

Invasion

Rob Herman

August 27, 2014

sitnaltax@gmail.com

216-262-1506

874 Keystone Dr., Cleveland Heights, OH 44121

1 Objective

The players control factions of an alien race, vying to loot Earth of the best of its resources. Success is measured in VP, which are earned by having a majority in the varying regions that are scored each turn. Runner-up scoring earns Energy, which is used to bid on advantageous turn order and activate powerful Gadget cards.

2 Components

- Gameboard with map
- Score track board
- 5 player aids
- 25 ships in 5 player colors (cubes)
- 5 motherships in 5 player colors (20-sided dice)
- Energy tokens (plastic winks; yellow ones are worth 1, red are worth 3)
- 16 Turn Order cards (numbered 1-16)
- 30 Gadget cards
- 8 Portal cards
- 8 scoring tiles, one per region

- 15 harvest tokens (small chips with a 2)

3 Setup

Each player collects all the ships (cubes) and mothership (20-sided die) of a single color, and ten Energy (two red chips, worth 3 each, and four yellow chips, worth 1 each). Put one ship of each player's color on the 0 space on the scoring track.

Shuffle the Portal, Gadget, and Turn Order decks.

4 Game Terms

A **deployed** ship is placed from the player's supply onto the board.

A ship is **moved** from one region of the map board to another.

A **destroyed** ship is removed from the board and returned to the player's supply.

Motherships do not count as ships. They are deployed in the first turn by the player's Portal card and later can be moved using Action Points or certain Gadgets, but can never be destroyed.

5 Sequence of Play

These steps are followed in order on every turn of the game. Most games will last 6-8 turns.

5.1 Reveal Scoring, Turn Order, and Gadgets

Reveal one Portal or Gadget card per player:

First Turn: Reveal one Portal card per player and place them by the map

board. Return the rest to the box; they will not be used.

Later Turns: Discard any Gadget cards that were not purchased the previous turn, if any. Reveal one Gadget card per player and place them by the map board.

Reveal one Turn Order card per player. Sort them from first (lowest number) to last (highest number).

Choose four scoring tiles in the following way:

First Turn: Shuffle the eight scoring tiles and draw four at random.

Later Turns: Shuffle the four scoring tiles that were not used during the previous turn and choose two at random. Then shuffle the remaining six scoring tiles together and choose two more, for a total of four.

Place each chosen scoring tile in the corresponding region on the map. These regions will score this turn. Place a harvest token (a small chip with a 2) in each of the other four regions. The harvest token indicates that those regions will be worth more when they score in a later turn.

If the Turn Order or Gadget decks run out, shuffle the discard pile to make a fresh deck.

5.2 Turn Order Bid

Each player secretly chooses a number of Energy tokens and conceals them in a fist. Once all players have selected their bid, all players reveal their bids.

Starting with the player with the highest bid, each player chooses and takes one of the Turn Order cards. Ties on the bid are broken in favor of the player with the fewest VP; if there is still a tie, choose a winner at random. All bids are returned to the supply.

5.3 Player Turns

This phase proceeds in turn order, starting with the player with the lowest-numbered Turn Order card, proceeding to the next lowest, and so on.

On the first turn of the game, each player begins their turn by selecting a Portal card. This card instructs the player where to place their mothership and two initial bonus ships. Discard each Portal card after it is chosen. They will not be needed in the rest of the game.

During this phase, each player spends their Action Points to move and deploy ships. Action Points are represented by stars (★) on the Turn Order cards. Action Points cannot be saved from turn to turn.

Action Points can be spent in several ways:

- For ★, deploy one ship at the player's mothership
- For ★, move one of that player's ships to an adjacent region. Note that Asia and North Pacific count as adjacent.
- For ★★, move the player's mothership to an adjacent region. There is no restriction preventing two motherships from being in the same region.

These costs are printed on the player aid for easy reference.

After the first turn (when players are choosing Portals instead), each player may use one of the available Gadget cards per turn. The player pays the cost in Energy, performs the effect on the Gadget card, and discards it. No replacement is drawn until Step 1 of the next turn.

5.4 Scoring and Counterattack

Each region with a Scoring Marker awards VP or Energy to the players with the most ships there. The mothership does not count towards scoring—in fact, its presence hinders your scoring.

- The player with the most ships scores 4 VP, plus 2 VP for each harvest token. (Move their marker ahead on the VP track.)
- The player with the second most ships gains 4 Energy, plus 2 Energy for each harvest token.
- The player with the third most ships gains 2 Energy, plus 1 Energy for each harvest token. **Exception:** There is no 3rd place scoring in a 3-player game.

These rewards are printed on the player aid for easy reference.

If two or more players tie, the rewards are added together and divided evenly, rounded down. For example, if two players tie for first place in a region with one harvest token, the total rewards (6 VP and 6 Energy) would be divided in two, so each player would get 3 VP and 3 Energy. The third place player, if any, would get the third place reward of 3 Energy.

A player's own mothership interferes with rewards for scoring in its region: all rewards earned are reduced by half in that region, rounded down. Enemy motherships do not cause this loss; only the player's own mothership does.

In each of the regions that scored, the Earthling counterattack causes casualties. The winner of each region loses half of their ships in that region, rounded destructively. Each other player with ships present loses one ship regardless of the number of harvest tokens. In the event of a tie for first place, all tied players take increased casualties.

Regions that did not score do not suffer counterattack.

After the counterattack, remove all harvest tokens from the regions that scored. Set the scoring markers that were used aside, since they are handled differently in the next turn.

5.5 Check For Game End

If any player's score meets or exceeds the VP threshold to win, based on the number of players, the game is probably over. This number is marked in yellow on the VP track. (3 players, 48; 4 players, 36; 5 players, 28)

If at least one player exceeds the VP threshold, reveal the top card of the Gadget deck. If it has an hourglass in the corner, Earthling heroics have delayed the end of the world, and the game continues for another turn. Set the card aside. Otherwise, the game ends immediately and the player with the most VP is the winner. The first tiebreaker is Energy remaining; the second tiebreaker is ships remaining on the board.

Once players are finished, discard all Turn Order cards in preparation for the next turn.

6 Other Notes

Each player's Energy total is public information.

Players may not trade VP, Energy, or ships in any way. Players may make deals, promises, or threats, but no such deals are binding.

The ships are piece-limited, but this restriction is not intended to come up during normal play.