed towards the target hex, and must end its move with the target hex in its front area. Remaining MPs (if any) may be used freely. Cycling through an already revealed Vector order or an additional Vector order, does not allow the player to reposition the target hex. The Machine continues to move towards its destination hex. When the target hex is reached (or an adjacent hex if an enemy unit prevents the Machine unit entering the target hex), the Move Objective marker is removed. The Machine stops its movement, and the Vector Order is removed from the Machine Display (even if Vector was the only Move order present on the Machine Display).

The Bipod (speed 4) Vectors towards its destination. The green hexes are all valid moves.



8.3.2 Close

The machine must, if possible, move in such a way that it ends its move a number of hexes at least equal to half (rounded down) its speed closer to the closest enemy unit. It must also end its move with that unit in its front arc. Remaining MPs (if any) may be used freely. If several enemy units are at same distance (in hexes), the Avronian player chooses. When moving adjacent to the target, the Machine stops its movement. If starting adjacent it does nothing except turn to face towards the target.

As a result of this order, the Machine may end-up closer to an enemy unit "B," than its target "A," provided that the order constraints are strictly obeyed.



Glide Machine A expends 6 MPs and moves at least 3 hexes closer, to the Reub'Ark Lance Section, facing it at the end of its move.

8.3.3 Retire

The Machine must, if possible, move a number of hexes at least equal to half its speed (rounded down) away from the closest unit with no restrictions on final facing. Remaining MPs (if any) may be used freely. If several enemy units are at same distance in hexes, the Avronian player chooses the target of the retire order. The Machine may not end its move closer to other units than it was from its original target at the start of the move.

8.3.4 Patrol

A patrolling unit may use only half its MPs (rounded up). The Machine must stay at the same distance (+/-1 hex) from the closest target at the moment the order is executed, and must end its move with the target in its front arc. If several enemy units are at same distance in hexes, the Avronian player chooses the target of the patrol order. Thus, a patrolling Machine at 3 hexes from the closest enemy unit must end its move at 2 to 4 hexes from that unit and facing it. As a result of this order, the Machine may end-up closer to or farther away from other enemy units.

8.3.5 Hold

The Machine does not move, but may freely change its facing. The Machine benefits from a +1 DRM for fire executed during its next Combat phase.

8.3.6 Impassable Terrain

If impassable terrain gets in the way of fulfilling a move order, the units must try to satisfy it as best possible and then stop. They will not try to avoid the obstacle if this contradicts the move order constraints.

8.4 Combat Orders

8.4.1 Closest Target

For each weapon, select the closest target in Range and Firing arc. If several targets are equidistant, the player must choose the one where the most weapons can combine. All choices must be made before resolving. Weapons firing at the same target must combine fire. Seekers and Streamers ignore targets at 1 hex range.



Multipod B fires its frontal Laser at the Shock unit, having no LOS to the Lance in the depression. Both the Shredder and the Particle Accelerator combine fire on the closest Transcom unit. The Particle Accelerator cannot fire alone on the Walker because it would not comply with the "most weapons combination" requirement — the Walker is outside of all other weapons' Firing Arc.

8.4.2 Sweep

Weapons cannot combine, and each weapon must fire sequentially at a separate enemy unit if possible. If there are more weapons than enemy units in range, the player cycles to the first unit fired upon if it's still alive. The allocation of a specific weapon to a specific target is left to the player, as well as the choice of the first target. All sweep fires have a -1 DRM.

8.4.3 Optimize

Each weapon must target a unit in Range and Arc, whose type (hard or soft) matches its highest firepower (i.e., A seeker must select a hard target). The weapon cannot fire if no such target exists. All choices must be made before resolving. Weapons firing at the same target must combine fire.

Weapons with equal hard and soft Firepower may always fire.



The Shredder may fire at the Lance or the Shock Sections. The Laser, with equal Hard and Soft strength may fire at either the Floater or the Lance, combining with Shredder if it has the same target. The Particle Accelerator may not fire because the only target in its Firing Arc does not match its higher Firepower.

8.4.4 Target

When revealed, one enemy unit is marked with a red Target Objective marker. Use a marker matching the Machine's ID. The Machine can only fire on that unit and must combine Weapons. The Machine gets a +1 DRM bonus. Weapons that cannot fire on the target cannot fire at all.

Cycling through an already revealed Target Order or an additional Target Order, does not allow the player to reposition the Target marker. The Machine continues to fire at the same enemy unit. When the target is destroyed all Target Orders on the Machine Display are removed, even if the Target Order was the only Combat Order present on the Operational Cycle Board.

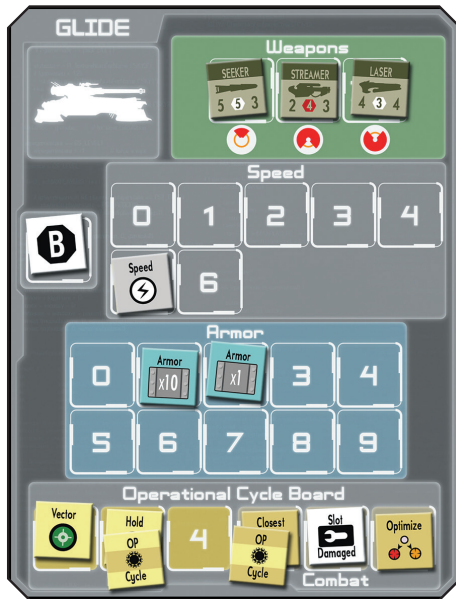
8.4.5 Self Destruct

When revealed, the Machine self-destructs, creating an attack with a Firepower of 7 (Soft and Hard) on each enemy unit adjacent to or in the same hex as the Machine. The only DRM that apply are due to terrain. Ignore all others.

8.5 Thanis

The unique Free Move and Free Target orders represent Thanis, the most intelligent Machine designed by the Avronian rebels. Respectively, they give total Move and Targeting freedom to the Avronian player, at a cost of 6 each. If both are purchased, they must be placed on the same machine and cannot be transferred to another Machine, even when Thanis is destroyed. Thanis is immune to Programming Slot damage.

The Glide B has previously lost 1 Speed so its current Speed is 5. Its current Armor value is 12. On its next turn the Glide will cycle back to a Vector Move Order. Its next combat order will be Optimize because the middle slot is damaged.



9 Scenarios

9.1 Introductory

Scenario: Incoming!

Scenario Duration: 10 Turns

The Avronians have landed in Etaki Sector, and are sending Patrols to recon the area around the landing zone. The more time the Avronian presence stays unnoticed, the better.

Player Forces: The Avronian player deploys one Orni with any two weapons. The Dorian deploys the Ehn Etaki Cell.

Set-up: The Dorians deploy within 7 hexes of the xx27 hex row. The Avronian units enter play through any hex of the xx27 hex row but cannot fire on their first turn.

Map Edge: Avronian S; Dorian N

Scenario Victory Conditions: The Avronian player wins if no Dorian Section was able to exit the map through the xx01 hex row before the end of turn 8. Exiting Routed Sections are ignored for this purpose. Any other result is a Dorian victory.

9.2 Three-Pod Attack

Scenario Duration: 10 Turns

The Avronians have sent 3 Bipods to destroy the Dorian Regional Command Post. The Command Post must be defended or the Dorians must delay the Avronians to gain sufficient time to evacuate.

Player Forces: The Avronian player deploys 3 Bipods, with 65 points of equipment in total. The Dorian deploys 180 points (Simple Extractors!: 200)

Set-up: The Dorian deploys the Command Cell in hex 1324. He deploys his units anywhere south of hex row xx15 inclusive. The Avronian units then enters play through hex 2404 and/or 0102. The Command Post is a hard target with 7 Armor points, with a target profile of +2.

Map Edge: Avronian W; Dorian E

Scenario Victory Conditions: The Avronian wins if the Command Post is destroyed before the end of Turn 10 and no more than one Bipod is lost. Any other result is a Dorian victory.

9.3 Extractors

Scenario Duration: 10 turns

Dorians forces launch an offensive aimed at destroying operating Extractor units.

Player Forces: The Avronian player initially deploys 1 Extractor in each of the map depressions areas and a 4th one within 5 hexes of the bridge in hex 1308. Extractors are tracked Vehicles that do not benefit from road bonus movement. He also freely deploys one Glide with up to 17 pts of weapons. The Dorian units enter the map through hex 2404 or 2425 with 180 pts of forces. (Simple Extractors!: 220)

Map Edge: Avronian W; Dorian E

Reinforcements: The Avronian player enters 145 pts of forces through hex 0102 on turn 4.

Scenario Victory Conditions: Each destroyed Extractor unit is worth 25 VPs at the end of the game. The Dorian player subtracts his losses from this amount. If the result is positive, the Dorian player wins otherwise he loses. Avronian losses other than the Extractor units are irrelevant.

9.4 Ambush

Scenario Duration: The scenario ends when all Avronian Machines have either exited the map or been destroyed, or by the end of turn 12, whichever comes first.

Player Forces: The Avronian player enters one Bipod and one other non-Orni Machine of his choice through the Northern map edge. The player may buy 20 pts of weapons. The Dorian player places 140 points of forces on the map (Simple Extractors!: 150).

Hidden Dorian forces. The Dorian player must write down on a piece of paper the initial hidden position of all his forces. Hidden forces are automatically revealed at the end of the Avronian turn if Avronian Machines end their turn with 4 hexes of their position. Revealed units have a +3 DRM to hit during their next combat phase.

Activation: at the start of his turn the Dorian player may activate two of his hidden units (no more than 1 vehicle) even if they are more than 4 hexes away from Avronian forces. These units get no DRM during their ensuing combat phase.

Map Edge: Avronian N; Dorian S

Scenario Victory Conditions: The Avronian wins if both Machines exit through the southern map edge. Any other result is a Dorian victory.

9.5 The Dobern Strongpoint

Scenario Duration: 12 turns

The Dorians have established a strongpoint on a communication hub. The Avronians mount a raid to destroy it before Dorian reinforcements arrive on the scene.

Player Forces: The Avronian player forces (170 pts) enter through the western map edge on turn 1. The Dorian deploys 5 Forts on the rough massif centered on hex 1215 with 1 Garrison unit in each rough hex. Forts may not be adjacent to one another. The Garrison is composed of 2 Dagmaton units and the 3 infantry Sections of the Reub'Ark cell.

Reinforcements: On turn 6, the Dorian player enters 150 points through the Eastern map edge (Simple Extractors!: 170). Special rule. Forts acts like static Vehicles with 3 armor points and a +1 Target Profile. One Infantry Section may enter each Fort. Put the Section under the Fort counter. Sections inside a hex with a Fort but outside of a Fort are put on top of the Fort counter, within the stacking limits of the hex. A Fort must be destroyed before any infantry Section inside may be targeted. An empty Fort is automatically destroyed by any Avronian units entering its hex.

Map Edge: Avronian W; Dorian E

Scenario Victory Conditions: The Avronian player must Eliminate all 5 Forts. No more than 2 of the original Garrison units may be within 2 hexes of the rough massif at the end of the game. He must preserve half of his Machines. Any other result is a Dorian victory.

9.6 Engage!

Scenario Duration: 12 turns

The Dorians have dispatched their closest Hand to repel the Avronian intrusion.

Player Forces: Both players secretly buy 250 points of forces. The Dorians must spend at least 35% of its build points on Sections and at least 35% on Vehicles. (Simple Extractors!: 290)

Set-up: The Dorians enter first through any hexes of 01xx hex row. The Avronian then enters play through any hexes of the 24xx hex row.

Map Edge: Avronian W; Dorian E

Scenario Victory Conditions: At the end of turn 12, players total their surviving forces in build points within 5 hexes of hex 1214. The player with the higher value in unit cost wins. Armor/Speed/Cycle slot damage on surviving Avronian units is deducted from their total at the rate of cost of 3 build points per slot destroyed.

EXTRACTORS!

