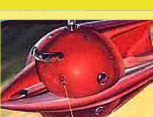
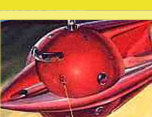
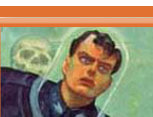
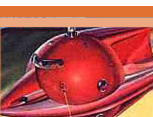
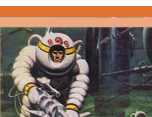
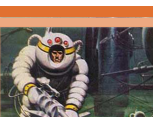
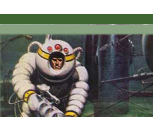
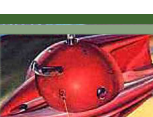


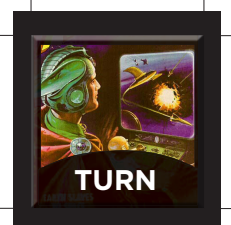
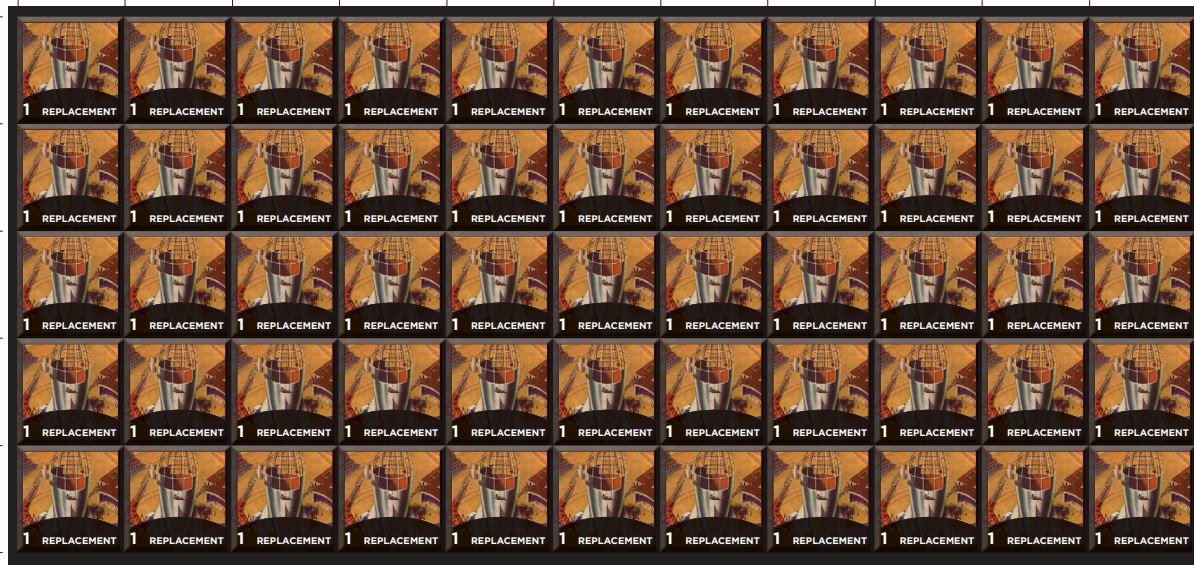
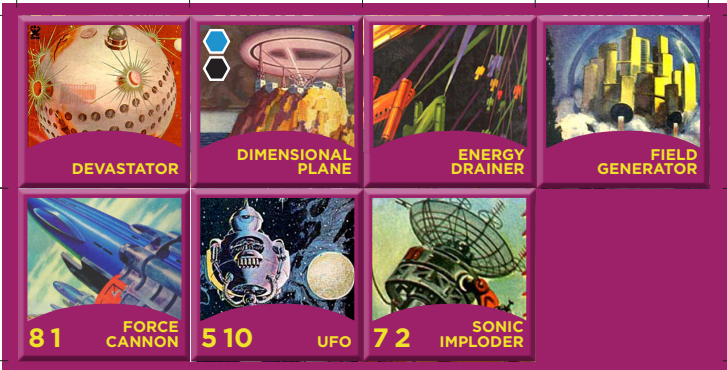
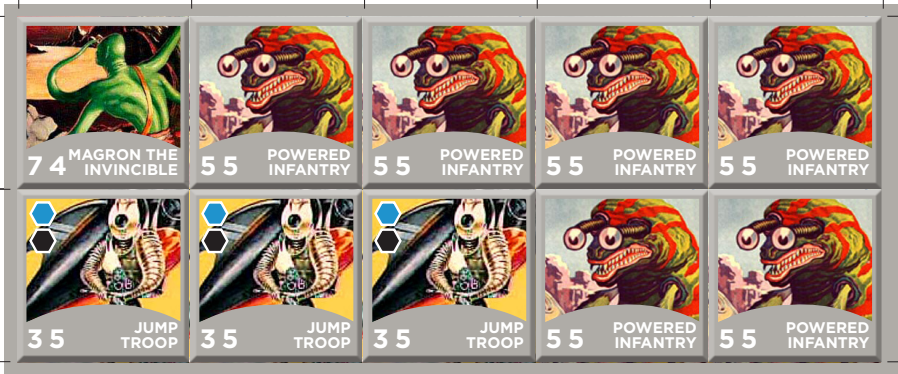
COUNTERS FRONT A

 5 3 MESSALINA ORSINI	 2 8 HOVERCRAFT	 2 8 HOVERCRAFT	 4 3 POWER INFANTRY	 4 3 POWER INFANTRY	 4 3 POWER INFANTRY
 5 3 DOUGAL MACKENZIE	 4 3 POWER INFANTRY	 4 3 POWER INFANTRY	 4 3 POWER INFANTRY	 6 4 LASER TANK BATTALION	 2 8 HOVERCRAFT
 5 3 BARRACUDA KINRABE	 3 5 JUMP TROOP	 3 5 JUMP TROOP	 2 8 HOVERCRAFT	 4 3 POWER INFANTRY	 6 4 LASER TANK BATTALION
 5 3 SIMON FITZGERALD	 4 3 POWER INFANTRY	 4 3 POWER INFANTRY	 3 5 JUMP TROOP	 2 8 HOVERCRAFT	 6 4 LASER TANK BATTALION
 5 3 NUREB KHAN EDISTYN	 6 4 LASER TANK BATTALION	 6 4 LASER TANK BATTALION	 4 3 POWER INFANTRY	 4 3 POWER INFANTRY	 3 5 JUMP TROOP
 5 3 ARITON SESSEDI	 6 4 LASER TANK BATTALION	 4 3 POWER INFANTRY	 4 3 POWER INFANTRY	 2 8 HOVERCRAFT	
 5 3 CATHERINE BRAGNAZA	 3 5 JUMP TROOP	 2 8 HOVERCRAFT	 4 3 POWER INFANTRY	 6 4 LASER TANK BATTALION	
 5 5 ANDROS	 4 5 SKARN	 6 3 SUBADAI O'REILLY	 7 4 EMERALD ERIDANI	 7 4 THE IRON GENERAL	
 3 3 DOCTOR DEATH	 3 3 TOVAN PALEQUIRE	 5 10 LYRA STARFIRE	 5 10 NULLSPACE KID	 3 3 CORVUS ANDROMEDA	

COUNTERS BACK A



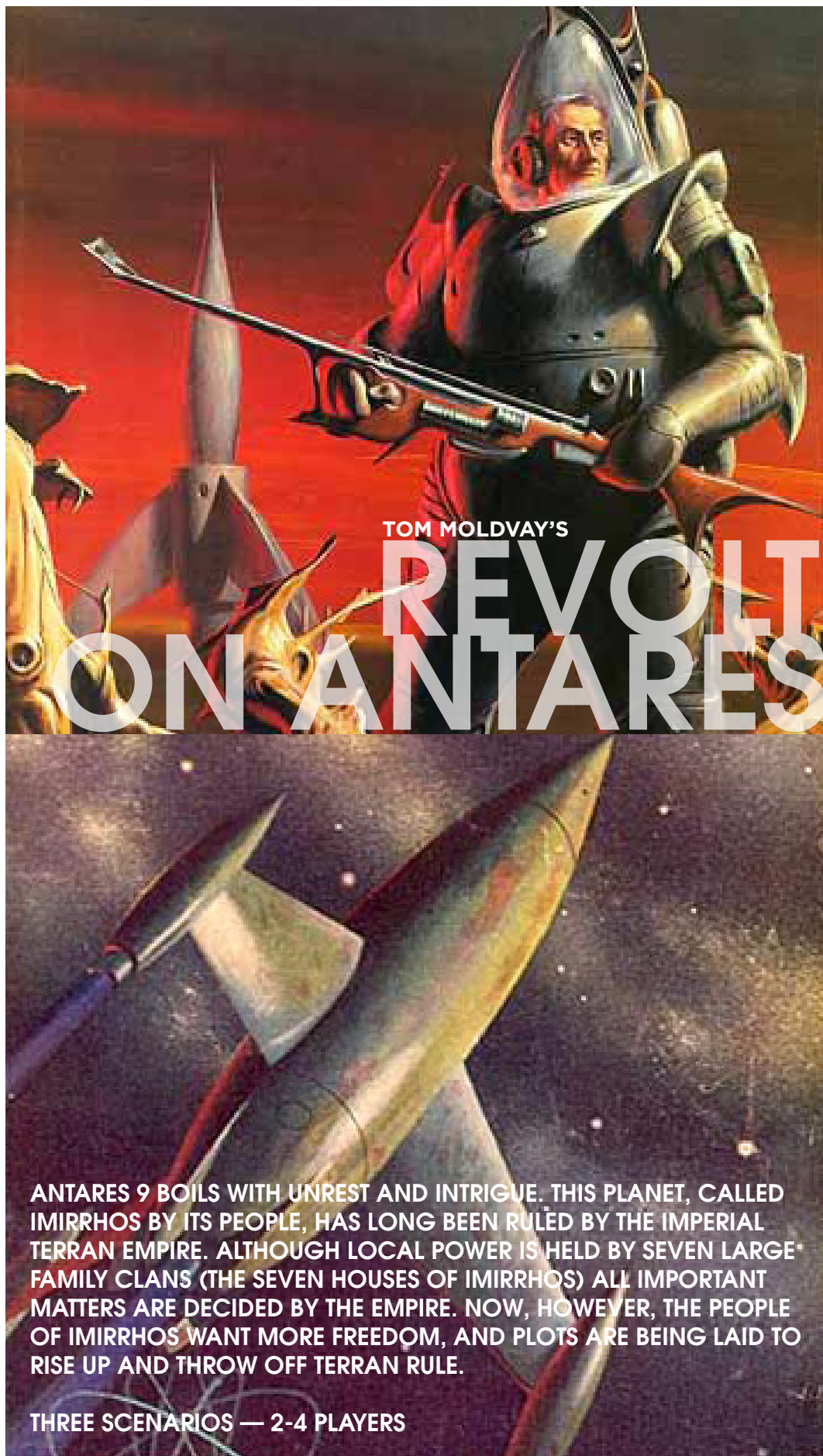
COUNTERS FRONT B



COUNTERS BACK B



BOX ARTWORK



TOM MOLDVAY'S

REVOLT ON ANTARES

ANTARES 9 BOILS WITH UNREST AND INTRIGUE. THIS PLANET, CALLED IMIRRHOS BY ITS PEOPLE, HAS LONG BEEN RULED BY THE IMPERIAL TERRAN EMPIRE. ALTHOUGH LOCAL POWER IS HELD BY SEVEN LARGE FAMILY CLANS (THE SEVEN HOUSES OF IMIRRHOS) ALL IMPORTANT MATTERS ARE DECIDED BY THE EMPIRE. NOW, HOWEVER, THE PEOPLE OF IMIRRHOS WANT MORE FREEDOM, AND PLOTS ARE BEING LAID TO RISE UP AND THROW OFF TERRAN RULE.

THREE SCENARIOS — 2-4 PLAYERS



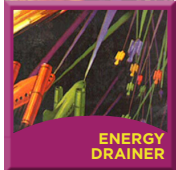
DEVASTATOR

DESTROYS ALL LIFE NOT PROTECTED BY FORCE SHIELD IN A ONE HEX RADIUS (CENTER HEX PLUS 6 ADJACENT). USED ONCE PER GAME DURING COMBAT PHASE BY OWNING PLAYER. LEFT ON BOARD TO MARK LOCATION. LEADERS ROLL AS IF THEY HAD LOST IN LEADER COMBAT. NEITHER SIDE RECEIVES VICTORY POINTS FOR ANY ECONOMIC HEXES. COUNTERS MAY NOT MOVE THROUGH DEVASTATED AREA. DEVASTATOR AND FIELD GENERATOR CANCEL EACH OTHER OUT. IF USED AGAINST EACH OTHER BOTH ARE DESTROYED WITHOUT OTHER LOSSES



DIMENSIONAL PLANE

ADDS +2 TO MOVEMENT FACTOR OF ALL COUNTERS STACKED WITH IT AND ALLOWS TRAVEL THROUGH ROUGH TERRAIN WITHOUT PENALTY. COUNTERS STACKED WITH IT MAY MOVE AT SEA OR END THEIR MOVEMENT ON AN ALL SEA HEX AND CAN BE ATTACKED NORMALLY



ENERGY DRAINER

DRAINS POWER FROM ATTACKING FORCES. ALL COUNTERS ATTACKING STACK CONTAINING THIS ARTIFACT ATTACK WITH -2 TO COMBAT FACTOR. THIS ARTIFACT CAN ONLY BE USED FOR DEFENSE. IT DOES NOT AFFECT LEADER ABILITIES.



FIELD GENERATOR

CAN BE USED TO CANCEL A FORTRESS FORCE SHIELD (NO DOUBLING BONUS) OR TO CREATE A FORCE SHIELD THAT ACTS LIKE A FORTRESS ON THE COUNTER STACK. IT CAN ONLY BE USED FOR ONE FUNCTION PER TURN. CANNOT CREATE A FORCE SHIELD ON A FORTRESS



FORCE CANNON

ARTILLERY COUNTER WITH A COMBAT FACTOR OF 8 AND A MOVEMENT FACTOR OF 1. IT CAN MOVE THROUGH ROUGH TERRAIN AT 1 HEX PER TURN



SONIC IMPLODER

ARTILLERY COUNTER WITH COMBAT FACTOR OF 7 AND MOVEMENT FACTOR OF 2



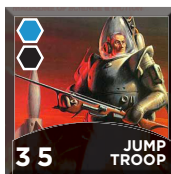
UFO

ALIEN FLYING CRAFT WHICH COUNTS AS AIRJET SQUADRON



HOVERCRAFT

UNIT CAN CROSS LAND (MUST PAY ROUGH TERRAIN COST) OR SEA HEX AND END MOVEMENT ON ANY HEX (STACKING LIMITS APPLY). HOVERCRAFT MAY ALSO BE PLACED WITH UP TO 2 ADDITIONAL COUNTERS. THESE COUNTERS HAVE HOVERCRAFT MOVEMENT RATE. A COUNTER MAY NOT MOVE WITH A HOVERCRAFT AND ON ITS OWN ON THE SAME TURN



JUMP TROOP

UNIT DOES NOT SUFFER TERRAIN PENALTY. UNIT CAN MOVE THROUGH HEXES CONTAINING ENEMY COUNTERS. UNITS CAN MOVE ACROSS NEUTRAL HEXES AND ALL SEA HEXES AS LONG AS THEY DO NOT END MOVEMENT THERE



AIRJET SQUADRONS

UNIT DOES NOT SUFFER TERRAIN PENALTY. COUNTER CAN MOVE THROUGH HEXES CONTAINING ENEMY COUNTERS. UNITS CAN MOVE ACROSS NEUTRAL HEXES AND ALL SEA HEXES AS LONG AS THEY DO NOT END MOVEMENT THERE

MOUNTAIN TERRAIN
ADDITIONAL +1 MOVEMENT COST



ECONOMIC HEX

DESERT TERRAIN
ADDITIONAL +1 MOVEMENT COST



FORTRESS. NUMBER INDICATES REPLACEMENT MARKERS GIVEN TO OWNING PLAYER

SWAMP TERRAIN
ADDITIONAL +1 MOVEMENT COST



STARPORT IMIRRHOS

PLAYER AID SHEET

REVOLT ON ANTARES



FASCINATION - 50% CHANCE SHE CAN FORCE ONE ENEMY TROOP COUNTER (NOT LEADER OR HERO) OF HER CHOICE, IN AN ADJACENT HEX, TO FIGHT ON HER SIDE THAT TURN.
ROLL 1D6: 1-3 SUCCESS - USE ENEMY TROOP COUNTER TO ATTACK ADJACENT ENEMY STACK OR ITS OWN STACK



TELEPORTATION - TELEPORT ANY ONE MACKENZIE COUNTER, INCLUDING HIS OWN BUT NO ALLY OR MERCENARY TO ANY CHOSEN HEX (UNOCCUPIED BY ENEMY) EACH TURN DURING PLAYER MOVEMENT



HALLUCINATIONS - IF THE STACK HE IS IN LOSES A BATTLE
ROLL 1D6: 1-3 SUCCESS - STACK TAKES NO DAMAGE



ION WAVES - STACKED COUNTERS HAVE +1 TO COMBAT FACTOR



PRECOGNITION - WHEN HIS STACK IS IN COMBAT, ROLL 2D6 - BEST ROLL IS USED. DOES NOT APPLY TO LEADER COMBAT



TELEPATHY - WHEN ROLLING FOR RECRUITING GALACTIC HERO: 1-2 SUCCESS



LIGHTNING - LIGHTNING STRIKES: +6 TO COMBAT FACTORS ARE ADDED TO ANY ONE ATTACK HER STACK IS MAKING.

ROLL 1D6: 1-4 LIGHTNING STRIKES ENEMY TARGET
5-6 LIGHTNING STRIKES HER STACK INSTEAD (SUBTRACT 6 COMBAT FACTORS)



COUNTS AS POWER INFANTRY



EACH NATIVE COUNTER STACKED WITH HIM HAS +1 COMBAT FACTOR



COUNTS AS LASER TANK BATTALION



MOVES ACROSS TERRAN LIKE DIMENSIONAL PLANE



+1 TO DIE ROLL FOR LEADER COMBAT ONLY



TAKE IMMEDIATE CONTROL OF ANY TWO TROOP COUNTERS THAT DIE IN BATTLE HE IS IN, FRIENDLY OR ENEMY. NO REPLACEMENT POINT COST. MUST ALWAYS BE STACKED WITH DR. DEATH. IF DR. DEATH IS KILLED OR WOUNDED, ZOMBIE COUNTERS ARE REMOVED FROM PLAY AND CAN BE REPLACED BY ORIGINAL OWNER



COUNTS AS LASER TANK BATTALION



COUNTS AS LASER TANK BATTALION



COUNTS AS AIRJET SQUADRON



COUNTS AS AIRJET SQUADRON



COUNTS AS JUMP TROOP



COUNTS AS POWER INFANTRY



+2 REPLACEMENT POINTS