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Game: **NEXUS OPS (2nd Edition)**  
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

# NEXUS OPS

## Setup

Randomly determine a first player to take the **first player marker** for the entire game.

Starting with the first player each player chooses a faction and takes the **plastic unit pieces** and **reference sheet** for that faction. Place the sheet with the red and black striped side faceup.

Place the **Monolith hex tile** in the middle of the table, randomly place the 6 single-hex pieces facedown around it, then the 6 double-hex pieces randomly and facedown around them.

Place a home base tile for each player as indicated in the rules (depending on the number of players). Flip all terrain tiles faceup.

Shuffle the **Secret Mission** and **Energize** decks separately and place them facedown near the board. The **Battle Victory** deck is placed faceup.

Return the **Exploration** tokens with green borders to the box. Shuffle the remaining tokens and place one facedown on each hex, excluding home base hexes and the Monolith.

Place the **rubium tokens** in a pile to create a supply.

The first player receives **8 rubium tokens**, and then each subsequent player in clockwise order gets 3 more rubium than the previous player.

## Turn Sequence

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

### 1. Deployment

Purchase and place new units.  
Play Deployment Phase **Energize** cards.

### 2. Movement

Move each unit once.

### 3. Exploration

Reveal discovered **Exploration** tiles.

### 4. Battle

Conduct a battle in each contested hex.

### 5. Mining

Collect rubium for each controlled hex with miners.

### 6. Draw

Draw **1 Secret Mission card**.

Draw **2 Energize** cards if you control the Monolith.

## 1. Deployment

### Purchase and place new units

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

Place purchased units on any of your home base hexes, even if another player occupies them.

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 Deployment Phase Energize cards

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

## 2. Movement

You may move each of your units once.

A unit that moves into a hex containing enemy units must immediately stop (unless its ability says otherwise). Some units cannot enter certain hexes.

You cannot move units from one contested hex to (or through) another enemy-controlled or contested hex.

Some units have special attacks that occur at the end of the Movement phase. These special attacks do not initiate a battle, so the active player does not take a Battle Victory card if one of these attacks is successful.

A hex is considered **controlled** if only one player has units in the hex. It is **contested** if more than one player has units there. A hex is **unoccupied** if no player has units in the hex.

## 3. Exploration

Reveal all facedown exploration tokens in hexes where our units are present.

If the token shows a **unit**, place one unit of that type from your supply on that space. On your next turn you can move and battle with it.

If the token shows a **refinery**, leave the token faceup on that hex to mark the location of the refinery.

If the token shows a **unit and a refinery**, receive both.

Each hex can be explored only once: a revealed Exploration token is removed from the game.

## 4. Battle

Conduct one battle in each contested hex where your units are present. You may choose the order in which battles are resolved.

## Battle Order

Units attack in a **battle order**, from right to left on each reference sheet.

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. After each unit attacks in order, the battle in that hex is over, even if units remain.

The attacker rolls the black dice and the defender rolls the white dice. One hit is scored for each result that is **equal to or higher than the unit's combat value**.

For each hit scored, the opponent chooses one of his units in the contested hex and returns it to his supply. If the unit hasn't attacked yet, it no longer has the opportunity to attack.

**The active player is always the attacker, and the other player involved in the battle is always the defender.**

When more than one opponent has units in a space, the active player chooses one opponent to be the defender. Only the attacker and the defender participate in the battle. If the attacker destroys all the defender's units, he wins the battle even though the hex is still contested.

## Results of Battle

The attacker **wins a battle** if all the defender's units are destroyed. He draws **1 Battle Victory card** and places it faceup before him. He may also **play 1 Secret Mission: Battle card** from his hand if he fulfilled the conditions on the card during this battle.

A defender **loses a battle** if all of his units in the hex are destroyed. He may **draw 1 Energize card**.

If both players mutually destroy each other in the hex, the attacker wins and the defender loses.

If both the attacker and the defender have at least one unit remaining in the hex at the end of a combat round, neither player wins or loses the battle.

## 5. Mining

Collect **rubium** from the supply equal to the refinery's number in each controlled hex with a refinery where you have at least one of your miner units. Only units marked with the **claw icon** are miner units.

## 6. Draw

### Draw 1 Secret Mission card

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

### Draw 2 Energize cards if you control the Monolith

Keep them hidden in your hand until you play them.

## Cards

### Victory Point Cards

There are two types of cards that award victory points (VPs): **Battle Victory** cards and **Secret Mission** cards. The number in the upper-left corner indicates how many VPs the card is worth. All faceup cards before a player count toward his VP total.

The active player is the only player who may play or receive VP cards.

#### Battle Victory Cards

After winning a battle during the Battle phase, the active player draws 1 Battle Victory card and places it faceup before him. All Battle Victory cards are worth 1 VP.

#### Secret Mission Cards

Once the conditions on a Secret Mission card are fulfilled, you may play it during your turn:

**Secret Mission: Battle cards** are played during the Battle phase after winning a battle and fulfilling the conditions on the card. The active player may only play 1 Secret Mission: Battle card per battle.

**Secret Mission: Objective cards** are played during any phase immediately after fulfilling the conditions on the card. You may play any number of Secret Mission: Objective cards during your turn, provided that you fulfill the conditions of each card.

### Energize Cards

**Energize** cards are kept hidden in your hand until you choose to play them. You may only play *Deployment Phase* Energize cards during your turn's Deployment phase.

Read the card aloud and follows its instructions. When finished, place the card faceup in the discard pile.

**Battle Phase** Energize cards may only be played during the Battle phase and specifically when the card text indicates. Read the card aloud and follows its instructions.

During a battle, any player may play Energize battle cards; even players not involved in the battle.

### Exchanging Cards for Rubium

You may discard Energize and Secret Mission cards from your hand any time during your turn to gain **1 rubium per discarded card**. Place discarded cards in the appropriate discard pile.

## Winning the Game

The game ends immediately when either of these conditions occur:

A player acquires **12 or more VPs** and wins the game.

A player is eliminated from the game if none of his units are on the board, *and* he does not have enough rubium to purchase more units, even after exchanging cards for rubium.

The player with the highest number of VPs among the remaining players wins the game. On a tie, the tied player with the most controlled hexes wins. On a further tie, the tied player with the most units on the board wins. If there's still a tie, the game ends in a draw.

## Optional Rules

**Time Is of the Essence** The game ends immediately after a player acquires 10 or more victory points, and that player wins the game. The game still ends if a player is eliminated.

**In for the Long Haul** The game ends immediately after a player acquires 14 or more victory points and that player wins the game. The game still ends if a player is eliminated.

**Executive Orders** When players receive their starting rubium, all players receive 1 Secret Mission card.

**King of the Hill** If the active player controls the Monolith hex during the Draw phase, he may *either* draw 2 Energize cards or take 1 *King of the Hill* card (the backside of the Battle Victory card), placing it faceup before him.

If he takes a *King of the Hill* card, all other players each draw 1 Energize card. *King of the Hill* cards are worth 1 victory point each. Players still gain Battle Victory cards as normal.

**Top Priority** Instead of drawing only one Secret Mission card during the Draw phase, the active player draws 2 Secret Mission cards, chooses one to keep, and returns the other to the bottom of the Secret Mission deck.

**Extra Exploration Tokens** The 6 exploration tokens with green borders can be used in the classic or variant game and in conjunction with any other optional rules.

During setup, players may exchange these bonus exploration tokens with any of the other exploration tokens. There can only ever be 18 exploration tokens on the board (12 on the *Energy Dependence* two-player board), so return all unused tokens to the box.

For optimal game balance, the entire group of exploration tokens should contain refineries that generate no fewer than a total of 16 rubium.

**Intercepted Transmissions** After preparing the Secret Mission deck during setup, draw 2 more Secret Mission cards than the number of players in the game. Place them faceup near the board in a row of cards called the **transmission line**.

During the game, players do not draw Secret Mission cards. Instead, the active player may fulfill any card(s) in the transmission line, placing it faceup in his play area. During the Draw phase, he replenishes the transmission line back to the original total.

The active player still takes one Battle Victory card after winning a battle, and is limited to fulfilling only one Secret Mission: Battle card per battle.

**Four-player Team Rules** Set up the game for 4 players. Players separate into 2 teams of 2 players each, with teammates sitting across from each other. Instead of playing to 12 individual VPs, the first team to reach a combined total of 20 VPs wins the game.

At the end of the Draw phase, the active player's teammate may choose one card from his hand and pass that card facedown to the active player. The passed card can either be an Energize card or a Secret Mission card.

If the active player moves any of his units into a hex that contains his teammate's units, the hex is considered contested, but no battle occurs. Neither player collects rubium from a refinery there. The active player can move units that are capable of moving more than one hex through hexes containing his teammate's units as long as none of the opposing team's units are present.

Teammates may discuss whatever they like, but only in public. If a player shows his teammate cards from his hand, he must show them to all players.

If one player is eliminated, the remaining teammate continues playing and can still win the game for the team. The eliminated player's VPs still count toward the team's total points. If both teammates are eliminated, the game ends and the surviving team wins the game.

**Vortex** When placing terrain during setup, flip the Monolith hex to the **Vortex** side. Once placed it must remain in that position for the duration of the game.

Each time before the first player takes his turn, he must resolve the Vortex's effect:

- Roll 1 black die and 1 white die. The Vortex sucks in all units occupying the hex that borders the number shown on the black die. Then the storm blows these units into the hex that borders the number shown on the white die. Move the units to this new hex.
- Then roll 1 die. The Vortex projects massive amounts of energy toward the hex that borders the number shown on the die. All units occupying that hex are destroyed.
- Finally, for each controlled hex adjacent to the Vortex, the controlling player draws 1 Energize card.

Skip these steps during his first turn of the game.

The blue border surrounding the Vortex hex indicates that **no units can enter that hex**. Cards affecting the Monolith do not affect the Vortex: return *Death From Above* and *Secure the Monolith* to the box.

**Alternate units** To play with alternate units, use the flipside of the reference sheet

**Clones** If you have difficulty remembering the purchasing limit, place newly purchased Clones on the refinery art. Then at the end of the turn, slide all Clones off the refinery art.

**Shardian** If a defender destroys his own Shardians and he has no other units in the contested hex, he loses the battle and the attacker wins the battle.

**Sporling** Sporlings may move several times and participate in multiple battles during a single turn.

**Boulder Blitzers** If in a Rock Plains, Boulder Blitzers attack before all other units (instead of after Magma Divers).

**Magma Diver** When moving from a Magma Pool, Magma Divers dive down and may surface in any other Magma Pool as well as any hex adjacent to a Magma Pool.

**Monolith Wurm** Each time the Monolith Wurm scores a hit during its special attack, the owner must roll another die. This process continues until the Monolith Wurm misses.

**Alternate Two-Player Boards** See the rules.