

Fermi's Paradox

Space Station Construction Manual

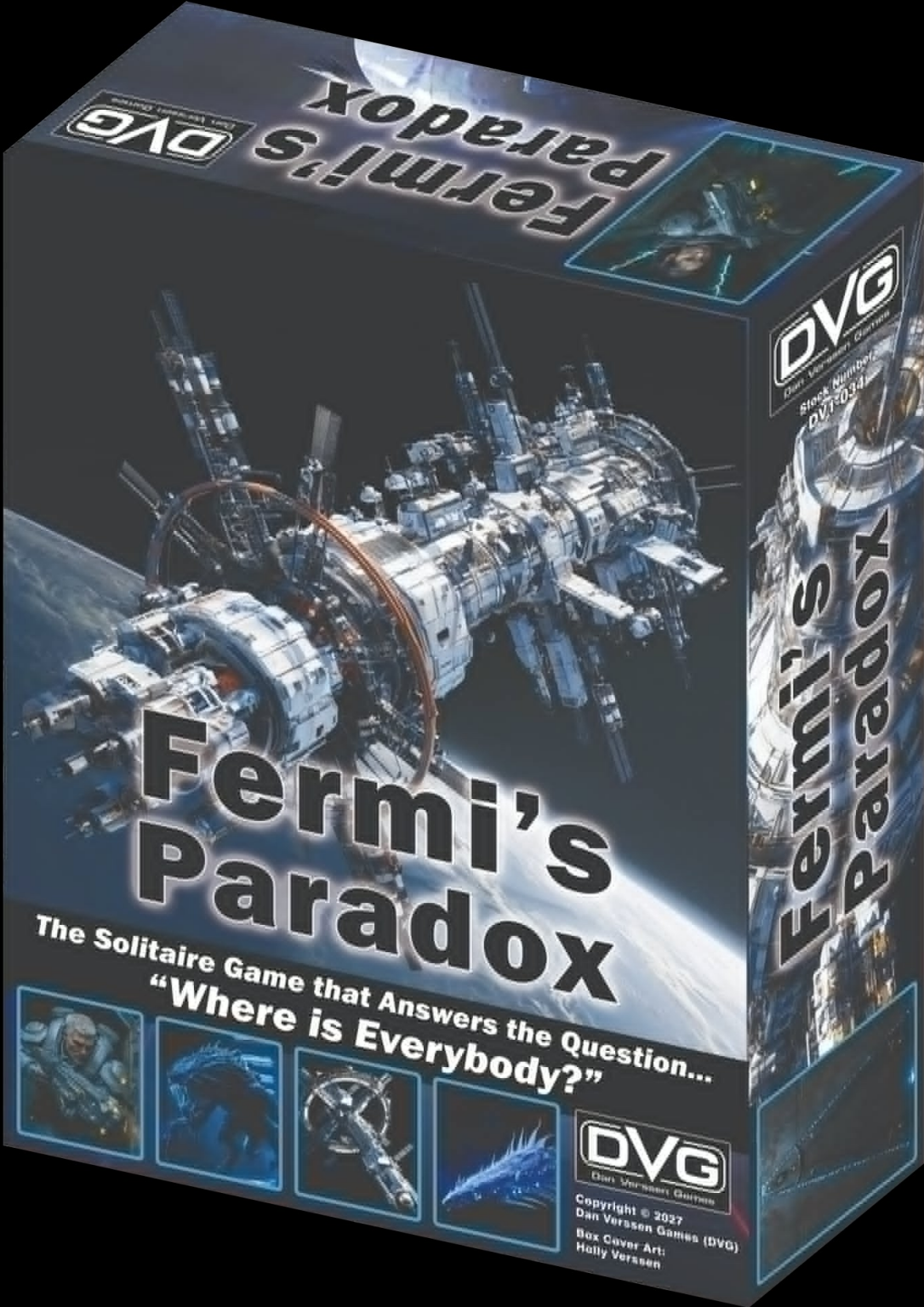


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Welcome, Commander

Where is everybody?

Two bursts of gamma radiation have already swept across the surface of the Earth; billions are dead, our current technology is incapable of defending us, and the icing on the cake: we learned that we aren't alone in the universe. But a combination of alien technology and human ingenuity might – just might – allow us to secure safety from the third incoming burst.

Fermi's Paradox is a solitaire game about building a Space Station to defend Earth from the incoming gamma radiation burst. You'll use Workers to gain Resources, build the Space Station and other ships. Those ships can be used to defend your resources from hostile Xeno forces, or even on raiding missions at their bases to steal their technology, vital for human survival.

This Space Station Construction Manual is intended to be read from front-to-back – read the setup and play the game while studying the manual and you'll be on your way to saving us from certain extinction before you know it.

Keep your eyes open for italic text like this paragraph – it'll give you examples and advice for your opening game of Fermi's Paradox, and help you to learn the game easier.

List of Components

The following is the list of components included in the base box of Fermi's Paradox:

- The Space Station Construction Manual (you're reading it!)
- The Solar System Display Board (referred to in this manual simply as “the board”)
- The Craft Combat Sheet
- The Marine Combat Sheet
- Four Space Station Sheets
- 224 cards of varying types
- 3 punch-out counter sheets
- Two ten-sided and two six-sided die

You will also require a single opaque cup or container to draw counters from without looking at them.

Components in Detail

Cards

Human Ships



Human Ships are the vessels you send across the Solar System to defend Earth and Assault Xeno Bases for their Cores. Each Human Ship also has a matching counter, see right.



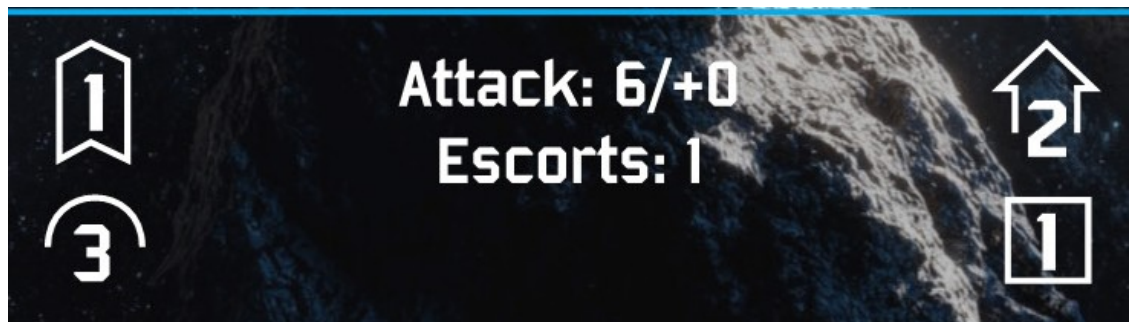
The name of the ship determines its Class; ships can generally be spread into two main classes, Transport-class (for moving Squad Leaders and Cores / Xeno Tech) and Warship-class (for fighting Xeno Ships). The base box contains the IST and ISC Classes, with others included in expansions.

Transport-class
IST (Transport)
ISHT (Heavy Transport)
ISFT (Fast Transport)

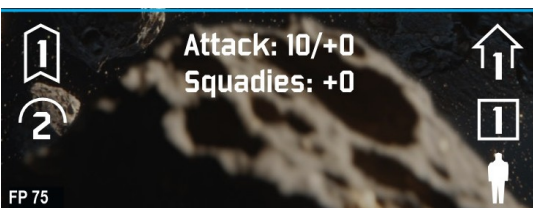
Warship-class
ISC (Cruiser)
ISBC (Battle Cruiser)
ISD (Destroyer)

Human Ships have their cost in Processed Resources displayed in the top right corner of the card. Ships can only be bought at Level 1 or 2 and must be upgraded to higher levels through either combat or successful Assaults/Boarding Actions.

The bottom half of a card contains their effect box, with four more notable attributes: the Ship's Level (top left) which determines its effectiveness, the Ship's Cover

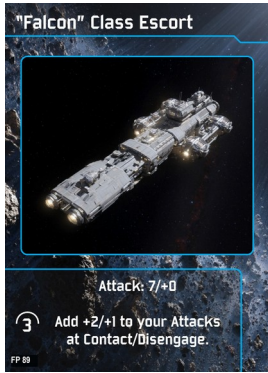


(bottom left), which can help defend against Attacks; Movement (top right), which determines how fast the Ship can Move across the Solar System; Equipment space (bottom right), which determines how many Equipment cards can be put on the Ship (with no box and number if the Ship cannot carry Equipment), and the text (middle) which contains the Ship's Attack capabilities, how many Escort cards or Squadies the Ship can add to a combat, and other special abilities depending on the Ship.



Transport-class Ships and their matching counters will have a small silhouette of a human in the corner to remind you that they can carry a Squad Leader.

Human Escort Ships

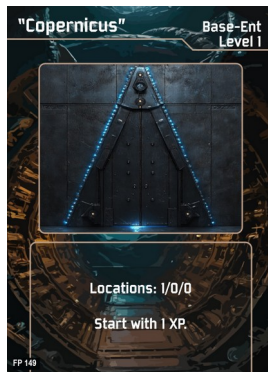


Escort Ships are drawn during Craft Combat to assist Human Ships. They have less stats to worry about, but the stats they do have in Cover and their effect box work identically to Human Ships. All Escorts are one-time only; they are discarded at the end of a Craft Combat with the Human Ship receiving a new set of them during the next Craft Combat.

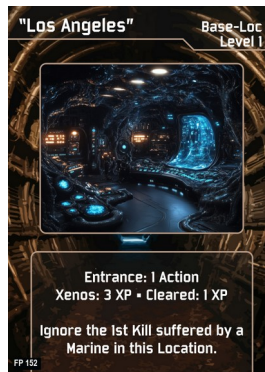
Human Ships, Human Escort Ships, and Probe counters (right) are referred to as Human Craft.



Base Assault Cards



Base Entrance



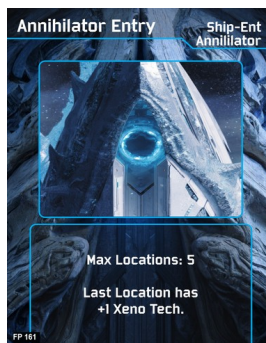
Base Location



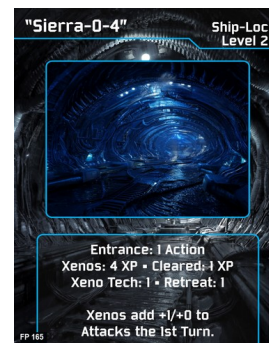
Base Objective

The three types of cards above are the cards used for Base Assaults – when Squad Leaders attempt to take a Core for the Space Station. The Entrance determines the amount of Locations used and special conditions. The Locations have Xeno Hostiles to Eliminate and may have extra effects. The Objective is what needs to be cleared to obtain the Core.

Boarding Action Cards



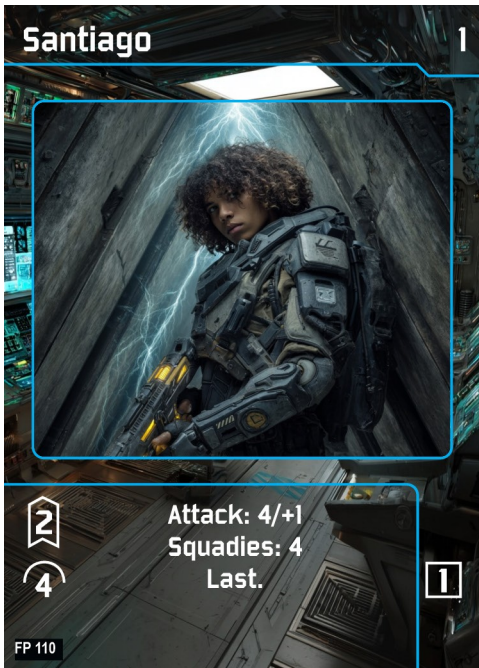
Ship Entrance



Ship Location

The two types of cards above are used for Boarding Actions – when Squad Leaders attempt to board a Xeno Ship during a Craft Combat. Boarding Actions don't use Objectives, only Entrances and Locations – your Squad Leader pushes as far as they can to earn Xeno Tech before retreating or reaching the last Location.

Squad Leaders



Squad Leaders are the head of a Marine detachment sent to Assault Bases for their Cores, or perform Boarding Actions for Xeno Tech. Each Squad Leader also has a matching counter, see right.

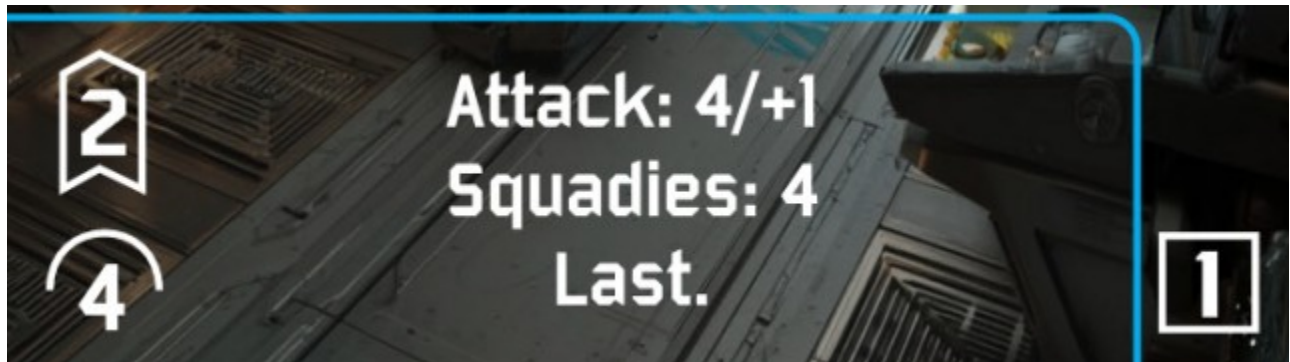


Each Squad Leader has six Levels, listed in the top left corner of its effect box (example right) and bottom right of the counter. The higher the level, the more effective they are in combat. The example card and counter are both Level 2.

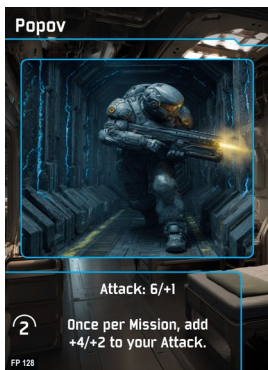


Squad Leaders have their cost in Processed Resources in the top right corner of the card. Leaders above Level 3 have a – in place of their cost; Squad Leaders can only be bought at Level 1 or 2, needing to be successful in Marine Combat to reach higher Levels.

The bottom half of a card contains an effect box with more important attributes – their Cover (bottom left) which can help defend against Attacks, their Equipment slots (bottom right) which determines how many Equipment cards they can carry, and the text (middle) which contains the Squad Leader's Attack capabilities, how many Squadies they draw during an Assault or Boarding Action, and other special abilities depending on the Squad Leader.

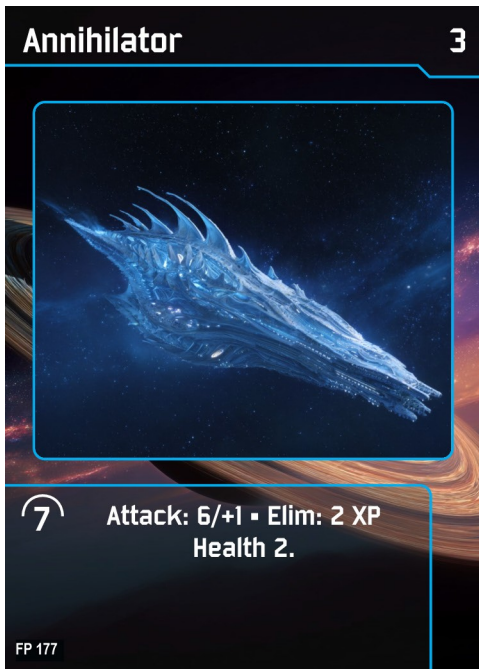


Squadies



Squadies are drawn during Marine Combat to assist Squad Leaders. They have less stats to worry about, but the stats they do have (Cover and their effect box) work identically to Squad Leaders.

Xeno Ships



Xeno Ships are the hostile forces your Human Ships and Human Escort Ships will be facing in Craft Combat. Each Xeno Ship has a matching counter, see right.



The name and XP value of the card is in the top bar of the card, and on the bottom right of the matching counter. The XP value determines the strength of the Ship, and whether or not it is drawn when a Bogey is revealed.

The bottom half of the card has an effect box; the Ship has Cover, which helps defend against Attacks, and text which determines its Attack capabilities, what is earned when the Ship is Eliminated, and other special abilities depending on the Ship.

Xeno Hostiles



Xeno Hostiles are the forces your Squad Leader and Squadies will be facing in Marine Combat.

The name and XP value of the card is at the top bar of the card. The XP value determines the strength of the Hostile.

The bottom half of the card has an effect box; the Hostile has Cover, which helps defend against Attacks, and text which determines its Attack capabilities and other special abilities depending on the Hostile.

Module



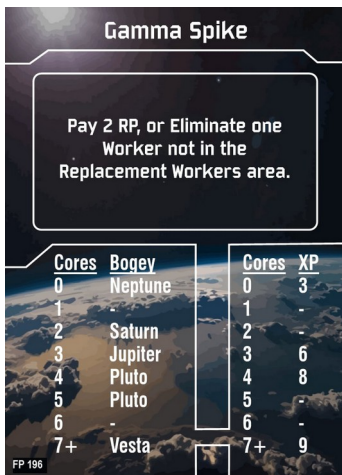
The Space Station Modules represent parts of the Space Station that need to be built to complete the game.

The name, level and Shelter value of the Module are in the top bar.

The middle of the card contains art, Build spaces, and the Uninstalled, Installed and Activated Core spaces.

The bottom of the card contains the Core bonus, an improvement earned when a Core is in the Installed Core space.

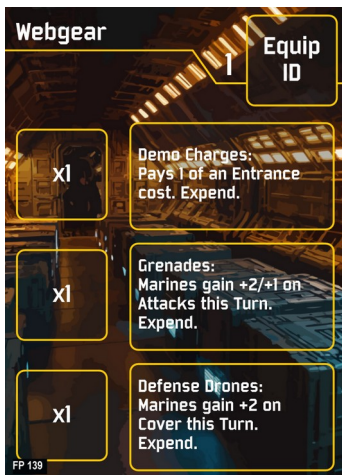
Event



Event cards give you random occurrences to deal with during the construction of the Space Station. The event box in the top half is the effect to be resolved during the Event Phase.

The two tables on the bottom of the card are used for placing Xeno Bogies during the Event Phase, and for the amount of Xeno Ships drawn when a Bogey is revealed.

Equipment



Equipment cards can be bought for Human Ships or Squad Leaders to improve their capabilities at crossing the Solar System.

The top-right corner of the Equipment card has an “Equip ID” space for placing an Equipment ID counter; its matching counter is placed on the card the Equipment is placed on.



To the left of the Equipment ID space is the cost of the Equipment in Processed Resources.

Up to three main abilities are listed below the name of the card with a number in the square for Ability counters; this determines how many times the ability can be used. Webgear



would get one Ability counter on each space.

Counters



Each **Human Ship** and **Squad Leader** has six counters to represent them on the board. A counter represents one of their six Levels.



The **Game Turn counter** is used to track the progress of the Storm. The further the Game Turn counter moves, the harder it becomes for Workers to resist the gamma radiation.



Workers and **Replacement Workers** are used to gather and process Resources, build Modules and build the Space Station.

Workers are available to use from the start of the game, while Replacement Workers start in the Replacement Workers space and are added to your supply of Workers later. Otherwise, they're treated identically.

Both have a regular side and a Hardened (green +5) side.



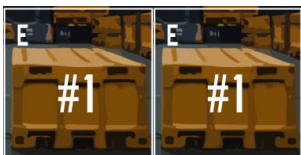
Resources are earned by Workers and can be processed in order to buy Ships, Squad Leaders and Equipment.



Built counters keep track of what parts of the Space Station and what Modules have been built.



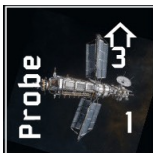
Cores are used to Activate Modules to win the game. They start on the question mark side, representing a **Xeno Base**. Once a Probe is on the same planet as them, they are revealed and become **Cores** to be Assaulted.



Equipment counters come in pairs – one goes on the Equipment card, and one goes on the Ship or Squad Leader the Equipment was bought for.



Ability counters are placed on Equipment cards to show how many uses of the Equipment's abilities remain to be used.



Probes can be built in order to scan Bases to reveal their Cores.



Bogey counters represent Xeno Ships that haven't been seen by a Human Craft or Earth.



Xeno Ship counters are used to track the position of revealed (non-Bogey) Xeno Ships on the board.



When two opposing Ships are involved in a Craft Combat, the **Space Combat Range counter** is used to track the current turn of the Craft Combat.



The **Ready/Used counters** are used to show if a Ship or Marine/Hostile has used their Action for that round of Combat.



If an Attack results in a Hit but not a Kill, a **Hit counter** is given to the combatant; it makes them more vulnerable to follow-up Attacks.



A **Kill counter** represents a combatant taking a fatal blow; most Craft, Marines or Hostiles can't take more than one Kill, but some can, which is what this is used to track.



Experience counters are earned by Craft and Squad Leaders by Eliminating Xeno forces, which allows them to perform extra Actions.



Xeno Tech counters are retrieved from Xeno Ships during Boarding Actions; they can be used to help you Activate Cores.



If a Craft Combat begins while a Ship that would be involved can still Move, these **Movement Reminder counters** can be used to keep track of that.

Boards

Solar System Display Board

Here's the Solar System Display Board (referred to in this manual as "the board") as it looks unfolded.



The **bright blue** in the top left is the Time Track, which determines how harshly the Storm treats your Workers.

The **lighter blue** in the bottom left is the Solar System, which contains the Earth and a larger space for all its counters, and Planetary Paths to all of the objects in the Solar System.

The **red** is the part of the board for the Space Station Sheet, seen on the next page.

The **yellow** are the Resource spaces and Processing space, where you can send Workers to collect Raw Resources, take cover in the Refuge, or Process Raw Resources into Processed Resources to spend on Ships and Squad Leaders.

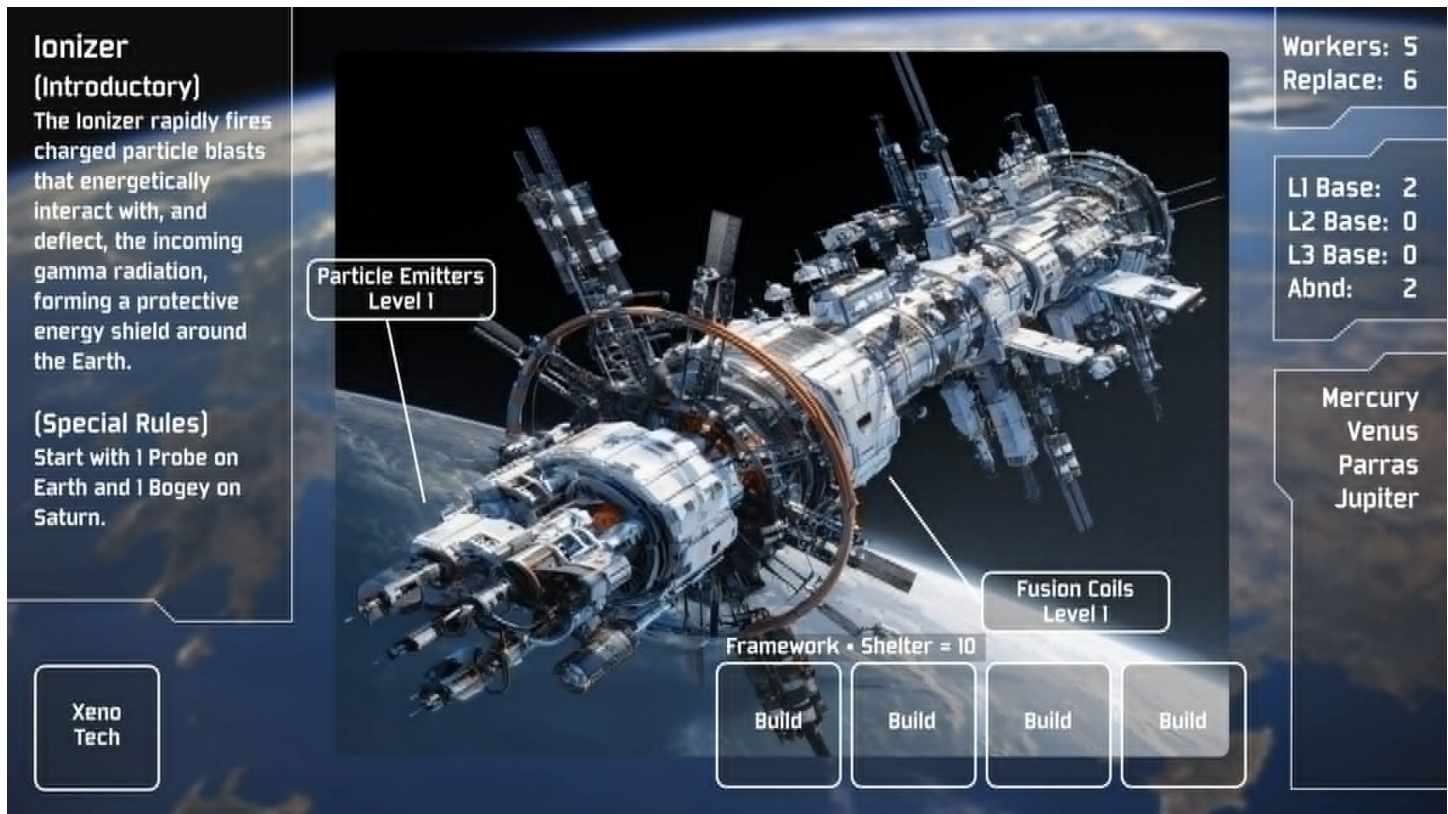
The **green** is the two spaces for the Events deck and one for its discard pile.

The white space is the Replacement Workers space, which will hold said workers during the game.

The rest of the board is reserved for reminders of the setup steps and the turn sequence.

Space Station Sheets

This is one of the four Space Station Sheets included in the base game.



The left side of the sheet has the name, description and Special Rules for the sheet. The name and description are purely for flavor (though the name also contains the difficulty of the Space Station) but the Special Rules are performed during Setup.

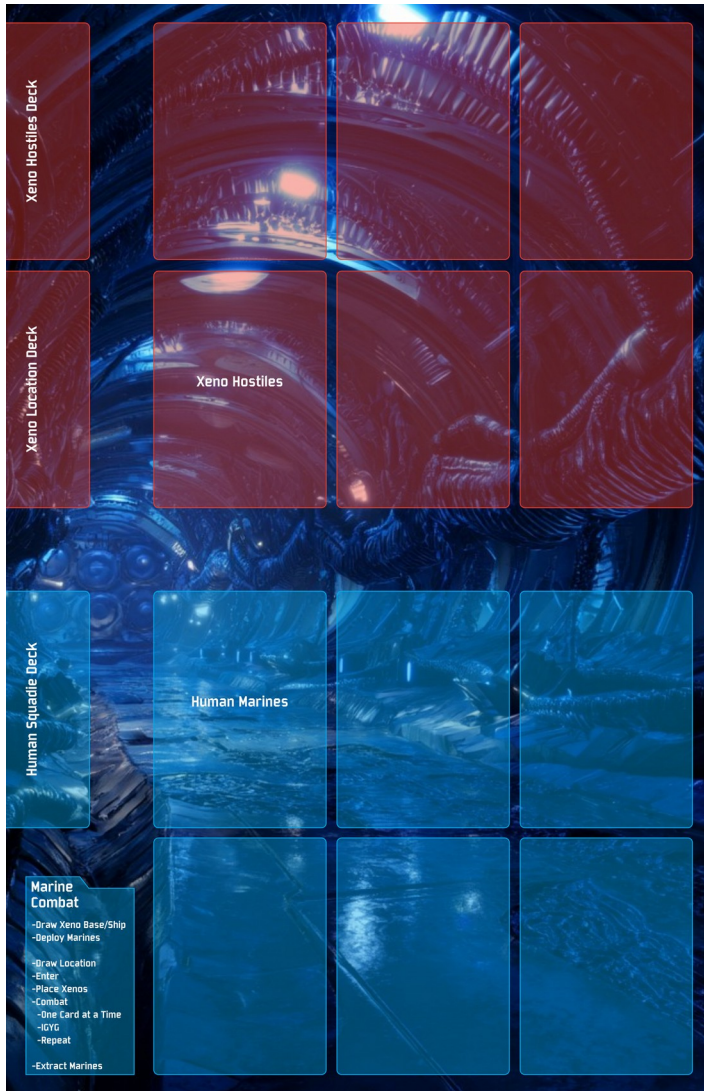
Below that is the space for Xeno Tech, which can be earned throughout the game. Any amount of Xeno Tech can be stored on that space.

In the middle of the sheet is a picture of the Space Station, including several listings of Module cards; during setup you'll need the listed cards. The bottom right of the Space Station image has a series of Build spaces, each of which can hold one Built counter.

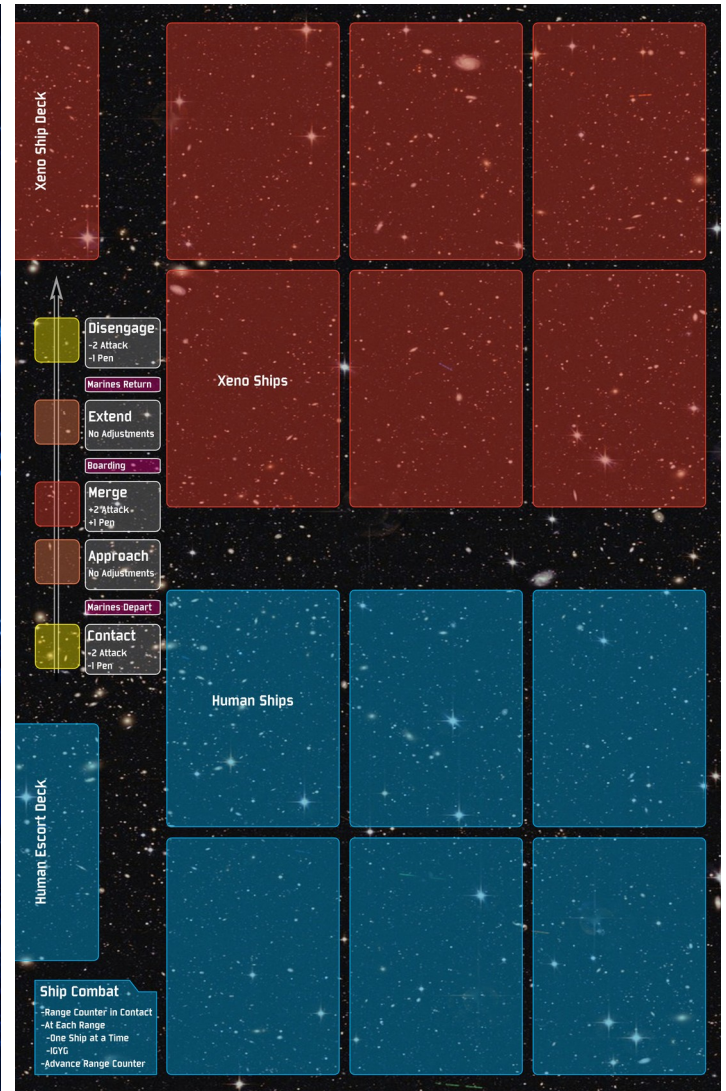
The right side of the sheet contains three important lists:

- The first is the Workers this Space Station starts the game with, followed by the amount of Replacement Workers placed on the Replacement Worker space.
- The second is the list of Xeno Bases to be spread into the Solar System during setup – the amount of counters for each level are taken, flipped to the ? side, shuffled, and then placed in...
- The third is the list of objects in the Solar System that will have a Xeno Base placed on them during setup.

Craft Combat & Marine Combat Sheets



Marine Combat Sheet



Craft Combat Sheet

The Combat Sheets are quite similar in form and function. The majority of the sheets are taken up by card spaces for Human Craft / Squad Leaders and Squadies and Xeno Ships / Xeno Hostiles respectively. The bottom left has a reminder for the sequence for their respective sheet.

To the left of each sheet are spaces for shuffled decks related to those combats; in the case of the Craft Combat Sheet, you have spaces for the Xeno Ship Deck and the Human Escort Deck, while the Marine Combat Sheet has room for Human Squadies, Xeno Hostiles and Locations for Boarding Actions.

The one unique element on the Craft Combat Sheet is the Space Combat Range track, which tracks the five rounds of Craft Combat (and the benefits/penalties to Attacks).

Setup

To begin, first select a Space Station Sheet, placing it on the Solar System Display Board (referred to hereafter as ‘the board’) in the Space Station space. The steps below all involve the Space Station Sheet. The four available in increasing order of difficulty are: Introductory, Standard, Advanced and Expert.

For your first game, choose the Ionizer (Introductory) Space Station.

- Find the Module cards mentioned on your chosen Space Station Sheet and place them above the board. *Ionizer uses the Particle Emitters and Fusion Coils Module cards.*
- Shuffle the listed Xeno Base counters face-down, then place them on the board in the spaces listed below the amount of Bases. *Ionizer requires you to shuffle 2 Level 1 Bases and 2 Abandoned Bases, placing them on the Mercury, Venus, Parras and Jupiter spaces.*
- Your selected Space Station Sheet has a series of Setup Instructions; follow them now. This can involve placing counters on the board. *For Ionizer, you’ll place a Probe on the “on Earth” square, and a Bogey counter on Saturn.*
- Place the listed amount of Workers in the Subsurface space of the board, and the listed amount of Replacement Workers in the Replacement Workers space.

L1 Base: 2	Mercury
L2 Base: 0	Venus
L3 Base: 0	Parras
Abnd: 2	Jupiter

(Special Rules)
Start with 1 Probe on Earth and 1 Bogey on Saturn.

Workers: 5
Replace: 6

Place the Game Turn counter on the first space of the Time Track.

Shuffle the Event cards and place them face down on the Events space on the board.

Place the Craft Combat Sheet and Marine Combat Sheet off to the side.

Separate the Human Ships and Squad Leaders’ cards by their name and then sort each by their Level, lowest to highest. Place the matching counters with their cards. *The intent is to keep it easy for you to look and see what your options are during the game and not have to dig through piles of cards and counters.*

Place all the Equipment cards and remaining Module cards to the side.

Separate the Xeno Ship, Ship Entrance, Base Entrance and Base Objectives cards and place them to the side. *You will need to reference them later – do not shuffle them.*

Shuffle the Marine Squadie and Human Escort cards face-down, placing them on their spaces on the Ship and Marine Combat Sheets respectively

Shuffle the Ship Location cards and Xeno Hostile cards face-down, placing them on their spaces on the Marine Combat Sheets.

Shuffle the Base Locations by their level on the back of the card, then set all of the decks off to the side.

Place the Xeno Ship counters into an opaque cup and shake to shuffle.

You may now start playing the first Turn from the Xeno Ships Phase.

So You Want To Build A Space Station

The goal of Fermi's Paradox is to finish building the Space Station set up in the previous section. To do so, you need to fulfill the following goals:

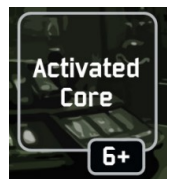
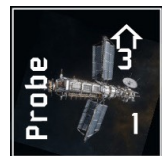
- Build the entirety of the Space Station's Build spaces.
- Build each of the Modules listed on the Space Station.
- Retrieve Cores from planets in the Solar System and bring them back to Earth.
- Use those Cores to activate each Module.



The first two goals are easy enough; building is simply done by sending Workers to the Build spaces on the Space Station Sheet and Module cards during the Worker Phase. Workers are a limited resource that can be used to gain Resources or Build spaces and you'll need to balance their assignments throughout the game.

The other two goals are more complicated. Cores are placed throughout the Solar System on potentially hidden bases. To bring back Cores, you need to perform the following steps:

- Gather resources (*Assign Worker/Production Phases*) to build a Probe (*Construction Phase*), then move it to a planet with a Xeno Base (*Human Ships Phase*).
- If there's a Core on the Xeno Base for the Probe to find, then you need to build a Transport (*Construction Phase*), and send it to the planet with a Squad Leader (*Human Ships Phase*).
- Using that Squad Leader, you need to perform a Base Assault (*Marine Combat*); a successful Assault will gain you the Core that you can bring back on the Transport ship.
- Once the Core has been brought to Earth, you can use Workers to install it into the Module (*Assign Workers Phase*). This will provide you a benefit for the rest of the game.
- Finally, once all Cores have been installed, all Cores need to be activated successfully in the same turn (*Construction Phase*).



Once you have fulfilled all four goals, you'll win. However, there's a few catches:

- Xeno Ships will advance to Earth and begin to bombard it (*Xeno Ships Phase*) so you'll need to build Warships to both attack the enemy and defend Earth (*Construction/Human Ships Phase*). You can also perform Boarding Actions for Xeno Tech, which can help you Activate the Cores.
- The Storm will start to take your Workers from you (*Production Phase*) so you need to choose what your plans are for your Workers carefully.
- Events will both work for and against you – you need to be ready to change your plans on a moments' notice (*Event Phase*).



So to summarize – build Probes to find Xeno Bases, build Transport ships with Squad Leaders to attack Xeno Bases for Cores, build Warships to defend Earth and your Transports, build your Space Station up, while dealing with the effects of the Storm and whatever the cosmos throws at you. One giant balancing act with the little blue marble at stake. No-one ever said saving humanity was simple.

Important Concepts

Human Craft

Whenever this manual refers to a “Human Craft”, it is referring to a Human Ship, a Human Escort Ship, or a Probe counter.

Planetary Paths

On the board are several planets and solar objects, each with a uniquely colored path, lined with arrows. These are called Planetary Paths.

A Planetary Path shows a distance from the object in question to Earth. Each arrow represents a space on that path; the more arrows on a path, the more distant it is from Earth, and the longer Craft / Xeno Ships will take to reach objects, or to reach Earth from said objects.

The direction of the arrows determines how a Craft moves along said path. Each Planetary Path is parallel with itself – each ‘approach’ arrow (approaching the object) has a parallel ‘departure’ arrow (departing the object and returning to Earth), shown in the example to the right with the white translucent line.

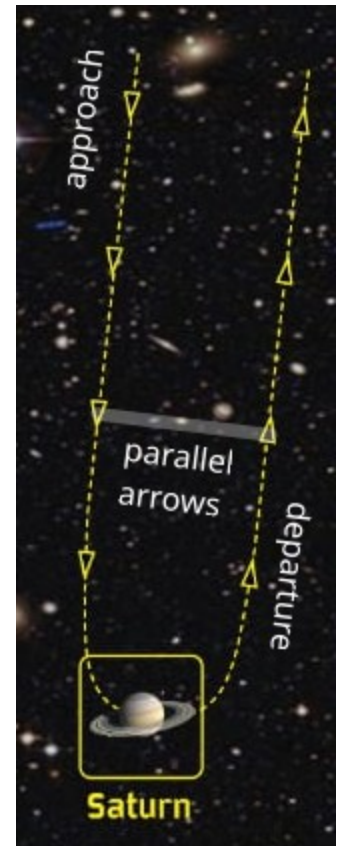
If a Human Craft is on a parallel arrow with a Bogey at **any** time, the Bogey is revealed.

Two arrows with a dashed line between them represents a ‘step’ on that path. Craft of both sides move along these steps. Xeno Ships and Bogeys usually only move one step at a time, but Human Craft with a Movement higher than 1 (such as Probes) can move multiple steps in one turn during the Human Ships Phase along the Planetary Path.

If the line intersects a planet or solar object, said planet or object is considered a step on that path from the last approach arrow. Human Ships and Probes will stop on said planet or object in order to interact with it (find out what’s there, Assault it, etc.) while Xeno Bogeys usually spawn on the planet itself and proceed along the departure arrows. The next step on the path from the planet moves from the planet to the first departure arrow moving back towards Earth.

There are two more types of steps – leaving Earth to the first approach arrow, or going from the last departure arrow to Earth are each considered a step on a Planetary Path.

The full step count from Earth to Saturn is 10 – one to leave Earth to start the Planetary Path, four to reach Saturn, four to re-approach Earth, and one more to return to Earth. Therefore, a Human Ship with 2 Movement starting from Earth would take three turns to reach Saturn (the Movement of a Human Ship immediately ends upon reaching a Planet), and another three turns to return to Earth.



Revealing Bogies

Any time a Human Craft or Xeno Bogey Moves, if the Bogey is on the same planetary path's arrow, planet, or a parallel arrow as a Human Craft, the Bogey is revealed.

When you would reveal a Bogey, either by the Bogey reaching Earth or a Human Craft/Bogey being on a parallel arrow, draw the top card of the Event Deck and place it in the Event Discards space without resolving its Event box. Check the amount of **revealed** Cores across the entire game. This includes Cores on planets, Cores being transported to Earth, or Cores currently installed in a Module on the Space Station.



I have a Core installed in a Module, a Core on its way back to Earth on a Transport ship, a third Core Revealed on a Planet but not Assaulted yet, and two more Bases to send Probes to. Therefore, I currently have three Cores revealed.

Refer to the bottom right table of the discarded Event card; if the XP value of your current revealed Cores is a – (dash), the Bogey was a decoy; discard the Bogey counter.

Otherwise, draw Xeno Ship counters equal to the XP value listed on the card; place the drawn Xeno Ship counters in the same space as the Bogey counter, then discard the Bogey counter.

If I drew the Event Card with the table shown to the right, my three revealed Cores would cause 3 XP of Hostiles to be drawn from the cup.

Cores	XP
0	-
1	2
2	-
3	3
4	6
5	1
6	1
7+	5

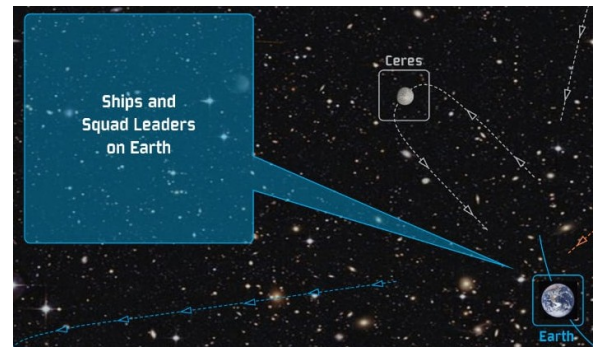
If the drawn counters exceed the listed XP value, place the last drawn counter to the side and keep drawing and placing aside counters until you reach the exact listed XP value of Xeno Ships; then return any placed aside Xeno Ship counters to the Xeno Ship cup and shake to shuffle.

I have already drawn a Raider (1 XP) while drawing 3 XP worth of Hostiles. I draw an Annihilator (3 XP) counter, but this would take me to 4 XP, 1 above the total. I place the counter to the side and draw another one. I draw a Wrecker, which brings the total to 3 XP, which is exact. I place the Wrecker and Raider in the space where the Bogey counter was, and return the Annihilator to the cup and shake it to shuffle.



Earth is Crowded

Earth can be a pretty crowded space due to the amount of Human Ships, Squad Leaders, Probes and Xeno Ships that can occupy it. Therefore, anything in the “Ships and Squad Leaders on Earth” space of the board counts as being directly on Earth itself.



Empty Decks

If a deck runs out of cards and you need to draw from that deck, take the discarded cards from that deck and shuffle them to make a new deck, then continue drawing.

Playing a Turn

Xeno Ships Phase

Move

Move all Xeno Ships (Bogies and Revealed) one arrow each along their current Planetary Path. If the Bogey is on a planet, they are moved to the first departure arrow of that planet's Planetary Path. If the Bogey is on the last arrow of a Planetary Path, they are moved directly to Earth.

Reveal

If a Bogey has reached Earth's space, they are revealed – if the Bogey is not a decoy, place the drawn Xeno Ships on Earth.

If a Bogey is occupying the same arrow as a Human Craft, one arrow backwards or forwards on the same Planetary Path as a Human Ship, or a parallel arrow to a Human Ship, they are revealed.

In either case, if there are now Xeno Ships on the same arrow, a parallel arrow, one arrow backwards or forwards on the same Planetary Path, or on the same planet as at least one Human Ship (not Probes), this will cause **Craft Combat** during the Craft Combat/Boarding Action step.

Bombardment

If a Xeno Ship is on Earth, it performs a Bombardment. For **each** Health the Xeno Ship has, choose one of the below options. Note that if an option is not possible to complete in full, you must choose another option (if you do not have a Replacement Worker in the Replacement Worker space, you can't choose that option).

A Xeno Ship has 1 Health by default, unless its card has the Health keyword, in which case it has that many Bombardments. Any Kill counters on said Xeno Ship reduce its Health by 1 (an Annihilator starts with 2 Health, but has a Kill from a previous Craft Combat, taking it to 1 Health, giving it 1 Bombardment).

- Lose one Worker from anywhere on the board.
- Lose a Replacement Worker from the Replacement Worker space.
- Lose 3 Processed Resources.
- Remove a Built counter from one Module card. If a Core is Installed on said Module, move it to the Uninstalled Core space. The Core bonus of that Module, if any, no longer applies and the Module must be Installed again.

Craft Combat/Boarding Action

If Craft Combat was triggered during the Reveal step, it occurs now.

Event Phase

Draw and Resolve Event

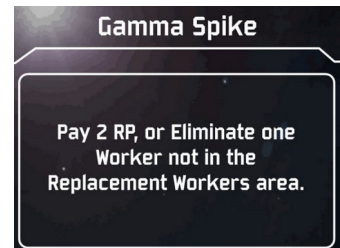
Draw the top card of the Event Deck. Read the text in the top half of the card and resolve any effects it has. Place the card in the Event Discard space.

Xeno Bogey Check

Check the amount of **revealed** Cores across the entire game. This includes Cores on planets, Cores being transported to Earth, or Cores currently installed in a Module on the Space Station.

Check the table in the bottom left corner of the Event card; if the row of the table that matches the revealed amount of Cores has a listed planet, place a Bogey counter on the listed planet.

I have a Core installed in a Module, a Core on its way back to Earth on a Transport ship, a third Core Revealed on a Planet but not Assaulted yet, and two more Bases to send Probes to. Therefore, I currently have three Cores revealed. The Bogey, in this case, would be placed on Mars.



Cores	Bogey
0	Pluto
1	Uranus
2	-
3	Mars
4	Uranus
5	Saturn
6	Mercury
7+	Pluto

Assign Workers Phase

Unharden

All Workers currently on their Hardened side are flipped to their Unhardened side.

Replacement Worker

If you are below the amount of Workers listed on the Space Station Sheet, take a single Worker from the Replacement Workers space and place them in the Subsurface space of the Resource spaces. You may use that Replacement Worker from now on as if they were a regular Worker. All other Replacement Workers on the Replacement Worker space cannot be used as a Worker until taken off the space this way.

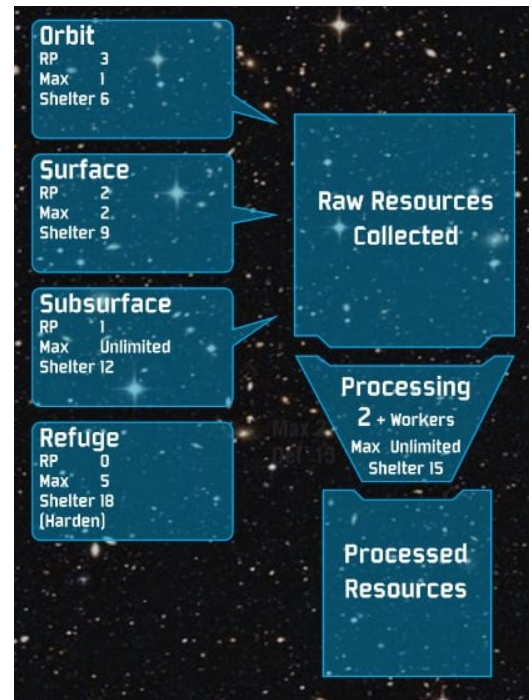
Assign Workers

You may move your available Workers to any viable space on the board, following the rules below. You do not need to move all of your Workers; simply the ones you wish to move to new spaces.

If you move any Workers that ended the last turn on the Refuge space, you automatically flip them to their Hardened side.

One set of spaces are available to the right of the Space Station. These are the Resource spaces, which will earn you Raw Resources in order to build what you need.

- Each space may only have a certain amount of Workers, noted by the “Max” value on the space. At the start of the game, only one Worker may be in Orbit, as an example.
- Each space will provide Resources equal to the RP listed on the space. Workers in Orbit gain more Raw Resources than those on the Surface and Subsurface.
- However, each space also has protection from the Storm determined by the Shelter value. When the Production Phase ends, Workers in high RP spaces will be more vulnerable to being lost to the radiation. *Early in the game, this won't be a problem, but as the Storm encroaches it becomes a bigger risk.*
- The Refuge is a special space; while your Workers earn no RP while in Refuge, if you move them to another space on the next turn, they will automatically Harden at no cost.

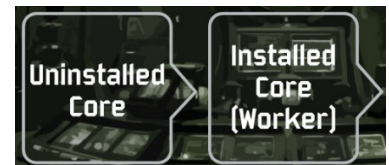


Resources gained by Workers placed in the Resource spaces are Raw Resources, which cannot be spent. However, there is also the Processing space below the Raw Resources space. You may assign any number of Workers here; during the Production Phase, each Worker will process an extra Resource.

There are Build spaces on the Space Station Sheet and Module cards that you can assign Workers to, in order to begin building the Space Station/Modules. Each Build space can hold as many Workers as you want. These are resolved during the Construction Phase.



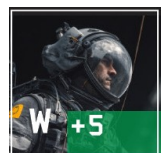
There are also Core Install spaces on the Space Station's Module cards. If a Module has a Core in the Uninstalled space, you may place any number of Workers on the Installed Core (Worker) space to its immediate right to install that Core during the Construction Phase.



It may be efficient to only place one Worker in the Build spaces, but one Worker may be wiped out by the Storm before they get the job done.

Harden

You may spend a Processed Resource to Harden a Worker, flipping them to the Hardened side, see right. A Hardened Worker adds 5 to their Shelter roll, making it more likely they survive the Storm at the end of the Production Phase. You may Harden any number of Workers as long as you have the Resources to do so.



Production Phase

Collect Resources

Count the total amount of RP earned by all Workers in the Resource spaces; place Resource counters of that total value in the Raw Resources Collected space. These are “Raw Resources”.

There is no limit to the amount of Raw Resources that can be on the Raw Resources Collected space.

Process Resources

“Processing a Resource” refers to moving a Resource counter from your Raw Resources space to the Processed Resources space.

Every turn, assuming there are Raw Resources available, you will Process two Resources by moving 2 Raw Resources to the Processed Resources space. These are “Processed Resources” which can be spent on Human Craft and Squad Leaders. Swap Resource counters and ‘make change’ if required. *If you would Process 2 Raw Resources and you only have a 3 value Resource counter in the Raw Resources space, replace it with a 1 Resource counter and place a 2 Resource counter in the Processed Resources space.*

Then, for each Worker you have on the Processing space, Process one more Resource.

I have 12 Raw Resources Collected, four Workers on Processing, and 5 Processed Resources. I process a total of 6 Raw Resources (2 + 4 from Workers) into the Processed Resources space, leaving me with 6 Raw Resources and 11 Processed Resources.

Storm Rolls

During this step, you will be performing a Storm Roll for each Worker to see if they survive the gamma radiation.

Note the dice listed under the Game Turn counter. Note that a six-sided die is represented as “d6” and a ten-sided die is represented as “d10” with a number beforehand showing how many dice are rolled, so if the Game Turn counter is on the 25 space, see right, you will be rolling “2d6 (two six-sided dice) + 2d10 (two ten-sided dice)” and adding up the result.



For each Worker and Replacement Worker not on the Replacement Workers space, roll the listed dice. If the total of those dice are equal to or above that Worker’s current Shelter value, the Worker is removed from the game and returned to the box. The Shelter value is determined by the Worker’s current space, whether it be a Resource space, a Module or the Space Station. Note that Hardened Workers subtract 5 from the result of the die roll before checking if they are removed.

For a Worker in the Refuge while the Game Turn counter is on 25, I roll a 7, a 4, a 3 and a 6. This totals 20. If they are Hardened, they survive as the Shelter of the Refuge is 18 + the Harden’s 5 bonus, otherwise they are removed from the game.

If a Storm Roll can’t equal or exceed a Worker’s Shelter value, you can just skip rolling for them to save time.

If all of your Workers and Replacement Workers are removed from the game at this point, the game is over – there’s no-one left to build the Station, and humanity is doomed.

Human Ships Phase

Load Equipment

You may spend any amount of RP to buy Equipment for your Ships and Squad Leaders on Earth. The cost for each Equipment card is an amount of Processed Resources equal to the RP cost in the top right corner. When you buy Equipment for a Ship or Squad Leader, take a matching pair of Equipment counters; place one on the Equipment card and one on the Ship's card, and take Ability counters equal to the listed charges and place them on their spaces.

Equipment can be used at the time the ability on the Equipment card specifies; when you do so, remove one Ability counter from the ability that was used. an Equipment card has no Ability counters left, discard the Equipment card and both Equipment counters.

I buy Missile Pod, placing its card near my Ship, and I place one #1 Equipment counter on the Equipment and one #1 Equipment counter on the Ship, then I place two Ability counters on the x2 space of the Equipment card.

Move Ships

Takeoff

All Human Craft on Earth may begin their Movement from Earth. If they do, place them on the first departure arrow of the Planetary Path you want them to travel on. This counts as 1 Movement.

If a Transport-class Ship moves from Earth, they may take a Squad Leader on Earth with them; place the Squad Leader's counter on the Transport's card.

Movement Steps

All Human Craft on Planetary Paths must move at least one step on their respective Planetary Path if they have the Movement to do so (Craft that have moved off Earth onto a Planetary Path this turn count as having moved and do not need to move again). Keep a tally of how far each Human Craft has moved this turn; said Ships and Probes may move extra steps on their Planetary Path if you choose to do so and they have Movement remaining. A Craft cannot move more steps in a turn than its Movement value (unless otherwise specified by another effect). If a Craft reaches the planet on their Planetary Path, they must stop on the planet.

A Human Craft may also choose to move to the parallel arrow on their current Planetary Path, from the approach to departure arrow or vice-versa. This costs 1 Movement. *This can be useful if a Ship with a Core was destroyed on the trip home.*

If at any time after a step is taken, a Xeno Bogey counter is:

- occupying the same arrow as a Human Craft, or
- occupying the same planet as a Human Craft, or
- in the parallel arrow to a Human Craft,

the Bogey is Revealed. If, after the reveal, there are Xeno Ships on the same arrow, the same planet, or a parallel arrow as a Human Ship (not a Probe), this will trigger **Craft Combat** during the Craft Combat / Boarding Action Phase and that Human Ship cannot continue Movement until the Craft Combat is resolved.

Revealing Xeno Bases

If a Probe is on a planet with a Xeno Base counter, discard the Probe counter, then flip the Xeno Base counter to reveal it. If the counter has a -, discard the Xeno Base counter – this is an abandoned base and there's no Core to find. If the counter has a number (1/2/3), place it back on the planet. It is now considered a Core, for the purpose of placing and revealing Bogey counters. The Xeno Base can now be assaulted via a Base Assault to take said Core.

Returning to Earth

If a Human Ship returns to Earth by moving from the last arrow of a Planetary Path, all remaining Movement is lost, all Hit/Kill counters, any Used counters, other negative effects and Equipment are removed, and the Ship and Squad Leader counters are placed in the Earth space.

If any Xeno Tech is returned with a Transport ship, place it in the Xeno Tech space on the Space Station Sheet.

If any Cores were returned with a Transport ship, the Core can be placed on any Uninstalled Core space of a Module that doesn't already have a Core.

Craft Combat / Boarding Action

If Craft Combat was triggered during Movement Steps, it is performed now by following the Craft Combat rules.

Base Assault

Land / Marine Combat

If a Transport ship with a Squad Leader and no Used counter has reached a planet with a Revealed Xeno Base, perform a Marine Combat with the Base Assault setup.

If a Transport has already had a Squad Leader participate in Marine Combat, it cannot participate again until it returns to Earth (refer to the Marine Combat section of the manual).

Construction Phase

Activate Cores

Once each Module has an Installed Core, each Module has no empty Build spaces and the Space Station has no empty Build spaces, you may begin attempting to Activate Cores. No Workers are required to attempt this. In order to win the game, you must Activate **EVERY** Core on the same turn during this Phase.

For every Installed Core, roll a ten-sided die. You may spend any amount of Xeno Tech on the Space Station to increase the result of the roll by 1 for each spent Xeno Tech. Place the Xeno Tech off to the side (**do not** return it to the supply). If the modified result of the roll is equal to or higher than the number listed below the Activated Core space, the Core is moved from the Installed Core space to the Activated Core space.

If every Core is moved to an Activated Core space during this Phase, the Space Station is active, humanity is safe from the gamma radiation, and you win the game.

Otherwise, move every Core that was successfully Activated back to its Installed Core space, and return any Xeno Tech you spent back to the Xeno Tech space of the Space Station. There are no other downsides to failing and you can try again on the next turn.

Install Cores

Each Module with an Uninstalled Core and a Worker on the Installed Core space returns the Worker to the Subsurface Resource space and moves the Core to the Installed Core space of the Module card.

Once a Core is installed, you immediately gain the “Core:” benefit at the bottom of the Module card for the rest of the game, unless the Core is Deactivated by a Bombardment during the Xeno Ships Phase.

Build Space Station

Each Space Station and Module Build space with at least one Worker on it places a Build counter on said space and returns any Workers there to the Subsurface Resource space.

Build New Units

You may buy new Ships, Probes and Squad Leaders. The cost of all of these are paid in Processed Resources. The costs are displayed in the top right corner of their cards. If a card has a – for a cost, it cannot be bought; you must buy a lower-level version of the card and upgrade it. Probes cost 1 point. When you spend Processed Resources, return them to the supply. Take the cards of everything you buy and keep them nearby; place any counters matching said cards on Earth’s space.

If you buy a Transport-class ship, you gain a Level 1 Squad Leader for free. You may spend 1 Processed Resource immediately to upgrade them to Level 2.

Storm Advance

Move the Game Turn counter one space down the Time Track (left to right, top to bottom). If the Game Turn counter is on the 30 space, it does not move. Return to the Xeno Ships Phase. Continue playing rounds until you win or lose.

Craft Combat

Setup

Find all of the cards of the counters to be engaged in the combat and place them on the Craft Combat Sheet in the appropriate slots (red for Xenos, blue for Human).

If any Human Ships in the combat have the Escorts: keyword, draw an amount of Escort cards equal to the total of all Escort values across the Human Ships, and place them in the blue spaces of the Craft Combat Sheet. Human Ships may also have the XP: keyword; place that number of Experience counters on those Ships.

Give each Ship and Escort in the combat a Ready/Used counter, Ready side up. If any Human Ships have a Used counter on their counter on the board, remove their Ready/Used counter from their card – they cannot Act during the Craft Combat. Place the Space Combat Range counter on the Contact space.

If any of the Human Ships in the combat had any Movement left before the Craft Combat began, you may use the Movement Reminder counters to mark the Ships that have Movement left; if they survive the Combat, they may use the rest of that Movement.

The table below is a rough estimate of what you'll need to win a Craft Combat:

3 XP of Xeno Ships	Level 1 Warship with 1 RP of Equipment
8 XP of Xeno Ships	Level 3 & Level 1 Warship with 2 RP of Equipment
10 XP of Xeno Ships	Level 5, Level 3 & Level 1 Warship with 3 RP of Equipment

Fighting in Combat

Combat plays over five rounds, tracked by the Space Combat Range counter on the the Craft Combat Sheet, until either the Human Ships and their Escorts have been eliminated, all Xeno Ships have been eliminated, or the end of the fifth round occurs.

A round is played out in three Phases – First Phase, Normal Phase and Last Phase. Ships only Act in one Phase, which is listed as a First or Last keyword on their card; if they have neither, they Act in the Normal Phase. A ship cannot Act if it does not have a Ready/Used counter.

Read the bottom of each card involved in the combat carefully; there might be a bonus or a limitation for what that Ship can do in the combat.

At the start of a Phase, if only one side has ships that Act in that Phase, they perform all of their Actions uninterrupted and play proceeds to the next Phase. If at least one ship on both sides can Act in this Phase, however, you choose a Human Craft to Act first, then a Xeno Ship to Act next, continuing back and forth until all Ships in the Phase have Acted. When a Ship Acts, flip its Ready/Used counter to the Used side.

Human Craft may spend an XP on their card to flip their Ready/Used counter from the Used side to the Ready side, giving them another Action. This can only be done during the Phase they can normally Act in.

Once all three Phases have been performed and all Ships have Acted, move the Space Combat Range counter up one space along the track to begin the next round. If the counter moves above Disengage or all participating ships of one side are Eliminated, the combat ends. Otherwise, flip all the Ships' Ready/Used counters to the Ready side and play the next round.

Ship Attacks

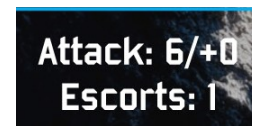
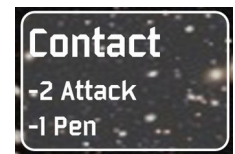
When a Ship Acts, its main action is to Attack. A Ship can only Act if its Ready/Used counter is on the Ready side. A Ship Attacks as many times as it has Health remaining. By default, Ships only have 1 Health unless the Health: keyword appears on their Ship card.

When a Ship Attacks, its Target Ship is determined by the player in all cases – when a Xeno Ship Attacks, you choose what Human Ship is Attacked, and when a Human Ship or Escort Attacks, you choose what Xeno Ship is Attacked.

To perform an Attack, roll a ten-sided die and a six-sided die. The ten-sided die is the Attack die. The six-sided die is the Defeat Cover die.

After rolling the dice, add the following numbers to the die:

- The Space Combat Range counter will have modifiers next to it on certain rounds. Add or subtract the Attack modifier from the Attack die and the Pen modifier from the Defeat Cover die.
- Each Ship has an Attack Value with two numbers, separated by a / . The value on the right half of the slash is added to or subtracted from the Defeat Cover die.
- If a Ship being Targeted has any number of Hits, add 2 to the Attack die and 1 to the Defeat Cover die for each Hit on that Target.
- Other cards such as Equipment may also add to the rolls.



The two dice need to equal or exceed certain results to be a success. For the Attack die to succeed, it needs to equal or exceed the first number of the Attacking ship's Attack value. The Defeat Cover die needs to meet or exceed the Cover value of the Ship being Attacked to succeed.

If neither of the dice succeed, the Attack has no effect. *The Attack didn't hit anything important, or was a glancing blow.*

If one of the dice succeed, add a Hit counter to the Target. A Hit improves all Attacks against that Ship for the rest of the Combat. *The Attack hit something important, but bounced off, or the Attack hit something non-vital but deep. Either way, the Target is hurt, but not quite dead yet – the Kill shot still needs to happen.*

If both of the dice succeed, the Target Ship receives a Kill. Place a Kill counter on the Target Ship. If the Target Ship has suffered Kills equal to its Health, the Target is Eliminated – discard its card from the Craft Combat Sheet (along with all attached counters).

If the Target was a Human Ship, its Ship counter and any Squad Leader and Xeno Tech counters on that Ship are also removed from the board and returned to the supply. If the Target Ship was carrying a Core, the Core is placed on the board where the Target Ship was located, and can be picked up again by another Transport-class Ship.

If the Target Ship was a Xeno Ship, the Ship that Eliminated it receives any reward listed by the Elim: keyword, usually experience counters. These can be used when the Ship would take their next Action – immediately, if the Ship can act in the same phase it received the counters. Take the Xeno Ship’s counter and place it on the Human Ship that landed the Attack that Eliminated it.

Flip the Ready/Used counter to the Used side; the Ship cannot Attack again for the round.

Boarding Action

If one of the Ships involved in the combat is a Transport with a Squad Leader and no Ready/Used counter, you may, between the first and second round of combat, declare a Boarding Action against one of the Ships still in the combat.

Perform the Approach and Merge rounds per the normal rules. Before moving to the Extend round, perform the entirety of a Boarding Action Marine Combat using the rules in the Marine Combat section with any Xeno Ship that remains in the combat. Resolve the entirety of the Boarding Action before resolving the rest of the Craft Combat.

If all of the following three conditions are true, the Marines may add any earned Xeno Tech counters to their Transport. If any of these three conditions are not met, the Squad Leader and any Squadies they have are removed from the game and the Xeno Tech is returned to the supply.

- The Marines succeed in the Boarding Action Marine Combat.
- The Transport they started the Craft Combat in hasn’t been Eliminated in the Approach/Merge round.
- The Xeno Ship they perform the Boarding Action Marine Combat on is not Eliminated during the Extend Phase. (It may be Eliminated or avoided during the Disengage Phase if desired.)

The Squad Leader is promoted if they survived – replace their card/counter with the next highest level.

End of Combat

The following two steps are followed no matter what side wins:

- All Kill counters are placed underneath the counters of the Ships on the board that received said Kills and survived, and stay there until either the Ship is Eliminated (both sides) or if the Ship returns to Earth (Humans only). All Hits are removed from all Ships.
- All Ships that still had Movement continue that Movement as normal – reference the Movement counters played during Setup, if any.

If the Humans win, follow the below steps as well:

- Discard any Escorts remaining after the combat.
- Any Ships involved in the combat that have at least one Xeno Ship counter on their card are promoted - replace their card and counter with the card and counter of the next highest level, then discard all Xeno Ship counters on that Ship. A ship can only upgrade once per combat.
- Place a Ready/Used counter on the Ships involved in the combat, Used side up. A ship with a Used counter on it cannot Attack until it returns to Earth.

Marine Combat

Setup

The steps for setting up for Marine Combat are different depending on how the combat was initiated. This can be by a Base Assault (a Transport being in the same space as a revealed Core) or a Boarding Combat (a Transport declaring a Boarding Action during a Craft Combat).

If more than one Transport carrying a Squad Leader is able to perform a Base Assault on the same Core, choose one to perform the setup steps with. Remaining Transports may be deployed into the combat if the first Squad Leader fails.

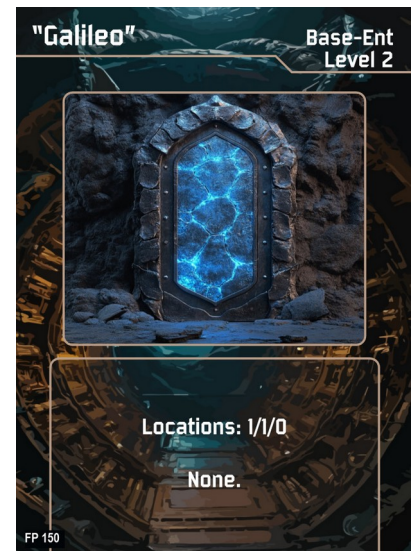
The table below is a rough estimate of what you'll need to win a Marine Combat:

Level 1 Xeno Base / Core	Level 1 Squad Leader & Transport + 1 RP of Equipment
Level 2 Xeno Base / Core	Level 3 Squad Leader & Transport + 2 RP of Equipment
Level 3 Xeno Base / Core	Level 5 Squad Leader & Transport + 3 RP of Equipment

Follow the steps below matching how the combat was initiated, then follow the Remaining Setup steps.

Base Assault

- Find the Base Entrance card equivalent to the level of the Core and place it in the top-left red space on the Marine Combat Sheet.
 - My Transport is Assaulting a Level 2 Core, so I'm using the Galileo Base Entrance card.*
- The Base Entrance will have a number of Base Locations represented by "Locations: 1/1/0". The three numbers are Level 1, 2 and 3 Locations respectively. Draw Base Locations of the respective level and place them, face-down, in ascending order of their Level, to the right of the Base Entrance.
 - When using the Galileo Base Entrance card, I draw a Level 1 Base Location card, placing it to the right of the Base Entrance face-down, then a Level 2 Base Location card, placing it face-down to the right of the face-down Level 1 Base Location card.*
- Place the Base Objective card matching the level of the Core to the right of the right-most face-down Base Location card.
 - The final line of cards should be the Galileo Base Entrance card, one face-down Level 1 Location, one face-down Level 2 Location, and the Waterloo Base Objective card.*



Boarding Combat

- Find the Ship Entrance card equivalent to the Xeno Ship being boarded and place it in the top-left red space on the Marine Combat Sheet.
 - *My Transport is Boarding a Wrecker, so I'm using the Wrecker Entry card.*
- The Ship Entrance card will list Max Locations with a number. Ship Locations are drawn and placed face-down in a row to the right of the Ship Entrance card until the amount of placed Ship Location cards is equal to the Max Location number.
 - *The Wrecker Ship Entrance has a Max Locations of 4, so I draw four Ship Locations face-down in a line, then I stop drawing.*
- The Ship Entrance card will list an amount of Xeno Tech counters to be placed on the final (right-most) Location card. Place that many Xeno Tech counters on the Location card.

Remaining Setup

- Move the Squad Leader counter from the Transport to the Base/Ship Entrance card. Place the matching Squad Leader card in the first blue space on the Marine Combat Sheet.
- The Squad Leader will have a Squadies value on the card; draw that many cards from the Squadies deck and place them in the remaining blue spaces on the Marine Combat Sheet. Note that this value can be increased by the Transport the Squad Leader was on.
- Give the Squad Leader and every Squadie a Ready/Used counter, Ready side up.
- If any Squad Leader or Squadies have the XP: keyword, give them that many XP counters.
- If the Transport that carried the Squad Leader has the XP Marine: keyword, give the Squad Leader that many XP counters.

Playing Marine Combat

Marine Combat is resolved in a series of turns. The goal of the Squad Leader and their Squadies is to clear each Location card of Xeno forces, which will be drawn from the Xeno Hostiles deck when they enter each Location. When a Location is cleared, the Squad Leader gains the Cleared bonus.

In a Base Assault, the final card to clear will be an Objective, while on a Boarding Action the final card will be the face-down Location card with the Xeno Tech counter.

A Marine Combat starts with a Location Cleared step, followed by a Combat Step, and if the Squad Leader is not Eliminated, return to the Location Cleared step, and repeat the two steps until either the Squad Leader is Eliminated (follow the Defeat steps) or the last Location / Objective is Cleared (follow the Victory steps).

Location Cleared Step

If the Squad Leader is on the Entrance card, ignore the first two steps below.

- Gain the Cleared bonus listed on the Location card. If any Xeno Tech counters are on the Location card, place them on the Squad Leader's card.
- Flip all Human Marine Ready/Used counters to the Ready side.
- Reveal the left-most face-down Location card by flipping it face-up. If the next card is an Objective, it does not need to be revealed.
- Begin drawing Xeno Hostile cards to the bottom red spaces. Draw cards until the total XP values of the Hostile cards (top right corner of the Hostile cards) equal the Xenos: value on the Location. If the last Hostile card drawn would exceed the Xenos: value of the Location card, place it to the side and continue drawing until the value of the Hostile cards matches the Xenos: value of the Location card, then shuffle all placed-aside Xeno Hostile cards back into the Xeno Hostiles deck.
- (Boarding Action only) If there was a Xeno Tech counter on the revealed Location card, place it back on the card. If the Location card has a Xeno Tech value higher than 0, place that many extra Xeno Tech counters on the Location card.
- Pay the Entrance Cost. This is usually paid in Actions, which require you to flip any Squad Leader or Squadie's Ready counter to the Used side.
 - Note that if you do not have enough Marines remaining to pay the Entrance Cost, you must pay the Actions over multiple rounds - and each Xeno Hostile drawn in the previous steps performs an Attack on the Marines each round. The Actions you spend carry over between rounds, and all Ready/Used counters are flipped to the Ready side after the Xeno Hostiles have Attacked. Repeat rounds of spending Actions and Xeno Hostile Attacks until enough Actions have been spent to pay for the Entrance Cost.
 - *Only my Squad Leader remains and I have a Entrance Cost of 2. I spend my first Action, and all the Xeno Hostiles drawn for the Location Attack. All Ready/Used counters are returned to the Ready side. I spend my second Action, and again, all Xeno Hostiles Attack. All Ready/Used counters are returned to the Ready side. On the third round the Squad Leader counter is moved to the new Location as below and can Attack as the Entrance Cost has been paid.*
- Move the Squad Leader counter to the card of the newly revealed Location card, or Objective if there was no Location to reveal.

Combat Step

Combat plays over a series of rounds. Rounds continue until one side, Human Marines (Squad Leader/Squadies) or Xeno Hostiles, has been entirely Eliminated.

For the sake of simplicity, both Human Marines and Xeno Hostiles will be referred to as ‘Combatants’ if both are relevant simultaneously.

A round is played out in three Phases – First Phase, Normal Phase and Last Phase. Combatants only Act in one Phase, which is listed as a First or Last keyword on their card; if they have neither, they Act in the Normal Phase.

Read the bottom of each combatant’s card carefully; there might be a bonus or limitations that can affect the combat.

At the start of a Phase, if only one side has combatants that Act in that Phase, they perform all of their Actions uninterrupted and play proceeds to the next Phase. If at least one combatant on both sides can Act in this Phase, however, you choose a Human Marine to Act first, then a Xeno Hostile to Act next, continuing back and forth until all combatants in the Phase have Acted. When a Combatant Acts, flip its Ready/Used counter to the Used side.

If a Human Marine has any amount of XP counters, they may spend 1 of their XP counters to allow another Marine to take another Action. This can only be done in the Phase that Marine would normally be able to Act, and can only be done once per Marine per turn.

Once all three Phases have been performed and all Combatants have Acted, if the Xeno Hostiles have been completely Eliminated, return to the Location Cleared step. If the Human Marines have all been Eliminated, perform the Defeat steps. Otherwise, flip all the Combatants’ Ready/Used counters to the Ready side and play the next round.

Retreat (Boarding Action Only)

Location cards in a Boarding Action have a Retreat: cost. Instead of performing a Combatant Action, you may Discard the amount of listed Marines in the Retreat: cost as if they were Eliminated by an Attack; immediately perform the Defeat steps, noting the differences listed for Retreating during a Boarding Action. You cannot discard the Squad Leader this way.

This can be useful if you’ve earned some Xeno Tech and don’t want to risk losing it.

Combatant Attacks

When a Combatant Acts, its main action is to Attack. A Combatant can only Act if its Ready/Used counter is on the Ready side. A Combatant Attacks as many times as it has Health remaining. By default, Combatants only have 1 Health unless the Health: keyword appears on the Combatant's card.

When a Combatant Attacks, its Target Combatant is determined by the player in all cases – when a Xeno Hostile Attacks, you choose what Human Marine is Attacked, and when a Human Marine Attacks, you choose what Xeno Hostile is Attacked.

To perform an Attack, roll a ten-sided die and a six-sided die. The ten-sided die is the Attack die. The six-sided die is the Defeat Cover die.

After rolling the dice, add the following numbers to the die:

- Each Combatant has an Attack Value with two numbers, separated by a / . The value on the right half of the slash is added to or subtracted from the Defeat Cover die.
- If a Combatant being Targeted has any number of Hits, add 2 to the Attack die and 1 to the Defeat Cover die for each Hit on that Target.
- Other cards such as Equipment may also add to the rolls.

The two dice need to equal or exceed certain results to be a success. For the Attack die to succeed, it needs to equal or exceed the first number of the Attacking Combatant's Attack value. The Defeat Cover die needs to meet or exceed the Cover value of the Combatant being Attacked to succeed.

If neither of the dice succeed, the Attack has no effect. *The Attack didn't hit anything important, or was a glancing blow.*

If one of the dice succeed, add a Hit to the Target. A Hit improves all Attacks against that Combatant for the rest of the Combat. *The Attack hit something important, but bounced off, or the Attack hit something non-vital but deep. Either way, the Target is hurt, but not quite dead yet – the Kill shot still needs to happen.*

If both of the dice succeed, the Target receives a Kill. Place a Kill counter on the Target Combatant. If the Target Combatant has suffered Kills equal to its Health, the Target is Eliminated – discard its card from the Marine Combat Sheet (along with all attached counters).

If the Target was a Human Marine, any counters they had are also removed from the board and returned to the supply.

If the Target was a Xeno Hostile, the Attacking Marine that Eliminated the Hostile receives an amount of XP counters equal to the Hostile's XP value in the top right corner of the card. These can be used when the Marine would have their next action – which can be immediately, if it is still their Phase to act.

Once the Attack is resolved, flip the Ready/Used counter to the Used side; the Combatant cannot Act again for the round.

Victory

If the Objective (Base Assault) or final Location (Boarding Action) is cleared of Xeno Hostiles, follow the below steps.

- Place the Xeno Core or any earned Xeno Tech on the Transport Ship's card.
- Return all Entrance, Location and Objective cards to their respective decks, and shuffle the Location decks.
- Discard all Squadies and all counters on said Squadies.
- Remove any XP and the Ready/Used counter from the Squad Leader card.
- The Squad Leader and Transport are promoted – replace their cards and counters with the next highest level card and counter for each. Place the Squad Leader counter on the Transport card.
- Place a Ready/Used counter on the Transport, Used side up. This Transport cannot perform another Marine Combat until it returns to Earth.

Defeat

- If this is a Base Assault and at least one more Transport with a Squad Leader in the same space hasn't participated in this Marine Combat, you may perform the following steps, then immediately start another Combat Step instead of continuing to follow the Defeat steps.
 - Place the Squad Leader counter from the next Transport in the right-most Location/Objective card, where the previous Squad Leader was the turn they were Eliminated.
 - Draw Squadies as per setting up for Marine Combat.
 - Give all Human Marines a Ready/Used counter, Ready side up.
 - Flip all Xeno Hostiles' Ready/Used counters to the Ready side.
 - Place a Ready/Used counter on the Transport that started or continued this Marine Combat, Used side up. This Transport cannot perform another Marine Combat until it returns to Earth.
- If there are no other available Squad Leaders, remove the Squad Leader card and counter and return them to the supply with any counters they may have on their card.
 - If this was a Retreat from a Boarding Action, instead move the Squad Leader counter back to the Transport Ship's card with any Xeno Tech they have on the Squad Leader card. Return all other counters as normal.
- Discard all Squadies and all counters on said Squadies.
- Discard all Xeno Hostile cards and all counters on said Hostiles.
- Return all Entrance, Location and Objective cards to their respective decks, and shuffle the Location decks.
- Place a Ready/Used counter on the Transport, Used side up. This Transport cannot perform another Marine Combat until it returns to Earth.

A History Lesson

Fermi's Paradox is named after physicist Enrico Fermi. In 1950, during a conversation with other scientists, when talk turned to the existence of intelligent life in our Milky Way galaxy, he posed the question "Where is everybody?"

As the decades passed, the answer to his question was to make itself known in a devastating way. As it turns out, our galaxy is an unstable, hostile place, and life is periodically swept clean by cosmic events.

Mankind became aware of its galactic peril in July of 2040 when a gamma ray storm swept through the solar system at the speed of light. The radioactive particles destroyed unshielded satellites, lit up the sky for days, crashed the GlobalNet, and made life miserable for the modern world. It took nearly five years to repair the damage.

In 2046, astronomers compared recent observations to those recorded in the years leading up to 2040, and determined there was a second burst already speeding toward our solar system from the galactic core. They described the 2040 burst as a minor tremor, and the newly detected burst, to strike in 2060, as an earthquake. Within a year, Earth's governments initiated the largest civil construction programs ever imagined. They dug city-sized survival shelters under the tallest mountains, and burrowed hundreds of miles of tunnel complexes under the ocean floors. Humans, plants, animals, and samples of as many forms of life as possible were relocated into the shelters. They transplanted entire industries, and all the supplies and raw materials needed to make a population self-sustaining for decades into the shelters. It was the greatest cooperative effort in human history. They did everything they could to shield the world's population and infrastructure from the impact of the second burst.

And still. Billions died from radiation poisoning.

The second burst ravaged the surface of the Earth with gamma radiation that penetrated hundreds of feet underground. The storm wiped away all life on the planet, except for those huddling in the deepest shelters.

Following the storm, humanity struggled forth from its shelters to begin the task of rebuilding. The first priority was to deploy the newly constructed satellites and gamma ray detection equipment. Within a few years, the satellite network was launched and operational in high Earth orbit. Astronomers soon started pouring over the data in makeshift control centers around the world. The data contained their worst fears, as well as something unexpected.

There was in fact a third gamma burst approaching and would envelop Earth in 2070. If the first burst was a tremor, the second burst an earthquake, the third burst was off the Richter scale. The storm's intensity and duration would penetrate even the deepest shelters and strip away the Earth's atmosphere. It was a Global Extinction Event.

They discovered the storm build-up to the third burst had already started. The intensity would increase with each passing year until all life was scrubbed from the Earth.

Then, unexpected readings came from Venus, Mars, and Earth itself in Antarctica. As the precursor radiation of the new burst passed through the solar system, the gamma rays had killed something in each of those bodies, and reflected. As the weeks passed, one of the moons of Jupiter and several of the larger asteroids in the Asteroid Belt produced similar echoes.

Within weeks, an elite team of cold weather survival experts, miners, and scientists deployed to Antarctica and began burrowing into the ancient ice to determine the source of the echo. The few seconds of grainy video they managed to send back before going silent, shocked the world... Twisting alien corridors, gently pulsing light strips, weirdly shaped devices, and whip-like shapes coiling in the darkness.

Alien stasis technology had kept the base inactive, but upon the team's entry, the device deactivated, powering up the base, and its defenses.

It was the first time humans realized we were not the first intelligent life form to inhabit our solar system.

The next team, led by Special Forces soldiers, fought their way through the ancient warrens and the alien creatures. After suffering heavy casualties, they were able to retrieve the base's power core.

The Core was roughly one cubic centimeter in size, yet produced power equal to a full nuclear reactor.

Based on the strength of the echoes, scientists were able to calculate the cores present throughout the solar system were many times more powerful than the core retrieved from Antarctic.

The cores though remained out of reach. Any ship leaving Earth would soon be pummeled by gamma radiation, and its crew killed within a few weeks.

The first advance in human technology came when an on-site researcher noticed near zero gamma radiation penetrating one of the base's larger chambers. The xeno tech responsible for shielding the chamber was soon tracked down, and researchers set to discovering how it functioned in hopes of shielding all of Earth. The tech proved to have very limited scaling and was extremely difficult to reproduce, but it was capable of shielding something small, like the living quarters of a spaceship. This leap was the final piece of technology needed to allow human ships to safely travel the solar system.

For the first time, humanity had a hope to survive. While humanity lacked the technology to manufacture cores, with the help of xeno technology, mankind could tap their mysterious energies to power devices never before dreamed of.

After the discovery of the first core, it became clear that Humanity's one hope for survival was to retrieve the xeno cores spread across the solar system to power a Space Station large enough to protect the Earth from the third gamma burst.

Including Expansions

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Keywords

Craft - refers to Ships, Escorts, and Probes

Escort – Ships assigned to larger Ships to add to their firepower and defense.

Expend – discard. Do not use again

First – Acts in the first phase of a Combat round

Health – The number of Kills required to Eliminate a Ship, Xeno Ship, Marine, or Hostile. All have 1 Health unless noted otherwise. Perform a number of Attacks equal to their current Health.

Last – Acts in the last phase of a Combat round

Location – Location card or Objective card

Marine - refers to both squad leader and marines

No Promo – Do not gain a Promotion from the Action.

Parallel Arrow – corresponding approach and departure arrows of a planet

Protected – cannot be attacked until all other hostiles are eliminated

Range 0 – if human and xeno ship counters are on the same planet, same movement arrow, or parallel arrows

Space Station – refers to Structure and Modules

Worker – refers to workers or replacement workers

XP – Expend for one Marine or ship to gain one extra Action during their Turn this Turn. Limit once per Marine or Ship per Turn. If XP noted on a card, the card starts each battle or mission with the noted number of XP.

XP Marine – Same as XP, but once per Turn, give to a Squad Leader at Range 0 at the start of a Ship Boarding or Base Assault.