

## TOWER ATTACK ALIEN COMMANDER – A VARIANT FOR ON MARS - ALIEN INVASION

You are the Alien Commander on Mars, your planet is being invaded by humans! You must prevent them from annihilating you, resist the waves of Sentry bots and conquer their HQ.

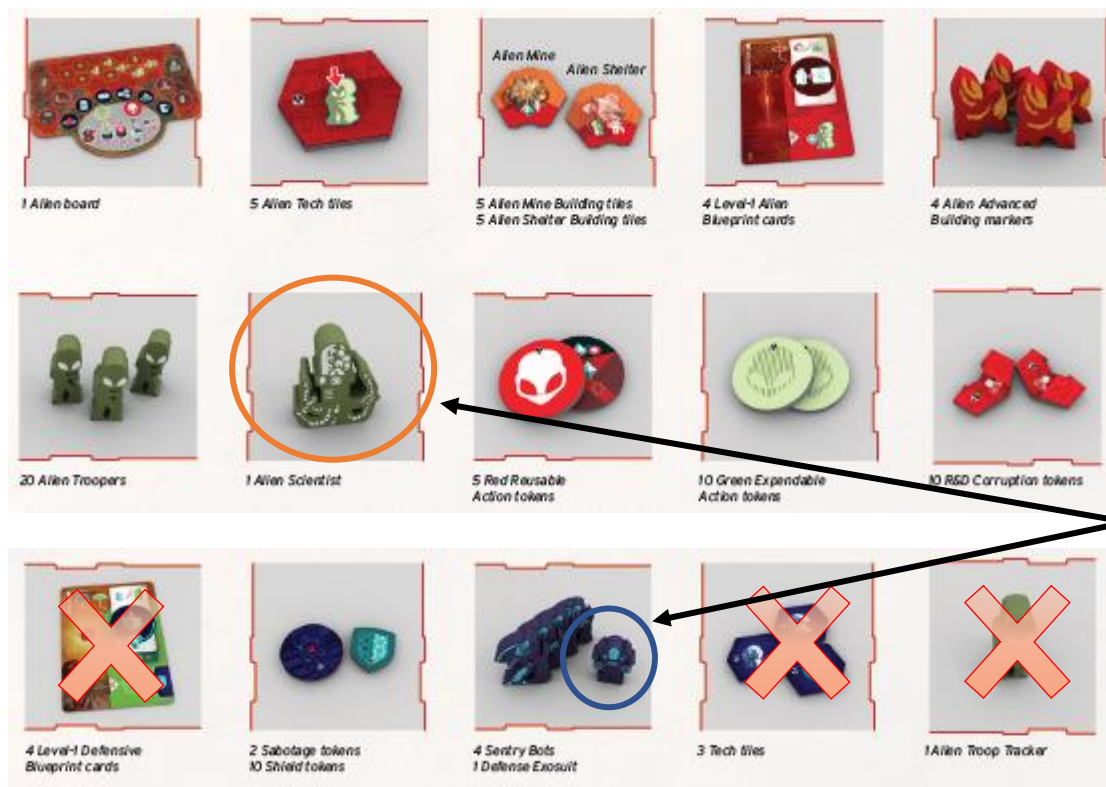
### Goal

Occupy the Human Shelter by placing your Alien Commander on it, before Humans reach *Colony Level 5* (16 turns) or gain 10 Shields (+1 Shield per Alien unit or building destroyed).

### Components used

Basic game: Main board, 1 Shelter of any color for the Humans, 5 Starting Buildings (S), the *Colony Level* marker, the 4 *LSS track* markers and Crystals.

Alien Invasion: Commander board and all materials for Chapter 1, except the 3 Human Tech tiles and 4 Human Blueprints cards. The *Corruption* tokens are renamed **Obstacle** tokens.



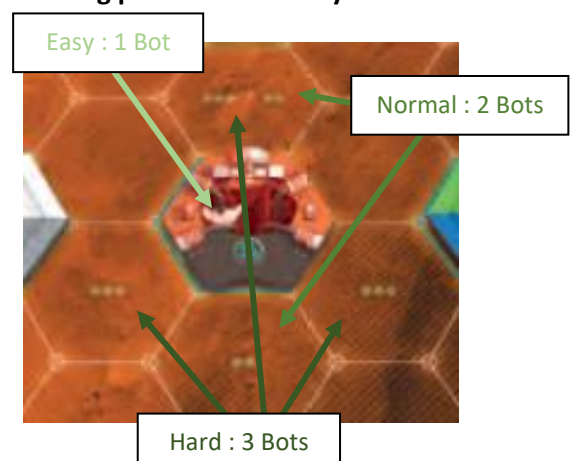
For this variant the *Alien Scientist* is renamed **Alien Commander** and the *Defense Exosuit* is renamed **Human General**.



### Starting position for Shelters



### Starting position for Sentry Bots



## Setup

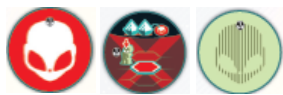
### Humans

- On the main board, place the S-Mine in the center.
  - Randomly place the other 4 S-buildings face down in the hexes around the S-Mine.
  - Place the Human General on the top S-building (the one above the S-Mine).
  - Depending on the difficulty you're choosing, Sentry Bots are placed as follows:
    - Easy: 1 Sentry Bot on S-Mine.
    - Normal: 2 Sentry Bots around S-Mine, on 2-points hexes.
    - Hard: 3 Sentry Bots around S-Mine, on 3-points hexes.
  - Place the Human Shelter on the far left and middle hex on Mars (near Tech and R&D icons).
  - Place the Colony Level marker above Level 1 Colony and the 4 LSS building markers on Level 1.
- Humans supply contains the 4 Sentry Bots, 10 Shield tokens and 2 Sabotage tokens. Place the 10 Obstacle tokens in an area near the main board.

### Aliens

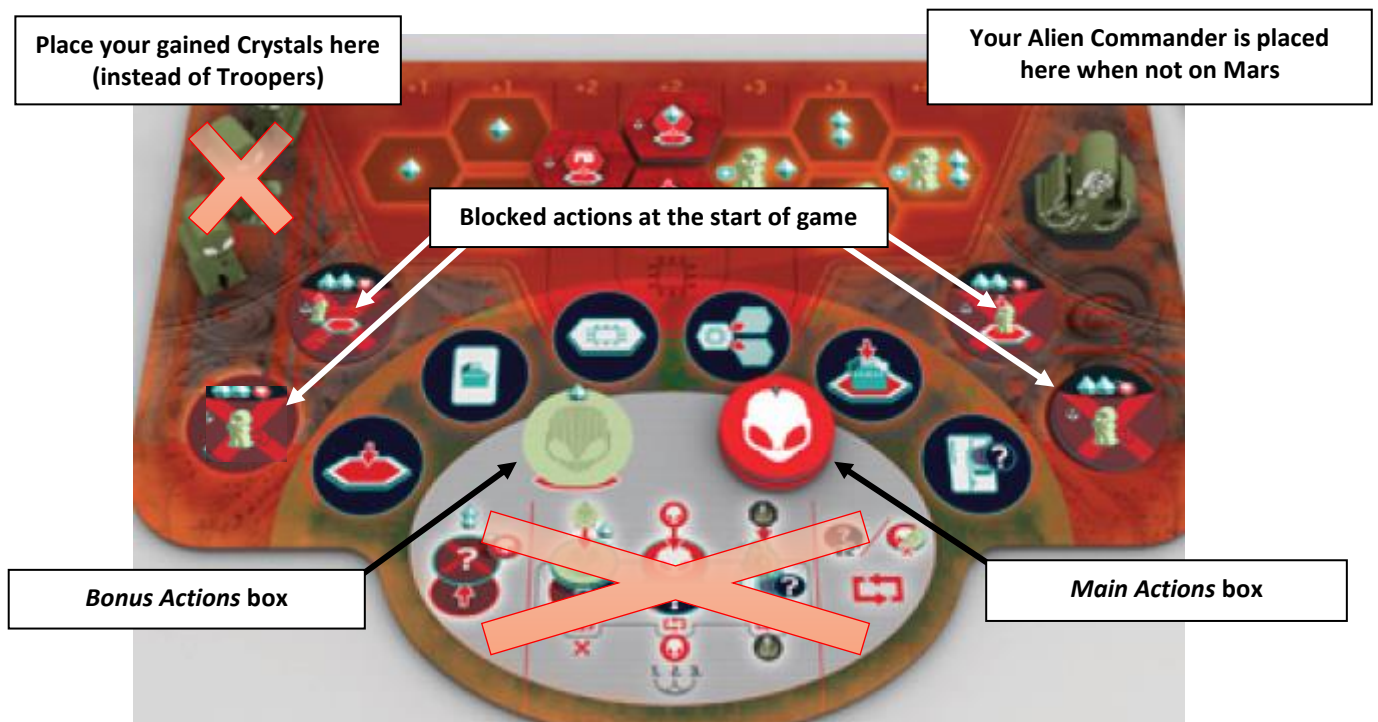
- Place your *Alien Commander* board in the playing area, facing you.
- Place 1 Alien Shelter on the far right and middle hex on Mars (near the LSS sign).
- Place 1 Alien Trooper on this Shelter.
- Gain 1 Crystal from the General supply (placed on your board, top left).
- Place the *Main Action* token (with the alien head on both sides) on the *Main Action* box on your board.
- Place the 4 *Blocking* tokens (red cross side) on *Action* boxes #7 to #10 of your board.
- The Alien Commander is placed in the upper right corner of your board.

Your supply contains your 5 Tech tiles and 10 Shelter and Mine Buildings, 4 Blueprint cards and 4 Advanced Buildings, 20 Troopers and 10 *Bonus Action* tokens. Place Crystals in an area near your board.



Note on Action tokens: You start the game with the *Main Action* token with two identical sides. During the game, you will unlock the other *Main Action* tokens (Blocking on one side, Main Action on the other) and also acquire green *Bonus Action* tokens. Using them during a turn is optional, you can keep an acquired token for a future turn, the *Main Action* tokens are stored on the *Main Actions* box, the others on the *Bonus Actions* box.

A *Main Action* is never discarded once acquired. A *Bonus Action* is discarded the next round after it is used on an *Action* Box.



## Round (1 Humans' turn and 1 Aliens' turn)

### Phase I – Humans' turn

1. A) Reveal the S-Building occupied by the Human General and then advance the LSS track marker corresponding to that Building (Battery, Water, Plant or Oxygen) up one line.

B) Perform the action corresponding to the occupied Building:

- Oxygen: Each Sentry Bot in play performs a move, as described in Step 2 (including combat and obstacle placement). If no Bot is in play, place 1 Bot from supply on S-Mine.
- Battery: If at least 1 Sentry Bot is in the supply, place 1 Bot from it on S-Mine (or adjacent hex if occupied, towards the nearest Alien). If no Bot is in supply, Humans gain 1 **Shield** (*stored on the Human Shelter*).
- Water: Place 1 *Sabotage* token in your lab, on the leftmost empty box in +2 Columns (priority on top). If no Sabotage is in supply, Humans gain 1 **Shield** (*stored on the Human Shelter*).
- Plant: Each **Alien Unit** adjacent to an Obstacle suffers an attack equal to the current Attack value of Obstacles (no **Shield** gain if destroyed). The attacking Obstacle is then destroyed.

2. A) Move each Sentry Bot in play a number of hexes equal to its Movement value (see Unit/Building chart), in order of your choice. Each Bot moves towards the nearest Alien unit or building that it can destroy. In case of a tie, the order of choice is as follows: Commander > Building > Trooper. See also *Movement Restrictions*.

When a Bot reaches a hex adjacent to an **Alien unit or building**, it ends its movement and performs a COMBAT as an attacker on its target. See *Combat*.

COMBAT

B) For each Bot in play on an empty hex (not including the Bot), place 1 Obstacle from the supply on its hex (ignore if supply is empty). See also *Hex Contents* and *Exceptions*.

3. A) All **Alien Troopers** adjacent to a Human Building are destroyed (with **Shield** gain).

B) Move the General to the next Building, clockwise (the 4 S Buildings around the S-Mine).

C) Check the Colony Level. If all the markers are on the same line as the Colony marker, raise Colony Level by 1 and do all associated actions. See *Colony Level*.

### Phase II – Aliens' turn

1. Place one (and only one) of your *Main Action* token from an *Action* box on your board onto the *Main Action* box. You may then take a Reset turn or a Normal turn.

- Reset: Place all of your *Main Action* tokens from *Action* boxes on the *Main Action* box and proceed directly to step 2 without taking any actions (but you may perform Crystal effects).
- Normal: Discard your *Bonus Action* tokens from *Action* boxes (back to supply). You may perform as many actions as you wish by placing your available *Action* tokens (*Main* and *Bonus*) on any free *Action* boxes on your board (not blocked, not occupied). See *Actions*.

Crystal Effects: At any time during this step, you may spend your stored **Crystals** to resolve one or more effects. Effects of this type do not require an Action. See *Crystal Effects*.

2. Move each Alien unit in play once, according to its Movement value (see Unit/Building chart), in any order you wish. You may choose to move it fewer than the maximum number of hexes allowed (even 0). See also *Movement Restrictions*.

When a Trooper ends its movement on a hex adjacent to a **Sentry Bot** or an Obstacle, you can perform a COMBAT as an attacker on its target. See *Combat*.

COMBAT

3. If a Trooper is in a hex adjacent to an Alien Mine, you may collect and store Crystal from the Building (or from all buildings in a Complex) to your board.



## ACTIONS (place an Action token on the matching box)



**1. Build 1 Alien Building:** You may build on any empty hex not adjacent to a Human Building, up to 2 hexes of any Alien building (Shelter or Mine).

To build or expand a COMPLEX, you must have the appropriate Technology at the required level.



**Alien Shelter:** Place the building on a valid hex and put 1 Alien Trooper from supply on it (1 per building if it is a Complex, 1 Trooper max per building).



**Alien Mine:** Place the building on a valid hex and put 1 Crystal from supply on it (1 per building if it is a Complex, 1 Crystal max per building).



**2. Obtain 1 Alien Blueprint:** Acquire an available Blueprint card from supply, place an *Advanced Building* token on it and gain the bonus shown at the bottom of the card.



**3. Learn 1 Alien Technology:** Place an available Tech from supply in the free space of the leftmost column of your Lab and gain the bonus on that space.  
*X = Level of Tech (+1 to +4)*



**Shelter Complex:** Increases maximum size of Alien Shelter Complexes by X.



**Reinforcement (Attack):** Increases Attack of Alien Troopers by X.



**Deployment (Defense):** Increases Defense of Alien Troopers by X.



**Mobilize (Movement):** Increases Movement of Alien Troopers by X.



**Mine Complex:** Increases maximum size of Alien Mine Complexes by X.



**4. Research & Development:** Advance 1 Tech tile in your Lab to an adjacent free space on its right (only once) and gain the bonus on that space.



**5. Alien Building Upgrade:** Place the *Advanced Building* token of an acquired Blueprint on 1 Alien Shelter in play. Its action becomes available immediately.



**6. Activate an Advanced Building:** You must pay 1 **Crystal** to use the action of one of your built *Advanced Buildings* (the *Action* token is placed on the *Action* box on your board, not on the Blueprint card).



**Infection (cost 1 Crystal):** Destroy 1 Alien Trooper in play to destroy a Sentry Bot adjacent to it (ignore its Defense).



**Vigilant (cost 1 Crystal):** If Alien Commander is not on Mars, place it on a free Alien Shelter in play.



**Abduction (cost 1 Crystal):** Move 1 Sentry Bot in play to the hex of your choice, according to its movement.



**R&D Corruption (cost 1 Crystal):** Destroy 1 *Sabotage* token in your Lab.

## Actions to unlock (not available at the beginning of the game)



**7. Produce Crystals:** Place 1 **Crystal** on each Alien Mine building (1 **Crystal** max per building).



**8. Deploy Trooper:** Place 1 Alien Trooper from supply on an empty hex adjacent to an Alien Shelter or Mine.





**9. Teleport Trooper:** Move 1 Alien Trooper in play to a free Alien Shelter or Mine.






**10. Move Trooper:** Perform one move for a single Trooper in play (movement value, combat possible).

## Bonuses from LAB spaces and BLUEPRINT cards

- **Crystal:** Store the indicated number of **Crystals** from supply on your board. 

- **Trooper:** Place the indicated number of Troopers from supply in your free Alien Shelters (1 max per Building). 

- **Build Alien Shelter/Mine:** Take a Build action of the type shown.  

- **Teleport Trooper:** Perform Action #9. 

- **Bonus Action token:** Take 1 **Bonus Action** token from supply and store it on *Bonus Action* Box. 

**TABLE OF UNITS AND BUILDINGS** (Attack / Defense / Movement values)

Unit / Building	Attack	Defense	Movement
Sentry Bot	1 + <i>Colony Level</i> (Easy: <i>Colony Level</i> )	1 + <i>Colony Level</i> (Easy: <i>Colony Level</i> )	1 + <i>Colony Level</i> (Easy: <i>Colony Level</i> )
Obstacle	1 + <i>Colony Level</i>	1 + <i>Colony Level</i>	-
Alien Trooper	1 + <i>Reinforcement Tech Level</i>	1 + <i>Deployment Tech Level</i>	1 + <i>Mobilize Tech Level</i>
Alien Commander	-	2	2
Alien Shelter/Mine	-	1 ( <i>single building</i> ) or <i>Complex size</i>	-

## COMBAT

1) The Attacker inflicts damage on target: if Attacker's *Attack value + Support Bonus \** is equal to or greater than target's Defense (see *Unit/Building* table), target is destroyed.

**\* Support Bonus:** If one or more units of the same type as the attacker are adjacent to target during attack, their *Attack* values are added to that of the attacker.

*Example: If two Troopers with Attack 1 are adjacent to a Sentry Bot with Defense 2, one of these Troopers can do an Attack 2 (1 + 1) using Support Bonus and destroy its target.*

Only the attacker inflicts damage, target does not retaliate. If there are several adjacent *Obstacles*, the attack destroys only one *Obstacle* token (not all adjacent ones). Alien Troopers cannot attack Human Buildings, nor the *Human General* token (it has no Atk/Def/Move values).

2) If the attacker has destroyed target, the following reward is gained:

*Sentry Bot* destroyed: you win 1 *Bonus Action* token from supply (stored on *Bonus Action* box).

*Obstacle* destroyed: you win 1 *Crystal* (stored on your board).

*Trooper / Commander / Alien Building* destroyed: Humans gain 1 *Shield* (stored on the Human Shelter).

If a Building is destroyed, tokens on it are also destroyed: *Crystal* (put back to supply), Advanced Building (put back on its Blueprint card), Trooper/Commander (gain of 1 additional *Shield*).

Note that at the end of attack, damages to the target are reset to zero: it is impossible to accumulate damage from several consecutive Combats. Target must be defeated by a single attack!

## Crystal Effects

At any time during Step 1 of Phase II, you may spend your stored *Crystals* to perform one or more of the effects described below. Effects of this type do not require an Action.

- **Unlock 1 Action (cost 2 Crystals):** Remove 1 *Blocking* token from *Action* box #7 to #10 on your board (you can now place an *Action* token there). Flip this token over and place this *Main Action* token on the *Main Action* box (immediately usable during a normal turn).
- **Gain 1 Bonus Action token (cost 3 Crystals):** Take 1 *Bonus Action* token from supply and store it on the *Bonus Action* box (can be used immediately during a normal turn).

## Colony Level

If all the markers are on the same line as the Colony marker during step I-3-C, do the following:

- Move the Colony marker up one line (*Colony Level increases by 1*).
- Shuffle and randomly place the 4 S-Buildings face down around the S-Mine, on the hexes provided (the General and Bots remain on their hex).
- Place 1 Sentry Bot from supply on S-Mine (or adjacent hex if occupied, towards the nearest Alien). If no Bot is in supply, Humans gain 1 *Shield* (stored on the Human Shelter).

## GLOSSARY AND CLARIFICATION

### Victory and Defeat conditions

**Victory:** As soon as your Alien Commander occupies the Human Shelter, you win the game.

You must acquire the *Vigilant* Blueprint, build this *Advanced Building* and use its action to place Commander on Mars and then move it to Human Shelter.

**Defeat:** As soon as Humans have 10 Shields or reach *Colony Level 5*, you lose the game.

Note that if Humans destroy all your Alien buildings, you cannot do the *Construction* action anymore, as well as all actions requiring a Shelter or Mine, including placing your Commander on Mars!

### Destroy

A destroyed item (token, tile, etc.) is returned to the supply corresponding to its type.

### Restricting movement

A pawn (*Trooper*, *Alien Commander*, *Sentry Bot*) moves a number of hexes equal to its current *Movement* value.

A pawn must move around hexes with opponent's buildings. A pawn may move through one of its own buildings and may occupy it if it is free (no other pawns on the building). An **Alien** pawn (*Trooper* and *Commander*) must go around an **Obstacle**.

An **Advanced Building** is not a pawn, an **Alien Unit** can occupy its hex. The **Human General** is not a pawn, a **Bot** can occupy the building it is in.

If there are a lot of pawns in play, lay the piece down after it has moved to remind you that its movement is complete. At the end of the round, put all pawns back up.

When moving an **Alien unit** or a **Sentry Bot**, its movement can be 0 (doesn't move).

A pawn may move through a hex occupied by another pawn (if not on an opponent's building), but it must end its move on a hex with no pawn (or opponent's building).

### Exceptions:

- A **Sentry Bot** may move through an **Obstacle** and occupy a hex with an **Obstacle** (1 Bot and 1 Obstacle maximum per hex).
- The **Alien Commander** may occupy the **Human Shelter** (Victory condition).

### Contents of a hex

An empty hex is a hex containing no elements (Buildings, tokens, pawns, obstacles, etc.).

A hex may contain only one building (with an *Advanced Building* on it, if any).

At the end of a move, a hex may contain only one Alien or Sentry Bot unit.

A pawn may move through and occupy an allied building but not an enemy building (*e.g.: an Alien unit may not move through or occupy a Human Building, and vice versa*). For Sentry Bots and the Alien Commander, see *Exceptions*.

**Crystals** are not pawns, an **Alien unit** can occupy the hex of an **Alien Mine** with a **Crystal** on it.

### Alien Unit

Troopers and the Commander are **Alien Units**. An effect targeting an Alien affects both Alien Units and Buildings. An effect specifically targeting a Trooper cannot target the Commander.

The **Alien Commander** does not attack (no Atq value).

### Humans' actions

- **Oxygen:** Sentry Bots that move and fight during this action will move and fight again in step 1-2.
- **Battery:** If the S-Mine is occupied by a Bot, place the Bot from supply on a free hex adjacent to S-Mine closest to the nearest Alien (Unit or Building).
- **Water:** If all three +2 column spaces in your Lab are occupied when the action is to be performed, ignore the placement of the Sabotage token and the Humans gain 1 Shield.
- **Plant:** You choose the order in which to resolve the **Obstacles'** attacks. An **Obstacle** targets all adjacent Alien Units with its current attack value, without the benefit of the Support Bonus (it is not a combat). If it has made an attack, the **Obstacle** is destroyed even if its targets survived (*no Crystal gain*). If no Alien is adjacent to the **Obstacle** during this action, nothing happens.

## Important rules reminder

- Difficulty: You choose Difficulty level during setup. Remember that the Easy mode is aimed only to learn basic game rules.
- During your turn (Phase II of a round), you get only 1 *Main Action* token back, and then you choose whether to take a Normal Turn or a Reset Turn. If you do a Reset, you get all of your other *Main Action* tokens back, but you can't take any actions during the round.
- Crystal effects can only be used during Phase II, in Step 1. You may use a Crystal effect regardless of the type of Turn (Normal or Reset).
- You can build an *Alien Shelter or Mine* within 2 hexes of any Alien building, regardless of its type (Shelter near a Mine, and vice versa).
- You cannot build an *Alien building* adjacent to a *Human Building*, hex must be empty (no pawns, tokens, etc.).
- To build a Complex, you must have the Shelter or Mine Technology at the required level (+1 for a Complex of 2 buildings, +2 for a Complex of 3 buildings, etc.).
- A successful attack on a Complex destroys only one Building, not the whole Complex.
- You must use Action Box #6 to activate the effect of an *Advanced Building*, so you can only take one *Advanced Building* action per round. Each *Advanced Building* action cost 1 *Crystal*.
- In combat, the attacker inflicts damage on only one target if he has the choice between several (e.g.: Bot and Obstacle on the same hex). The Defender does not retaliate and damage is not retained to the next combat.
- A *Sentry Bot* generates an *Obstacle* if it is on an empty hex after moving, if possible.
- In combat, *Sentry Bots* also benefit from the Support bonus.
- When moving, a *Sentry Bot* favors the closest target, ignoring those it cannot destroy (Attack too weak). In case of equality of distance between several targets, it moves towards the one it can destroy according to its attack value, and its priority (Commander > Building > Trooper).

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## Versions

### 2.3: Public version

### 3.0:

- Round: modification of Phase II-3 (no more automatic Crystal production in Alien Mines).
- Actions: Alien Action #7 (Crystal Stealing) replaced by Crystal Production. Humans' Water action modified (Sabotage placed in the +2 columns of the Alien Lab and Shield gained if no Sabotage in supply).
- Advanced Building: Abduction effect modified (Bot moved to a hex of your choice).
- Crystal effect: Buying a Bonus token now cost 3 Crystals.
- Colony Level Increase: Added the gain of 1 Bot on S-Mine at each Colony Level increase.