GALAXY DEFENDERS
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GALAXY DEFENDERS

ALIEN MIND

RULES

COMPETITIVE
GAME VARIANT

1 INTRODUCTION

My children, we are about to strike. For millennia, our race swept through the galaxy, conquering and dominating the lesser races. We observe. We are patient. We hone our skills. We prepare ourselves. We wait for the right moment. And then we attack. Out of the darkness we descent upon our target and our power is unrivalled. Our technology reigns supreme on the battlefield. Inferior races can only submit to their fate, they have evolved to become our slaves. We have found our next target. We have observed. Again, our army has been organized, our armor hardened, our weapons sharper than ever. And yet, we have been betrayed. A war criminal, a vile betrayer, a cunning coward, escaped our surveillance — helped by other traitors! He went to our next target. They call it "Earth." We call it "Next Conquest." The betrayer managed to get there. He made contact with the indigenous sentient species — called "humans." He warned them of our arrival. The fool! He knows nothing of our true plans! He knows nothing of our vast armies, of our power, of our technology, of our just and righteous supremacy! We have evolved to rule!

My children, the time has come. Our long wait is over. At last, I — your Mother and Queen, am ready to give the order. Be ready, my children, because the beasts that inhabit our Next Conquest are fierce and cunning. But we cannot be stopped. Our genetic destiny is to rule. They are parasites on their world and we are the cure. We will rid the planet of their disease. Our technoprophets foretold if we don't stop the humans now, they will escape their planet and start tainting the galaxy with their foul plague. They will attempt to dominate, to compete against us. We cannot allow this aberration!

Humans. Remember this horrid name, my children. Because, tomorrow we will be hailed not only as conquerors, but as the saviors of the entire galaxy in stopping the human plague from corrupting the stars.

Activate your weapon systems, my children! There is a time to fight, there is a time to win. There is a time to taste the triumph, and THIS IS THE TIME! March, my children. For your Mother and Queen, for my brood, for your life, for our galactic empire!

BURN THEM! Wipe them from of the universe! Show them, all who dare to oppose us only prolong their suffering! We are the Chosen! We will not fail!

2 GAME COMPONENTS

As Alien Mind completely integrates with GALAXY DEFENDERS, it requires all the components to play properly.

3 GAME OVERVIEW

Alien Mind is a competitive variant for Galaxy Defenders that allows one player to become the alien mastermind, controlling the alien army, and, thus, expanding the maximum number of players to 6.

One of the players is called ALIEN MIND player, and controls all the alien forces and the cards in play, attempting to thwart each mission undertaken by the Agents. To do this, the ALIEN MIND player completes his own game objectives, obtaining new ALIEN SIGNALS that can be teleported onto the battlefield.

This variant can be used either in a single mission or for a whole campaign of Galaxy Defenders. It requires 1 player to take the role of the Alien Mind, and 1 to 5 players to control the GD Agents.

Using the Alien Mind may increase the game difficulty; therefore, we suggest only expert players use this variant.

4 INFO AND SETUP

The ALIEN MIND player controls all of the aliens and game SIGNALS and, by extension, the control and use all the following game cards:

- ALIEN
- CLOSE ENCOUNTER
- EVENT

In game terms, the ALIEN MIND player is never considered an OPERATIVE player.

If any rules introduced in this manual contradict the basic rules, these rules supersede the rules found in the basic game rulebook. Of course, the SPECIAL MISSION RULES supersede even the rules found in Alien Mind.

The Alien Mind game setup is similar to the basic setup for a GD game, except the ALIEN MIND player should have easy access to the following components:

- ALIEN figures
- ALIEN card deck & Discard Pile
- CLOSE ENCOUNTER card deck & Discard Pile
- EVENTS deck & Discard Pile
- SIGNAL RESERVE & Discard Pile
- ALIEN SIGNAL RESERVE

5 MISSION SETUP

During the mission setup, the ALIEN MIND player must secretly check the ALIEN MISSION OBJECTIVES AND CARDS chart [section 8, page 8] to identify his mission objectives and the number of cards to draw from the CLOSE ENCOUNTER deck. These cards form his CLOSE ENCOUNTER HAND of cards [the cards must be drawn once the deck has been built according to the mission specifications]. Furthermore, he sets up his ALIEN SIGNAL RESERVE according to the number of OPERATIVE players, as described in section 7.1 [page 5].

6 GAME SEQUENCE

The following sections explain the game changes in the Alien Mind variant. All the game steps not mentioned in this manual should be followed according to the core game rules.

6.1 STRATEGY PHASE

The Mission Status check step is the only STRATEGY phase step that changes in Alien Mind.

6.1.1 MISSION STATUS CHECK

During this game step, after the Agents' MISSION STATUS CHECK, the ALIEN MIND player checks the ALIEN OBJECTIVES & CARDS chart. If one or more of his objectives are achieved, he can apply one the following effects for each objective achieved:

- Discard all ALIEN TECH fragments owned by the Agents.
- Teleport one ALIEN SIGNAL from the ALIEN SIGNAL RESERVE [if available, as detailed in section 7.1, page 5] in a TELEPORT POINT of his choice [i.e.: without rolling the BLUE die].

Some objectives may only be achieved once. These are noted as only being checked in a specific round. Others [such as, "At least one Agent killed in the previous round"] may be achieved multiple times.

Regardless of the current mission, the ALIEN MIND player always achieves an objective, if he killed at least one Agent on the battlefield in the previous round. Additional Agents killed in the same round have no further effect. This objective is marked as Default in the chart and is always valid.

Note: the Alien Mind's MISSION STATUS CHECK is always performed after the Agents'check. This means the ALIEN MIND player cannot in any way influence the achievement of an Agent objective in the same round.

6.2 BATTLE PHASE

During the **Battle** phase, the **Alien Mind** player plays the Aliens turn for each **Operative** player with the standard round structure: Agent Turn, Aliens turn, mainly performing the following actions:

- Drawing a card from the **Close Encounter** deck [if possible].
- Determine which aliens will act, by playing one of the **Close Encounter** cards in his hand [as detailed in section 7.4, page 6].
- Apply the Alien A.I. for the activated aliens [as detailed in section 7.5, page 6].
- Make all Hit and Defend rolls for the aliens.

6.2.1 ALIENS TURN

At the start of each Aliens turn, the **Alien Mind** player draws a card from the **Close Encounter** deck [if possible] and adds it to his hand. If the **Close Encounter** deck is exhausted, and the **Alien Mind** player has no cards in his hand, then shuffle all the discards to create a new deck. Then the **Alien Mind** player draws the number of cards defined for the current mission, per the **Alien Mission Objectives and Cards** chart [section 8, page 8]. The discard pile may only be shuffled back into the deck when the deck is exhausted and the **Alien Mind** player has no cards in his hand.

Whether if he draws a card or not, the **Alien Mind** player **must** play a **Close Encounter** card and activate the relative aliens. He does, however, choose the activation order.

Alien Cards and A.I. Management are explained in more detail in the section Alien Movement and Combat [section 7.5, page 6].

6.2 EVENT PHASE

Events deck management is part of the **Alien Mind** player's job. In each **Event** phase, he draws an **Event** card and applies its effect, as usual.

Any **Signal** movement due to a card's effects follow the rules detailed in the section Signal Movement [section 7.2, page 6].

If a **Signal** teleports, the **Alien Mind** player teleports the **Signals** onto the map according to the core rules.

Per the normal rules, signal revealing has the highest priority.

7 ALIENS AND SIGNALS

The main challenge for the **Alien Mind** player is in **Signals** and Aliens management — the **Alien Mind** player has total control over both. He teleports **Signals** [rolling the **BLUE** dice as normal] and moves them as required; he plays **Close Encounter** cards and acts with each active alien in the most relentless way; his sole aim to hinder and destroy the Galaxy Defenders!

The following rules are the variants used by the **Alien Mind** player, with respect to the core rules.

The Agent turn ends when either all the three operations have been performed or when the agent cannot [*or will not*] perform any other operation.

7.1 ALIEN SIGNAL RESERVE

During each mission Setup, the **Alien Mind** player prepares an additional Alien signal pool, called the **Alien Signal Reserve**. This pool contains a specific number of **Signals**, based on the number of Agents in the field:

# Agents	1–2	3–4	5
# Alien Signals	1	2	3*

* Some missions require 7 **Alien Signals** in the **Signal Reserve**, in these cases the **Alien Signal Reserve** only has 2 **Signals** [not 3 as listed].

These Signals are **not** part of the standard Signal Reserve [they do not count against those listed in the mission setup]. They may be teleported onto the battlefield upon achieving an Alien Mission Objective [section 8, page 8] and, once revealed, must be removed from the game by discarding them to the Warehouse [the game box].

These Signals, however, are revealed according to the normal rules.

7.2 SIGNAL MOVEMENT

The Alien Mind player moves the Signals. He must follow all possible movement directions on the Event card and/or in the Mission concerning movement direction. For example, moving toward the closest Agent or toward the closest Teleport Point. The Alien Mind player always decides the movement path, Hex by Hex, in each Area; furthermore, he is not forced to stop the Signal in the center of the destination Area [he may use other Hexes of the Area, if desired].
In case of equally distant destinations, the Alien Mind player may choose where to move the Signal. For example, if he must move a Signal two Areas toward the closest Agent, and the Signal is between two equally distant Agents, the Alien Mind player decides which Agent the Signal will move toward, through which Hexes it will pass, and on which Hex it will stop once in the destination Area.

Note: if a Signal enters an Agent or Drone L.O.S., it must immediately stop its movement and be revealed.

7.3 ALIEN ASSIGNMENT

All Alien cards are assigned to the Alien Mind player, even if the mission rules assign them to the Alpha Agent.

Alien cards are never assigned to the players controlling alive [Operative] or killed [Inoperative] Agents.

7.4 ALIEN ACTIVATION [CLOSE-ENCOUNTER CARDS]

The Alien Mind player manages the Close Encounter deck during each mission. Normally, the Agents draw and resolve a card from the Close Encounter deck in each Aliens turn. With these rules, the Alien Mind player starts with a Close Encounter hand [as indicated in the Alien Mission Objectives and Cards chart, section 8, page 8]. In each Aliens turn, he draws one Close Encounter card [if possible] into his hand and plays one card from his hand. Essentially, the Alien Mind player can delay or speed up the activation of a given alien species, by playing the relative Close Encounter card earlier or later.

All the Close Encounter cards keep their assignment and/or teleport function [in the case of Danger cards], except for the Close Encounter card #14 "Kill The Leader." When the Alien Mind player plays this card, he may activate up to two Aliens of his choice on the battlefield.

When activating more than one Alien, the Alien Mind player always decides the order of activation.

7.5 ALIEN MOVEMENT AND COMBAT [ALIEN CARDS]

Alien deck management is one of the basic jobs of the Alien Mind player. As the only Alien card controller in game, he must read the relative Alien card when activated, and act according to the following rules:

- Apply the A.I. rules based on the distance from the closest Agent, per core rules.
- During movement, follow A.I. Directions, but the choice of each Hex by Hex path and destination Area is open.
- When the A.I. reads "Move up to X Areas toward…," the Alien Mind player must follow the directions and move at least one Area, but he may stop on any Hex in the movement path of Hexes. The alien is not forced to move through all the Areas listed on the A.I. card. It may choose to stop as long as it moved at least one Area.
- If movement allows, the alien may Engage an Agent in combat, but engagement is no longer mandatory.
- If two destinations are equally distant, the Alien Mind player may choose where to go [always in the direction specified on the card's A.I.].
- During combat, in case of equally distant or equivalent targets, the Alien Mind player chooses the target.

Aside from the above mentioned points, the ALIEN MIND player must follow all standard rules concerning aliens' abilities, movement, and combat.

MOVEMENT EXAMPLE	COMBAT EXAMPLE

XENO-BETA

⊕ MOVE 1 AREA TOWARD THE CLOSEST AGENT *AND* USE REGENERATE

XENO-ALPHA

0 ATTACK WITH POWER FIST
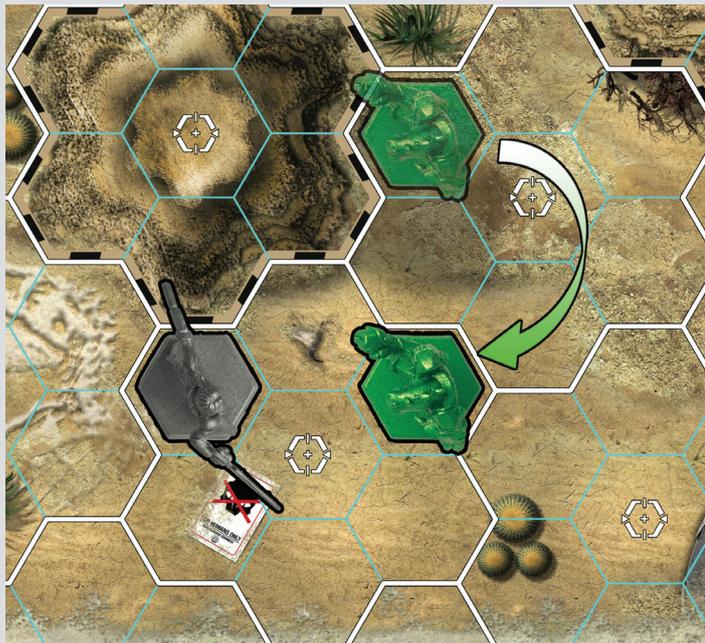
The **GREEN** XENO-BETA applies the ⊕ rule and moves 1 AREA toward the INFILTRATOR. The ALIEN MIND player may choose to avoid ENGAGING the agent in combat to be prepared to attack in the next Activation. The standard GD rules, without the Alien Mind, force the Alien to ENGAGE the agent in cases like this one.

The **BLUE** XENO-ALPHA applies the 0 rule. The ALIEN MIND player may decide which of the two agents to attack. He targets the BIOTECH, because his healing power is very important to the agents. He decides to ignore the MARINE, even if he is the most wounded.

8 ALIEN MISSION OBJECTIVES & CARDS

MISSION	ALIEN OBJECTIVES	INITIAL CLOSE ENCOUNTER CARDS
Default	● At least **one** Agent killed in the **previous round**.	N/A
1	● **Agents did not reach** the **BLUE** ARMOURY token **before** the STRATEGY phase of the **5th round**.	1
2	● At least **one** scientist **killed** in the **previous round**.	1
3*	● **Agents have not yet found** at least **one** ALIEN TECH fragment **before** the STRATEGY phase of the **5th round**. ● **There are no Agents** on maps **C1 and/or C2** in the STRATEGY phase of the **9th round**.	2
4*	● There are **no Agents** on map **D1** in the STRATEGY phase of the **3rd round**. ● **Agents have not yet found** at least **one** ALIEN TECH fragment **before** the STRATEGY phase of the **5th round**.	2
5	● **No landmine exploded before** the STRATEGY phase of the **4th round**. ● The stationary weapon **Sally has yet to be used** by Agents **before** the STRATEGY phase of the **8th round**.	1
6	● **No** SIGNAL **revealed before** the STRATEGY phase of the **3rd round**.	1
7	● There are **three** WAYPOINTS with a FLAME token on them.	2
8	● The **BLUE** NEXUS **has been activated** at least **once** in the **round** following SPECIAL EVENT **B**. ● The XENO-GREY **is not yet** STUNNED in the STRATEGY phase of the **round** following SPECIAL EVENT **A**.	1
9	● The XENO-BEAST **became** ENRAGED in the **previous round**.	3
10	● **There is no Agent** in WAYPOINT **1** room during the STRATEGY phase of the **round following** SPECIAL EVENT **B**. ● HACKBAR **has been killed** in the **previous round**.	1
11	● The HACKBAR BOMB SPECIAL DEVICE **has been armed** and **deployed** on WAYPOINT **4** in the **previous round**.	2
12	● N/A	1

* In these missions, the ALIEN MIND player may not remove the ALIEN TECH fragments held by the agents.

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