

MARK CHAPLIN

INVADERS

A SHATTERING INVASION BY HOSTILE ALIENS HAS BEGUN



RULEBOOK



THE I.S.V. HANS FALLADA FLEW THROUGH THE VOID BLASTING OUT THE FIRE OF THE GODS LIKE A COSMIC BLOWTORCH. ITS FUSION ENGINES HURLED OUT INCANDESCENT PLASMA A MILLION TIMES BRIGHTER THAN A WELDING ARC, WITH AN EXHAUST PLUME TWENTY MILES LONG.

THEIR SENSORS PICKED UP THE MASSIVE OUTLINE LONG BEFORE THEY SAW IT. THAT WAS TO BE EXPECTED. WHAT BAFFLED MAJOR ALEXUS BENNINGS WAS THAT, EVEN THOUGH THEY WERE TEN THOUSAND MILES AWAY, AND THE BRAKING MOTORS WERE CUTTING THEIR SPEED, IT WAS STILL VISIBLE.

THEN SHANTANA, PEERING THROUGH A BLISTER DOME, SAW IT OUTLINED AGAINST THE STARS. SOME OF THE OTHERS LEFT THEIR PLACES TO STARE AT IT.

"ANOTHER ASTEROID. WHAT'LL WE NAME THIS CALF?"

MAJOR BENNINGS LOOKED OUT THROUGH THE DOME, HER EYES NARROWED AGAINST THE BLINDING GLARE OF THE STARS. WHEN SHE TOUCHED ANALYSER CONTROL, SYMMETRICAL GREEN LINES FLOWED ACROSS A SCREEN. SHE SAID:

"IT'S NOT AN ASTEROID. IT'S METAL. ALIEN."

THEY MOVED BACK TO THEIR PLACES, AND WATCHED AS THE EXPANDING SHAPE BLOCKED THE STARS.

AT THREE HUNDRED MILES, THE OUTLINE WAS CLEAR ENOUGH TO LEAVE NO DOUBT. SHANTANA BREATHED, "IT'S A BLOODY STARSHIP."

"CHRIST, IT'S A BIG BASTARD."

ALEXUS TOUCHED A CONTROL. OUTSIDE, THE ARC-LIGHT CEASED ABRUPTLY. THE ENTIRE DRIVE MODULE GLOWED CHERRY RED WITH RADIANT HEAT, AND THE EXHAUST NOZZLES WERE ALMOST WHITE. THE SHIP CREAKED AND GROANED AS IT BEGAN TO COOL.

"I'M GOING TO REQUEST PERMISSION TO INVESTIGATE." ALEXUS SHIFTED IN HER GYROSCOPIC HARNESS, WORKING HER HEADS-UP HOLD DISPLAY. "WAYPOINT ONE, THIS IS I.S.V HANS FALLADA. REQUESTING APPROACH AND SEARCH PROTOCOL - WE'VE FOUND THE MOST AMAZING----"

WAYPOINT ONE DIDN'T HEAR THE REST OF THE MESSAGE. DEATH FELL OUT OF THE STARS AND EXPLODED THE HANS FALLADA'S FLIGHT DECK, SWALLOWING THE SHIP IN A BALL OF FIRE.

FIRST CONTACT: OCTOBER 25, 2126.

DESTRUCTION OF I.S.V HANS FALLADA - CREW: 9.

SECOND CONTACT: NOVEMBER 4, 2126. DESTRUCTION OF WAYPOINT ONE - CREW: 63.

THIRD CONTACT: DECEMBER 6, 2126.

ARRIVAL IN SOL SYSTEM. ALL COMMS IGNORED.

DECEMBER 7, 2126.

WAR WITH UNYIELDING ALIEN FOE BEGINS.

MARCH 15, 2127.

FIRST SEEDING CRUISERS START TO POLLINATE EARTH. IMMIGRANT LIFEFORMS PROLIFERATE.

DECEMBER 8, 2127. TODAY.



MARK CHAPLIN

INVADERS

A CARD GAME FOR TWO PLAYERS AGE 12 AND UP

INTRODUCTION

The game is set on Earth in the year 2127 – the future.

A shattering invasion by a terrible enemy has begun.

The players control two totally different powers one year after the start of the invasion: one controls an unyielding alien invasion force, The Invaders, and the other controls Mankind.

Can Mankind stop the deadly invasion plan?

OVERVIEW

Both players battle for control of three invasion zones (**Pacific Rim**, **Eurasia**, and **Africa**) by playing cards to support their plans.

The **Invader** plays attacking **Desolators**, **Invaders** and **Alien Tech** to his side of the table, while **Mankind** relies on **Defenders**, **Locations** and **Tech** to defend the zones from **The Invader's** machinations. Both players also have one-shot cards to aid them – **Scourge** and **Support**, respectively - and special strategies that are always available to play at the most opportune moment (such as **The Invader's Drain the Indian Ocean** or the **Mankind player's Ops Centre**).

OBJECTIVE

Invaders is a two-player, asymmetric (attack-defense) card game, where one player (**Mankind**) tries to defend against the other player's (**Invader**) attacks.

Mankind wins if:

- The **Invader** has an empty draw deck when required to draw / drain cards.
- The marker on the invasion plan track reaches zero.
- Five tokens are placed upon the **Biological Weapon Package – Codenamed 'Alluring Succubus'** card.

The Invader wins if:

- **Mankind** has an empty draw deck when required to draw / drain cards.
- The power of invasion zone **Eurasia** is reduced to zero.
- The power of both invasion zones, **Pacific Rim** and **Africa**, are reduced to zero.
- All 11 **Heroes of the Resistance** cards are destroyed or sacrificed.
- Five tokens are placed upon the **Black-goo-sprayer Support Warmachine** card.



COMPONENTS

- 2x Seventy card decks.
- 20x Power tokens (double sided: -1/+1).
- 30x Faction tokens (double sided: Invader/**Mankind**).
- 10x Wooden disks.
- 1x Battleboard.
- 11x **Heroes of the Resistance** cards

SETUP

1. Place the battleboard in the middle of the playing area, between both players, but with the **Earth** edge closest to the **Mankind** player.
2. The **Mankind** player should make sure that his deck of eleven **Heroes of the Resistance** cards has been shuffled, and placed off to one side, facedown.
3. The **Mankind** player then places the topmost random **Heroes of the Resistance** card in any one of the three columns below the battleboard.
4. Next, The **Mankind** player then places one faction token on his **Ops Centre**, and one wooden disk on each of his four strategies – on the dormant spaces.
5. The **Invader** player should place a wooden disk on space #10 of the invasion plan track, in the centre of the battleboard.
6. The **Invader** player should then take the last five wooden disks, placing one on each dormant space of each of his five strategies.
7. Both players must take their appropriate shuffled play deck, placing them face down in their playing area. The **Invader's** cards have a black fascia – The **Mankind's** cards have a blue fascia.

Both players have a discard pile beside the draw pile. At the start of the game, the discard piles are empty. Cards which are discarded, destroyed, or drained are placed face-up in the discard pile. The order of the cards in the discard pile must never be modified. At any time, both players are allowed to look through either player's discard piles.

Now both players should draw five cards each for their opening hands.

Note: Each player will also draw two cards in their first Card Phase, per the normal turn structure.

Setup is now complete.

The **Invader** ALWAYS takes the first turn.

PLAYING THE GAME

The play area consists of the three invasion zones (**Pacific Rim**, **Eurasia**, and **Africa**) with an imaginary column on each zone, on each player's side. Each column can hold no more than four cards on each side of an invasion zone, four slots for cards to be played into, if you will. Play alternates back and forth with each player completing all phases of their turn before passing to the other player. If at any time one of the victory conditions is met (see **Objectives** above) the game immediately ends.

The **Invader** always takes the first turn.

The turn is divided into three phases taken in the following order (the **Mankind** player only plays the first two phases each turn – he does not attack):

Example 1: The **Invader** wishes to play **Nanobot Kill-Swarm** to remove the 'Mako' Combat Walker from the **Eurasia** invasion zone. The cost for **Nanobot Kill-Swarm** is zero, so he does not have to discard another card. The 'Mako' Combat Walker is destroyed! The **Invader** puts **Nanobot Kill-Swarm** in his discard pile, and the **Mankind** player places 'Mako' Combat Walker in his discard pile.

Example 2: The **Mankind** wants to play the **NORAD - Cheyenne Mountain Bunker** card into the **Pacific Rim** invasion zone (it only has two cards in it at present). The cost of **NORAD - Cheyenne Mountain Bunker** is five, so if the **Mankind** player has five other cards available in his hand, he must discard them. If he has more than five, he makes a choice over what to keep and what to discard.

Example 3: The **Invader** wishes to play a 'Kraken' Warmachine card. The cost is one, and the drain cost is two. So The **Invader** discards one card from his hand, and then flips two cards from the top of his deck into the discard pile. The 'Kraken' Warmachine may now enter play.

1. **Draw Phase (Mandatory):** Draw two cards from the draw deck.
2. **Main Phase (Optional):** Play any number of cards from the player's hand, or make use of cards already in play, or 'enable' a dormant strategy.

NOTE: on the **Mankind** player's turn, also turn upright **Mankind's** current **Heroes of the Resistance** card – if it requires it.

3. **Attack Phase (Mandatory – Invader only):** Determine The **Invader's** attack and **Mankind's** subsequent drain.

1 DRAW PHASE

Draw two cards. If the draw deck is empty when a player is required to draw a card, he loses.

2 MAIN PHASE

To play any card, the player must pay the cost of that card. This cost is met by discarding other cards from the player's hand, equal to the stated cost, to the discard pile. Some cards have an additional cost - this is the card's drain cost. When a card with a drain cost is played, that player must pay the normal cost by discarding cards, and then additional cards must be flipped (equal to the drain cost) from the draw pile directly into the discard pile, face-up.

When either player plays a **Location**, **Defender**, **Invader**, **Alien Tech**, **Desolator** or **Tech** card that player must have an available space in an invasion zone column in which to play the card (unless that card has a one-shot effect). Remember that each column on each side of the invasion zone only has four slots. To be clear, that's four slots for each player at each invasion zone. As a general rule of thumb, the cards you can place at an invasion zone all have a power value – even if that value is zero or a minus.

- The **Mankind** player may sacrifice a card already in one of the slots and place it in his discard pile to make a space if necessary. He may only do this if all four slots on his chosen invasion zone are already full.

NOTE: the current **Mankind** **Heroes of the Resistance** card always fills one of the available slots in the invasion zone it is currently occupying.

- The **Invader** player, unfortunately, cannot discard a card voluntarily from one of his slots (**Invaders** are not so easily persuaded to give up the fight!).

Notes:

- The cost for each card is only paid once when the card comes into play. If you cannot pay the full cost, you cannot play the card. Some cards have zero cost: if they have a power value you just play them for free into an invasion zone column of your choice (if you have a free slot). If the card has a one-shot effect: follow the card's text, and then discard the card.
- There is no hand size limit (each player may hold as many cards as they wish).
- Many cards have special rules listed in their text. All text takes effect immediately when the card is played. For one-shot card effects, the card is implemented and then the card is placed in the appropriate discard pile.
- Battleboard strategies, like Melt the Ice Caps, or Ops Centre, can only be used on the respective player's turn (except Activate Project 'Chainmail'). Example: The Invader player cannot use the Drain the Indian Ocean strategy during the Mankind player's turn.
- Some Invaders, Desolators, and Defenders have effects that only last while the card remains in play; others have effects that only happen when the card enters play. Follow the rules on the cards as they read.
- A number of cards also require you to place tokens on them - such as Engorged Deathworm Brood Mother. Place (or remove) the first token on them during the turn that they came into play.
- With regard to the actual targets of any card played, in all cases (except when the card specifically says different) the active player always chooses their target.

Example 4: The Invader has a 'Kraken' Warmachine (power of three), and the 'Squid' Lander Vehicle (power of two), in the Pacific Rim invasion zone. His attack power is $3+2=5$. Opposite these cards, Mankind has only Refugees' Shanty Town (power of one), so his power is $1+3=4$ (Refugees' Shanty Town, plus the Pacific Rim zone an intrinsic power value of three). This means that Mankind must drain one card into his discard pile.

3 ATTACK PHASE

During each turn that The Invader takes, he must determine his attack value in each of the three invasion zone columns. To determine The Invader's attack in each invasion zone, add up the total power (mainly contributed by Invaders and Desolators) on his side of the zone.

Compare this to Mankind's total power (contributed mainly by Defenders and Locations) on his side of that same column.

Note: The Mankind player also adds the power value of the zone to his total power.

If The Invader's total power in a zone column is greater than Mankind's in the same zone, then the Mankind player must drain (flip from the top of his deck into his discard pile) the difference between The Invader's total power and Mankind's total power. All three invasion zones are checked in this fashion before the turn ends and play passes to the Mankind player (after checking for movement on the invasion plan track, see below).

Example 5: The Invader has a 'Kraken' Warmachine, and 'Medusa' Assault Vehicles (power of five), in the Eurasia invasion zone. His attack power is $3+5=8$. Opposite these cards, Mankind has 'Ramses' – class Submarine (power of one), and three 'Saladin' – class VTOL Aircraft cards (power of one each), so his power is $1+1+1+5=9$ (Eurasia invasion zone's value of '5' plus the four [Defender-icon] cards each with a power of one). This means that The Invader has been thwarted this turn.

THE INVADER PLOT TRACK

This track represents the general plan of **The Invader**, and how much time he has to achieve his diabolical goals. The game starts with a wooden disk marker placed on space #10. When the marker is required to move down the track, it must advance toward zero - the game-ending skull symbol. Likewise, when the marker is required to move up the track, it must move toward space #12, but cannot exceed it.

Each turn that **The Invader** fails to drain **Mankind** in some way, move the marker down one space on the invasion plot track (drain can either be triggered by cards played or during the Attack Phase). To be clear, **The Invader** player must have forced **Mankind** to have flipped at least one of his cards into his discard pile, by any means, during his turn (not necessarily the Attack phase) for **The Invader** to claim that he has drained **Mankind**.

If **The Invader's** drain is prevented by some means, such as the playing of a Guerilla Fighters card when **The Invader** was just about to inflict nine points of drain, then this is not classed as drain. **Mankind** must have been forced to flip a card into his discard pile, by **The Invader**, for drain to have occurred.

Additionally, **The Invader** player may, once per turn, do one of the following actions:

- Draw a card.
- or, reduce the cost of one card in his hand by one.

If he chooses one of these options, **The Invader** player must move the marker down one space on the invasion plot track.

Note: Each turn, no matter how badly **The Invader** failed to drain **Mankind**, he only moves the marker down one space on the invasion plot track (this is in addition to **The Invader** voluntarily moving the marker).

If the marker on the invasion plot track is ever moved onto the skull symbol space, the game is over with **Mankind** as the winner.

MANKIND'S HEROES OF THE RESISTANCE CARDS

These cards represent the last hopes of **Mankind**.

- **Mankind** must always have a **Heroes of the Resistance** card in play, in one of the zone columns.
- Some of **Mankind's Heroes of the Resistance** cards can move between **Earth** invasion zones during the **Mankind** player's turn (always observing the four-card limit), unless otherwise stated.
- **Mankind's Heroes of the Resistance** cards always count as [Defender-icon] cards, in respect to their interactions with other cards. So, 'Deathmonger' Bio-mechaniod Attack and Nanobot Kill-Swarm will destroy the current **Heroes of the Resistance** card (and many others).

If **Mankind's** current **Heroes of the Resistance** card is destroyed, or voluntarily sacrificed:

1. Remove the current **Heroes of the Resistance** card from the game.
2. Replace the old **Heroes of the Resistance** card with the next one from the top of **Mankind's Heroes of the Resistance** stack.
3. Make sure this card is put into play, as a reminder, turned to 90°.

While still turned to 90°, a hero's power is not added to the defensive power value of the invasion zone column it occupies. Also, whilst in this state, the **Heroes of the Resistance** card is still a valid target for further destruction cards or affects played by either player.

If **Mankind** is on his final **Heroes of the Resistance** card and that card is destroyed, the game is over with **The Invader** player as the winner.

Mankind's Heroes of the Resistance card is restored right-side up at the beginning of **Mankind's** next Card phase.

Note: if +1 tokens are placed upon the current **Heroes of the Resistance** card, they only ever add to that card's power value – **The Invader** only has to destroy it once.

Example 6: **The Invader** plays Shapeshifting Alien 'Thing', which allows him to destroy two [Defender-icon] cards. **The Invader** player chooses to destroy a Refugees' Shanty Town card, as well as **Mankind's** current **Heroes of the Resistance** card. The opposing player discards the Refugees' Shanty Town card, as well as removing the current **Heroes of the Resistance** card from play. He then places the next **Heroes of the Resistance** card in the removed card's position, but turned 90° (he could have placed the card anywhere he had a free slot).

STRATEGY OPTIONS

Each player has at their disposal a number of fixed strategies – **The Invader** player has five, the **Mankind** player has four (and **Ops Centre**). These are abilities that are activated by moving each wooden disk from the dormant space to the strategy's enabled space. The activating player should then follow the instructions on the battleboard covering the relevant strategy, and be mindful of any continuing punitive effects.

PERFORM ALIEN AUTOPSIES AT HANGER 18

The **Mankind** player can use this strategy on his turn to take the top five cards from his discard pile and shuffle them back into his draw pile. The cost of this is to move the marker on the invasion plot track up one space.

OPS CENTRE:

This area starts the game with one token upon it. On the **Mankind** player's turn, he can discard a token to move a [Defender-icon] card from one **Earth** invasion zone column to another - other cards exist in the **Mankind** player's deck that can replenish these tokens.

ACTIVATE PROJECT 'CHAINMAIL

Use this strategy to prevent one of **The Invader's** cards from destroying a **Heroes of the Resistance** card. This card can be used during **The Invader's** turn.

NOTE: If **The Invader** played a card that targeted two cards belonging to **Mankind** (one of which was the current **Heroes of the Resistance** card), and the **Mankind** player used the **Activate Project 'Chainmail'** strategy, the **Mankind** player's **Heroes of the Resistance** card would be saved, but the other card would still be destroyed.

DRAIN THE INDIAN OCEAN & ATOMISE THE MOON

There is an ongoing increased cost for the icon-related cards once these strategies have been enabled. If you have enabled such a strategy, look out for the cards in your deck with the matching icons – these are the cards that now have an additional cost levy.

SEED EUROPE WITH BODYSNATCHER PODS:

During the Attack Phase this strategy can be activated to add the power value of one Defender to **The Invader's** total in that column (rather than its own) for this turn only – **Mankind's** current **Heroes of the Resistance** card is also a valid target.

PROVOKE SUICIDE MISSION RETRIBUTION-ALPHA'

After sacrificing a [Defender-icon] card in play, the **Mankind** player flips the topmost card of **The Invader** deck into **The Invader** player's discard pile. If the card matches the icons on the battleboard, then **The Invader** must skip his next Attack phase – otherwise nothing happens.

INVADER DECK CARDS OF NOTE

DADDY LONG LEGS

Daddy Long Legs lists part of its ongoing cost as +2 card drain per turn. This cost is not optional - it is mandatory. You cannot choose not to pay the drain cost. Choose your allies wisely!

THE BLACK GOO

The Black Goo card stays in play until destroyed or removed by other means.

Note: if the **The Black Goo** card is upon **Pacific Rim**, and **The Invader** has already placed three -1 power tokens upon the **Africa** invasion zone (or vice versa), then **The Invader** has won!

'LUCIFER' ASSAULT TRIPODS:

These passionless beings get to activate one of their special effects on every **Invader** turn. If you are lucky enough to have multiples of these machines in play, each can activate a different power.

MANKIND DECK CARDS OF NOTE

'BLACK NARCISSUS' WEAPONS ARRAY:

While this is in play, this effectively gives the **Mankind** player an Attack phase, at the end of his turn, which is focused on only one invasion zone column.

ARCHANGEL' COMBAT ROBOT

This card, and others like it, is discarded from play when the invasion zone column (of 4 slots) on the controlling player's side of the battleboard is unpopulated by other cards.

MAJESTIC-12 TREATY

With this card, you can circumvent some built-in rules that protect certain cards. For instance, a cool trick with Majestic-12 Treaty is to put the 'Revenant' Conqueror Beast back on top of **The Invader's** deck.

SHADOW' TEAM OPERATION:

Is this played during **The Invader's** turn? Yes. Likewise with cards like, Commander Straker and Nanobot Storm Cloud - these are also played on your opponent's turn.

INVASION ZONE COLUMNS

Invasion zones represent very rough geographical territories - cards played into them are mainly linked by conflict and satellite networks, but also by convoys, shipping, hoverjet routes, and Maglev-propelled railways.

For instance: if **Mankind** plays the New York location card into the **Africa** invasion zone, it does not signify that New York has jumped continents, merely that it is abstractly linked by war to **Africa** at this time.

The number printed above each invasion zone is a power value - added to the power total of the **Mankind** player's other cards in that zone column, during **The Invader's** Attack phase.

When moving cards from one invasion zone column to an adjacent zone, remember that there is no wrap-around movement. Thus, **Pacific Rim** is NOT adjacent to **Africa**, for game purposes.

Ops Centre, and many other cards, allows you to move a [Defender-icon] card into any other **Earth** column - just pay attention to the card's instructions.

Note: When -1 power tokens are placed upon a zone, they remain there until removed by the Mankind player. Each token reduces the power value of the zone by one. An invasion zone cannot have a power value of less than zero.

Reducing an invasion zone's power is not the same as draining **Mankind**.

LOCATION CARDS

Some **Locations** come into play with a number of tokens upon them. Unless otherwise stated, you may use all of the tokens upon the card in one turn, if you wish.

CANCEL CARDS

Some cards have the ability to 'cancel a card as it is played' – if this is the case, you pay the cost for your 'cancel' card on your opponent's turn, reveal it, and then both cards are simply discarded. If your opponent in turn plays a further 'cancel' card to cancel your 'cancel' card, then the original card is put into play, and both 'cancel' cards are discarded.

NOTE: make sure your opponent still pays the cost for playing any cancelled cards. Hard cheese!

SIMULTANEOUS DESTRUCTION

When **The Invader** plays a card (or engineers a situation) that forces both players to run out of cards from their draw decks simultaneously, the **Mankind** player wins the game.

GAME TERMS

DESTROY

When a card is destroyed, it is placed face-up on top of its owner's discard pile.

SACRIFICE

A sacrifice is a game event that cannot be prevented. Sacrificed **Heroes of the Resistance** cards are removed from the game – all other sacrificed cards are placed face-up on top of the card owner's discard pile.

OPPOSING:

This indicates that an effect can only be used in the same invasion zone, i.e. the column directly opposite from the invasion zone column where the card that mentions "opposing" is played.

IMPERVIOUS:

A card featuring this term cannot be affected or destroyed by the specific conditions, keywords, or cards mentioned in its text.

KEYWORDS

Many of the cards in the game display a keyword, such as Tank, Robot, or Infestation.

A keyword has no intrinsic game effect, but may be referenced by other cards.

Example 7: **The Invader** plays the **Alien Legionnaires** card into the **Africa** invasion zone. The card says that he can 'Destroy an opposing [Defender icon] card.' This denotes that only a **Mankind** card in the **Africa** invasion zone could be targeted – as long as it has a defender-icon.

GENERAL RULES

When two card's text conflict with each other, follow these rules:

1. **'Can't' trumps 'can'.** If one card says something can happen and another says it can't, the 'can't' text wins.
2. **Do as much as you can.** If a card has instructions for you to do something that you can only partly complete, you **MUST** do as much as you can, and then ignore the rest of the card text without effect.

MULTIPLE PLAYERS

Invaders only accommodates play for two players. You may have noticed that many cards have phrases like 'target player' and the like – this future-proofs the cards ready for the upcoming four-player expansion, which will include the rules and components necessary for larger conflicts. Watch the skies!

COMMONLY OVERLOOKED RULES

- Drain is not the same as drawing a card.
- **The Invader** is the only player who attacks, and he only does so on his turn – unless the 'Black Narcissus' Weapons Array card is in play.
- When a card says, "every turn", it means every turn of the card's controller – not each player's turn. This applies to the **Black-goo-sprayer Support Warmachine** and other cards.
- If the **Mankind** player prevents all forms of drain, **The Invader** moves the marker one space down the invasion plot track.

ADVANCED RULES

Invaders is designed as a complete game with considerable replayability.

However, as you increase in experience with the game, you may want to build a deck that better suits your personal play style – using expansion cards and/or promo cards.

In the event that you are going to modify your decks, you and your opponent should agree (before the game starts) to play in this manner. You must now win two out of three games, and are allowed to modify your decks after each game.

After the first and second games, the loser of the last game decides on a mutual card limit: 3 to 10 cards are recommended. Then, both of you should simultaneously remove that number of cards from your decks, replacing them with the stated number of secretly chosen new cards (from your available pool of cards) – the quantity of cards must be the same for both decks. This can make for an interesting meta-game situation; with both players trying to out-think their opponent before the next game begins.



EXTENDED DECK BUILDING RULES

While 70 cards is the minimum deck size that a player may use, there is no maximum number – so if both players agree, they can just add a set number of cards to both decks (players should be mindful that their decks will be less efficient).

- **70 card decks** = Play the game as per normal.
- **71-80 card decks** = During setup, place the wooden disk on space #11 of the invasion plan track.
- **81-90 card decks** = During setup, place the wooden disk on space #12 of the invasion plan track.

MANKIND/INVADER HANDICAP

If you discover that your opponent is very good at winning with either **Mankind** or **The Invaders**, you may both decide to counteract this (and make for a more intense game) by placing the wooden disk on space #11 or #9 of the invasion plan track, during setup using 70-card decks - depending on which player is always the underdog.

CREDITS

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