

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 THE 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 STAR SHIP.”

“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

GAME IDEA

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 invasion force, the Invaders, and the other controls Mankind.

Can Mankind stop the deadly Invasion Plan?

COMPONENTS

- 1 BATTLE BOARD

- 1 MANKIND DECK WITH 70 CARDS



- 1 INVADERS DECK WITH 70 CARDS



- 11 HEROES OF THE RESISTANCE CARDS



- 1 INVASION PLOT MARKER



- 4 MANKIND STRATEGY MARKERS



- 5 INVADER STRATEGY MARKERS



- 20 POWER TOKENS
(DOUBLE SIDED: -1/+1, +1/+2)



- 30 FACTION TOKENS
(DOUBLE SIDED: INVADER/MANKIND)



OBJECTIVE

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

If at any time one of the following victory conditions is met the game immediately ends.

Mankind wins if:

- The **Invader** has an empty draw deck when required to draw or 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.

SETUP

1. Place the battle board in the middle of the playing area, between both players, but with the **Earth** edge closest to the **Mankind** player.
2. Place the invasion plot marker on space "10" of the **Invasion Plan** track on the battle board.
3. Place a marker on the corresponding space of each strategy on the battle board.
4. Place one token (**Mankind** side face up) on the **Ops centre** space on the battle board.
5. Shuffle the deck with **Heroes of the Resistance** cards and place it face down next to the battle board. The **Mankind** player then places the topmost **Heroes of the Resistance** card face up in any of the three areas below his side of the battle board.
6. Both players take their appropriate deck, shuffle the cards and place them face down in their playing area. Each player draws five cards from his deck for their starting hand.



GAME SEQUENCE

The game is played in turns. Each turn one player takes his turn.

Play alternates back and forth with each player completing all phases of their turn before passing to the other player.

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

Each turn consists of three phases played in the following order:

- **A. Draw phase (mandatory)**
- **B. Main phase**
- **C. Attack phase (mandatory – Invader only)**

A. DRAW PHASE

The active player draws two cards.

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

There is no hand size limit (each player may hold as many cards as he likes).

B. MAIN PHASE

The active player can:

- A) Play cards
- B) Use cards already in play
- C) Enable a dormant strategy
- D) Use Invasion plot action (Invader only)



These actions can be performed in any order and each action can be performed multiple times during a turn.

Note: At the beginning of the Mankind's turn, Mankind's current Heroes of the Resistance card is turned upright – if required.

A) Play cards

To play any card from his hand, the player must pay the cost of that card.

Cards can have two types of costs:


-  **Discard:** this cost is met by discarding other cards from the player's hand, equal to the stated cost, face up to the discard pile.
-  **Drain:** this cost is met by flipping cards from the draw pile, equal to the stated cost, directly face up into the discard pile.

Some cards have only one or no costs, while other cards have both costs, in such case both costs must be met to play the card.

The cost for each card is only paid when the card comes into play. If you cannot pay the full cost, you cannot play the card.

When either player plays a card with a power value, the player must have an available space in an invasion zone in which to play the card.

Cards without a power value are one shot cards: follow the card's text and the discard the card.

- Many cards have special rules listed in their text. All text takes effect immediately when the card is played.
- Some cards have effects that last while the card remains in play. All text takes effect immediately when the card is played. Cards leave play when they are moved to the discard pile or are removed from the game.
- Some cards have effects that only happen when the card enters play. Follow the rules on the cards as they read. The text on such card is preceded by a  icon.
- Some cards require you to place tokens on them. Place (or remove) the first token on them during the turn that they came into play.
- 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.

INVASION ZONES

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 has four slots for cards to be played into at each side of an invasion zone.




The **Mankind** player may sacrifice a card already in one of the slots and place it face up upon 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.

The **Invader** player cannot discard a card voluntarily from one of his slots

Invasion zones represent very rough geographical territories - cards played into them are mainly linked by conflict and satellite networks, but also by convoys, shipping, hover jet 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.

When moving cards from one invasion zone 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  card into any other **Earth** zone.

- 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.
- 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. Players must pay for all card played – even cancelled card.
- Cards which are discarded, destroyed, or drained are placed face-up upon the discard pile. The order of the cards in the discard pile may never be modified. At any time, both players are allowed to look through either player's discard piles.



Example: 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: 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: 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.

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 zones.
- 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  cards, in respect to their interactions with other cards.
- A **Heroes of the Resistance** card can never be sacrificed during the Invader's turn.


If Mankind's current **Heroes of the Resistance** card is destroyed or voluntarily sacrificed, it'll be immediately replaced:

1. Remove the current **Heroes of the Resistance** card from the game.
2. Draw the topmost card from the **Heroes of the Resistance** deck and place it in any zone.
3. Turn the card to 90°, to remind it just entered play.

While still turned to 90°, a hero's power is not added to the defensive power value of the invasion zone 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.

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



Example: The Invader plays Shapeshifting Alien 'Thing', which allows him to destroy two  cards. The Invader player chooses to destroy a Refugees' Shanty Town card, as well as Mankind's current Heroes of the Resistance card. The Mankind 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).

If Mankind's last **Heroes of the Resistance** card is destroyed, the game is over with the Invader player as the winner.

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.

B) Use cards already in play

The active player can use the ability of any cards he has in play. The card remains in play unless stated otherwise in the card's text.



Example: The Invader player has both 'Anthraxus' Mega-Slug and Deathworm Infestation in play in the Pacific rim zone. In his turn he decides to use 'Anthraxus' Mega-Slug's ability. Mankind has to drain 1 card. Both 'Anthraxus' Mega-Slug and Deathworm Infestation remain in play and its ability can be used in the Invader player's next turn.

C) Enable a dormant strategy

Each player has at his disposal a number of fixed strategies – the **Invader** player has five, the **Mankind** player has four (and **Ops centre**). These are abilities that can be activated by flipping the marker to its enabled side. The activating player should then follow the instructions on the battle board covering the relevant strategy, and be mindful of any continuing punitive effects.

Battle board strategies can only be used on the respective player's turn (except **Activate Project 'Chainmail'**). Each strategy can only be activated once during the game.



Example: The Mankind player plays Mount Rushmore - Secret Research Facility and places eight tokens on the card. He can use these tokens in this (or a later turn) to prevent draining or drawing cards.

D) Use Invasion plot action (Invader only)

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 actions the marker on the invasion plot track is moved down one space.

OVERVIEW STRATEGIES

MANKIND

OPS CENTRE

This area starts the game with one token upon it. In **Mankind's** turn, he can discard a token from this area to move a  card from one **Earth** invasion zone to another.

Some cards exist in the **Mankind** player's deck that can replenish these tokens.

PERFORM ALIEN AUTOPSIES AT HANGER 18




Use this strategy to take the top five cards from your discard pile and shuffle them back into your draw pile. Then move the marker at the invasion plot track up one space.

ACTIVATE PROJECT 'CHAINMAIL'

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

***Important:** 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.*

PROVOKE SUICIDE MISSION 'RETRIBUTION-ALPHA'


Use this strategy to sacrifice a  card in play. Then flip the topmost card of the **Invader** deck into that player's discard pile. If the card is a  or  card, then the **Invader** must skip his next **Attack Phase** – otherwise nothing happens.

SANCTION "CLEAN SLATE PROTOCOL"


Use this strategy to shuffle all the cards from your hand into your deck. Then, draw the same amount of cards you discarded into your hand.

INVADERS

DRAIN THE INDIAN OCEAN

Use this strategy to draw three cards. Then move the marker on the Invasion plot track down two spaces. From now there is an ongoing increased cost playing a  card: discard an extra card from your hand when playing such a card.

ATOMISE THE MOON

Use this strategy to draw two cards. Then move the marker on the Invasion plot track down two spaces. From now there is an ongoing increased cost playing a  card: discard an extra card from your hand when playing such card.

SEED CITY 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 zone (rather than its own) for this turn only. **Mankind's** current **Heroes of the Resistance** card is also a valid target. Then, drain two cards from your deck.

MELT THE ICE CAPS

Use this strategy to shuffle all the cards from your hand into your deck. Then, draw the same amount of card you discarded into your hand.

HEAT THE ATMOSPHERE

Use this strategy to take the top five cards from your discard pile and shuffle them back into your draw pile. Then move your marker on the Invasion plot track down one space.

THE INVASION PLOT TRACK

This track represents the general plan of the **Invader**, and how much time he has to achieve his diabolical goals (each space represents one month in game-time). The game starts with a 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.



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.

C. ATTACK PHASE

This phase is only executed during the **Invader's** turn. It consists of two steps:

A) The **Invader** attacks each invasion zone

B) Check inflicted drain damage

A) The **Invader** attacks each invasion zone

For each zone, determine the power value of both the **Invader** player and the **Mankind** player.

To determine the **Invader's** attack power in an invasion zone, add up the total power (mainly contributed by **Invaders** and **Desolators**) at his side of the zone.

To determine **Mankind's** defence power in an invasion zone, add up the total power (mainly contributed by **Defenders** and **Locations**) at his side of the zone plus the power value of the zone.

Cards you have placed at an invasion zone all have a power value – even if that value is zero or a minus.

*Important: While still turned to 90°, a **Heroes of the Resistance** card power is not added to the defensive power value of the invasion zone it occupies.*

If the **Invader's** total power in a zone is greater than **Mankind's** in the same zone, then the **Mankind** player must drain (flip cards from the top of his deck into his discard pile) the difference between the **Invader's** total power and **Mankind's** total power.

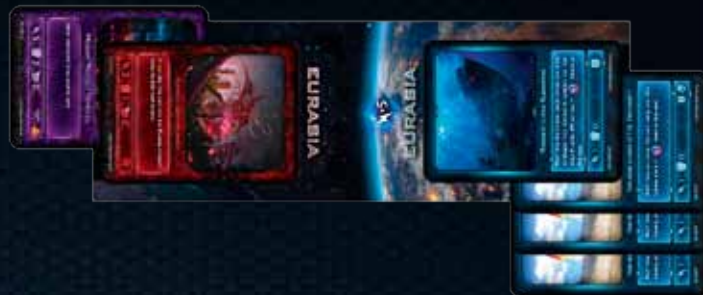
If **Mankind's** total power in a zone is greater than or equal to the **Invader's** in the same zone nothing happens.

All three invasion zones are checked separately in this fashion during this phase.

If his draw deck is empty when **Mankind** is forced to drain a card, he loses.



Example: 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 defence power is $1+3=4$ (**Refugees' Shanty Town**, plus the Pacific rim zone has an intrinsic power value of three). This means that **Mankind** must drain one card into his discard pile.



Example: 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 $1+1+1+1+5=9$ (Eurasia invasion zone's value of '5' plus the four cards each with a power of one). This means that the **Invader** has been thwarted this turn.

INVASION ZONE POWER

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

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. No tokens can be added to a zone when its power value is zero.

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

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.

B) Check inflicted drain damage

If the **Invaders** failed to drain **Mankind** in some way during his turn (not necessarily in the **Attack Phase**), move the marker down one space on the invasion plot track. Draining can have been triggered by cards placed during the **Main phase** or by winning a zone in the **Attack Phase**.

If the Invader's drain is prevented by **Mankind** (e.g. by playing of a **Guerilla Fighters** card), then this is not classed as draining.

Important: The Invader player must have forced Mankind to have flipped at least one of his cards into his discard pile. Mankind draining cards during his turn to pay the costs for a card doesn't inflict the Invader to move down 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 any other movements in this turn. Only move the marker down the track if the Invader player failed to drain Mankind in any way during his turn.

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

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.

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.

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.



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. If the **Mankind** player prevents all forms of drain inflicted by the **Invader**, the **Invader** moves the marker one space down the invasion plot track.

ADVANCED RULES

BUILD YOUR OWN DECK

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 marker on space #11 of the invasion plan track.
- **81-90 card decks** = During setup, place the marker 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.

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GAME TERMS

DESTROY:

When a card is destroyed, it is placed face-up on top of its owner's discard pile. **Important: Destroyed Heroes of the Resistance are removed from the game.**



SACRIFICE:

A sacrifice is a game event that cannot be prevented. When a card is sacrificed, it is placed face up on top of its owner's discard pile. **Important: Sacrificed Heroes of the Resistance are removed from the game.**

OPPOSING:

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



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

IMPERVIOUS:

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

ICONS

COMMON



DISCARD COSTS:

Cost for playing a card; discard other cards your hand, equal to the stated cost, face up upon your discard pile.



DRAIN:

Cost for playing a card; flip cards from your draw pile, equal to the stated cost, directly face up upon your discard pile.



COME INTO PLAY EFFECT:

Follow the instructions on this card when this card comes into play.



POWER:

A card's power adding up the total power of a particular invasion zone.

MANKIND



Defender



Hero



Skull



Location



Tech



Support

INVADER



Desolator



Tentacle



Pyramid



Invader



Pod



Scourge



Alien tech