Action Phase: Hero takes 3 Turns

Start Mission: 1 Move Die and 4 Action Dice.
Turn: Roll Move Die and available Action Dice.
[Move Die = Move Die Points = MDP]
For each Alien Symbol ⊗, move an
Alien 1 space. Set aside Action Die.
Actions: Use until all dice resolved.
1. Move Hero 1 space with 1 MDP.
2. Allocate an Action Die to a card. [?] [?]
If not locked, may roll it next Turn.
3. Spend Action Die/Dice on a card.
Set aside spent Action Dice unless
Action Die has been locked. ▪
4. Use 1 MDP to make a one-time tip of
an Action Die to a showing face.
5. Exchange cards with adjacent Hero
(unless any dice in Locking Slot). ▪
6. Allocate 🔍 to ESD and gain Equipment.

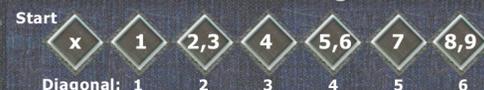Emergency Supply Drone (ESD) 🔍
Each Round, 3 ESDs available.
1. Place Action Die on adjacent* ESD Token.
*Must be able to move 1 space onto ESD.
2. Draw 1 Weapon card and 1 Gear card.
[Gear = Items & Attachments]
3. Check Hero Inventory. Decide what
to keep and what to discard.
4. Set aside Action Die. Remove ESD Token.

End Of The Round Phase:
Regain all Action Dice. Reset ESD Tokens.

3 Turn Action Phase Rules

Move Die: Use a Hit Die or use different
colored dice to avoid confusion.
Dash: When a figure moves 3 or more, pay
1 extra Move for each consecutive
even-numbered diagonal.

Start

x	1	2,3	4	5,6	7	8,9

Diagonal: 1   2   3   4   5   6

Range: Always use the Range Stick for
a Range of 3 or more. If able to
reach the middle of the square,
the Hero can take the shot.
"Shoots Only In A Straight Line":
Each shot with these weapons
affects Aliens in a straight line.
Use the Range Stick to choose
the Aliens that will be affected.
If a long line is needed, use 2
Range Sticks end to end. Any hits
are assigned to affected Aliens.
"Out Of Time" Event: The Heroes take
2 Turns in the Action Phase. :(
Turn Master: 1 Player should keep track
of Turns taken using Turn Tokens.
Equipment: Separate cards into Weapons
and Gear(Items & Attachments)

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Alien Tech Rules

Defeating a Boss:
   When a Boss is defeated, place 1
   Alien Tech Marker in the space the
   Boss occupied. Draw and place
   face-down an Alien Tech Card.
   Place the Alien Tech Marker with
   the same number on the drawn
   Alien Tech Card.
Gaining Alien Tech:
   When a Hero enters a space with
   an Alien Tech Marker, the Hero
   immediately gains the Alien Tech
   Card under the corresponding
   numbered Alien Tech Marker.

ALIEN TECH 1
Placed on game board

ALIEN TECH 1
Placed on Alien Tech Card

GEAR
ITEMS & ATTACHMENTS

◆ ◆ ◆ ◆ ◆ ◆ ◆

WEAPONS

◆ ◆ ◆ ◆ ◆ ◆ ◆

Turn Tokens

1
2
3

Turn Tokens

1
2
3
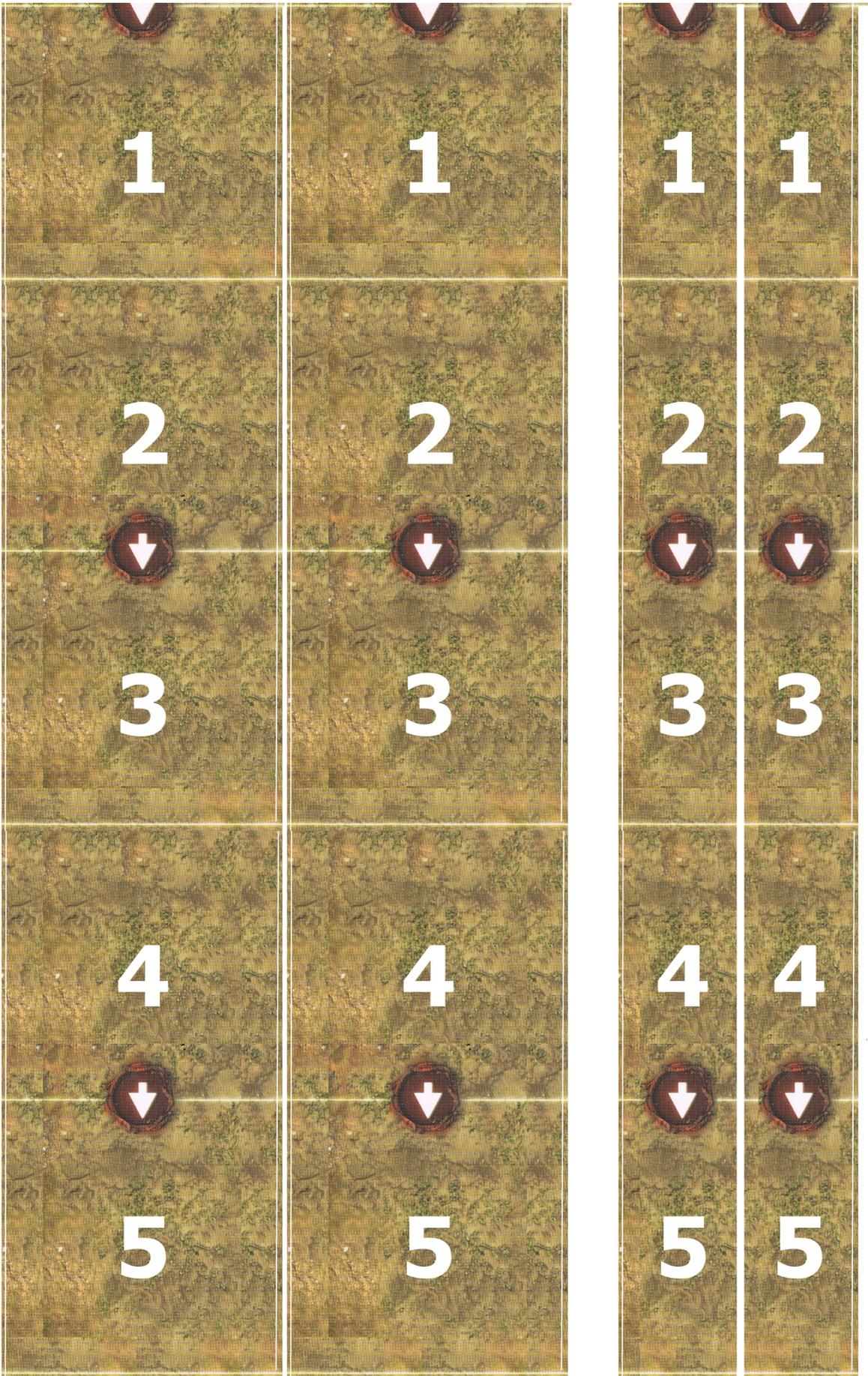
(Extra set of Turn Tokens)

Print on Sticker Paper. Stick to 120pt Chipboard. Cut out.

ALIEN TECH 1
ALIEN TECH 1
ALIEN TECH 2
ALIEN TECH 2
ALIEN TECH 3
ALIEN TECH 3

When a Boss is defeated, place 1 Alien Tech Marker in the square it occupied. Draw an Alien Tech card and place the same numbered Alien Tech Marker on the card