

LOADING YOUR EXPANSION KIT

When the game has loaded press 1 to load scenario six and 2 to load scenario seven.

SCENARIO SIX: THE STARDRIVE

A band of mercenaries known as the 'Engineers' have raided a Rebel ship and captured the stardrive controller for the new Rebel fighter. They have taken it back to their base beneath the city of Pashir on the planet Prozone 5. A Rebel squad from the 7th Brigade has been sent to recover the device, but the sewers of Pashir are infested with droids, not rats.

DEPLOYMENT

7th BRIGADE: Deploy on the left of the map at in the two entrance tunnels.

ENGINEERS: Deploy on the right of the map in the rooms of the base.

VICTORY CONDITIONS

7th BRIGADE: You must find the Stardrive, capture it and take it off the map on the left hand side.

ENGINEERS: All the Rebels must be eliminated.

SCENARIO SEVEN: LASER PLATOON

This scenario is a great test of skill and stamina involving up to 74 units. In the two player version each side has identical units and the map is symmetrical. There can only be ten units per side on the map at once, but if units are killed reinforcements will arrive at a rate of one every five turns up to a maximum of 27. In the one player version the Laser Platoon does not have an armoury droid and the rate of reinforcements for the Federation depends on the difficulty level selected.

DEPLOYMENT

LASER PLATOON: Deploy on the red squares on the top and left of the map.

THE FEDERATION: Deploy on the blue squares on the right and bottom of the map.

VICTORY CONDITIONS

Each side has the same victory conditions; complete elimination of the enemy. If you have no units on the map at any stage in the game you will lose even if reinforcements are due to arrive.