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v2

Aug 2016

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CONQUEST of PLANET EARTH

SETUP

Set up the board depending on the number of players as shown in the rules. Place the **Objective Location card** with the *Capitol City* side faceup in the center space of the center board section.

Shuffle all the card decks and place them facedown within reach of all players.

Shuffle the stack of **Alien Race sheets** facedown. Each player randomly draws 1 alien race to play; the remaining sheets are returned to the box.

Each player then takes the 4 **Alien Saucers** and the **Conquest markers** of their chosen color, a stack of facedown **Command counters** numbered 2, 3, 4, 5, 6, and D6, and 1 **Alien Menace token**. Every player should have at least 1 white *(Human Resistance)* die and at least 1 red *(Aliens)* die.

Each player chooses the closest board section and places their 4 alien saucers on the central **landing site** space, then draws a hand of **Event cards** equal to the **Intelligence** of their alien race. Any *Play Immediately* cards should be played as soon as they are drawn.

THE COMPETITIVE GAME

Every game **round** begins with a **Command phase**, then each player takes their **turn** in clockwise order starting with the current **first player**. Each player's turn consists of the **Action phase**, **Battle phase**, and **Draw phase**. Once all players have completed their turns, a new round begins.

COMMAND PHASE

Each player secretly chooses a **Command counter** indicating their number of **action points** for the turn and places it facedown in front of them. Once all players have chosen, the counters are revealed.

Any player who chose the D6 counter immediately rolls a D6 for their Command number. On a 1, you get a free **Alien Menace token** and may roll again. You *must* keep the second roll, even if it is also a 1.

The player with the lowest number becomes the **first player** for this round (tied players roll off) and takes the large **First Player marker.**

Each player then sets aside their used Command counter; it may not be chosen again until it is recovered. However, the D6 counter is *not* set aside and is always available to choose.

At the start of each round, any player that has only their D6 Command counter remaining may immediately **recover** all of their Command counters.

A PLAYER TURN

1. Action Phase

Ready Activated Cards
Space Stuff cards that have been turned facedown are turned back faceup and are ready to use again.

Spending Action Points
You may spend, one at a time, up to the number of **action points** you chose or rolled in the Command phase.

Move an alien (1AP): Move one of your alien saucers to an adjacent space.

Each individual alien may be moved multiple times, but if an alien moves to an empty space (no Location card), to a location that has **Resistance 1 or higher** and has not been conquered, or to a location that has an enemy present, that alien's move immediately ends and it may move no further this turn.

Land an Alien Reinforcement (1AP): Return a destroyed alien back to your landing site from your alien pool.

Gain an Alien Menace Token (2AP): Buy an Alien Menace token from the alien menace pool.

Play an Event Card (XAP): Play an Event card that has an action point cost (listed in an orb just below the image).

2. Battle Phase

Exploring Empty Spaces
If you have 1 or more aliens in an empty space (no Location card), draw a Location card for that space and place it on the board. Then resolve any **battle** that occurs at that location. Individual encounters can be completed in any order.

A player's landing site is *never* considered an empty space and never has a Location card placed there.

Battle at an Existing Location
If you have 1 or more aliens at a location with a **Resistance value** of 1 or higher that has not been conquered (no Conquest marker on it), you must fight a **battle** there.

Fight any Enemies at a Location
If you have 1 or more aliens at a location (or landing site) with 1 or more Resistance counters or enemy aliens, you must resolve a **battle** at that location as well.

3. Draw Phase

You may discard up to 1 Event card from your hand and then draw new Event cards from the deck to bring your hand back up to your alien race's Intelligence value.

Event cards are kept secret from other players unless your are playing a Team game. Any *Play Immediately* cards must be played as soon as you finish drawing (and are not replaced this phase).

FIGHTS

A **battle** is all of the fights at a given location.

A **fight** is single combat against 1 human resistance (or a grouping of enemy aliens).

A **fight round** is 1 round of combat between the aliens and the resistance.

Combat oriented cards and abilities may have effects that last for 1 fight round, an entire fight, or a full battle.

1. Drawing Resistance

If the **Resistance value** of a location where you have aliens is 1 or higher, it will start a battle. If the value is 0, no battle is necessary.

The resistance at a location are fought one at a time, so if a location has a Resistance value higher than 1, the battle will involve multiple individual fights that are each resolved one after another.

To resolve a fight, draw a **Resistance card** from the top of the deck and place it faceup on the table. There are 2 types of Resistance cards:

Resistance These cards have a Strength value on the left side of the text box and are marked *hard* or *soft*.

Heroes Heroes have a Strength bonus on the right side of the text box, are *never* marked *hard* or *soft*, and may have 1 or more abilities in their text box that they give to the Resistance card they are helping.

When a hero is drawn, immediately draw an *additional* Resistance card for them to be helping. If another hero is drawn, continue drawing Resistance cards and adding them up until a full resistance is drawn.

2. Add Up Strength Totals

The alien player adds up the individual Strength values for their aliens at the location. *Each* of your saucers has strength equal to the Strength value listed on their alien race sheet.

3. Rolling Fight Dice

Both the alien player and the resistance (one of the other players) each roll a D6 (Fight dice) and add the result to their own Strength total.

4. Resolving the Fight

Whoever has the higher Strength total (including Fight dice rolls) wins the fight round.

On a tie, neither side wins or loses and another round begins.

If either side rolls a 6 on their Fight dice, it is a **crushing victory**: Strength totals are ignored and that side wins the fight round.

If both sides have a crushing victory, it is a tie, regardless of Strength totals.

Cards and abilities that affect combat can be used at any time during a fight (even after Fight dice are rolled), up until the moment that the fight round is resolved.

Alien Victory
If the aliens win the fight round, the resistance and any heroes that were helping it are defeated and discarded.

If there are more resistance to fight at the location, the aliens may now draw and fight the next Resistance card.

If all of the resistance at a location have been defeated, the battle is won and the alien player may place a **Conquest marker** of their color on that location to show that they have conquered it.

While a Conquest marker is on a location, that player gains **Terror points** equal to the Population value of the location, and the location's Resistance value is reduced to 0. Conquest markers are *not* placed on locations with a base Resistance value of 0.

Resistance Victory
If the resistance wins the fight round, one of the alien saucers involved is *destroyed* and returned to the player's alien pool. If there are still aliens at the location, you may start a new fight round. If there are no alien saucers left at the location, the battle is over and the aliens have lost (any remaining Resistance cards are discarded).

Next time this location is attacked, a brand new battle must be fought *from the beginning* with entirely new resistance.

Escaping a Fight
After each fight round is resolved, the aliens have the opportunity to **escape**; immediately ending the battle as though the aliens had lost.

Aliens may escape to any adjacent space where they have one or more other aliens present (or their landing site), or to any adjacent location with no Resistance (Resistance value 0, including those that are *demolished* or have a Conquest marker on them). They may not escape if there is no valid place for them to escape to.

Resistance Counters and Abilities
If there are 1 or more **Resistance counters** at a location, they must be fought *in addition* to the Resistance value for the location. Resistance counters are always fought *before* any Resistance cards are drawn. If there is more than 1 counter at the location, they are fought one at a time in the order chosen by the attacking alien player.

Many Resistance cards have one or more **abilities**:

Assault The resistance wins a fight on a tie result.

Barrage The resistance fires a special barrage attack at the start of each fight round at each alien in its space as well as each alien in any adjacent spaces.

Bold The resistance is +1 Strength for each alien at the location.

Cunning The resistance rolls an extra Fight die and uses the highest result.

Deadly The resistance gets a crushing victory on a roll of 5 or 6 (instead of only on a 6).

SPACE STUFF

Whenever you draw a **Space Stuff card**, it is immediately revealed and placed faceup on the table next to your alien race sheet. Any player may look at any Space Stuff card currently in play at any time.

Allies
When you draw an alien **ally**, take one of the grey ally figures and place it at your landing site. Each of the figures is themed to represent one of the specific Space Stuff Ally cards.

Ally aliens count as one of your aliens in every way and gain any bonuses that apply to your aliens (with the exception of abilities that specifically refer to the name of your alien race).

Destroyed allies are placed in your alien pool and may be brought back into play as reinforcements.

Activate
Activate cards can only be used once per turn. When the card's ability is used, flip the card face down—they may still be looked at, cancelled or stolen, but cannot be used again until flipped back over at the start of your next turn.

If an Activated card is stolen, it remains activated until it can be readied.

EVENT CARDS

Event cards that require action points to use may only be played during the Action phase of your own turn.

Event cards that do not have an action point cost can be played whenever is appropriate as listed in their text.

When an Event card is played, it should be read aloud to all players, starting with the card title. After it has taken effect, it is discarded (unless marked as *Remains in Play*). A card which causes a discard pile to be shuffled is also shuffled back into the deck.

Play Immediately Event cards must be played as soon as they are drawn.

If there is a dispute over who gets to play their card first, priority always goes to the players based on the current turn order (starting with the first player and moving clockwise around the table).

Canceling Cards
When a card is canceled, its effects are immediately negated and the card is placed in its appropriate discard pile. An Event card may not be canceled after it has already caused 1 or more dice to be rolled or re-rolled.

RESISTANCE COUNTERS

Resistance counters are human resistance that work like normal Resistance cards except that they stay on the board until defeated.

When defeated, a Resistance counter is removed from the board and returned to the counter pool.

In the competitive game, the only Resistance counters used are the **Infantry** and the **Paratroopers**.

If a Resistance counter appears in a space, or several spaces, with your aliens, you must immediately resolve these fights out of the normal turn sequence (if another battle is in progress, finish the current battle first). They are resolved exactly like any other fight.

If a Resistance counter appears in a space with aliens that has not had its location drawn yet, the location should be drawn before resolving the fight with the counter.

The large number in a circle is the counter's Strength value. A red-bordered circle is a *soft* resistance and a blue-bordered circle is a *hard* resistance.

Some Resistance counters have an **Air icon** and count as **air resistance**. Some also have one or more special abilities.

CAPTAIN FANTASTIC

Captain Fantastic counts as a full resistance in his own right. Any time he is discarded, the Resistance discard pile is immediately shuffled back into the deck.

STEALING CONQUESTS

If you ever have 1 or more aliens in a location with an opponent's Conquest marker during your own Battle phase (and there are no enemies present), you may replace the opponent's Conquest marker with their own, stealing the glory and the Terror points for yourself.

Simply moving through a location with another player's Conquest marker during your Action phase will *not* swap it for your own.

ALIENS FIGHTING ONE ANOTHER

Opposing aliens in the same space during a Battle phase must engage in a fight.

This is considered a battle that only involves a single fight (all of the aliens from one side versus all of the aliens from the other side is one fight).

Each side adds up their Strength total and rolls Fight dice as normal.

The losing side has one of their aliens destroyed and then both sides have the option to stay and continue fighting or to escape (as normal). If both sides decide to stay, it will begin a new fight round.

Once the battle is complete, the remaining aliens are the winner of the battle. If the location already has a Conquest marker on it, the winner may replace it with their own Conquest marker.

Aliens are not *hard* or *soft* for card effects and abilities.

WINNING THE GAME

As soon as a player has a total of **8 or more Terror points**, the game immediately ends and that player wins.

If the last Terror points needed to win were gained through the use of a card, the other players do have a chance to cancel it before victory is declared.

THE COOPERATIVE GAME

All the players work collectively toward defeating the game itself (the human resistance).

The cooperative game uses all of the rules in the competitive game, with the following changes and additions.

SETUP CHANGES

Choose a **difficulty level**: **standard** or **brutal**, and use the appropriate side of the **Resistance Phase sheet**. Place the **Human Tech track marker** (the 'Danger Donut') on the 0 step of the Tech track.

Prepare the **Event deck** by pulling out the 30 Event cards with the red text box at the bottom of the card and shuffling them into a separate **Resistance Event deck**; place this near the Resistance Phase sheet.

The remaining 40 Event cards are shuffled together to create the normal **Event deck** for the players.

Shuffle the 6 **Human Tech cards** to form the Human Tech deck and set it near the Resistance Phase sheet.

Place all the **Resistance counters** in an opaque cup to form the Resistance counter pool. Anytime a Resistance counter needs to be placed on the board, randomly pull one from the cup. If a Resistance counter is defeated, return it to the cup.

Place 1 Resistance counter in a random space on each player board and 2 Resistance counters in random spaces on the center Objective board.

Command counters are not used in the cooperative game.

Players may always show each other their hand of Event cards.

RESISTANCE PHASE

In the cooperative game, at the end of each round there is a **Resistance phase** after all players have completed their turns.

1. Draw a Resistance Event
Draw and resolve 1 Resistance Event card.

2. Check for Location Liberation
Any location with a Conquest marker on it and one or more Resistance counters, but no aliens, is immediately **liberated**; remove the Conquest marker.

Next time aliens return to this location, they must fight any Resistance counters here as well as the Resistance value of the location to conquer it again from scratch.

3. Move the Human Tech Track
Move the track marker 1 step forward. If this reaches a red circle, place 1 Resistance counter in a random space on each board section.

4. Resistance Move (if any)
Any Resistance counter with the *Move* ability moves to a random space on the same board section.

5. Resistance Barrage (if any)
Any Resistance counter with the *Barrage* ability fires at aliens in all adjacent spaces. This attack works just like the normal *Barrage* ability, but fires off outside of combat.

6. Roll for Tech Breakthrough
Roll a number of dice equal to the current stage of the Human Tech track. If at least one 6 is rolled, draw a **Human Tech card**. Only one Human Tech card is ever drawn, regardless of the number of 6s rolled.

COMBINED TERROR TOTAL

The total Terror points needed to win is **8 x the number of players**.

This combined total is added up for all of the players as a single collective value. As soon as the players reach the total needed to win, the game ends in victory for the aliens.

ACTION POINTS ROLL

During the Command phase each player rolls a D6 to see how many action points they get for the turn. If you roll a 1, you automatically gain a free **Alien Menace token** and may roll again. You *must* keep the second result even if it is also a 1.

Action points rolls are still made during the Command phase of the round and that the player with the lowest roll (roll off if tied) is still made the first player for the turn as normal.

RESISTANCE EVENTS DECK

Whenever a Resistance Event is drawn, **only the game text in the red text box at the bottom** of the card is used; ignore the card's normal game text. The card's title, keywords, and *Remains in Play* bar are always used, and Resistance Events are always read aloud to all players when drawn, starting with the card title (consider them *Play Immediately* cards).

Resistance Events are drawn during Step 1 of the Resistance Phase *Draw a Resistance Event Card*, and if multiple heroes come out to help the resistance during a single fight.

Human Ingenuity
Anytime 2 or more heroes are drawn to help the resistance during a single fight, a Resistance Event is also immediately drawn and resolved (out of the normal turn sequence). This is limited to once per fight, but you can have this triggered in more than one of the fights during the same battle.

RESISTANCE COUNTERS

Resistance Abilities
Assault The resistance wins a fight on a tie result.

Barrage The resistance fires a special barrage attack at the start of each fight round with it as well as during Step 5 of the Resistance phase. Roll a D6 for each alien in the same and adjacent spaces to the Resistance counter. On the roll of 1 or 2, that alien is destroyed.

Bold The resistance is +1 Strength for each alien at the location.

Cunning The resistance rolls an extra Fight die and uses the highest result.

Deadly The resistance gets a crushing victory on a roll of 5 or 6 (instead of only on a 6).

Move This Resistance counter moves to a random space on the same board section during Step 4 of the Resistance phase. If it rolls the same space it is in, it does not move.

Captain Fantastic The *Captain Fantastic* Resistance counter works slightly differently from his Resistance card. When the Captain Fantastic counter is drawn for a board section, it immediately fights a single fight round against every space on that section, in any order (if necessary, the current first player chooses the order). Once all of these fight rounds are complete, the Captain Fantastic counter goes back to the pool.

Placement of Counters
Resistance counters are usually placed in a random space of a particular board section. If there are already any Resistance counters in the space rolled, those existing counters are pushed to the center space of the board section first, then the new counter is placed.

There may never be more than 3 Resistance counters in a single space at a time.

If pushing existing counters to the center space would exceed this limit, no more can be pushed there (they stay in their original space).

If there are already 3 Resistance counters in the center space as well as 3 counters in the space rolled, any excess counters cannot be placed there. Instead move the Human Tech track 1 step forward for each counter that cannot be placed.

Resistance Counters at Your Landing Site
If a player has one or more Resistance counters at their landing site, when they land reinforcements those new aliens will be trapped at the landing site and not be able to move away in the same Action phase.

During the Battle phase a battle must be fought at the landing site as though it were any other space.

HUMAN TECH CARDS

When a Human Tech card is drawn, place it faceup on the table near the Resistance Phase sheet.

Human Tech cards are *not* events. However, any card or ability that could cancel an event may be used to try and cancel a Human Tech card. Roll a D6: on the roll of 4, 5, or 6, the Human Tech card is successfully canceled.

WINNING AND LOSING

If the Human Tech track marker ever reaches the 10 space, the aliens immediately lose.

If the alien players can reach their combined Terror total before this happens, they immediately win.

Difficulty may be added by also requiring the aliens to conquer or demolish the objective location to win. Another way is to add extra Resistance counters to the board during *Setup* (2 Resistance counters per player board section and 3 Resistance counters on the objective board section).

SOLO PLAY

The solitaire game works just like the cooperative game. You may choose whether to use a single alien group or to use several (each with a set of 4 saucers and a hand of Event cards).

You may also choose to use multiple groups of the same alien race or different alien races. If multiple groups are used, they should be treated as separate players for hands of Event cards and for action points.

When using multiple alien groups, the board should be setup as it would for that many players. For a single alien group, use one player board section and the objective board section.

THE TEAM GAME

Two players work together as a team to accomplish a collective goal against another team. The team game uses the standard competitive game rules except that each team is working to get a combined Terror total of **16 Terror points** to win.

Teammates may show each other their Event cards and discuss strategy, but the standard round is still observed.

Optionally, you may allow both players on a team to play as the same alien race. The players still have independent saucers, landing sites, hands of Event cards, etc, but they play as the same alien race with the same basic abilities.

Using this option should be decided on before alien races are chosen and each team should have the choice.

CONQUEST of PLANET EARTH

THE COMPETITIVE GAME

COMMAND PHASE

Any player that has only their D6 Command counter remaining may immediately **recover** all their counters.

Each player chooses a **Command counter** and places it facedown. Reveal the counters simultaneously.

Any player who choose the D6 counter immediately rolls a D6 for their Command number. On a 1, you get a free **Alien Menace token** and may roll again. You *must* keep the second roll, even if it is also a 1.

The player with the lowest number is the **first player** for this round (tied players roll off) and takes the large **First Player marker.**

Set aside your used Command counter; it may not be chosen again until it is recovered. The D6 counter is *not* set aside and is always available to choose.

A PLAYER TURN

1. Action Phase

Ready Activated Cards
Space Stuff cards that have been turned facedown are turned back faceup and are ready to use again.

Spending Action Points
Spend, one at a time, up to the number of **action points** you chose or rolled in the Command Phase.

Move an Alien (1AP) Move one of your alien saucers to an adjacent space. If an alien moves to an empty space (no Location card), to a location that has Resistance 1+ and has not been conquered, or to a location with an enemy, its move immediately ends and it may move no further this turn.

Land Alien Reinforcement (1AP) Return a destroyed alien back to your landing site from your alien pool.

Gain an Alien Menace Token (2AP) Buy an Alien Menace token from the alien menace pool.

Play an Event Card (XAP) Play an Event card that has an action point cost.

2. Battle Phase

Exploring Empty Spaces
If you have 1 or more aliens in an empty space (no Location card), draw a Location card for that space and place it on the board. Then resolve any **battle** that occurs at that location.

A player's landing site is *never* considered an empty space and never has a Location card placed there.

Battle at an Existing Location If you have 1 or more aliens at a location with a **Resistance value** of 1 or higher that has not been conquered (no Conquest marker on it), you must fight a **battle** there.

Fight any Enemies at a Location If you have 1 or more aliens at a location (or landing site) with 1 or more Resistance counters or enemy Aliens, you must resolve a **battle** at that location as well.

3. Draw Phase

You may discard 1 Event card from your hand and draw new Event cards to bring your hand back up to your alien race's Intelligence value.

RESISTANCE ABILITIES

Assault Wins a fight on a tie.

Barrage Fires a special barrage attack at the start of each fight round (as well as during Step 5 of the Resistance phase) at each alien in its space as well as each alien in any adjacent spaces.

Bold +1 Resistance Str for each alien at the location.

Cunning Roll an extra Fight die and uses the highest.

Deadly Crushing victory on a 5 or 6.

Move Counter moves to a random space on the same board in Step 4 of the Resistance phase. If it rolls the same space it is in, it does not move.

Captain Fantastic When drawn for a board section, this counter immediately fights a single fight round against every space on that section, in any order. Then the counter goes back to the pool.

CONQUEST OF PLANET EARTH

THE COOPERATIVE GAME

COMMAND PHASE

Each player rolls a D6 to see how many Action points they get for the turn. On a 1, you get a free **Alien Menace token** and may roll again. You *must* keep the second roll, even if it is also a 1.

The player with the lowest number is the **first player** for this round (tied players roll off) and takes the large **First Player marker.**

A PLAYER TURN

1. Action Phase

Ready Activated Cards
Space Stuff cards that have been turned facedown are turned back faceup and are ready to use again.

Spending Action Points
Spend, one at a time, up to the number of **action points** you chose or rolled in the Command phase.

Move an Alien (1AP) Move one of your alien saucers to an adjacent space. If an alien moves to an empty space (no Location card), to a location that has Resistance 1+ and has not been conquered, or to a location with an enemy, its move immediately ends and it may move no further this turn.

Land Alien Reinforcement (1AP) Return a destroyed alien back to your landing site from your alien pool.

Gain an Alien Menace Token (2AP) Buy an Alien Menace token from the alien menace pool.

Play an Event Card (XAP) Play an Event card that has an action point cost.

2. Battle Phase

Exploring Empty Spaces
If you have 1 or more aliens in an empty space (no Location card), draw a Location card for that space and place it on the board. Then resolve any **battle** that occurs at that location.

A player's landing site is *never* considered an empty space and never has a Location card placed there.

Battle at an Existing Location If you have 1 or more aliens at a location with a **Resistance value** of 1 or higher that has not been conquered (no Conquest marker on it), you must fight a **battle** there.

Fight any Enemies at a Location If you have 1 or more aliens at a location (or landing site) with 1 or more Resistance counters or enemy aliens, you must resolve a **battle** at that location as well.

Human Ingenuity Anytime 2 or more heroes are drawn to help the resistance during a single fight, a Resistance Event is also immediately drawn and resolved (out of the normal turn sequence).

3. Draw Phase

You may discard 1 Event card from your hand and draw new Event cards to bring your hand back up to your alien race's Intelligence value.

RESISTANCE PHASE

1. Draw a Resistance Event

Draw and resolve 1 Resistance Event card.

Only the game text in the red text box at the bottom is used; ignore the card's normal game text.

2. Check for Location Liberation

Any location with a Conquest marker on it and one or more Resistance counters, but no aliens, is immediately **liberated**; remove the Conquest marker.

3. Move the Human Tech Track

Move the track marker one step forward.

On a red circle, place 1 Resistance counter in a random space on each board section.

4. Resistance Move (if any)

Any Resistance counter with the *Move* ability moves to a random space on the same board section.

5. Resistance Barrage (if any)

Any Resistance counter with the *Barrage* ability fires at aliens in all adjacent spaces.

6. Roll for Tech Breakthrough

Roll a number of dice equal to the current stage of the Human Tech track. If at least one 6 is rolled, draw a **Human Tech card**. Only one Human Tech card is ever drawn, regardless of the number of 6s rolled.

CONQUEST OF PLANET EARTH

APOCALYPSE EXPANSION

SETUP

Shuffle the new **Event**, **Space Stuff**, **Location**, **Resistance**, and **Human Tech** cards into their respective decks. Split the Event cards as normal when playing the cooperative game.

Shuffle the new **Coastal Resistance** deck and place it facedown within reach of all players.

COASTAL RESISTANCE

At any location with the **Coastal Resistance icon**, draw Resistance cards from the **Coastal Resistance deck** instead of the normal Resistance deck.

Some cards have text that has you roll for each Resistance drawn there: this is made once for each individual fight at that location. When a hero is drawn, the additional Resistance drawn for it always comes from the same deck as the hero.

Alien Abilities

When an alien ability allows the aliens to use cards from the Resistance deck during a fight, the alien may take a card from the deck/discard pile of the type of resistance they are currently fighting. If a resistance drawn for such an ability would result in placing 1 or more Resistance counters, do not. Alien-controlled resistance are only active for that one fight and are then discarded.

Navy Ship Counters

When a large **Navy Ship counter** is **defeated**, flip it to its damaged side instead of removing it. It must be defeated twice (during the same battle or at a later time) to remove it from the board.

Fighting each side of a Navy Ship counter counts as a new fight for all ability and card effects. Anything that automatically defeats the resistance only counts as defeating a Navy Ship counter once.

When a Navy Ship counter is defeated the second time and removed, place it near your alien race sheet to mark the **bonus Terror** you gain from it.

Large Navy ship counters on the board *do not* count against the normal limit of Resistance counters in the space, and are never bumped to a different space when another Resistance counter is placed there.

Existing Navy Ship counters already at a location that an alien moves to must be fought before any other resistance at the location are drawn.

You may have multiple Navy Ship counters (or Navy Ship and normal Resistance counters) in the same space. Fight them in any order you wish before drawing any normal resistance for the location.

CAPTAIN FANTASTIC

If *Captain Fantastic* is drawn twice, this represents a **super attack**. Do not add the extra Strength or abilities of the second card; instead the resistance automatically counts as getting a **crushing victory**. Do not roll for the cards and this effect lasts as long as both copies are still in the fight.

ALIEN TERROR FACTORIES

During your Action phase, you may build an **alien terror factory** at a location where you have at last 1 of your alien saucers (not an ally) and that currently as 0 resistance and 0 population.

Pay **3 action points** and remove your saucer from the space (as though it has been destroyed). Place your Conquest marker and an **Alien Terror Factory marker** there.

You gain +1 Terror point for every factory you control. If your Conquest marker is ever removed from the location, also remove the factory. However, if another alien player takes over the location, he may keep the factory for himself.

There may never be more than 1 alien terror factory per board section.

You may remove an factory you control at any time during your own turn to immediately gain **D3 Alien Menace tokens**.

5 AND 6 PLAYER GAMES

Set up the board depending on the number of players as shown in the expansion rules.

There are **2 objective locations** in play (one on each of the 2 center boards). The *Capital City* location is usually used for both of these locations, or you can use the alternate side on each *Capital City* card for 1 or both objectives (agree on this before determining which board each player starts on).

For the **team** game, you may have teams of 3 (3 vs 3) or 3 teams of 2 (2 vs 2 vs 2).

Close Rivals

To make games with 4 or more players faster, optionally use this system. You are not allowed to play Event cards during any other player's turn except for the players directly to your right and left. This rule is not for use with team games or cooperative play.

Cooperative Play

The only change is the number of Terror points needed to win: 5 players = 40 Terror pts. 6 players = 48 Terror pts.

THE BRUTAL SETUP

For a fast-paced competitive game with a lot more alien-vs-alien battles, use one of the **brutal** board setups shown in the expansion rules.

Use the 4 player setup for 2-4 players and the 6 board setup for 5-6 players. Extra landing site areas are considered empty spaces that draw a Location card when explored, as normal.

There is no objective board; the objective location is placed in the center, overlapping board edges to create a new space. This space works like any other, but as it is not at the center of a particular board, Resistance counters will never get pushed to the objective location by new counters being placed.

The 4 spaces (2 above and 2 below) are considered adjacent to the objective location space.