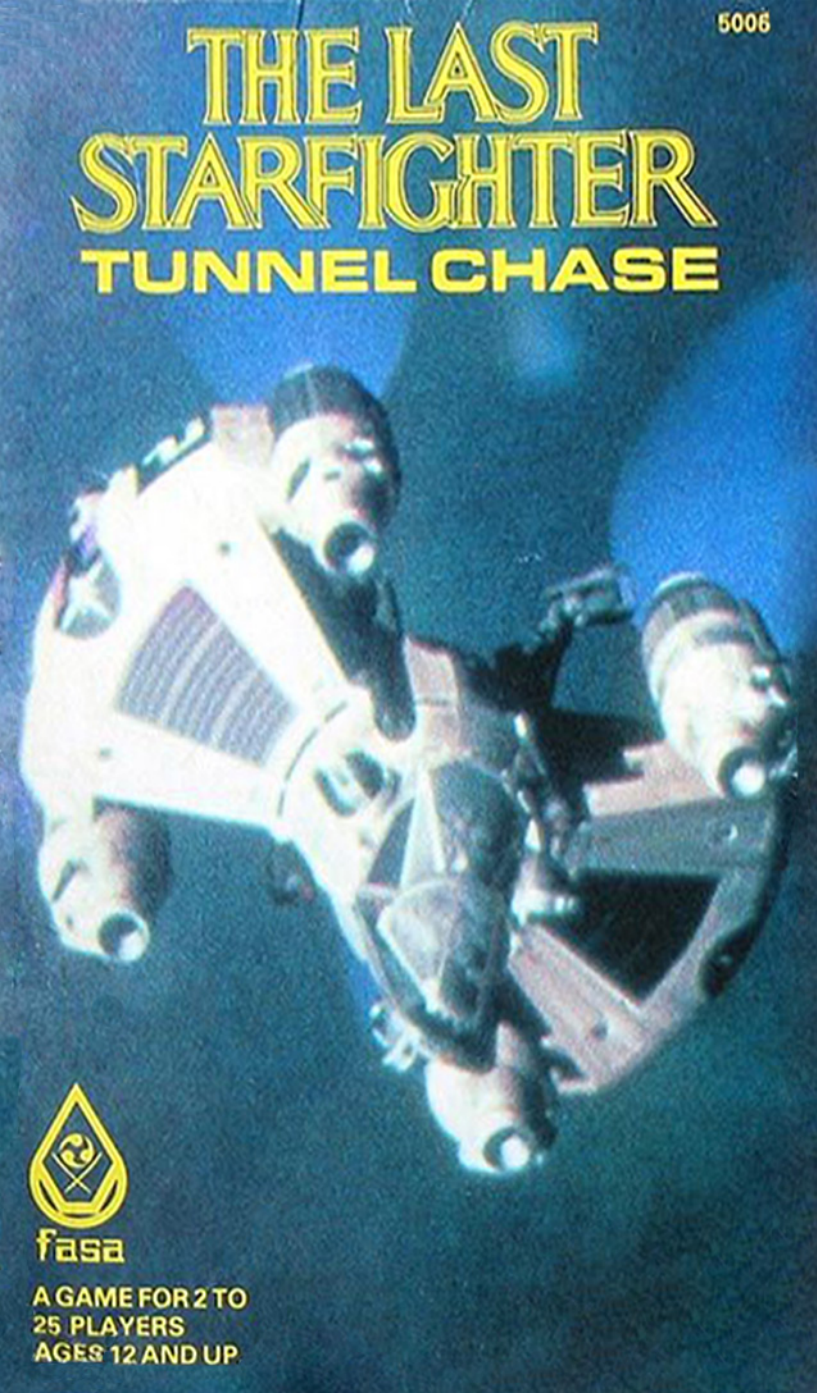
5006

THE LAST STARFIGHTER

TUNNEL CHASE



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A GAME FOR 2 TO
25 PLAYERS
AGES 12 AND UP

WEAPONS FIRING TABLE

Range	Accuracy 1	2	3	4	5	6
1	7	6	5	4	3	2
2	8	7	6	5	4	3
3	9	8	7	6	5	4
4	10	9	8	7	6	5
5	11	10	9	8	7	6
6	12	11	10	9	8	7
7	13	12	11	10	9	8
8	14	13	12	11	10	9

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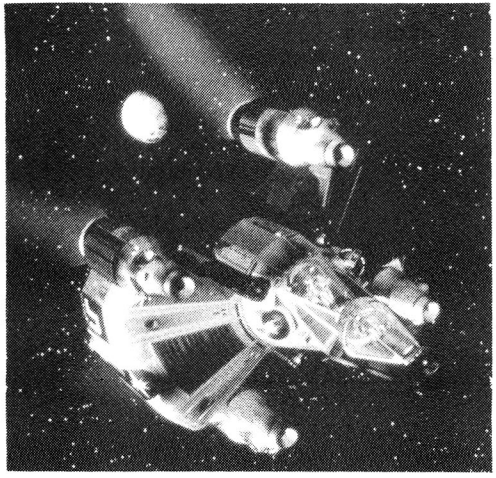

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THE LAST STARFIGHTER: TUNNEL CHASE

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INTRODUCTION

Above the red rock surface of a lone tunnel asteroid, starfighters screech and roll. Mortal enemies set their gunsights and their wills in a duel to the death. As the the combat continues, one starfighter manages to gain tail position. The other veers and dives, seeking safety in the twisting tunnels below.

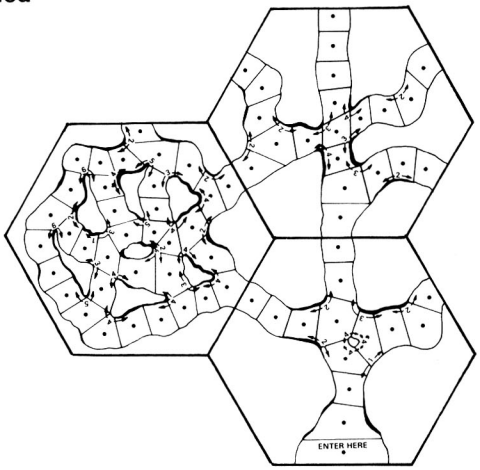
Through clever strategy and bold maneuvering, the tables may be turned. Then the hunter will become the hunted. The game starts here, and ends when only one remains alive – *THE LAST STARFIGHTER.*

Game Pieces Provided

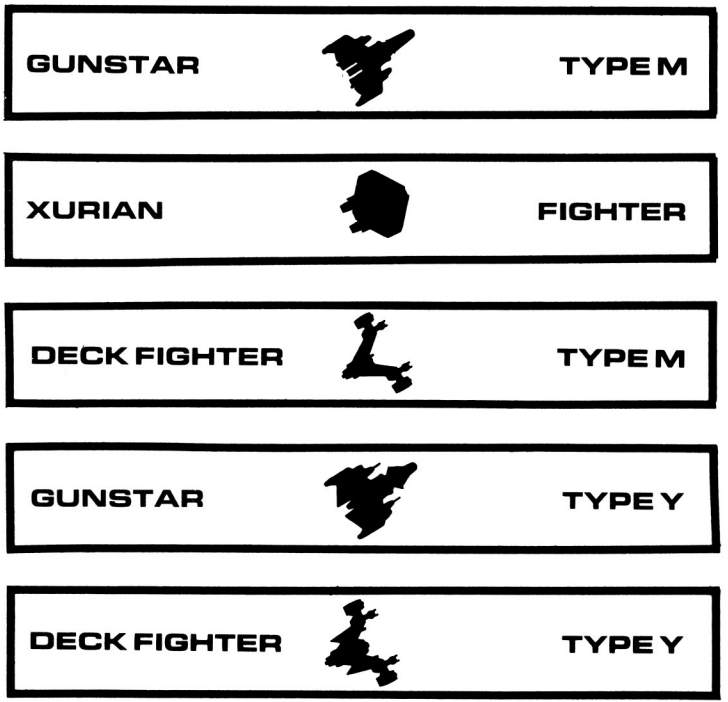
2 Dice

7 Asteroid Pieces

- 1 Center Hex
- 5 Edge Hexes
- 1 Entrance Hex



25 Starfighter Markers
5 Different Starfighters
5 Different Colors Each

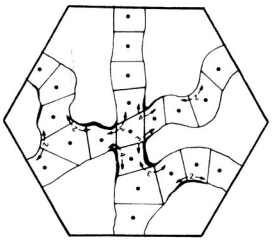


GAME SETUP

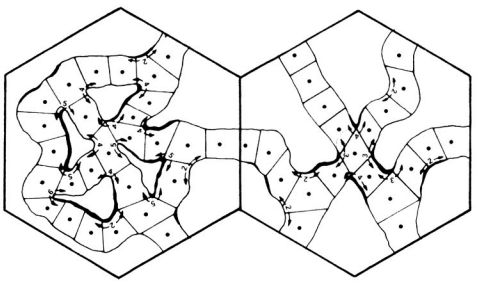
Building The Asteroid

By combining the 6-sided *Asteroid Pieces* in different ways, over 700 unique asteroids can be made!

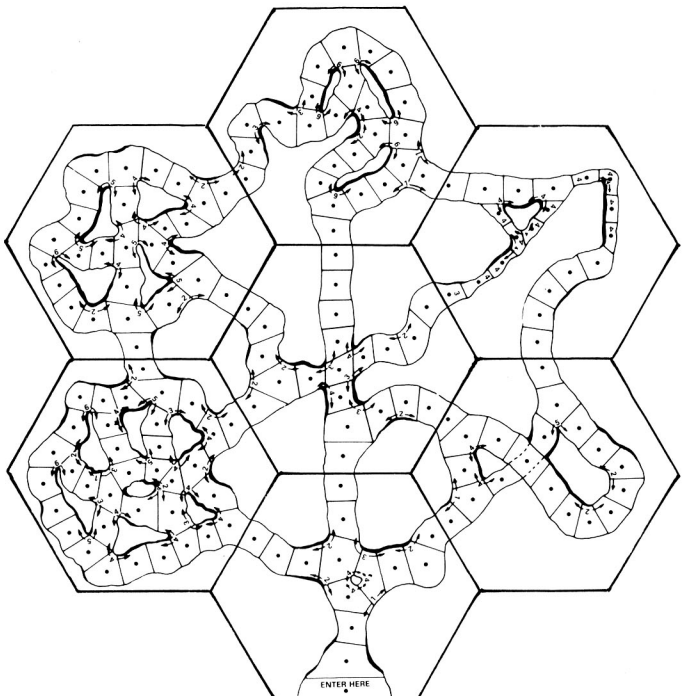
The *Center Hex* has 6 tunnel connectors, one on each edge. Place that hex first.



The 5 *Edge Hexes* have tunnel connectors on only 3 edges. After shuffling them, place each one so that its middle tunnel connector joins one of the tunnel connectors on the *Center Hex*. One way to do this is shown in the illustration.



Complete the asteroid by placing the *Entrance Hex*. There should be no dead ends, and only one entrance.



STARFIGHTER RATINGS

Starfighters have 4 ratings used in the game. These are *Speed, Handling, Accuracy,* and *Protection.*

Speed: This rating tells the maximum number of spaces the starfighter may move in one game turn. Top speed for *ALL* starfighters is 6 spaces per turn.

Handling: This rating tells the starfighter's ability to corner. *Handling* is rated 1 – 6. The higher the rating, the better the starfighter can corner and the better the chance it will not hit the asteroid walls. Both starfighters in the basic game have a *Handling* of 4.

Accuracy: This rating tells the accuracy of the starfighter's laser guns. Gun accuracy is rated 1 – 6. The higher the rating, the better the chance to hit. Both starfighters in the basic game have an *Accuracy* of 4.

Protection: This rating tells how many points of damage a starfighter can take before it blows up. *Protection* is rated 6 – 15 points. The higher the rating, the more damage the starfighter can take. Both starfighters in the basic game have a *Protection* of 10.

Recording Ratings

On scrap paper, record the ratings for the starfighter. This may be done in full view for the basic game, but it should be done in secret when expert pilots design their own starfighters.

For the basic game, the ratings are given below. Both starfighters have the same ratings.

Speed:	*6*
Handling:	*4*
Accuracy:	*4*
Protection	*10*

Recording Damage

Whenever a starfighter takes damage, either from scrapes against a tunnel wall, from collision with another starfighter, or from enemy laser fire, the damage is subtracted from the *Protection* rating. When the *Protection* rating falls to 0, the starfighter blows up.



STARTING PLAY

To determine which pilot has tail position, each player rolls a die. The player with the higher roll may choose either to lead or to tail.

The Tail Pilot starts on the entrance space. The Leader rolls a die, moving the indicated number of spaces into the asteroid in any direction he desires.

From this point on, all action must take place within the asteroid. Neither pilot may exit while the other is alive.

MOVEMENT

Movement takes place in two parts. First, pilots set their speed, and then they move.

Set Speed

Each pilot turns a die in secret to display the speed desired, from 1 to 6. Both pilots reveal speed at the same time.

A starfighter may not go more than 2 spaces faster or slower than the turn before. For example, a starfighter moving at 3 spaces in one turn may speed up to 5 spaces, or slow down to 1 space, in the next turn.

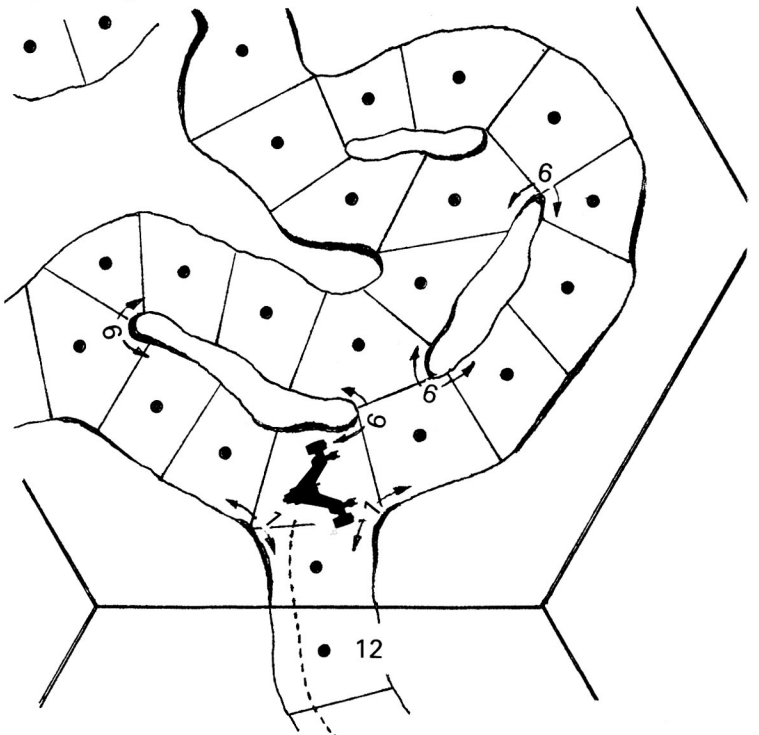
Move

If both pilots are moving in the same direction AND within *Line Of Sight,* the Lead Pilot must move first. Starfighters are in *Line Of Sight* if a straight line can be drawn from the center of one space to the center of another without touching the walls.

If pilots are not within *Line Of Sight,* the pilot with the faster speed must move first. If both pilots have set the same speed, each rolls a die. The pilot with the higher roll decides who moves first.

In counting out movement, once a starfighter has entered a space, the move may not be taken back. Look and think, then move.

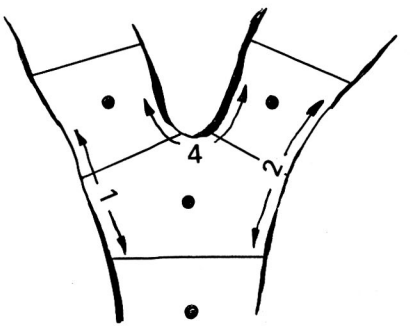
If the movement count ends on a space that gives a choice of directions, the starfighter's heading must be set at the end of the count. The illustration shows this. The starfighter ended movement in a space where it could go left or right on the next turn. The pilot had to decide immediately which direction to head, and so he picked right.



RESOLVE NAVIGATION

Curves

Most curves in the asteroid have a *Difficulty Rating* from 1 to 6. This is shown by an arrow and a small number.



The illustration shows a Y intersection. The curve going from the leg to the left branch has a *Difficulty Rating* of 1. The curve going from the leg to the right branch has a *Difficulty Rating* of 2. The curve going from the left branch to the right branch has a *Difficulty Rating* of 4.

Whenever a starfighter's movement includes a space OR ends on a space containing a curve *Difficulty Rating,* there is a chance that the ship will scrape the wall and take damage.

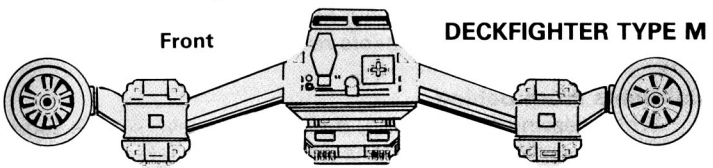
To determine if this happens, consult the **Navigation Tables**. First, find the table that matches the starfighter's *Handling* rating; the example below is for a *Handling* of 4. Second, find the horizontal row that matches the curve's *Difficulty Rating.* Cross-reference this row with the column that matches the starfighter's *Speed.* The resulting number tells the minimum Navigation Roll needed to make the curve successfully. If the roll is lower, the starfighter scrapes the wall, taking 1 damage point away from its *Protection* rating.

After the roll, play continues.

Example from Navigation Tables

		Handling 4 Speed					
		1	2	3	4	5	6
Curve Rating	1	−1	0	1	2	3	4
	2	0	1	2	3	4	5
	3	1	2	3	4	5	6
	4	2	3	4	5	6	7
	5	3	4	5	6	7	8
	6	4	5	6	7	8	9
	7	5	6	7	8	9	10
	8	6	7	8	9	10	11

For example, a starfighter with a *Handling* rating of 4 is moving at a *Speed* of 6. If the pilot tries to take a corner with a *Difficulty Rating* of 5, the *Navigation Roll* is 8, as shown in the illustration. This means he will need to roll an 8 or more on 2 dice in order to make the corner without scraping the wall. If he rolls an 8, he is successful, but if he rolls a 7, he subtracts 1 point of damage from the *Protection* rating.



Squeezes

In one section of the asteroid, called The Squeeze, tunnels narrow so that the starfighters must be flown on edge. Each space in The Squeeze is marked with a *Difficulty Rating.* When flying through The Squeeze, a *Navigation Roll* number must be determined for EACH numbered space. To do this, use the **Navigation And Weapons Tables** as if the numbered space were a corner.

After determining the *Navigation Roll* number, the pilot rolls 2 dice. If the number rolled is less than the *Navigation Roll,* the starfighter takes 1 damage point away from its *Protection* rating, just like in a curve.

After the roll, play continues.

Curves AND Squeezes

To navigate a curve in The Squeeze, ADD the squeeze *Difficulty Rating* to the curve *Difficulty Rating.* Then the **Navigation And Weapons Tables** is used to determine the *Navigation Roll* number just like with a normal curve.

PASSING AND COLLISIONS

Starfighters may pass each other DURING movement without collisions. If, however, movement ends with both *Starfighter Markers* resting on the same space, there is a chance they will hit each other.

To see if this happens, each pilot secretly sets a die to indicate his height. Setting 1 or 2 indicates that the starfighter is flying low. Setting 5 or 6 indicates it it flying high. Setting 3 or 4 indicates it is flying in the middle. Both pilots reveal their height at the same time.

Collisions From Behind

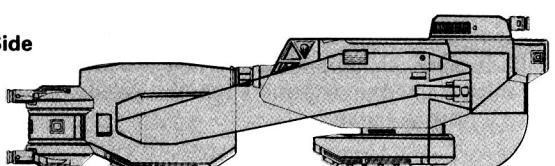
When passing from behind, if both pilots have set the same height, the starfighters graze one another. Each takes 1 damage point. At the start of the next turn, the pilot who has set the highest speed moves first.

If both pilots have set the same speed, each must roll a die. The pilot with the HIGHER roll moves as usual. The pilot with the LOWER roll scrapes the wall. His starfighter loses 1 space of speed and takes 1 damage point away from his *Protection* rating, but this puts him in a tailing position behind the other starfighter.

Head-On Collisions

When passing head on, if both pilots have set the same height, the starfighters have a grazing collision. Both starfighters scrape the wall as well, and each takes 2 damage points away from its *Protection* rating (1 from the collision, and 1 from scraping the wall).

Side

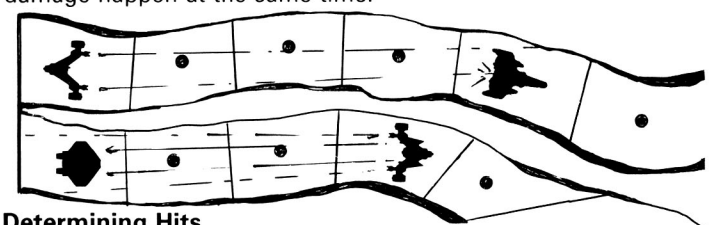


SHOOTING

Shooting takes place after movement and resolving navigation. Starfighters may fire one shot per round in the forward direction only. The maximum range is 8 spaces. The target must be within *Line Of Sight,* which means that a straight line between the center of the shooter's space and the target's space cannot touch a wall.

Who Can Shoot

Most shooting will occur when one starfighter is tailing the other. In this case, only the TAILING pilot may shoot. If starfighters are headed toward each other, BOTH may fire. The shots and their damage happen at the same time.



Determining Hits

To see whether a shot hits, use the **Weapons Table** to find the *To-Hit Number.* Cross-reference to *Accuracy* rating of the starfighter, listed across the top of the table, and the range, listed vertically on the table. The resulting number is the *To-Hit* number.

After a pilot has found the *To-Hit Number,* he rolls 2 dice. If his roll is the same as or greater than the *To-Hit Number,* he has scored a hit! If it is less, his shot missed.

Damage

Each hit causes 1 damage point. This is removed from the *Protection* rating.

OPTIONS FOR EXPERT PILOTS

Design Your Own Starfighter

For greater variety and challenge, pilots may design their own customized starfighters. Each pilot starts with a stripped-down model and 10 points to use on design features. The stripped-down model has these ratings:

Speed:	*6*
Handling:	*1*
Accuracy:	*1*
Protection:	*6*

A pilot may add his points to any of the ratings except *Speed.* A starfighter's *Speed* rating can NEVER be more than 6. These rules also must be followed:

Handling: Not more than 6.
Accuracy: Not more than 6
Protection: Not more than 15.

Multi-Pilot Chase

This game may be played with any number of pilots. Each player will need one die to set speed and roll for navigation and shooting.

After the asteroid has been built, each pilot rolls his die to determine starting position. The pilot with the lowest roll may place his *Starfighter Marker* anywhere in the asteroid except on the entrance space. Continuing from lowest to highest rolls, the other pilots may place their *Starfighter Markers* anywhere in the asteroid except on the entrance space or within 4 spaces of any starfighter already placed. The pilot with the highest roll starts on the entrance space.

Play proceeds as in the basic game, pilots weaving and shooting through the treacherous tunnels until only one remains alive — *THE LAST STARFIGHTER.*

Handling 1

Curve Rating \ Speed	1	2	3	4	5	6
1	2	3	4	5	6	7
2	3	4	5	6	7	8
3	4	5	6	7	8	9
4	5	6	7	8	9	10
5	6	7	8	9	10	11
6	7	8	9	10	11	12
7	8	9	10	11	12	13
8	9	10	11	12	13	14

Handling 2

Curve Rating \ Speed	1	2	3	4	5	6
1	1	2	3	4	5	6
2	2	3	4	5	6	7
3	3	4	5	6	7	8
4	4	5	6	7	8	9
5	5	6	7	8	9	10
6	6	7	8	9	10	11
7	7	8	9	10	11	12
8	8	9	10	11	12	13

Handling 3

Curve Rating \ Speed	1	2	3	4	5	6
1	0	1	2	3	4	5
2	1	2	3	4	5	6
3	2	3	4	5	6	7
4	3	4	5	6	7	8
5	4	5	6	7	8	9
6	5	6	7	8	9	10
7	6	7	8	9	10	11
8	7	8	9	10	11	12

Handling 5

Curve Rating \ Speed	1	2	3	4	5	6
1	−2	−1	0	1	2	3
2	−1	0	1	2	3	4
3	0	1	2	3	4	5
4	1	2	3	4	5	6
5	2	3	4	5	6	7
6	3	4	5	6	7	8
7	4	5	6	7	8	9
8	5	6	7	8	9	10

Handling 4

Curve Rating \ Speed	1	2	3	4	5	6
1	−1	0	1	2	3	4
2	0	1	2	3	4	5
3	1	2	3	4	5	6
4	2	3	4	5	6	7
5	3	4	5	6	7	8
6	4	5	6	7	8	9
7	5	6	7	8	9	10
8	6	7	8	9	10	11

Handling 6

Curve Rating \ Speed	1	2	3	4	5	6
1	−3	−2	−1	0	1	2
2	−2	−1	0	1	2	3
3	−1	0	1	2	3	4
4	0	1	2	3	4	5
5	1	2	3	4	5	6
6	2	3	4	5	6	7
7	3	4	5	6	7	8
8	4	5	6	7	8	9

THE LAST STARFIGHTER

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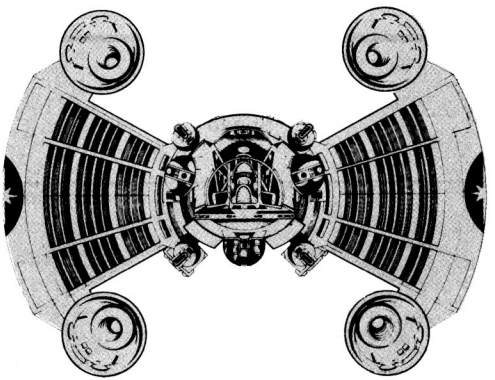

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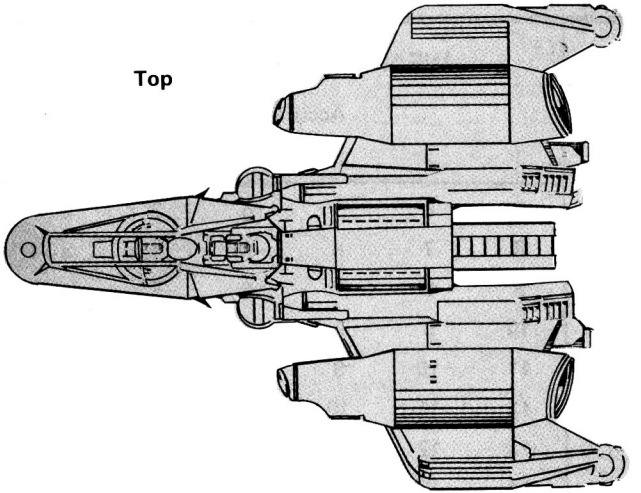
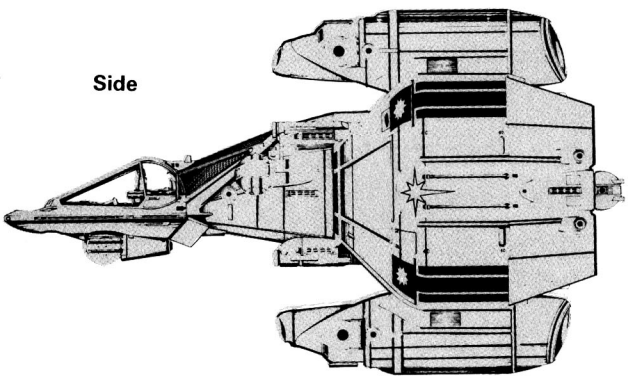
Top



Side



STARFIGHTER
Record Sheet

Name _____

Speed _____

Handling _____

Accuracy _____

Protection _____

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Use boxes to record damage.

STARFIGHTER
Record Sheet

Name _____

Speed _____

Handling _____

Accuracy _____

Protection _____

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Use boxes to record damage.

STARFIGHTER
Record Sheet

Name _____

Speed _____

Handling _____

Accuracy _____

Protection _____

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Use boxes to record damage.

STARFIGHTER
Record Sheet

Name _____

Speed _____

Handling _____

Accuracy _____

Protection _____

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STARFIGHTER
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Speed _____

Handling _____

Accuracy _____

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STARFIGHTER
Record Sheet

Name _____

Speed _____

Handling _____

Accuracy _____

Protection _____

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Accuracy _____

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STARFIGHTER
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Speed _____

Handling _____

Accuracy _____

Protection _____

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Use boxes to record damage.

STARFIGHTER
Record Sheet

Name _____

Speed _____

Handling _____

Accuracy _____

Protection _____

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Use boxes to record damage.

STARFIGHTER
Record Sheet

Name _____

Speed _____

Handling _____

Accuracy _____

Protection _____

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Use boxes to record damage.

STARFIGHTER
Record Sheet

Name _____

Speed _____

Handling _____

Accuracy _____

Protection _____

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Use boxes to record damage.

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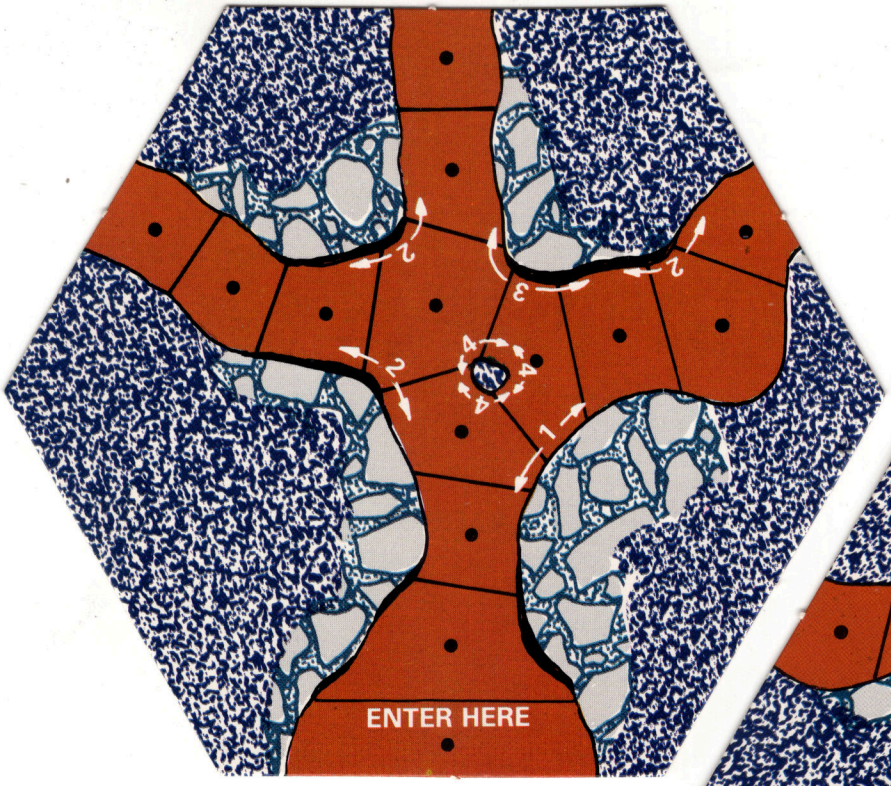
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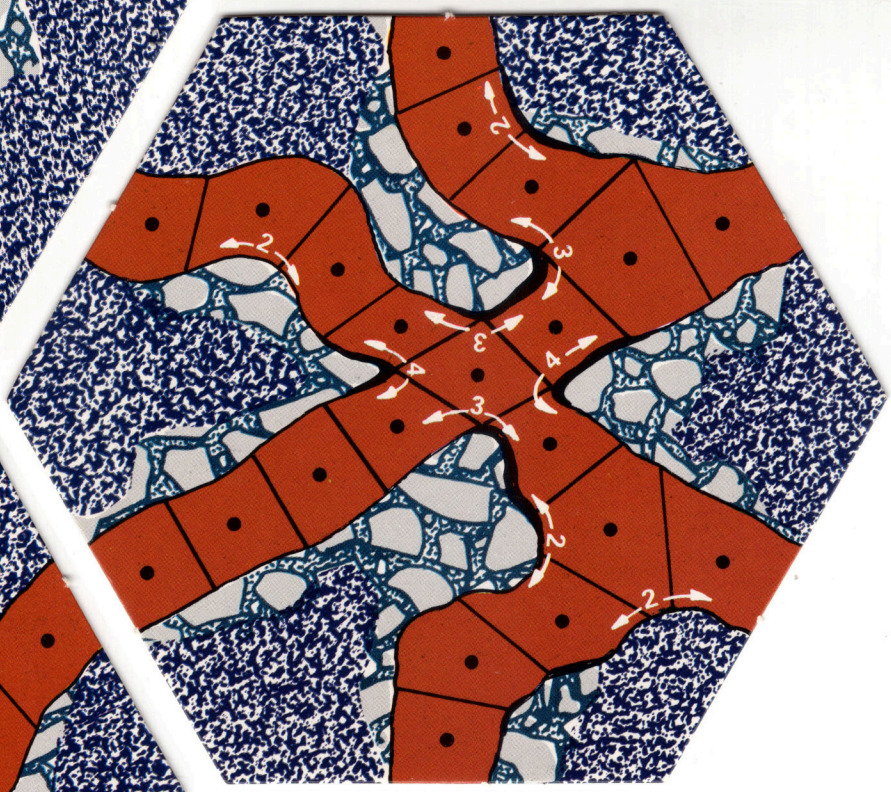

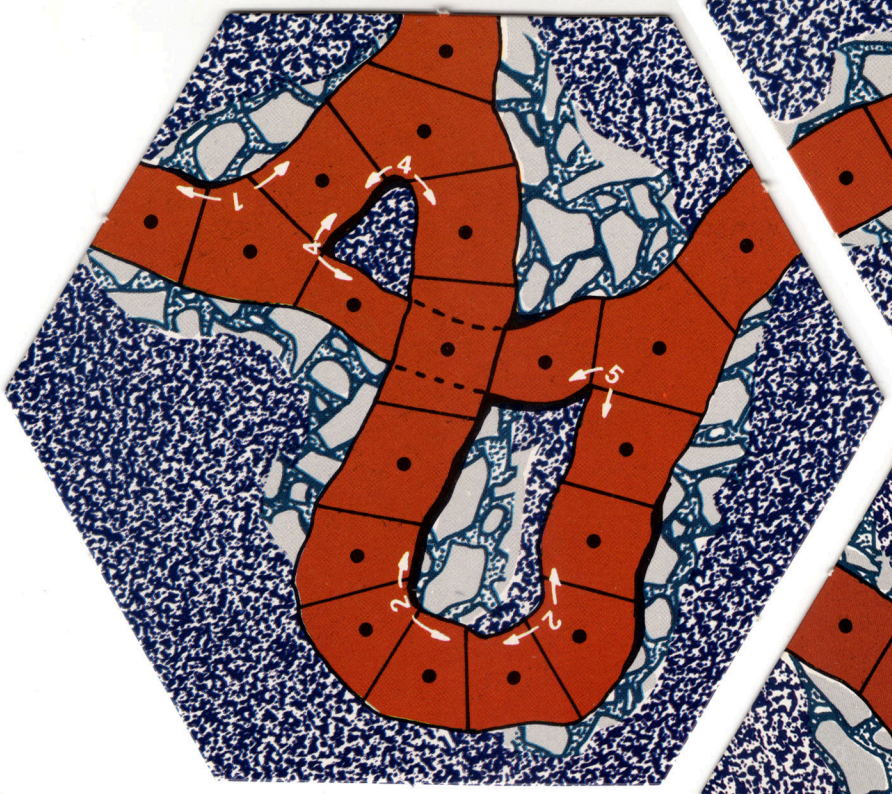

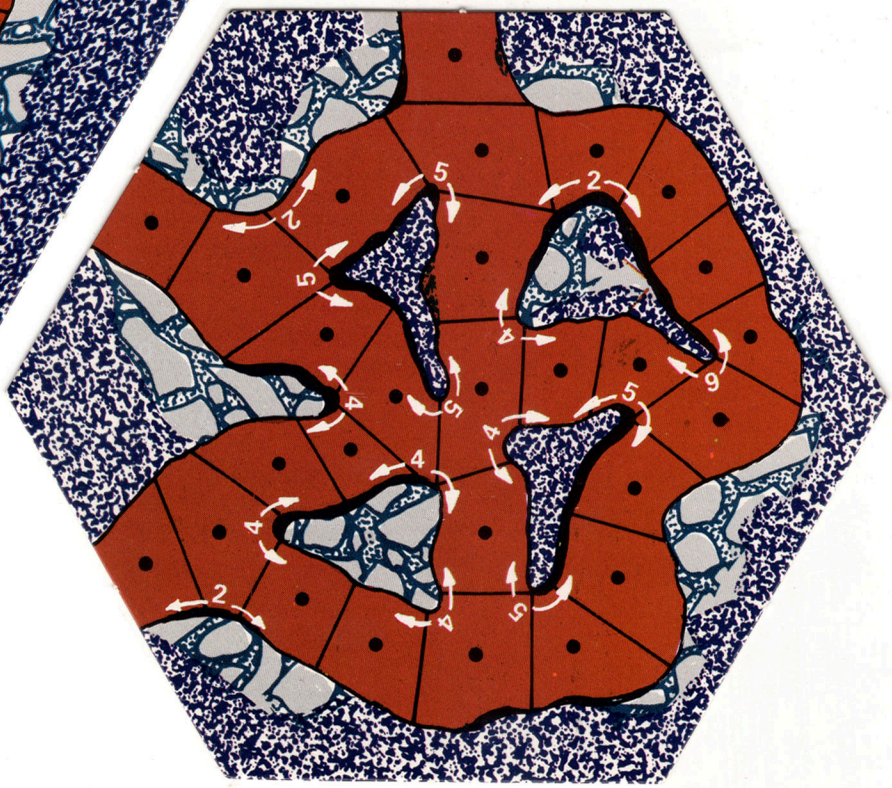

STARFIGHTER
Record Sheet

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Use boxes for damage

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Use boxes for damage





Above the red surface of a lone tunnel asteroid, starfighters screech and roll. Mortal enemies set their sights and their wills in a duel to the death. As the combat continues, one starfighter manages to gain a tail position. The other veers and dives, seeking safety in the twisting tunnels of the asteroid.

Through clever strategy and bold maneuvering, the tables may be turned. Then the hunter will become the hunted.

The excitement of starfighter combat is now yours in this Micro-Adventure Game from FASA. Included are 25 starfighter playing pieces, a modular map that allows you to construct over 700 different asteroids, rules and dice. A fast paced game for 2 to 25 players ages 12 and up.

Now see if you can be THE LAST STARFIGHTER...