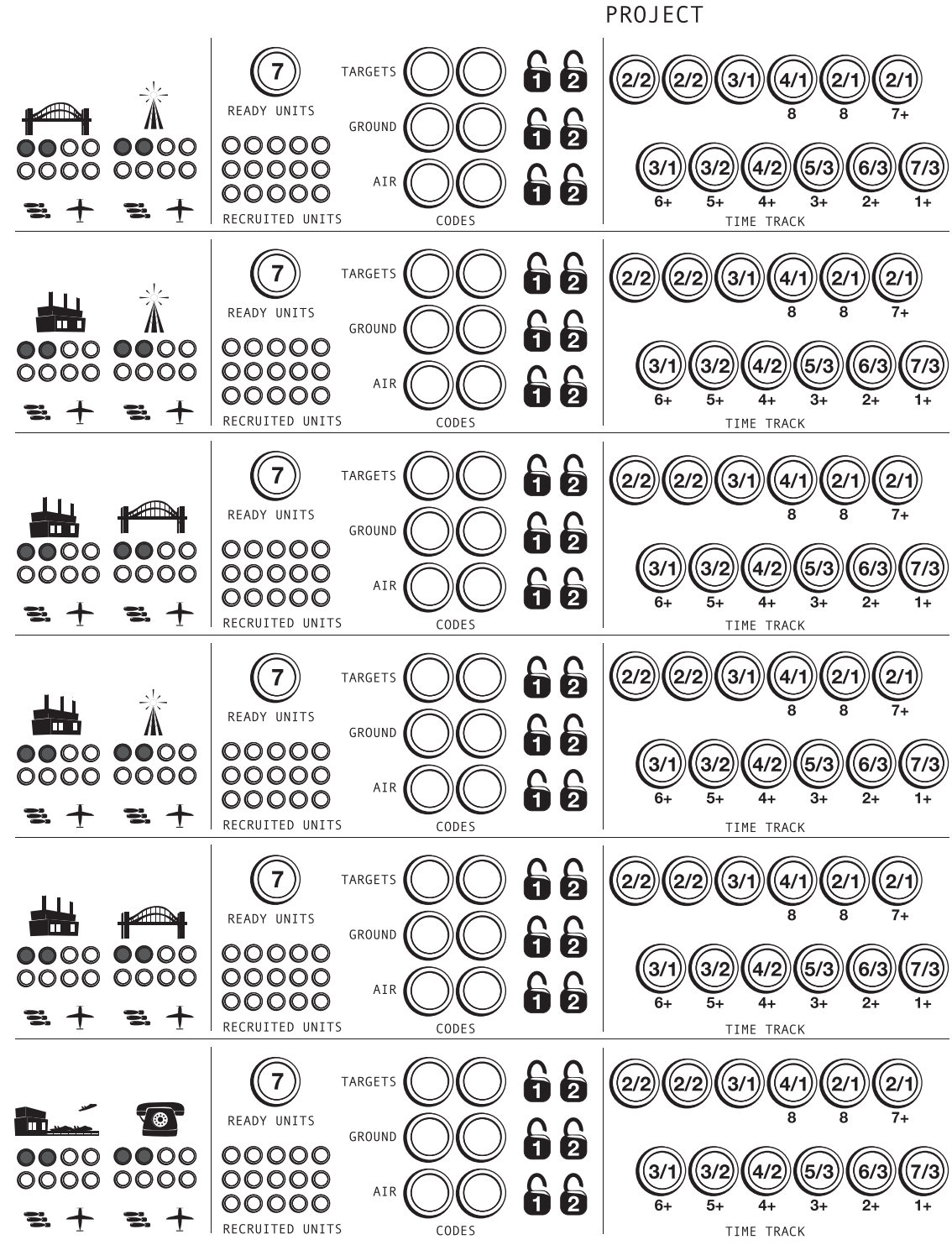
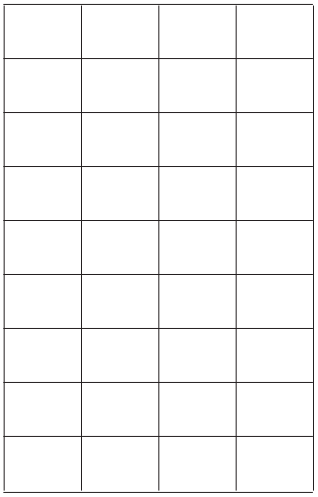
THE

HARBINGER

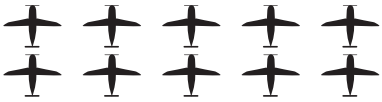
PROJECT





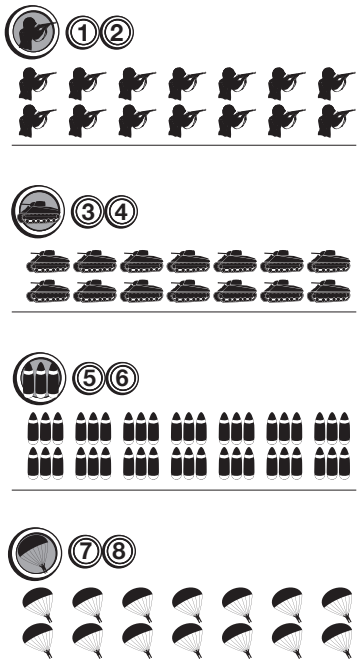
ENEMY CIPHER

ENCIPHERED CODES



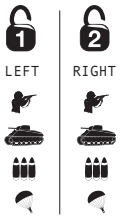
FIGHTER RESERVE

ENEMY UNITS



1-4	TARGET	LEFT
5-8	CS	RIGHT

AIR ATTACKS



GROUND ATTACKS

RADIO TOWER

CROSS OUT RADIO TOWER NEAR ENEMY CIPHER. EXTRA ENEMY CIPHER ROLL EACH INVASION.

FACTORY

LOSE 7 READY UNITS IN NEXT INVASION.

BRIDGE

CROSS OUT FIRST TWO TIME TRACK SPACES IN NEXT INVASION.

THP OFFICE

CROSS OUT ALL COLUMNS OF ENEMY CIPHER. DO NOT LOSE GAME.

AIRBASE

CROSS OUT ALL FIGHTERS.

LOST CRITICAL STRUCTURE EFFECTS

SIEGE OF THE CAPITAL ATTACKS

CROSS OUT 1 ENEMY CIPHER COLUMN: ROLL 2 DICE, SUBTRACT, DESTROY THAT MANY ENEMY UNITS. ONCE PER ENEMY UNIT TYPE.
CROSS OUT 5 RECRUITED UNITS: ROLL 1 DIE, DESTROY THAT MANY ENEMY UNITS. ONCE PER ENEMY UNIT TYPE.
CROSS OUT 1 FIGHTER: ROLL 2 DICE, SUBTRACT, DESTROY THAT MANY ENEMY UNITS

ACTIONS

DECIPHER: ROLL 2 DICE, ENTER INTO CODES.
BREAK: ROLL 2 DICE PER CODE, USE SPY PLANES, EARN SUCCESSEs. ONCE PER INVASION.
RECRUIT: FILL IN RECRUITED UNITS EQUAL TO RECRUITMENT VALUE.
ENCIPHER: WRITE IN NUMBER OF ENCIPHERED CODES EQUAL TO ENCIPHERMENT VALUE.
DEPLOY: FILL IN 5 SPACES UNDER STRUCTURES. RESOLVE INVASION.

RESOLVING THE INVASION

1) DETERMINE SUCCESS INFORMATION
2) ASSIGN UNITS AND FIGHTERS
3) DETERMINE REMAINING INFORMATION
4) RESOLVE BOMBER ATTACK
5) RESOLVE GROUND ATTACK
6) RESOLVE CRITICAL STRUCTURE ATTACK
7) APPLY EFFECTS OF LOST CRITICAL STRUCTURES
8) ROLL FOR ENEMY CIPHER PROGRESS