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Game: **NEXUS OPS**
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For best results, print on card, laminate and trim to size.

NEXUS OPS

Setup

- 1. Choose Colour** Each player takes the **plastic unit pieces** and **reference sheet** for his colour.
- 2. Board Setup** Place the **monolith** in the centre of the table, randomly place the 6 single-hex pieces face up around it, then the 6 double-hex pieces randomly around them.
Attach a home base tile for each player. Randomly place one **Exploration** marker face down on each hex, excluding home hexes.
Shuffle the **Secret Mission** and **Energize** decks.
- 3. Starting Tokens** The first player receives 8 **rubium** tokens, and then each player to the left gets 3 more than the previous player.

Randomly choose a starting player.

Turn Sequence

Each player completes his entire turn and play passes to the left.

- 1. Deploy**
Purchase and place new units.
Play start-of-turn **Energize** cards.
- 2. Move**
Each unit can move 1 hex.
- 3. Explore**
Reveal discovered **Exploration** tiles.
- 4. Fight**
Conduct one round of fighting in each contested hex.
- 5. Income**
Gain **rubium** for the mines you control.
- 6. Draw**
Draw 1 **Secret Mission** card.
Draw 2 **Energize** cards if you control the *Monolith*.

1. Deploy

Purchase and place new units

Purchase as many new units as desired for the cost in rubium tokens listed on the reference sheet. Spent rubium goes to the bank.

Players are limited by the number of figures available, but when units are destroyed they are returned to the supply and may be purchased again.

Play start-of-turn Energize cards

This is the only time these cards may be played. Discard them face up next to the Energize deck.

2. Move

Each unit may move 1 hex.

If a unit has the ability to move more than one hex, it must stop when entering a hex which contains enemy units (unless its ability says otherwise).

If a turn finishes and the other player finds a unit on a space it cannot enter, it must be moved back to one of its home base hexes.

Retreating

A unit beginning the turn in a **contested space** (i.e. more than one player has units there) may **retreat** from that space, but must end its move in an empty space or a space the player **controls** (i.e. he is the only player with units there).

Dragon Breath

At the end of the movement phase, if the player has a Rubium Dragon on the board in a hex he controls, it can **breathe plasma** into an adjacent space.

Announce the target space and roll a die. On a 4+, the player with units in that space chooses one to remove from the board. If more than one player has units in that space, choose which of the players takes the casualty after the roll.

This special attack isn't considered a battle: if it succeeds, the player can't play a **win a battle Mission** or **Secret Mission** card, and can't use **Energize** battle cards to affect the result.

If his opponent loses his only unit in the target space, he doesn't draw an **Energize** card, and he doesn't get to counterattack the Dragon.

3. Explore

If a unit ends its movement on a space with a face-down **Exploration** tile, the tile is flipped face up.

If the tile shows a **unit**, put one of those units from the supply on that space. On the player's next turn he can move and battle with it.

If the tile shows a **mine**, put one of those mine markers permanently on that space.

If the tile shows a **unit and a mine**, get both.

Once an Exploration tile has been flipped over it is removed from the game.

4. Fight

A player conducts one round of battle in each contested hex where he has units.

Order of Battle

Units attack in an **order of battle**, from right to left on each reference chart. When a unit type comes up in the order, both attacker and defender simultaneously make an attack roll for each unit they have of that type.

To succeed on an attack roll, roll equal to or higher than the **HITS ON** number listed for that unit.

For each successful attack roll, the opponent chooses one of his units on that space to be destroyed. If the unit hasn't attacked yet it no longer has the opportunity.

Once each unit has attacked in order, the battle in that space ends for the turn, even if units remain.

In cases when more than one opponent has units in a space, choose one to be the defender. Only the attacker and the defending player then participate in the battle.

The player whose turn it is always makes decisions first, such as deciding which casualties to remove or whether to play an **Energize** battle card.

Results of Battle

A player **wins a battle** if he attacks on his turn and eliminates all the defender's units in a space.

A player **loses a battle** if all of his units in a space are destroyed. **If it's another player's turn when losing a battle, draw 1 Energize card.** If a player loses on his own turn, he does not draw an Energize card, and the defender can't play a Mission card.

Neither player wins or loses if both have units remaining at the end of battle.

5. Income

For each space a player **controls** with a mine, he gets **rubium** from the bank equal to the number on that mine if he has at least one **Human**, **Fungoid**, or **Crystalline** on it.

6. Draw

Draw 1 Secret Mission card

Keep it secret in your hand until you play it. If you draw a **Secret Mission** card and you meet its requirements, you may play it immediately.

Draw 2 Energize cards if you control the Monolith

Keep them secret in your hand until you play them.

Cards

A player may discard **Energize** and **Secret Mission** cards from his hand anytime during your turn to gain 1 rubium per discarded card.

Energize Battle Cards

Energize battle cards may be played during a battle if the text applies. Any player may play **Energize** battle cards, even those not involved in the battle.

The attacker goes first in playing **Energize** battle cards, then the defender, then clockwise from the defender.

Secret Mission and Mission cards

Many **Secret Mission** cards and all **Mission** cards are playable when a player wins a battle. For each battle won, a player can play only one card that has the victory point total listed in red.

Mission cards can be played whenever you win a battle as long as you don't play a **Secret Mission** card for winning that battle.

A player can only play a **Secret Mission** or **Mission** card on his turn, as soon as he accomplishes the goal listed on the card. The card is put face up in front of the player where it remains for the rest of the game.

Each **Secret Mission** and **Mission** card notes how many victory points (VPs) the player earns when he accomplishes that mission.

Winning the Game

The game ends immediately when either of the following happens:

A player earns a total of at least **12 victory points** worth of **Mission** and **Secret Mission** cards.

Play to 10 VPs for a shorter game or 14 VPs for a longer game.

A player is eliminated from the game. A player is eliminated if his last unit is destroyed, he doesn't have enough rubium to purchase any more units, and he doesn't have any cards to discard for rubium. The player with the highest VP total among the remaining players wins the game. In case of a tie, the tied player controlling the most spaces wins. If there's still a tie, the tied player with the most units on the board wins. Finally, if there's still a tie, the game is a draw.

Team Rules

Set up the game for a 4-player game and split into two 2-player teams, with partners sitting across from each other.

The first team to reach a combined total of 20 VP wins.

At the end of a player's turn, his partner may pass any one card to him face down.

If a player moves into a hex with any number of his partner's units, there is no battle, but the hex is still considered contested (*eg.* neither player draws rubium from a mine there). Units may move through a hex containing partner's units as long as there are no opponent's units there.

All discussion must be public, and a card shown to a partner must be shown to all players (not including the card passed at the end of a turn).

If a player is eliminated, his partner may continue to play for victory, still counting their combined VP total.