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Game: **INVASION FROM OUTER SPACE**

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For best results, print on card, laminate and trim to size.

# INVASION FROM OUTER SPACE

## Setup

### 1. Choose Martian Player (MP) and Hero Player (HP)

2 players	1 MP, 1 HP (all 4 Heroes)
3 players	1 MP, 2 HPs (2 Heroes each)
4 players	2 MPs, 2 HPs (2 Heroes each)
5 players	1 MP, 4 HPs (1 Hero each)
6 players	2 MPs, 4 HPs (1 Hero each)

There are always 4 Hero characters.

### 2. Choose a scenario

*Invasion* is the only basic game scenario, otherwise choose or randomly draw an advanced scenario.

### 3. Create game board

Place the central board with the **Big Top Tent** faceup (or the Fair Grounds if specified by the scenario) in the centre of the table and randomly place 4 of the 6 L-shaped boards around it.

Place the **Invasion Track** near the board.

### 4. Shuffle and place card decks

Shuffle the **Martian** and **Hero card decks**, including the Advanced cards if playing an advanced scenario.

### 5. Draw and place Hero characters

Each **Hero Player (HP)** chooses or randomly draws a **Hero Character sheet** and places their **Hero figure** on any space in its **Start** location. If the location is not present, the figure is placed in the center space of the Big Top tent and the player receives a **free Hero card**.

Heroes start the game with **1 Power token** each.

During setup, if a player draws a card specified by a Scenario as a **Scenario Search card**, shuffle it back into the deck and draw again. If one is drawn a second time as part of this re-draw, the Hero may keep it as normal.

### 6. Martian setup

One **Martian Player (MP)** receives all 18 Martian Soldiers; 2 players receive 9 blue or purple Martian Soldiers each.

Place the **Martian Command Console** near the MP, with the orange side up if there is one MP and the blue side up if there are 2 MPs.

Place a **Martian Landing Site** marker on the start spots on each of the 4 outer boards.

The MP starts with 2D6 Martian Soldiers placed on any of the Landing Sites on the board. Two MPs start with 1D6 Martian Soldiers each.

There may never be more than 3 Martian Soldiers in a space.

## Winning the Game

When one side completes their **Objectives** as listed on the Scenario card, the game immediately ends and they win.

In addition, the MP automatically wins the game if he kills 4 Heroes or they discard the last Hero card from the deck.

The HP automatically wins the game if there are ever no Martians on the board (not including Flying Saucers).

## Game Turn

### 1. Martian Turn

MP(s) complete the following phases in order:

#### 1. Move the Invasion Track Marker

On the first turn place the marker on the number equal to the Turns listed on the Scenario card.

Otherwise move the marker one space down the track. If this moves it off the last space (number 1) the game immediately ends.

#### 2. Draw New Martian Cards

The MP *may* discard one card, then draws 2 new Martian cards. These are kept secret from the HP. The MP's maximum hand is 6 cards and he may not draw cards if he is at this maximum.

**2 MPs:** each may discard one card and draw one card. Each MP's maximum hand is 3 cards. The MPs may show cards to each other and discuss strategy.

#### 3. Roll for Reinforcements

After all *Play Immediately* Martian cards have been played, **roll 2D6**. If the number is *higher* than the number of Martian Packs currently on the board, additional Martians will be landed at the end of the Martian turn.

**2 MPs:** roll 1D6 each; each MP must roll over the number of Martian Packs they personally control.

#### 4. Command Phase

The MP receives 2 **Command Points** (CPs) to spend for the turn (any not spent are lost at the end of the turn). These are spent by placing them on the **Martian Command Console** and resolving them one at a time.

**2 MPs:** each MP receives 1 CP.

#### 5. Move Martians

**Each Martian Soldier may move 1 space** in any direction.

There may never be more than 3 Martian Soldiers in a space. All Martians in a space are called a **Martian Pack**.

Martians may not move through walls except at doors and may not move diagonally through a door. They may not enter or pass through a space already containing 3 Martians. If in a space with a Hero, the Martian *may not* move away from that space.

#### 6. Ray Gun Attacks

Each Martian Pack may **fire ray guns**, targeting their own or an adjacent space (even diagonally) they have LOS to. If the Pack is in the same space as a Hero they may *only* target their own space.

#### 7. Fight Heroes

Any Martian Pack in a space with one or more Heroes must **fight** every Hero individually (the HP may choose in which order).

#### 8. Land New Martians

If Martians may be landed, **roll 1D6** and place that many from your Martian pool onto **Landing Sites** you choose.

**2 MPs:** roll 1D3 each for the number of Martians.

### 1a. Fire Phase

### 2. Hero Turn

Heroes take their turn in any order the HP(s) wish. Each Hero completes *all* of the following steps in order before the next Hero takes his turn:

#### 1. Move Action (Move or Search) and Roll for Power Token

The Hero may **move** or, if they are already in a building, **search**. Roll movement dice before deciding.

**Roll a white D6 for movement and a green D6 for Power tokens.** If the green die rolls 5 or 6, take 1 Power token.

#### Move

**Move up to the number of spaces on the white die in any direction.** Any number of Heroes may be in a space.

Heroes may not move through walls except at doors and may not move diagonally through a door.

If a Hero enters a space with a Martian in it the move immediately ends. If in a space with a Martian, the Hero *may* move away from that space.

#### Search

Instead of moving, a Hero in a building space may **search** by drawing the top card from the Hero deck.

Event cards are kept secret and may be played when appropriate (those with *Play Immediately* on them are played immediately).

Items are placed faceup next to the Hero's Character sheet.

Instead of searching, if the building has a **Pick Up** card noted, that card can be taken out of the Hero card *discard pile* if it is available.

#### 2. Exchange Items

The Hero may exchange any number of items with other Heroes in the same space and vice versa. Power tokens may not be exchanged.

Heroes may attack with items they received this turn but no copy of an Item card may be used by more than one Hero in the same turn.

#### 3. Ranged Attack

Heroes with an item or ability with a **Range** may make *one* ranged attack.

Choose a target within the range listed on the card (or in the same space) and in Line of Sight (LOS), and follow the card instructions.

#### Line of Sight

Models do not block LOS but walls and doors do. However a model has LOS through any wall or door they are touching. See diagrams p15.

#### Hit or Killed

If the target is **Hit** it takes 1 Wound (enough to remove a normal Martian Soldier from the board).

If the target is **Killed** all the target's remaining Health boxes, if applicable, are filled with Wound markers.

#### 4. Fight Martians

The Hero must **fight** an entire Martian Pack in his own space in hand-to-hand combat.

### 2a. Crowd Phase

## The Martian Command Console

**Command Points** may be spent one at a time (resolving each before spending the next) and may be used for the same button more than once.

Any CPs spent on *Build Martian Tech* or *Call Martian Champion* flow through to be placed directly on the individual Tech card or Champion token.

#### Draw 1 Martian Card

This button may not be used if the MP already has a full hand of cards.

#### Move a Saucer up to 2 Spaces

**Landing Sites (Flying Saucers)** may be moved; this has no effect on models in the space. They ignore all models, walls, fires etc while moving, but cannot cross the Big Top Tent corner blockers.

Flying Saucers may move through spaces containing other saucers, but only one may end up in the same space at a time.

#### Immediate Reinforcement - 3 Martians

Immediately place up to 3 Martians from the Martian pool at any one Landing Site. They may move and fight normally this turn.

#### Build Martian Tech

To play a **Martian Tech** card, place it facedown next to the Console and use the *Build Martian Tech* button to place at least one CP on it.

Once there are CPs on it equal to or higher than its cost, it may be revealed during the *Command* phase to bring it into play. CPs on it are returned to the pool. Cards like this on the table (faceup or facedown) do not count towards the MP's hand.

2 MPs may build on the same card and both players gain the advantages of any in play.

#### Call Martian Champion

Champion are called in the same way as Tech is built, except that they are always available. While a Champion is in play, no CPs may be spent to call it.

When the Champion's CP cost is paid, it is immediately placed on a Landing Site during the *Command* phase and may move and attack normally this turn.

2 MPs may build on the same Champions and both players get to control them—the Blue Martian player on odd numbered turns and the Purple Martian player on even numbered turns.

## Ray Gun Attacks

All the Martians in a Pack must fire their ray guns at the same space—this is called a **blast**.

Roll 1D6 for each Martian in the Pack firing. Ray guns hit on 5 or 6, or on 4, 5 or 6 if a full Pack of 3 Martians is firing.

Any Heroes in the target space must divide up the hits as they see fit.

A Hero may then try to **dodge** a hit by rolling equal to or higher than his **Agility** score. Each successful hit causes 1 Wound.

## Fights (Hand-to-Hand Combat)

**Fights** (hand-to-hand combat, not ranged attacks) occur in both the Hero and Martian turns, and are always between one Hero and a Martian Pack. Both players roll **Fight Dice**:

**HP:** 2D6

**MP:** 1D6 for each Martian Soldier in the Pack.  
Martian Champions roll D6 as listed on their token.

Unless stated otherwise, cards and abilities may be used after the dice have been rolled.

The MP may use any number of Martian Event cards with **Fight**: in their text.

The HP may use any number of Hero cards with a **Combat Bonus**, though a bonus may only be used once per fight (unless stated otherwise). Ranged weapons may not be used in *hand-to-hand* fights.

After all cards and abilities have been used, both players compare their highest single Fight Dice roll:

**If the Martians win**, the Hero takes 1 Wound. **If the Hero wins**, 1 Martian of the HP's choice is wounded and the fight ends.

On a tie, neither side wins or loses (though the Zard Beast wins on a tie). If both sides have something that would let them win on a tie, the result is just a tie.

## Wounds, Healing and Death

Martian Soldiers are returned to the Martian pool if they take 1 Wound. When a Hero or Martian Champion takes a **Wound**, put a Wound marker on one of their health boxes.

If a Hero or Martian Champion is **Killed**, all of his remaining health boxes are filled with Wound markers.

If a Hero or Martian Champion **heals** a wound, remove a Wound marker. If **fully healed**, remove all markers. A model may not heal *during* a fight or blast attack.

### Death

When his last health box is filled a Hero or Martian Champion is dead.

A killed Martian Champion is removed from the board but may be called again using Command points.

A Hero killed is removed from the game. The MP gets 2 bonus CPs in the following turn (one each for 2 MPs).

All of the Hero's items are immediately discarded, but Event cards in hand are unaffected. The HP may draw a new random Hero and place it on the board either in any space of a random building, or on the centre board space with a free Hero card. The Hero enters play with 1 Power token as normal.

This new Hero does not participate in the current phase of the turn, but fully participates thenceforth.

## Items

**A Hero may carry up to 4 items at a time, and only 2 of these may be Weapons.** A Hero with more must immediately discard down to the limit, but may use items (if appropriate) or exchange items with other Heroes in the same space first.

**Double-handed items** count as 2 items or weapons.

## The Death Ray / Cannon

**Archibald, the Human Cannonball** has a talent called *Fire Me!* that uses the Cannon template. When rolling for distance, he may be placed in any space touched by a section of the template, up to the distance rolled. On a 6 he may be placed in any space on the board (he must always move at least one space).

A cannon cannot be used in *any* way if there is a Martian in the space.

When used, the **Death Ray/Cannon template** is positioned so that one of the leading-edge corners of the firer's space is seen through the hole. It can then be swivelled to any angle as long as the template is not crossing the firer's space. Any space touched by the template may be affected by it (not including the firer's space).

The template ignores all walls, fires and other models, but may not touch the Big Top Tent corner blockers.

The **Death Ray** may only be fired during the *Command* phase of the Martian turn. It has no effect on Martians.

To hit a Hero or crowd, roll equal to or higher than the number printed on the section of the template that touches the space (MP's choice if more than one section applies). Each hit causes 1 Wound that cannot be dodged.

## Martian Champions

The **Zard Beast** does not have a ray gun. **Rage** Always moves first during the *Move Martians* phase, and must move into a Hero's space if they are adjacent (MP's choice if required). If it is already in a space with a Hero, it may not leave the space. **Toughness** Roll for each wound if multiple wounds taken.

The **Martian Leader** (*Advanced game*) may be in the same space as a Pack (but not the Zard Beast). His 2 Fight Dice are added to the dice of any Pack he is with.

## Talents, Cards, and Abilities

Abilities that require one or more **Power tokens** to be discarded to use are called **Talents**. A hero may never have more than 3 Power tokens at one time.

**Event cards** may be played at any time and in any number unless specifically noted.

Cards and abilities may be used *after* the dice rolls (unless stated otherwise) to affect the outcome. However a card may *not* be cancelled after it has already caused dice to be rolled or re-rolled.

**Start of the turn** means any point up until the first model moves in the *Move Martians* phase or takes a *Hero Move Action*.

**Instantly** means no other card effects or abilities may interrupt it, with the exception of cards and abilities that *prevent* wounds played to prevent damage from an instant effect. If a Martian Soldier is killed *instantly* during a fight, he is immediately removed and the Hero may choose any one of the Martian Pack's Fight Dice to instantly cancel.

If more than one **Play Immediately** card is drawn at the same time, the player may choose the order they are resolved.

If the Martian deck runs out of cards, re-shuffle the discards. If the Hero deck runs out of cards, there are no more Hero cards available. Players may never count the remaining cards in a deck or discard pile.

## Buildings and Board Sections

### Random Buildings and Board Sections

Roll 1D6 and refer to the arrows around the edges of the center board to determine the outer board section. On a roll of 1 the HP chooses the board section or specific building, and on a roll of 6 MP chooses.

If required, roll a second D6 to determine a building (if a player choice, only a building with a set of numbers may be chosen).

If a building rolled cannot be used for any reason, roll another building on the same board section. If none of them can be used, roll again entirely.

### The Big Top Tent

Heroes may never **Search** in the Big Top Tent. However its special ability may be used multiple times per turn.

The four corner blockers may never be crossed; not by movement, ranged attacks, the Human Cannonball, or Martian Flying Saucers.

### Hard Walls (*Advanced Game*)

Hard walls are marked with red and black stripes. They function as normal walls, but models cannot see through them, even if they are adjacent. They may still draw LOS straight through a door in a hard wall, however.

### Pinch Points (*Advanced Game*)

A pinch point is where two buildings meet at a diagonal corner. Martians may move diagonally through a pinch point. A Hero wanting to move through a pinch point must pass an Agility test; if the test fails his movement ends in the space before the pinch point.

### The Fun House (*Advanced Game*)

Whenever a Hero searches in a room of the Fun House, they must first roll a D6 and immediately move to an empty space of the room rolled. If the Hero rolls the number of the room he is in he does not move, but instead gains the special bonus of that room in addition to the normal search.

If the Hero rolls a room that has no empty spaces, his search is cancelled and he is immediately moved to the outdoor space with the large clown head.

## Destroyed Saucers and Buildings

### Destroyed Flying Saucers

When a Saucer is destroyed, roll 1D6; on a 1 or 2, it comes straight down in the space it was in. A **fire** starts in the space, and each model in the space takes a Wound on a D6 roll of 3+ and then is moved to an adjacent space of choice.

On a 4, 5 or 6, the Saucer crashes into a random building. Any model in the building takes a Wound on a D6 roll of 3+ and the entire building is destroyed.

### Destroyed Buildings

When a building is destroyed, place a large circular counter facedown on it and any cards or fires on it are discarded. No models or crowds may enter it. Any there are immediately pushed to an adjacent space of choice. If the building was part of an objective, roll a new random building. Fires may not start or spread into a destroyed building.

## Advanced Game Phases

### Fire

**After each Martian Turn, play a Fire Phase.**

**Fire markers** do not block LOS and do not effect searching and fighting. There may never be more than one in a space.

A Hero may discard a Hero card with the keyword **Fire** in the *Ranged Attack* phase to automatically start a fire in an adjacent space.

When a fire starts in a space, place a marker with the *new* side faceup (the plain side). When a fire starts in a model's space, or a model enters or ends their move in a space with a fire, they must roll 1D6. On a 4, 5 or 6, the model takes 1 Wound.

### Fires Spreading

In the *Fire* phase, the MP rolls 1D6 for each existing fire marker with its directional arrows side faceup:

**1: Fire Goes Out.** Remove the marker from the board.

**2-4: No Effect.**

**5-6: Fire Spreads.** Roll another D6 and consult the numbers on the marker to determine in which adjacent space a *new* fire marker is placed. If there is more than one space it can move to, the MP decides. A new fire can only be placed diagonally adjacent if a *player's choice* is rolled.

Fires may spread through walls, but are stopped (do not place a new marker) by other fires and board edges.

There can never be more than 8 fire markers on the board at once. If a new one needs to be placed in this case, the player who started the fire may choose any marker with its arrows faceup to be used for the new fire. The MP always makes this choice if it occurs during the *Fire* phase.

**At the end of each Fire phase**, any *new* fires on the board are flipped to their directional arrows side. Line them up to the same orientation as the random numbers on the center board.

### Buildings

If there is ever a fire marker in every space of a building, it is immediately destroyed and all fires are removed.

### Explosives

A Hero with an **Explosive** item that requires a **Fire** item to use may throw it into a fire marker's space to automatically set it off in that space. If a ranged attack **Explosive** travels *through* a fire marker's space on its way to a target, it will be lit on a D6 roll of 4, 5 or 6. If not lit, it is discarded.

### Kerosene

Only one **Kerosene** marker may be in a space. It may be ignited as a ranged attack using a **Gun** (roll to hit as if were a Martian) or by using a **Fire** item to light it from an adjacent space (the item does not need to be discarded, but this counts as a ranged attack). It is also automatically lit by any fire marker in the same or adjacent space.

When lit, the Kerosene marker is replaced with a fire marker.

## Crowds

**After each Hero Turn, play a Crowd Phase.**

**Crowd markers** do stop Martian movement just like a Hero. There may never be more than one in a space. Each marker is considered to have 4 Health boxes.

### Crowd Movement

In the *Crowd* phase, roll 1D6 for each crowd marker:

**1: Crowd Heals.** Remove 1 Wound from the crowd.

**2-4: No Effect.**

**5-6: Crowd Moves.** Roll another D6 and consult the numbers on the marker to determine where it moves. If there is more than one space it can move to, the HP decides. A crowd can only move diagonally if a *player's choice* is rolled.

Crowds ignore walls when moving, but are stopped by fires, board edges and other crowds.

If a fire starts or spreads into a crowd's space, the crowd takes 1 Wound on a D6 roll of 4+ and then automatically moves one space in a random direction.

### Martians Attacking Crowds

Crowds are only hit by Martians ray guns on a 6+, or in a Fight on each Fight Dice roll of 6+. Crowds do not attack back or dodge. Each hit causes 1 Wound.

Any automatic ray gun hits instead wound on a roll of 3+. Crowds do not fight; they are only attacked in a Fight during the Martian Turn.

Each time a crowd is destroyed, the MP gets 2 bonus CPs in the following turn (one each for 2 MPs).

### Protecting and Hiding in a Crowd

Each Hero in the same space as a crowd may choose for each given attack to **Protect** the crowd or **Hide** in it. Anything that targets all Heroes and crowds in a space does not benefit from protecting or hiding.

If protecting the crowd, it may not be targeted by Martian ray guns and any fight in the space ignores the crowd. If hiding, the Hero may not be targeted by Martian ray guns and does not take part in any fight in the space.

# INVASION FROM OUTER SPACE

## MARTIAN TURN

### 1. Move the Invasion Marker

### 2. Draw New Martian Cards

May discard one card; then draw 2 new cards.

Maximum hand is 6 cards and you may not draw cards if you are at this maximum.

### 3. Roll for Reinforcements

**Roll 2D6.** If this is *higher* than the number of Martian Packs currently on the board, additional Martians will land at the end of your turn.

### 4. Command Phase

Take and spend 2 Command Points, placing them on the Martian Command Console and resolving them one at a time.

Any not spent are lost at the end of the turn

### 5. Move Martians

Each Martian Soldier may move 1 space in any direction.

Maximum 3 Martian Soldiers in a space.

All Martians in a space are a **Martian Pack**.

Martians may not move through walls except at doors and may not move diagonally through a door. They may not enter or pass through a space already containing 3 Martians. If in a space with a Hero, a Martian *may not* move away from that space.

### 6. Ray Gun Attacks

Each Martian Pack may fire ray guns, targeting their own or an adjacent space (even diagonally) in LOS. All Martians in a Pack must fire their ray guns at the same space

A Pack in the same space as a Hero it may *only* target its own space.

Roll 1D6 for each Martian in the Pack firing. Shots hit on 5 or 6, or 4, 5 or 6 if a full Pack of 3 Martians is firing.

A Hero may then try to **dodge** a hit by rolling equal to or higher than his **Agility** score. Each successful hit causes 1 Wound.

### 7. Fight Heroes

Any Martian Pack in a space with one or more Heroes must **fight** every Hero individually (HP chooses order).

**HP: 2D6**

**MP: 1D6 for each Martian Soldier in the Pack.**  
Martian Champions roll D6 as listed on their token.

If a Hero is killed get 2 bonus CPs in the following turn.

### 8. Land New Martians

If Martian reinforcements may be landed, roll 1D6 and place that Martians onto Landing Sites you choose.

## Fire Phase

Roll 1D6 for each existing fire marker with directional arrows side faceup:

**1: Fire Goes Out.** Remove the marker from the board.

**2-4: No Effect.**

**5-6: Fire Spreads.** Roll 1D6 and consult the numbers on the marker to see in which adjacent space a *new* fire marker is placed.

Fires may spread through walls, but are stopped (no new marker) by other fires and board edges.

Maximum 8 fire markers on the board at once.

**At the end of each Fire phase,** any *new* fires on the board are flipped to their directional arrows side.

# INVASION FROM OUTER SPACE

## HERO TURN

Heroes take their turn in any order; each completes all steps in order before the next takes his turn:

### 1. Move Action (Move or Search) and Roll for Power Token

Roll white D6 for movement and green D6 for Power tokens.

If the green die rolls 5 or 6, take 1 Power token.

#### Move or Search

Move spaces up to the number on the white die in any direction.

Any number of Heroes may be in a space. They may not move through walls except at doors and may not move diagonally through a door. If a Hero enters a space occupied by a Martian the move ends. If in a space with a Martian, the Hero *may* move away from that space.

Instead of moving, a Hero in a building space may **search:** draw a card from the Hero deck.

Event cards are kept secret. Items are kept faceup.

Instead of searching, a building's **Pick Up** item can be taken out of the Hero card *discard pile* if available.

### 2. Exchange Items

Heroes may exchange any number of items (not Power tokens) with other Heroes in the same space.

Heroes may attack with items received this turn. No copy of an Item card may be used by more than one Hero in the same turn.

### 3. Ranged Attack

Heroes with an item or ability with a **Range** may make one ranged attack.

Choose a target within range (or in the same space) and in LOS. Models do not block LOS; walls and doors do (a model has LOS through a wall or door they are touching).

### 4. Fight Martians

The Hero must **fight** an entire Martian Pack in his own space in hand-to-hand combat.

**HP: 2D6**

**MP: 1D6 for each Martian Soldier in the Pack.**  
Martian Champions roll D6 as listed on their token.

## Crowd Phase

Roll 1D6 for each crowd marker (maximum 1 per space):

**1: Crowd Heals 1 Wound.** Each marker has 4 Health.

**2-4: No effect.**

**5-6: Crowd Moves.** Roll 1D6 and consult the numbers on the marker to see where it moves.

Crowds ignore walls, but are stopped by fires, board edges and other crowds. Crowds stop Martian movement.

If a fire starts or spreads into a crowd's space, the crowd takes 1 Wound on a D6 roll of 4+ and then automatically moves one space in a random direction.

#### Martians Attacking Crowds

Crowds are only hit by ray guns on a 6+, or in a fight on each Fight Dice roll of 6+. Crowds do not attack back or dodge. Each hit causes 1 Wound.

Automatic ray gun hits wound on a roll of 3+ instead. Crowds do not fight and are only attacked in a fight during the Martian Turn.

When a crowd is destroyed the MP gets 2 bonus CPs in the following turn.

#### Protecting and Hiding in a Crowd

Each Hero in the same space as a crowd may choose for each given attack to **Protect** the crowd or **Hide** in it.

**Protect** The crowd may not be targeted by ray guns and any fight in the space ignores the crowd.

**Hide** The Hero may not be targeted by ray guns and does not take part in any fight in the space.