



## **ALIEN OVERRUN (v1.0)**

### **RULES**

**EXPLORATION:** Your exploration die will be used to shade a number of hexes equal to the assigned die. You may shade adjacent to already shaded hexes, the start room, and rooms that you have cleared of alien presence.

- **BULKHEADS:** Block your ability to enter rooms and you may not shade hexes beyond them until they have been removed. You may use a the Hacker “Access” power to remove a bulkhead. Additionally the Security Room will let you remove bulkheads. As a last resort you may use a Missile to destroy a bulkhead.

**MONSTERS:** The Aliens in Access Rooms are the “Monsters” references in the Pencils & Powers rooms and are defeated in the same way.

- **COMBAT:** In this adventure you will NOT roll a die in combat. However you may cross off a Missile that you have gained to add a d6 to combat. Add one to damage for each Blaster you have and reduce damage done to your Heroes for each Armor you have. Powers that do damage or block damage work as normal.
- **MISSILES:** You may gain missiles from the Depot Special Room for Crystals. These are the only way to add a d6 to your combat. All heroes start with 1 Missile. You may use only 1 Missile each turn.

**TREASURES:** Special Rooms take the place of treasures. You must reach each of these rooms to gain access to them. When you reach the room you must defeat any aliens in that room to claim any of the additional items (treasure). Once defeated the special ability of that room may be used.

- **ALIEN HORDE:** These aliens in Special Rooms take 1 damage each to kill. Any that are not killed deal 1 damage to the heroes.
- **AMBUSH DAMAGE:** All rigs take 1 damage when ambushed. This may be negated by Armor or the Scout’s “Alert” power.
- **SETUP:** You will assign one die on setup towards your starting Crystals.

**CRYSTALS:** These are the currency of this adventure. You can gain them by shading in the hex on the map with a Crystal, by defeating Special Rooms, and from a few of the Aliens in Access Rooms.

**ARTIFACTS:** These alien devices are unique. When you gain one you will roll a d6 to determine which one you found. If you roll an artifact that you already have, roll until you find one you haven’t already rolled. Mark it off when used.

- **FREE TURNS:** You may be granted three free turns from an Artifact. These are tracked separately to the right under the 35 standard turns of the game.

**ALIEN QUEEN:** The alien Queen has 20 health and you will need to make your way to the Reactor Special Room to be allowed to attack her. You may make a single attack per turn so you may choose to attack the Queen, an Access Room, or a Special Room but not more than one per turn. Each time you attack the Queen roll on the random effect chart at the start of combat.

**WINNING:** You do not need to defeat the ALIEN QUEEN to win but if you do NOT you will lose 50 victory points. Remember that she has 20 health and will take several turns to defeat. .