

Destination Earth

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Destination Earth

Introduction

*Bzzrt....krttt...."This is a distress signal from the exploration starship **Frontier**..."*
ksht...."..e ship has been overrun by aliens... almost the entire crew are dead... we
are the only ones le.." vzrttt... "We've set a course back to Earth and we'll try to fend
the best we can but if anyone can help us... Please... we need help...!"..
hssssssssssss.....

Destination Earth is a solo dice-rolling placement game in which the player takes control of the last two surviving crew members (from a choice of twelve) on an exploration Starship overrun by aliens. Can you keep the crew members alive to get the ship back to Earth? Or will they succumb to the Alien menace? Only one way to find out.....

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Components

PROVIDED

- 1 Ship Game board
- 1 Player Board
- 12 Crew Cards
- 1 Upgrade Card
- 1 Rule Booklet (you're reading it!)

NEEDED

- 2 six-sided dice
- 1 {Yellow} Inspiration Tracker token
- 4 {Orange} Organic Detonator Trap Tokens
- 2 {Black} Particle Disperser Trap Tokens
- 15 {Green} Alien Tokens
- 6 {White} Sealed Room tokens
- 3 Track Tokens (Journey, Health & Hull)
- 3 identical coloured tokens per Crew Member to show who's who on the Starship game board as well as
- A pencil and / or eraser (for the Journey Tracker).

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Setup

- Place the Starship Game board and the Player Board side-by-side.
- Place the Alien, Organic Detonator, Particle Disperser and Sealed Room tokens onto the Player Board in their relevant areas.
- Choose two Crew Members either by choosing the ones you wish to use, or choosing them randomly and place them in the 'Crew member #1' and 'Crew member #2' slots on the Player board.
- Choose three identical tokens to represent a crew member. Two tokens stay on the Crew Card, one on the Movement Track and one on the Attack Track on the relevant highlighted area. Place the other token in any room you wish or roll 2D6 and place it in the corresponding room on the Starship Game board. Do this for both crew members.
- Place a token on the '0' on the Inspiration Tracker on the Player Board.
- Place a token on the '8' on the Hull Tracker on the Starship Game board (unless otherwise stated).
- Place a token on the '8' on the Health Tracker on the Player Board (unless otherwise stated).
- The Journey Tracker has been kept empty for you to create your own unique game. Below is the default numbering for the Journey Tracker. You'll need to write these in.

2A	3A	4A	5A*	R	4A	5A	6A*	R	6A	7A*	R	8A
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- Place a token on the 'S' on the Journey Tracker on the Starship Game board.

You are now ready to defend the ship!

GamePlay

The idea of the game is to survive long enough to get back to Earth. There are 13 turns for you to do your utmost to survive. Each turn is made up of the following steps:

1. JOURNEY PHASE:

- This tracks your journey back to Earth. Each square constitutes 1 turn.
Move the token on the Journey Tracker along one to the right.

2. SCANNING PHASE:

- If the current position on Journey Tracker says 'R' then skip to the **Rest Phase**, otherwise:
 - Spawn the number of 'A' (liens) indicated by the current position on the Journey Tracker.
For example: "3A" means three aliens will appear in this phase. For each alien roll 2D6 and place that alien in the corresponding room. There can be more than one alien per room. Some have an asterisk (*) after them, see **Trackers – Journey Tracker**.

3. REST PHASE:

- If the token is on an 'R' (Rest) section then you are in the **Rest Phase**. In the Rest Phase you may spend Inspiration Points (IP) to do various things. See "**Rest Phase & Spending Inspiration**". Once you have finish spending inspiration points then continue from phase 1 again (**Journey Phase**).

4. CREW PHASE:

- You get **FIVE (5)** Action Points (AP) to share between the two crew members (unless otherwise stated). Any of the crew may:
 - **Move (1 AP)** - You may move one crew member their allowed movement to any adjacent room(s) that have an open doorway between them.
 - **Attack (1AP)** - Roll the Crew Member's attack die number (1D6 / 2D6 / 3D6). A roll of **FIVE (5)** or higher (unless otherwise stated) will kill one alien per die. The crew member must be in the same room as the alien he / she is attacking. For each alien killed you receive 1 Inspiration Point. If an Alien is killed, remove it from play and place it back in the Alien pile.
 - **Heal one Health [Doctor Only] (1AP)** - The Doctor may heal Health by 1 for each Action point spent.
 - **Fix one Hull [Engineer Only] (1AP)** - The Engineer may fix one Hull by 1 for each Action Point spent.
 - **Setting Trap (1AP)** - A Crew member may set a trap in a room. There are two different types of trap (see **Traps**).
 - **Detonate Particle Disperser (1AP)** - You may set off 1 Particle Disperser trap for 1 Action Point (see **Traps**).
 - **Seal Room (1AP)** - You may seal one room for 1 Action Point (see **Sealing a Room**).
- A player may use some, all or none of their Action Points. Unused Action Points do not carry over to the next turn, they are lost.

5. ALIEN PHASE:

- I. Each alien will move one room towards the closest crew member through any open doorways. Aliens cannot move through solid walls.
- II. If an alien ends its move in a room with an **Organic Detonator** it is immediately destroyed (along with the Detonator). Place both back in their relevant piles.
- III. If an alien(s) is in a room with no crew members then each alien will automatically damage the Hull by 1. Remove one from the Hull strength (Hull Tracker).
- IV. If there is an alien in the same room as a crew member, each alien will attack by rolling one die. One a roll of **FIVE (5)** or more the alien hits and one is removed from the crew's health (Health Tracker).

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Trackers

There are three Trackers on the main game board:

HEALTH TRACKER

The Health Tracker tracks the *combined* health of both crew members. When *either* of the crew members takes a hit, it comes off the Health Tracker.

The Health Tracker usually starts at **8** unless otherwise stated. If at any time the Health Tracker goes *below* 1 then ALL crew members have been killed and it's game over (man! Game over!!).

HULL TRACKER

The Hull Tracker is similar to the Health Tracker and also starts at **8**. The Hull Tracker goes down by one for each alien that ends its movement in a room without a crew member. If The Hull Tracker goes *below* 1 then the ship has been destroyed and it's also game over.

JOURNEY TRACKER

The Journey Tracker keeps track of the number of turns before the spaceship finally reaches Earth (E). The Journey Tracker is split into different sections; each section has 1 of 5 different things in it.

S	This is where the Journey Tracker token starts ("S" for [Deep] S pace).
nA	Most of the sections have a number with the letter 'A', for example "2A", "4A", "6A". These represent how many aliens will appear that round. For example "4A" means 4 aliens will spawn randomly.
nA*	Some sections have an asterisk (*) after the letter A. These work exactly like the ones without the asterisk (see above). However when the round is finished and the Journey Tracker moves to the next section (see "Rest" below), ALL aliens are removed from the board. This represents them scattering back into the bowls of the ship to regroup.
R(est)	After the aliens have scattered you are given the chance to spend Inspiration Points that you have gained from killing aliens. Here you have a reprieve and can upgrade and obtain various things.
E	If you managed to reach this section and you have at least 1 Hull and 1 Health left then the spaceship has reached Earth ("E"), the alien infestation is eradicated and you have won!

The Journey Tracker has been kept empty for you to create your own unique game. You may write in any combination. May be the game was too hard? Then just lower the numbers or add more Rests. To Easy? How about just adding 1 Rest?

Below is the default starting Journey Tracker:

S	2A	3A	4A	5A*	R	4A	5A	6A*	R	6A	7A*	R	8A	E
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Rest Phase & Spending Inspiration

Every time you kill an alien you will receive 1 Inspiration Point per alien. If the Journey Token lands on the section that says "R", you can then spend as many Inspiration Points as you have available on **Upgrades** to help the crew members. You may buy as many things as you wish as long as you can pay for them with Inspiration Points! If you purchase extra movement or an extra attack die then move the appropriate token on the Player board to remind yourself.

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Traps

There are two types of traps that can be used to kill aliens;

ORGANIC DETONATOR

An Organic Detonator is a small, one-foot-square thin mesh device that, if stood on, will instantly liquefy organic tissue.

It costs 1 Action Point to place an Organic Detonator in the same room as a Crew Member. In the Alien Phase, these will automatically kill one (and only one) alien that is either in the same room or enters a room with an Organic Detonator. Both the alien and the Organic Detonator are destroyed. For each alien killed by an Organic Detonator you receive 1 Inspiration Point.

PARTICLE DISPERSER

A Particle Disperser is a six-inch tube like structure that stands on its end and can be activated remotely. Once activated it gives off a blinding flash and immediately disperses all organic matter in the room.

It costs 1 Action Point to place a Particle Disperser in the same room as a Crew Member. These don't detonate automatically and can be set off at any time during the Crew Phase for 1 Action Point. ALL aliens in the same room as a Particle Disperser will be destroyed and if any Crew member is in the same room as when it is activated then they are also killed (health immediately goes to zero [0]) and it's game over.

You do **not** receive any Inspiration Points for aliens killed using a Particle Disperser.

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Sealed Room

You may, for 1 Action Point, seal one of the outer six rooms using a purchased Sealed Room token.

- The rooms that **CAN** be sealed are: Brig, Engineering, Hydroponics, Crew Quarters, Holodeck & Weapons Bay.
- Rooms that **CANNOT** be sealed are: The Bridge, Conference Room, Mess Hall, Astrometrics, Sick Bay & Shuttle Bay.

You seal a room simply by spending one Action Point and placing a Sealed Room token in any chosen room, this room **must** be empty of both crew and aliens but Traps can be left there.

This room is now unavailable to both crew and aliens for the rest of the game. If, when rolling to see which rooms the aliens are placed, a room is rolled that is sealed then no alien is placed but the alien 'placement' still counts.

For example:

You have sealed Engineering and the Journey Tracker is now on "**5A**". You roll for the first alien and get a 7 - *Weapon's Bay*, that's one alien placement, you roll again and get an 11 – *Holodeck*, that's the second placement, you roll again and get a 9 - *Engineering*, this room is sealed so no alien is placed but does count as the third placement, you roll again and get another 9 - *Engineering*, again no alien is placed as the room is sealed but counts as a forth placement, you then roll a 6 – *Shuttle Bay* and place as normal.

So, in the above example only three out of five aliens has been placed as one of the rooms rolled was sealed.

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Thanks

Thanks for taking the time to download **Destination Earth** and any feedback would be appreciated so I can tweak it to make the best game I can. Also look out for my other Print and Play game: **Doomgloom Dungeon** on BoardGameGeek.

More Print and Play games will be coming so keep an eye out for them or you can subscribe to my YouTube Channel: <https://www.youtube.com/user/MadLadDesigns> for playthroughs of other Print and Play games from other designers. 😊

Andy.