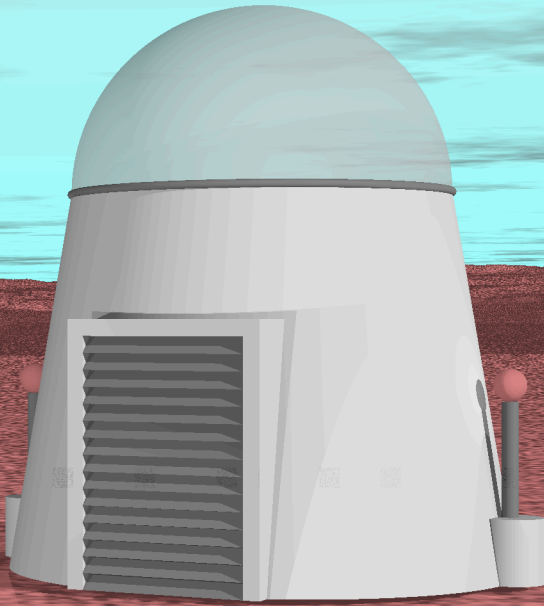


# BARREN PLANET



**Expansion:  
The Polar Expedition**



# Barren Planet

Expansion: The Polar Expedition



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# Chapter 1

## Introduction

The mining planet Dapra, over which many battles have been fought, is mainly an arid desert world. But at the poles there is water, in the form of snow and ice. Volcanic activity produces running and free-standing water in the form of icy rivers and lakes.

In the previous strife between the two mining corporations Nuvutech and Avuscorp, the polar regions were ignored, as being even more inhospitable and costly to exploit than the arid desert areas. But now, after one corporation secured control of these arid regions, the other has returned and is trying to take these polar regions.

You will work as military strategist for one of these corporations. If you choose *Nuvutech*, an old company mired in bureaucracy, then the situation is that Nuvutech won the arid regions and Avuscorp is trying to take the polar regions. If you choose *Avuscorp*, a newer and more unscrupulous corporation, then Avuscorp is in possession of the arid deserts and Nuvutech is returning to take the ice caps.

*The Polar Expedition* is an expansion to the game *Barren Planet*. It comes in the form of a new campaign, featuring new units and different terrain from the game's original campaign *First Landing*. It is recommended that you play through *First Landing* first, or at least play through the tutorial in the *Barren Planet* manual, if you have never

played the game before. This will help familiarise you with the game's mechanics and controls.

## 1.1 Installing the Expansion

The expansion is not a standalone game; it requires *Barren Planet* to be installed in order to run. Specifically, it requires version *1.01* of the game, an update that fixes a couple of bugs that affect features used only by this and future expansions. You can tell if you have this version of the game because the version number appears discreetly at the bottom right of the title screen. If you have an older version, You should be able to obtain the updated version from the same place that you originally obtained *Barren Planet*.

The hardware requirements are unchanged from the original game: it requires an 8088 processor or better, so it should run on anything from the original IBM PC to its faster clones. It supports CGA graphics and looks best when connected to an RGB colour or composite monochrome monitor. It requires 512k of memory.

Before playing the expansion you must copy it either to the floppy disk or to the hard disk on which you installed the original game. If you have two floppy disk drives, put the expansion disk into floppy drive **a:** and your game disk into floppy drive **b:**. If you have only one drive, put the expansion disk into it. In either case, type:

```
A> copy a:\*.* b:\
```

If you have one drive, DOS will prompt you to put in the destination disk (you *Barren Planet* play disk) when it needs to write the files. It may ask for source and destination floppy disks several times, depending on how much memory you have in your PC. If space on your play disk is tight, you might want to remove the original campaign file (**barren.cam**) and any saved games associated with it.

If you want to copy the game to your hard disk drive, you should insert the expansion disk into your floppy disk drive as before, but issue the following command instead:



```
C> copy a:\*.* c:\barren
```

This assumes that you installed the original game in `c:\barren`; if you installed it elsewhere, substitute that drive and directory name instead. Once installed, you can put the expansion disk away in a safe place and run the game.

## 1.2 Playing the Expansion

To play the expansion, start *Barren Planet* in the usual way as described in its manual. If not already at the *Set Up Game* screen, select *New game* from the menu.



Figure 1.1: Choosing The Polar Expedition on the Set up Game screen.

In the game setup screen, *Campaign:* now has a new option. If you navigate down to *Campaign:* using the  $\downarrow$  control, you can change between *First Landing* and *Polar Expedition* using the  $\leftarrow$  and  $\rightarrow$  con-


trols. Set this option to *Polar Expedition* and select *Start Game* from the menu to start a game with *The Polar Expedition* expansion.

# Chapter 2

## Units


*The Polar Expedition* provides you with a new set of military units. It retains the *Combat Droid*, *Hoverbug*, *Air Fighter* and *Gun Platform* from the original game. But it adds four new units: the *Snowmobile*, the *Ice Tank*, the *Constructor* and the *Mining Station*. This chapter of the manual gives details about all of these units.

### Combat Droid

	Unit: Combat Droid	Build cost: 8
	Hit points: 4	Repair cost: 4
	Attack power: 2	Attack range: 1
	Armour: 0	Movement points: 2


The *Combat Droid* is the backbone of your army. One of the cheapest units to produce, it can take a reasonable amount of damage, and its versatility allows it to take advantage of the protection provided by many types of terrain. This protection offsets its lack of armour. While the *Combat Droid* can traverse most types of terrain, it moves slowly. It is the only unit that can enter buildings.

## Hoverbug

	Unit:	Hoverbug	Build cost:	8
	Hit points:	3	Repair cost:	4
	Attack power:	2	Attack range:	1
	Armour:	1	Movement points:	3


The *Hoverbug* is a small anti-gravity fighting vehicle carrying a turret-mounted gun. Its ability to hover allows it to travel over most terrain with ease, although its top speed is not fast. Being a small vehicle, it cannot absorb much damage in battle, although it is lightly armoured.

## Air Fighter

	Unit:	Air Fighter	Build cost:	8
	Hit points:	2	Repair cost:	4
	Attack power:	2	Attack range:	2
	Armour:	0	Movement points:	6

The *Air Fighter* is a medium altitude flying unit suitable for attacking both air and ground units. As a flying unit it is the fastest unit available. The Air Fighter mounts a medium range laser allowing it to attack enemies at range. However, it is unarmoured and can take little damage, making it vulnerable if it allows enemy units to approach too closely.


## Snowmobile

	Unit:	Snowmobile	Build cost:	16
	Hit points:	4	Repair cost:	8
	Attack power:	2	Attack range:	1
	Armour:	2	Movement points:	4

The principal scouting vehicle is the *Snowmobile*. It is a modified Ground Rover and can travel fast over open snowy terrain. It mounts a gun, and is heavily armoured, making it a good combat vehicle to take on other light units. Its combination of attack power and speed makes


the Snowmobile an ideal choice for chasing down damaged retreating enemy units.

## Ice Tank

	Unit:	Ice Tank	Build cost:	22
	Hit points:	6	Repair cost:	11
	Attack power:	4	Attack range:	2
	Armour:	2	Movement points:	4

The *Ice Tank* is a heavy combat unit. It is a standard Laser Tank with adaptations for the cold polar environment. It mounts a turret bearing a powerful laser cannon, that can fire at medium range. Its bulk can take a lot of damage, and it is heavily armoured for extra protection. It can move rapidly along roads, but its weight makes it slower in snowy terrain despite its modifications.

## Gun Platform

	Unit:	Gun Platform	Build cost:	-
	Hit points:	3	Repair cost:	-
	Attack power:	8	Attack range:	4
	Armour:	0	Movement points:	1


Normally a static unit, the *Gun Platform* is usually deployed in strategic positions to block access through narrow passes or to protect a nearby Mining Station. The Gun Platform can also be rail-mounted, in which case it can move rapidly to any part of the battlefield where the rails run. Its huge laser gun can target units at a very long range and causes an immense amount of damage; it can take out light units and occasionally even heavy units with a single hit. It is unarmoured and delicate, though, meaning that it is easily destroyed by any enemy that it allows to approach too closely.

## Mining Station

	Unit:	Mining Station	Build cost:	32
	Hit points:	4	Repair cost:	16
	Attack power:	2	Attack range:	1
	Armour:	0	Movement points:	1

The *Mining Station* is one of the most important units in the game. It is a static drilling platform, lightly armed and unarmoured. The defensive power is insufficient to hold out against most combat units, so if the enemy threatens a Mining Station then it should be defended by other combat units. When built on a Crystal Node, it will generate 2 resource points per turn for its owner. Unlike the Mining Base in the First Landing campaign, the Mining Station does not build or repair units.

## Constructor

	Unit:	Constructor	Build cost:	-
	Hit points:	3	Repair cost:	-
	Attack power:	2	Attack range:	1
	Armour:	0	Movement points:	4

The *Constructor* is the most important unit in the game. It is a mobile vehicle that can repair and build other units. If you have constructors on the battlefield then you should protect them, as they are weak and unarmoured. Loss of all constructors prevents any repair or building, and renders resources gathered by Mining Stations useless in the present battle.

# Chapter 3

## Terrain

One of the most noticeable changes from the original campaign is the terrain. The red desert is replaced by white snow. Some terrain types are retained from the original campaign, though in a different guise: *Ridge*, *Rocks* and *Crystal Node*. To these are added *Snow*, *Ice Flow*, *Road*, *Monorail* and *Building*.

### Snow

	Snow		
	<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
Combat Droid	1	-	
Hoverbug	1	-	
Air Fighter	1	-	
Snowmobile	1	-	
Ice Tank	2	-	
Gun Platform	-	-	
Mining Station	-	-	
Constructor	2	-	

The majority of each map is taken up by Snow as, with the exception of air battles, this is the most practical type of terrain on which to deploy

and move scouts and combat forces. Being open, it provides no protection to any kind of combat unit. Some ground units travel relatively slowly over this soft ground.

## Rocks

<b>Rocks</b>			
	<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Combat Droid	1	2
	Hoverbug	1	1
	Air Fighter	1	-
⊕ " "	Snowmobile	2	1
" "	Ice Tank	2	1
	Gun Platform	-	-
	Mining Station	-	-
	Constructor	2	1

Some open ground on Dapra is strewn with large boulders. These can provide an obstacle for movement for larger units, but they can also provide protection from enemy fire. Combat Droids are especially adept at hiding behind the rocks.


## Ridge

<b>Ridge</b>			
	<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Combat Droid	2	2
	Hoverbug	1	1
	Air Fighter	1	-
⊕	Snowmobile	2	1
⊕	Ice Tank	4	1
	Gun Platform	-	-
	Mining Base	-	-
	Constructor	4	1




The surface of Dapra is pockmarked by craters from falling meteorites. It also has many hills formed by tectonic activity. Both of these terrain types fall under the description of *Ridges*. Their steep approach is difficult to navigate for many units, only anti-grav and air units traversing them with ease. They offer varying amounts of protection to units that occupy them, being excellent places to deploy Combat Droids and Gun Platforms.

## Ice Flow

<b>Ice Flow</b>			
	<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Combat Droid	2	-
	Hoverbug	1	-
	Air Fighter	1	-
	Snowmobile	-	-
	Ice Tank	-	-
	Gun Platform	-	-
	Mining Base	-	-
	Constructor	-	-

*Ice Flows* are standing or running water covered with large sections of ice. They are formed by volcanic activity which heats the surface ice and snow to form liquid water, and may exist both as rivers and lakes. They do not impede air units like the Hoberbug and the Air Fighter, but the only ground units light enough to make it across the ice are Combat Droids, who have to proceed slowly and carefully.

## Crystal Node

<b>Crystal Node</b>			
	<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Combat Droid	2	1
	Hoverbug	1	-
	Air Fighter	1	-
	Snowmobile	2	-
	Ice Tank	4	-
	Gun Platform	-	-
	Mining Base	-	-
	Constructor	2	-


The *Crystal Nodes* are those places where the lucrative resources of Dapra pierce the planet surface, and become visible to surface and air units. The shard-like structures can only be exploited using the sophisticated equipment present in a Mining Station, but are large enough to provide moderate protection for Combat Droids that can hide in them. Like Rocks, the Crystal Nodes can be easily traversed by Combat Droids and anti-grav and air units, but are difficult of access for heavier units. Ice Tanks must move especially slowly not to have their tracks damaged by the hard and sharp features poking up from the ground.

## Road

<b>Road</b>			
	<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Combat Droid	1	-
	Hoverbug	1	-
	Air Fighter	1	-
	Snowmobile	1	-
	Ice Tank	1	-
	Gun Platform	-	-
	Mining Base	-	-
	Constructor	1	-


Rough *Roads* are improvised by clearing out the snow to expose the hard ground beneath. They allow ground units that are hampered by snow to travel at their full speed. Their exposed nature provides no protection to any unit travelling upon them.

## Monorail

<b>Monorail</b>			
	<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Combat Droid	2	-
	Hoverbug	1	-
	Air Fighter	1	-
	Snowmobile	2	-
	Ice Tank	2	-
	Gun Platform	1	-
	Mining Base	-	-
	Constructor	2	-

*Monorail* lines are elevated above the ground, and are specifically designed to mount Gun Platforms. The monorail turns these powerful long-range units from static to somewhat mobile units, able to move around the battlefield. Their supporting structure causes a minor obstruction to ground units, slowing their movement a little as they cross.

## Building

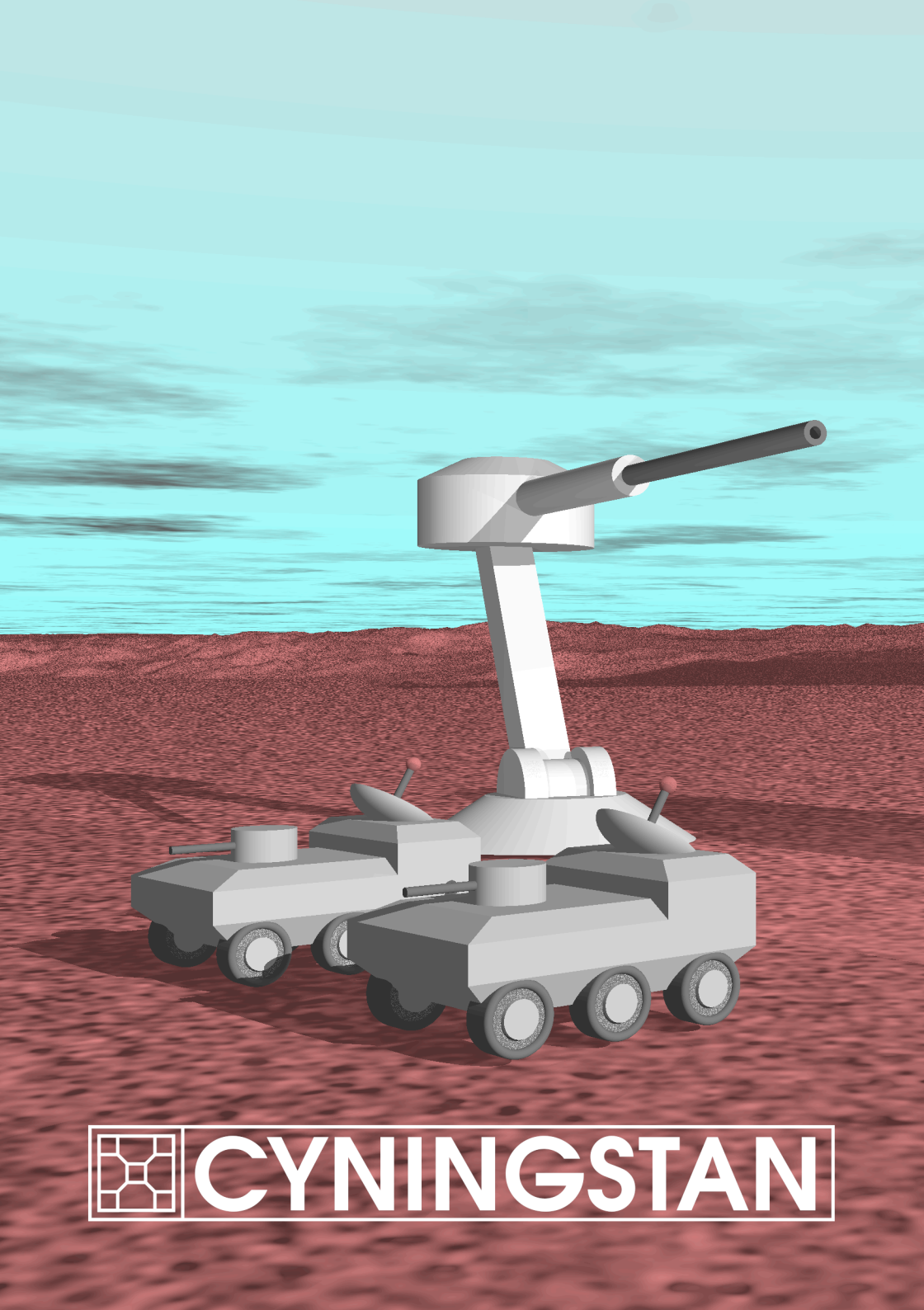
<b>Building</b>			
	<i>Unit</i>	<i>Movement cost</i>	<i>Defence</i>
	Combat Droid	1	3
	Hoverbug	-	-
	Air Fighter	1	-
	Snowmobile	-	-
	Ice Tank	-	-
	Gun Platform	-	3
	Mining Base	-	-
	Constructor	-	-

When establishing a mining facility in an area, *Buildings* may have been constructed to service the staff and defending forces. Buildings can only be entered by Combat Droids, and provide significant protection to occupying forces. Gun Platforms can be built atop buildings to provide extra protection to the facility, although Gun Platforms cannot move along the rooftops as they can along rails. Air Fighters flying above buildings gain no protection from them. It is important to protect buildings at your own base from infiltration by enemy Combat Droids, or worse, the construction of enemy Gun Platforms.









**CYNINGSTAN**