



CLASSIFIED



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TACTICAL RULEBOOK

FOR
OPERATION
STRIKEBACK

EXTINCTION
PROTOCOL

CLASSIFIED

TOP SECRET

CLASSIFIED





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IAN BECK "SHAAK", JASON GIFFORD AND ALL OUR FAMILIES AND FRIENDS.



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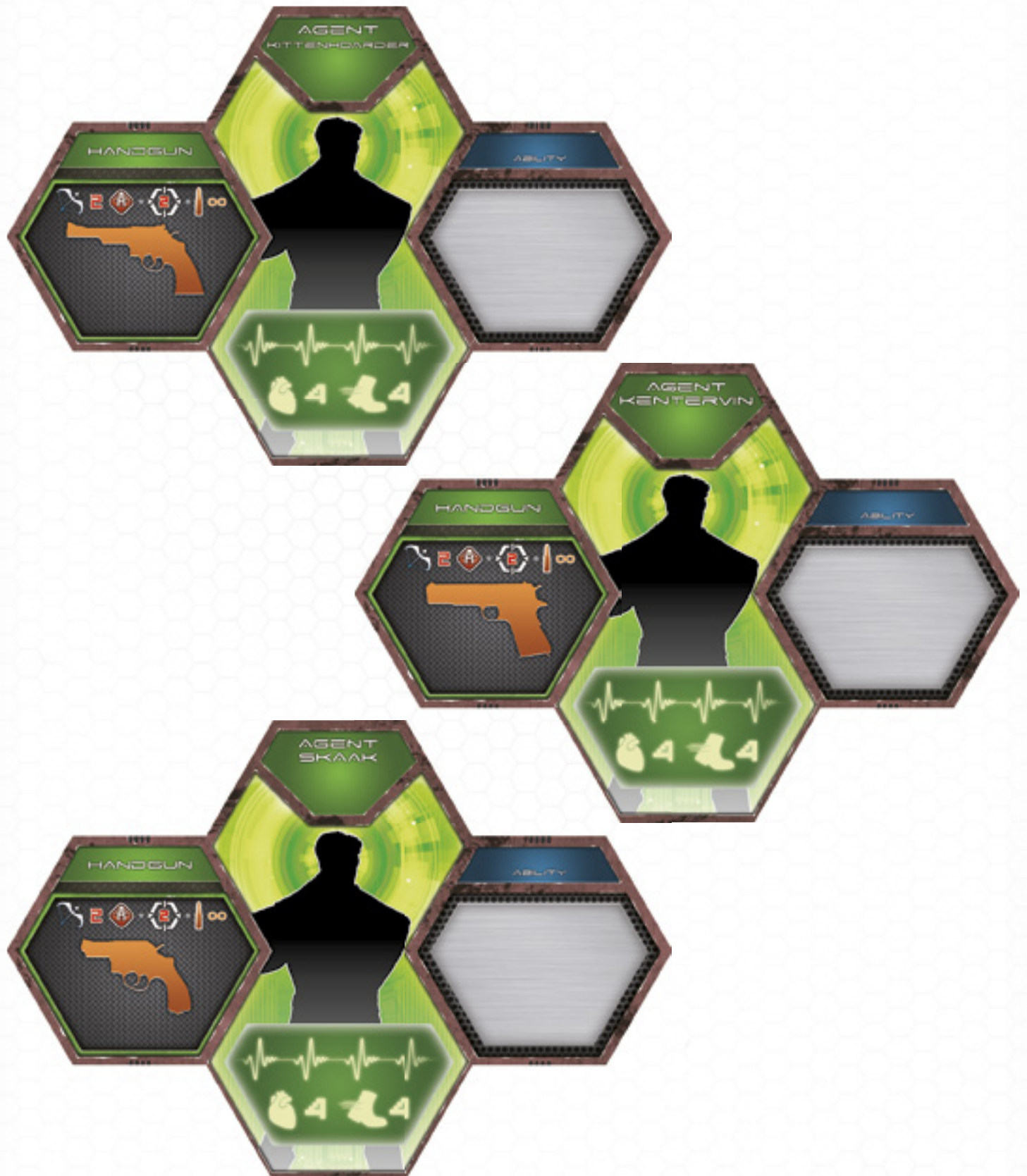
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AND, LAST BUT NOT LEAST, WE WISH TO THANK EACH OF OUR KICKSTARTER BACKERS, WHO HELPED US TO CREATE AND SHAPE GALAXY DEFENDERS EARTH STRIKES BACK!

THE AGENCY ALSO WANTS TO GRANT A BADGE OF HONOR TO ELITE AGENTS KENTERVIN, KITTENHOARDER AND SHAAK, FOR THEIR HELP AND GOING ABOVE AND BEYOND THE CALL OF DUTY!



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1 INTRODUCTION

Welcome back, agents!

If you are reading this, it means you are still alive and your will is strong enough to fight against these new foes!

This manual contains tactical procedures for two separate game expansions:

Sections related to just one expansion are indicated with the relative expansion icon.



◆ OPERATION STRIKEBACK



◆ EXTINCTION PROTOCOL



Each game expansion is sold separately. You can recognize sections of interest by looking for the relative icons next to chapter's name. The two expansions are chronologically linked, so you can use and integrate any **OPERATION STRIKEBACK** content in **EXTINCTION PROTOCOL**, but not the opposite, unless using a custom scenario.

2 COMPONENT LIST

Inside your Galaxy Defenders expansion box you will find an extensive set of components:

Operation Strikeback



This Rulebook

- 1 Storybook manual
- 24 Plastic Figures
- 3 Double-sided Map Tiles
- 2 Power Suit Profile Sheets
- 15 Event Cards
- 24 Close Encounters Cards
- 12 Alien Cards
- 1 Master Alien Card
- 4 NPC Cards
- 6 Plastic Stand-up Bases

Tokens and Markers:

- 2 Improved Weapons
- 5 Alien Weapons
- 5 Fighting Poses
- 5 NPC Tactics
- 16 Devices
- 3 Skills
- 10 Psionic Powers
- 2 Wounds
- 10 Batteries
- 2 Shields
- 6 Human Signals
- 8 Alien Signals
- 3 NPC Signals
- 1 Hologram
- 1 Menace
- 10 Critical 1
- 10 Critical 2
- 6 Marks
- 6 Poisons
- 4 Drills/Flames
- 4 High Tech Equipments
- 6 Waypoints
- 1 Improved/Alien Armory
- 4 Teleport Points
- 1 2xHexes Map Overlays
- Alien Tech Fragment

Extinction Protocol



This Rulebook

- 1 Storybook manual
- 34 Plastic Figures
- 2 Double-sided Map Tiles
- 7 Modular Map Tiles
- 8 Linker Map Tiles
- 5 Power Armor Profile Sheets
- 17 Event Cards
- 24 Close Encounters Cards
- 24 Alien Cards
- 8 Alien Egg Cards
- 2 Master Alien Cards
- 2 NPC Cards
- 2 Plastic stand-up bases
- 5 Plastic Clips

Tokens and Markers:

- 1 Standard Weapon
- 2 Improved Weapons
- 3 Alien Weapons
- 5 NPC Tactics
- 16 Devices
- 16 Skills
- 5 Basic Tactics
- 5 Improved Tactics
- 5 Wounds
- 3 Batteries
- 10 Shields
- 6 Human Signals
- 8 Alien Signals
- 3 NPC Signals
- 10 Stationary Signals
- 1 Avatar
- 1 Aeroscout
- 1 Suppression Fire
- 1 Menace
- 10 Critical 2
- 10 Critical 3
- 6 Marks
- 10 Poisons/Venoms
- 4 Landmines/Flames
- 4 Crates/Alien Crates
- 6 Waypoints
- 1 Improved/Alien Armory
- 4 Teleport Points
- 4 2xHexes Map Overlays
- 1 Bio-Armor/Rank-UP
- 6 Security Locks
- 3 Security Keys

2.1 REPLACING CORE SET COMPONENTS

Based on player feedback, to avoid confusion between **BLOCKING HEX SIDES** and the flavor “Yellow/Black” graphic on several tokens [such as **TELEPORT POINTS**, **SIGNALS**, etc...], both expansions provide the same tokens with new graphics.

2.2 INTEGRATING GAME EXPANSIONS

Each component is designed to be integrated with the **CORE SET** and any future Galaxy Defenders expansions, by following the chronological campaign history. This means all **OPERATION STRIKEBACK** contents [weapons, devices, skills, and so on] must be mixed with the **CORE SET** and any previous add-ons [like KS extras] prior to the start of the campaign. **EXTINCTION PROTOCOL** players can freely add **OPERATION STRIKEBACK** contents during their campaign. Game contents are easily recognizable by their expansion symbol:

- **NONE**, **CORE SET** and **ELITE ALIEN ARMY**



- , **OPERATION STRIKEBACK**

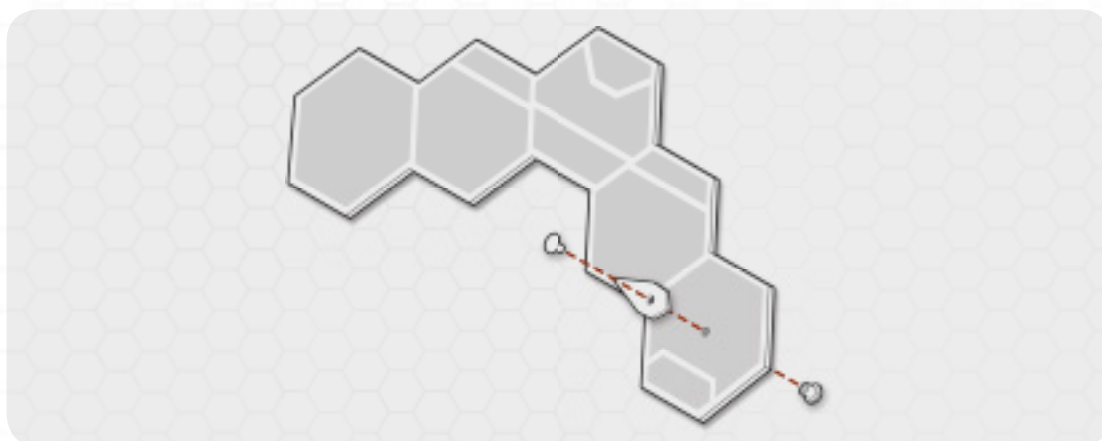


- , **EXTINCTION PROTOCOL**

2.3 ASSEMBLE THE POWER ARMOR PROFILE SHEETS



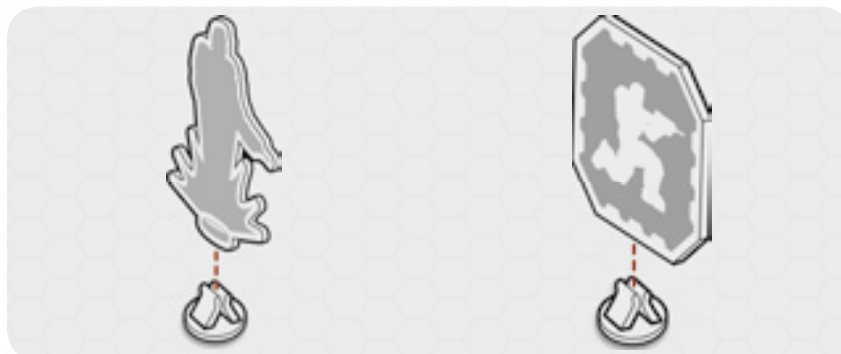
The **EXTINCTION PROTOCOL** expansion uses five different **POWER ARMOR PROFILE SHEETS**, which must be assembled before play, as detailed here:



2.4 ASSEMBLE THE STAND-UP TOKENS

There are a few tokens with the clear plastic standups, which must be assembled before play, as detailed here:

- The **HOLOGRAM** token and the five **FIGHTING POSES** in **OPERATION STRIKEBACK**
- The **AEROSCOUT** and **AVATAR** in **EXTINCTION PROTOCOL**
- 3D **DOORS** and **WINDOWS** [sold separately]



2.5 APPLY IDENTIFIER STICKERS

Each game expansion includes a set of **Identifier stickers**.

These stickers can be applied on each figure's base to quickly identify which figure goes with which card/sheet, by matching the number of "light" symbols on the relative card/sheet.



3 GAME DESCRIPTION

OPERATION STRIKEBACK



The Agency prepares to counterattack. With new technologies and new weapons, agents launch a strike against the alien base on the dark side of the Moon with the help of genetically modified agents, facing new alien menaces and terrible creatures.

EXTINCTION PROTOCOL



The storyline brings the agents to the invaders' home planet, to fight the final battle to save the Galaxy from extinction. Armed with a new generation of weapons and wearing awesome Power Armor, the agents are prepared to fight the worst enemy they have ever faced.

4 INFO & SETUP

This manual is divided into 4 sections:

- General [GREEN background]
- Agents [BLUE background]
- NPCs [YELLOW background]
- Aliens [RED background]

Each section provides information about its related topic.

As with the **CORE SET**, the board game setup depends entirely upon the campaign and mission you want to play.

In general, please remember, **all rules detailed on cards or items take priority over this rulebook and may change or replace what is written here.**

To optimize space and improve the game experience, we suggest using this layout:





1. Power Armor



2. Power Suit



3. Psionic Powers



4. Master Alien

5. Menace token

6. Venoms



7. Alien Eggs



8. Stationary Signals



9. Critical tokens



10. Linker tiles



11. Modular map tiles

12. Fighting pose



13. NPC

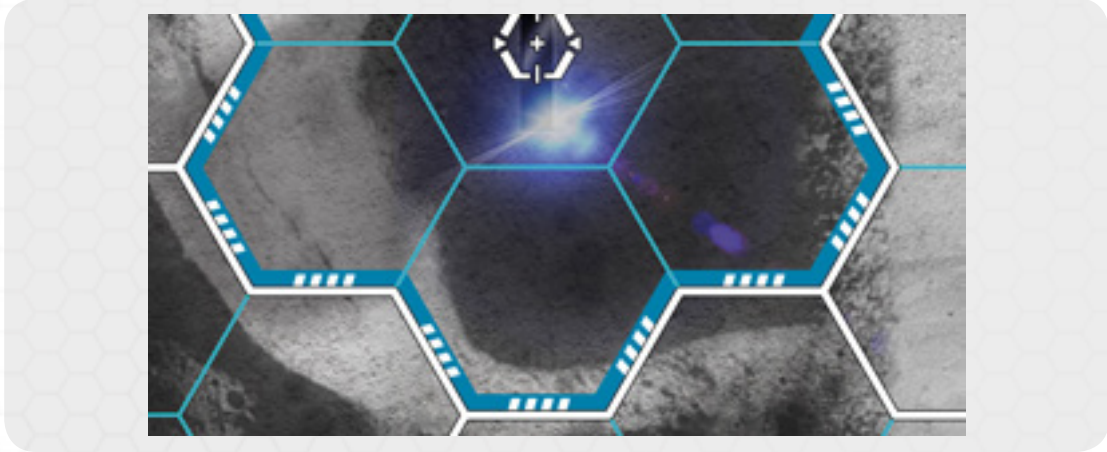
14. Standard Weapon

5 TERRAIN STRUCTURES

This time the battle will be carried on beyond our planet. The agents will fight on the Moon, inside the alien base, on the alien planet, and beyond... Going all the way to the Alien Queen's nest deep underground!


These two expansions bring several new types of terrain:

5.1 BARRIER HEX SIDE



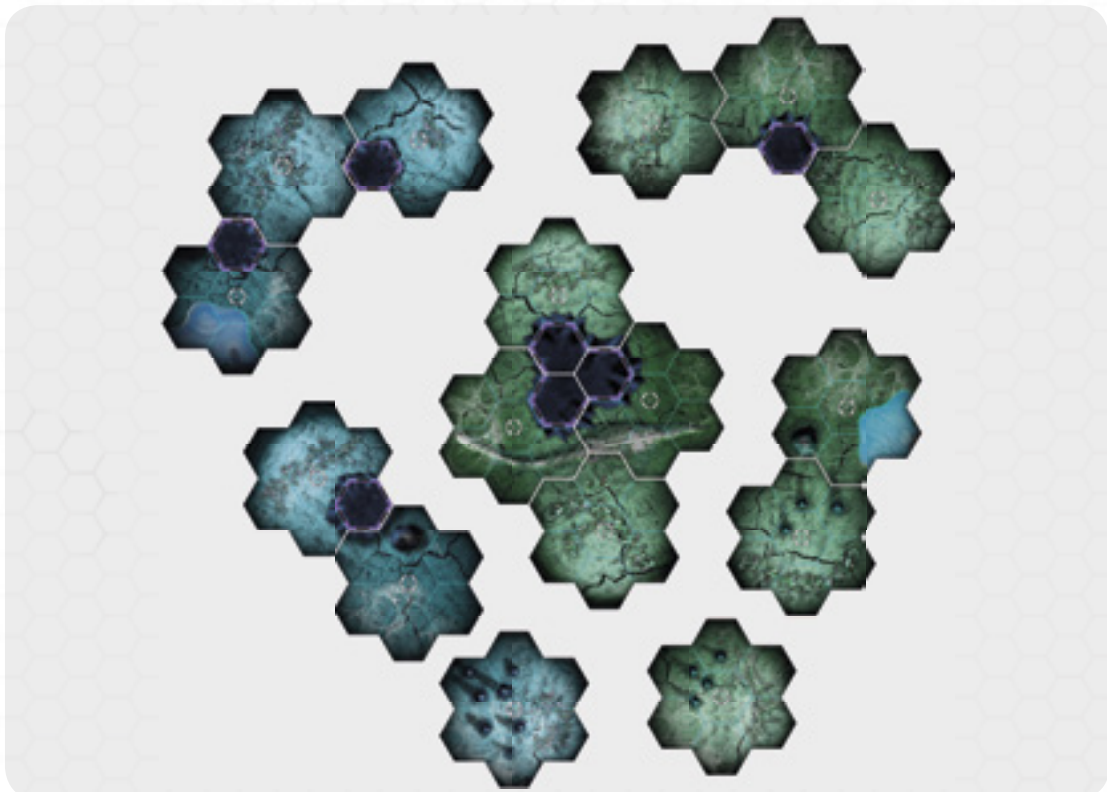
The **BARRIER HEX SIDE** is identified by a thick colored line with a white diagonal line pattern. It may not be crossed [except by creatures and characters with **FLYING** or **BURROWING**, see Special Movement Powers, section 7 page 15] and does not block **LINE OF SIGHT**.

BARRIER HEX SIDES represent large depressions in the ground, such as cracks, pits or craters.

HEXES which are separated by a **BARRIER HEX SIDE** are still considered to be adjacent, so Range  attacks are allowed, even by characters and creatures without the **FLYING** or **BURROWING** power.

Note: The color of the line [blue/green in the example] may vary, based on the map background.

5.2 MODULAR MAP TILES



The underground of the alien planet is formed by thousands of narrow corridors and caves. To represent this, Extinction Protocol includes Modular map tiles. The game expansion contains two types of modular tiles:

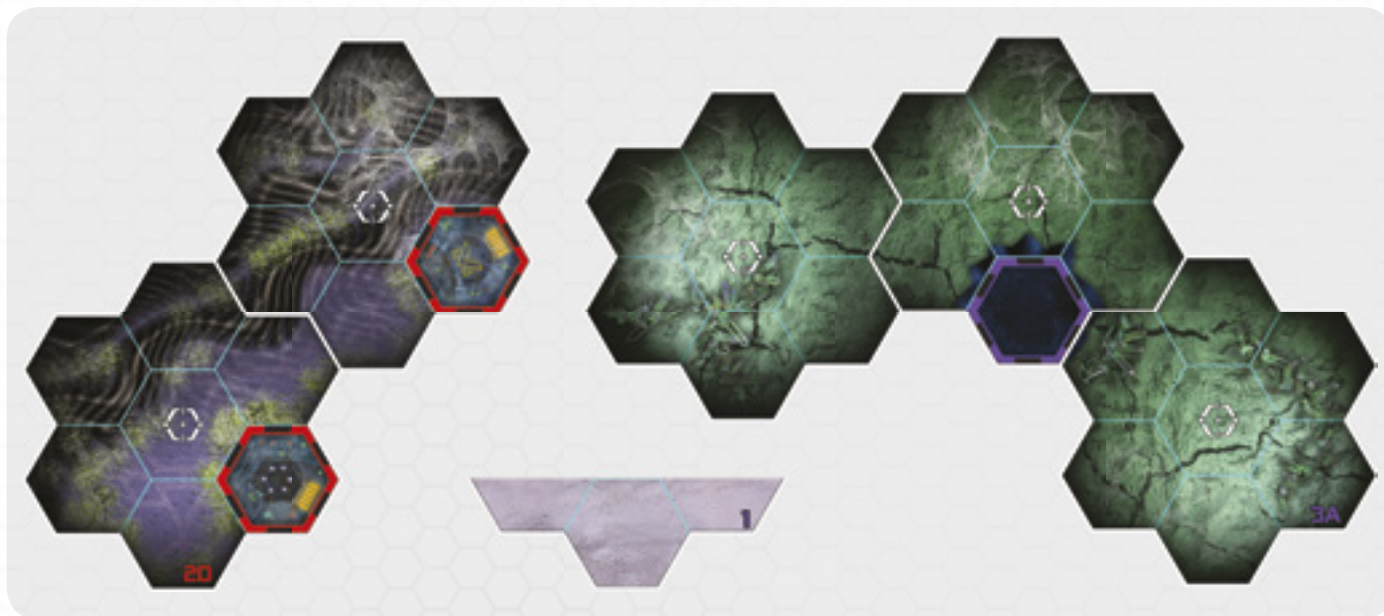
- **MODULAR** map tiles, used to create the underground battlefield.
- **LINKER** tiles, used to join standard map tiles with modular map tiles.

Each **MODULAR** tile is identified by:
Number-Letter

The number details how many **AREAS** are present in the tile, from 1 to 4.

The letter indicates the side, A-B or C-D.

The combination of these two elements uniquely identifies every tile.



LINKER tiles are identified only by a progressive number, from 1 to 4.

A Battlefield created with **MODULAR** map tiles follows all standard rules, with one addition: the edge of a **MODULAR** map tile blocks the **WALKING PATH** and **LINE OF SIGHT**, if not connected to another tile, regardless its type: **STANDARD**, **MODULAR** or **LINKER**.



Note: some **MODULAR** tiles may have **BLOCKING HEX SIDES** and **DOORS**. They should be treated as standard **BLOCKING HEX SIDES** and **DOORS**.

5.3 SECURITY LOCKS



SECURITY LOCKS may be applied to **DOORS** and **WINDOWS**.

When a **SECURITY LOCK** is present, the associated **DOOR/WINDOW** counts as a **BLOCKING HEX SIDE**.

Each **SECURITY LOCK** token can be removed [i.e. discarded into the **WAREHOUSE**] by any adjacent agent carrying the color matching **SECURITY KEY** as a **FREE ACTION** [see section 6.2.1.1, page 14]. Typically, once an agent acquires a **SECURITY KEY**, he keeps it until the end of the mission. If the agent carrying a **SECURITY KEY** dies, the key token must be placed on the map in the **HEX** previously occupied by the agent's figure. Another agent may pick up the token by moving over it. The management of **SECURITY KEYS** may vary from mission to mission and in these cases, it is detailed in the **STORYBOOK** campaign.

6 GAME SEQUENCE

The game sequence remains the same, but some new mechanics influence several phases. This section details these phases:

6.1 REFRESH PHASE

The **REFRESH** phase now includes many new effects:

- **MARK** - flip [from 2 to 1] or remove [from 1 to 0] the **MARK** token [see section 8.3, page 22] on each target.
- **POISON** - apply the **POISON** effect [see section 9.3.2, page 27] and then flip [from 2 to 1] or remove [from 1 to 0] the relative token.
- **POWER SUIT ENERGY** - reduce the total amount of **BATTERIES** for each **POWER SUIT** by 1 [see section 9.5, page 27].
- **POWER ARMOR ENERGY** - increase the total amount of **BATTERIES** for each **POWER ARMOR** by 1 [see section 9.6.1, page 31].

As with standard effects, these new effects are simultaneous.

6.2 BATTLE PHASE

AGENT and **ALIENS** turns are slightly modified to include the new rules detailed in the next sections.

6.2.1 AGENT TURN

The agent turn now includes two new concepts:

- **FREE ACTION** activity - perform special "free" moves gained through conditioned reflexes, acquired with battle experience.
- Activate **NPCs** - give orders to the GD squad allies on the battlefield.

6.2.1.1 FREE ACTION ACTIVITY

While fighting this war, the agents have become so adept, they simply need trust their enhanced reflexes to manage critical situations and perform extraordinary moves. In game terms, the new activity is called a **FREE ACTION**. Basically, it works like a standard **ACTION** activity and follows the same rules. The main difference is, it is not limited to once per agent turn. During his turn, an agent may perform any number of **FREE ACTION** activities such as open **SECURITY LOCKS**, use **TACTICS** [see section 9.7.3, page 35], use the abilities of his **POWER ARMOR** [if he has enough energy to spend], and more.

6.2.1.2 ACTIVATE NPCS

Another new addition in the **AGENT TURN** is the capability to give orders to agent allies by activating assigned **NPCs** [see section 10.2, page 41].

6.2.2 ALIENS TURN



Sometimes the cruelest enemy can be the smallest one...
At the beginning of each **ALIENS TURN**, before the **CLOSE ENCOUNTER** card is drawn as the first step of the turn, if there are **VENOMS** [see section 11.4.2, page 49] in play, they move one **AREA** toward the closest **AGENT**, **DRONE** or **NPC**, as detailed in their relative section of this manual.

6.3 EVENT PHASE

To enhance game balance and keep the challenge at the right level, two new difficulty balancers are included to manage the number of **SIGNALS** teleported when the **EVENT** card is resolved:

Subtract the number of aliens in play from the number of agents in play and then teleport this number of SIGNALS [minimum 0]	Subtract the number of aliens plus SIGNALS in play from the number of agents in play and then teleport this number of SIGNALS [minimum 0]

Note: **EVENT** cards only count “real” agents as agents [i.e. **OPERATIVE PLAYERS**], so do not count **DRONES** or **NPCs**.

6.3.1 ALIEN EGG SPAWNING



At the beginning of each **EVENT** phase, before the **EVENT** card is drawn, a new menace may spawn!
If there are **ALIEN EGGS** on the battlefield, each of them spawns the number of **VENOMS** [see section 11.4.1, page 48] detailed on the relative **ALIEN EGG** card.

7 SPECIAL MOVEMENT POWERS

Both expansions introduce several new movement powers, permitting special types of movement:

FLYING ,	Refers to agents and aliens able to fly over the ground or bound with high jumps, making them capable of moving through the BARRIER terrain type.
BURROWING ,	Refers to aliens able to dig into the ground, making them capable of moving through the BARRIER terrain type. These particular aliens can only be attacked when they are in a VULNERABILITY state [see section 7.2.1, page 16].
SEIZE , SEIZE	Refers to particular agents, drones, and aliens able to drag an IMMOBILIZED/ PARALYZED or BLEEDING agent [with or against his will] through the battlefield.

Each of these special movement types is detailed in the next section.

7.1 FLYING

Characters and creatures with the **FLYING** power can be identified by this icon: on the relative sheet or card:

DRONE 	POWER ARMOR 	NPC 	ALIENS
------------------	------------------------	----------------	-------------------

7.1.1 AGENTS AND DRONES


The **FLYING** power allows agents and drones to fly over the battlefield and move through any **BARRIER HEX SIDE**. Usually, agents acquire this power in a temporary way, thanks to powers & items like the **JET BOOTS** device or **POWER SUITS/ARMORS**.

7.1.2 ALIENS AND NPCs

Just like agents, aliens and **NPCs** with the **FLYING** power can move through any **BARRIER HEX SIDE**. With the exception of this rule, they follow all other standard rules.

7.2 BURROWING



The creatures with the **BURROWING** power can be identified by this icon:  on their relative **ALIEN** card. Burrowing aliens move through the battlefield by digging into the ground, giving them three particular effects:

- The ability to move through any **BARRIER HEX SIDE**, just like the **FLYING** power.
- They never engage in combat with agents, **NPCs**, or drones with which they are adjacent. These aliens can attack normally, but their targets are never considered **ENGAGED** in combat. For this reason, any adjacent agent, **NPC**, or drone may freely move away.
- They can only be attacked when they are on the surface, in a **VULNERABILITY** state, as described below.


7.2.1 TARGETING AND DAMAGING BURROWING ALIENS



Aliens with the **BURROWING** power spend most of their time underground. They can be detected by ground vibrations and from loose soil, but, in these conditions, any attack against them is ineffective. On the other hand, in order to attack their selected targets, these aliens must come to the surface, if only for a short time.

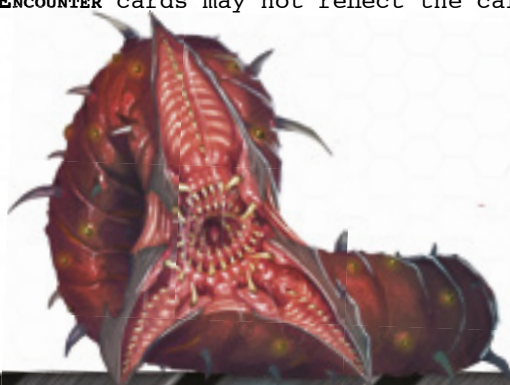
In this moment of time, burrowers are vulnerable and can be attacked like any other alien.

In game terms, to attack and damage a **BURROWING** alien, the top card of the **CLOSE ENCOUNTER** discard pile must clearly match a **CLOSE ENCOUNTER** activation for the **BURROWING** alien [see diagram below].

The check for the **VULNERABILITY** state must be done during target selection, before the **HIT ROLL** [attacking with a fixed number of  is still considered **HIT ROLL**] and must be performed for all targeted aliens [for **AREA** or **EXPLOSION** damage] at the same time.

CLEAR MATCHING DEFINITION	
These cards are considered clearly matching	These cards are considered NOT clearly matching
All CLOSE ENCOUNTER cards unequivocally identifying an attribute of the alien, like species, color, power, map position, or health condition, are: <ul style="list-style-type: none">● #1, All aliens● #3, #4, #16 Color Rank● #13, #15, Position on the Battlefield● #26 Burrowing power● #12, #31 Health state● #29, #30, Alien name	All CLOSE ENCOUNTER cards that do not identify an alien in a direct way, such as: <ul style="list-style-type: none">● #14, Activate all aliens assigned to the Alpha Agent● #22, Activate one alien● #23, Activate two aliens● #24, Activate three aliens● #21, Activate X aliens

Note: alien images on the **CLOSE ENCOUNTER** cards may not reflect the card effect. Read the text carefully to properly use the card.



BURROWING EXAMPLE 1



The attack can only target the **WORMMOON** because the **DIGGERS** are at full health, so they cannot be targeted, even with **AREA DAMAGE**.



BURROWING EXAMPLE 2



The "**DESCENT**" ability changes the top card of the discard pile, but does not affect the actual attack, because the **VULNERABILITY** check was performed before the **HIT ROLL**.

7.3 SEIZE

For GD agents, being in a squad means no one is abandoned or forgotten! Characters and creatures with the **SEIZE** power are able to drag a target agent away, if he has one of these conditions:

- **IMMOBILIZED** 
- **PARALYZED** 
- **BLEEDING**

The seized agent must move with the dragging character/creature even if he is engaged in combat [without performing an evade]. When the movement ends, the seized agent must be placed in an adjacent **Hex** [or as close as possible, if the adjacent **HEXES** are occupied] to the dragging character/creature and the **SEIZE** effect ends. The seized agent inherits any special movement power of the dragging character/creature while seized.

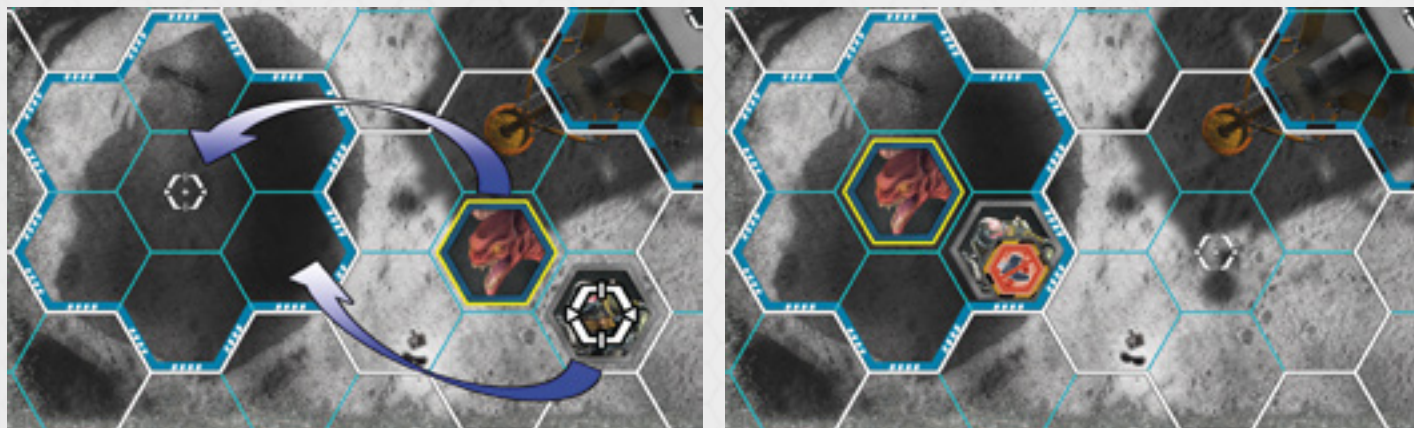
This means, a flying character/creature can **SEIZE** an agent and move across a **BARRIER HEX SIDE**, or an alien can **SEIZE** an agent and move through a **WINDOW** because aliens consider **WINDOWS** to be standard **HEXES** during their movement.

An agent with the **SEIZE** power can use it as a **FREE ACTION** anytime during his movement, but he cannot seize more than one agent during his turn [aliens don't have this limitation]. For example, the agent may move 2 **HEXES**, activate the **SEIZE** power on a bleeding adjacent teammate and move 1 more **HEX**, and then place the seized agent in an adjacent empty **HEX**.

This power can either be very useful to save bleeding agents from an almost certain death or it can be used by the aliens to drag an agent away from his squad.

Note: Only the seized agent can ignore the **ENGAGED IN COMBAT** condition. The agent with the **SEIZE** power must follow all standard movement rules and cannot seize more than one agent per **MOVEMENT** activity.

SEIZE EXAMPLE 1



The **GREEN FLYING CRITTER** obtains a ⚡ during his attack against the **BIOTECH**. So, it moves away 1 **AREA**. Due to the **CATCHER** power, the **BIOTECH** is **IMMOBILIZED** and **SEIZED**. Moving with the **FLYING ALIEN**, the **BIOTECH** crosses the **BARRIER HEX SIDE**...

Now, getting out from the moon crater may be a problem for the **BIOTECH**!

SEIZE EXAMPLE 2



The **HULK** uses the **SEIZE** power of his **POWER ARMOR** to save the **IMMOBILIZED** and **BLEEDING BIOTECH** from the alien. The **BIOTECH** ignores the **ENGAGED IN COMBAT** condition, because he is **SEIZED** by the **HULK**... an activity that most likely has saved his life!

8 SPECIAL ATTACK POWERS

The war is increasingly fierce and fighting skills are becoming more effective for both sides... New technologies and new training introduce devastating fighting techniques such as:

- **LETHAL** - deadly hits unstoppable by the normal defenses of standard armors.
- **CRITICAL** - critical effects caused by aimed shots hitting the target's vital point.
- **MARK LOCK-ON SYSTEM** - shared targeting system created to increase the effectiveness of attacks.
- **EXPLOSION** - a devastating attack able to hit several **AREAS** with a single strike.
- **AREA HEALING** - wide-ranging curative effect.

Each effect is detailed in the next section.

8.1 LETHAL

The **LETHAL** power gives an unstoppable effect to the ☀ of an attack. The only useful defenses against this type of attack are:

- **ENERGY SHIELDS** 🛡️, which absorb the ☀ as usual.
- Items & Powers, which may modify the total number of ☀ of the attack.



Blue dice are **NOT** rolled against **LETHAL** ☀ [No DEF ROLL] because normal shield results 🛡️ obtained with **Blue** dice or equivalent powers cannot cancel **LETHAL** ☀.

Basically, this means each **LETHAL** ☀ not absorbed by **ENERGY SHIELDS** or canceled/reduced by items & powers deals one damage to the defender's **HEALTH POINTS**.

LETHAL EXAMPLE



The **Green CRIMSON NIGHTMARE** rolls 4 ☀ and 1 ⚡ with the **BITE** attack.

The **HULK's ENERGY SHIELD** absorbs 1 damage, so he suffers 3 wounds, ignoring his "No PAIN" ability because it only provides a standard 🛡️, which is useless against **LETHAL** damage.

8.2 CRITICAL

Critical hits are particularly powerful hits caused by the extreme efficiency of certain weapons, items, or powers. During the **SETUP** phase, gather all Critical tokens into two/three piles, based on availability and the number printed on the back side:



Critical 1 only present in **OPERATION STRIKEBACK** game expansion.

Critical 3 only present in **EXTINCTION PROTOCOL** game expansion.

The number indicates the power of the effects contained in the pile. Once the pile is empty, recreate it by reshuffling discarded tokens.

Each time an attack with a **CRITICAL** effect [weapon, item, or power] deals at least one wound to the target, after any other effect is applied, draw a **CRITICAL** token from the relative pile and place it on the **PROFILE SHEET**, if the target is an agent/drone, or on the card, if the target is an alien or an **NPC**.



If the attack is entirely avoided, due the target's **ENERGY SHIELDS** or because it was totally defended by dice, items, and powers, then no critical effect is applied [and no **CRITICAL** token is drawn]. A single attack can only cause a maximum of one **CRITICAL**. Separate attacks can cause separate **CRITICAL** effects [if the target suffers at least one wound per separate attack], even in the same turn. A target can have multiple **CRITICAL** tokens on its sheet/card.

The front side of a **CRITICAL** token show three components, detailed as follows:

- 1 Compatibility
- 2 Duration
- 3 Effect



8.2.1 COMPATIBILITY

The top part of the token indicates the compatibility of the critical effect with the target, using one or two icons:

- the effect can be applied to agents **only**.
- the effect can be applied to aliens, drones, or **NPCs** only.

If the drawn token is not compatible with the target, discard and draw another token from the same pile, repeating as needed, until you find a compatible token.

8.2.2 DURATION

The color background of the token indicates the duration of the critical effect. There are three different durations:

- **Green** represents an instant critical. The effect is applied and the **CRITICAL** token is immediately discarded to the relative discard pile.
- **Blue** represents a temporary critical. The effect is applied and remains active until the next **REFRESH** phase. Once completed, the **CRITICAL** token is discarded to the relative discard pile.
- **Red** represents a permanent critical **BODY CONDITION**. The effect is applied and remains active until the end of the mission, until healed [as a **BODY CONDITION**], or until the target dies.



















Permanent [**Red**] critical are considered **BODY CONDITIONS**. For this reason, they can be healed using appropriate items & powers. Once healed, discard the **CRITICAL** token to the relative discard pile.



8.2.3 EFFECTS

Critical effects may impact the target in different ways, such as wounding, removing Energy Shields, or slowing it down.

The following table shows a summary of all possible effects. An "X" indicates a variable value based on the level of the Critical token:

EFFECT TYPE	COMPATIBILITY	DURATION	DESCRIPTION
		Permanent	The target must use X fewer dice on each DEFEND ROLL .
		Permanent	The target must use X fewer dice on each ATTACK ROLL [no effect on targets attacking with a fixed number of 
		Permanent	The agent's movement is reduced by X .
		Permanent	Reduce the maximum number of HEALTH POINTS by X . A target reaching this number of wounds begins bleeding [for agents] or dies [aliens, drones, or NPC].
		Temporary	The target is PARALYZED until removed.
		Temporary	The target must remove any remaining ENERGY SHIELDS and cannot refresh/recharge them until removed.
		Temporary Critical 1/2 Permanent Critical 3	The target cannot use  effects until removed.
		Instant	The target suffers X additional damage.

The same target cannot have the same **CRITICAL** effect twice. If this happens, the newest effect is discarded with no further consequences. However, a greater effect of the same type always replaces a lesser one. For example, if a target already has “-1 ATK Dice” and suffers “-2 ATK Dice,” the “-2 ATK Dice” remains and the “-1 ATK dice” is discarded to the relative discard pile.

8.3 MARK LOCKING SYSTEM

The **MARK LOCKING SYSTEM** [MARK] is a shared targeting computer system created to increase the effectiveness of attacks.

Once a target is marked, all the attacking characters sharing the same power obtain a bonus when they attack the marked target. The mark 1/2 power permits placing a **MARK 1/2** token on the target [place the token on the relative **AGENT/DRONE PROFILE SHEET** for agents/drones or the relative card for aliens and **NPCs**]. Beginning immediately, as long as the token remains, the target is considered **MARKED** for any attacker. This usually means it suffers additional effects from attacking weapons, items, and powers.



The targeting system decreases in intensity and vanishes over time. To represent this, in each **REFRESH** phase, do the following:

- Remove all **MARK 1** tokens from agents, aliens, drones, or **NPCs** in play.
- Flip all **MARK 2** tokens to the **MARK 1** side from agents, aliens, drones, or **NPCs** in play.

If a **MARK 2** power is used on a target that already has a **MARK 1** token on it, then flip the token to the **MARK 2** side.

Note: In **OPERATION STRIKEBACK**, only aliens have the **MARK LOCKING SYSTEM**. **EXTINCTION PROTOCOL** expands this mechanism to the agents.

MARK EXAMPLE 1



The **XENO-DELTA** attacks the **BIOTECH** with the **WRISTGUN**. He rolls 3 and applies the **MARK 2** effect against the **BIOTECH**. The **BIOTECH**, now with a **MARK 2** token on his sheet, rolls only 1 , canceling 1 and suffering 2 wounds. He also suffers a **CRITICAL 1** due to the “**THE LOCK-ON SYSTEM**” power of the **XENO-DELTA**, which says, “any damage dealt by any **XENO-DELTA** to a marked agent causes **CRITICAL 1**” because at least one damage was dealt.

8.4 EXPLOSION

The scientists of the Agency give new meaning to the phrase "Nuke 'em all!" In game terms, the **EXPLOSION** effect works exactly like **AREA DAMAGE**, but the attack is also extended to all adjacent **Areas**. This means, an attack hits the original target, all targets in the same **Area**, and any other targets within one **Area**, connected by a legal walking path, with the same number of ☀ and additional effects [such as: -X **Def Dice**, **LETHAL**, **Poison 1**, etc...].



EXPLOSION EXAMPLE 1



8.5 AREA HEALING

Advanced healing technologies allow you to heal not only the primary target, but also all other targets in the same **Area**.

In game terms, the healing effect must be applied to the target and to all other agents in the same **Area**.

Similarly, if the target of the healing is an alien, the effects are also applied to all aliens in the same **Area**.



9 THE AGENTS

This chapter describes all the new aspects and features for agents and their behavior on the battlefield.

9.1 CLASSES

Aside from the **OPERATION STRIKEBACK** and **EXTINCTION PROTOCOL** game expansions, there are three new classes, sold separately as add-ons.

9.1.1 GUARDIAN

Devoted to the protection of their team, guardians have powerful melee weapons and are able to defend their teammates from attacks with their shield glove.

9.1.2 PSIONIC


The mind of a Psionic is his most formidable weapon. Psychic attacks and abilities make this class both extremely powerful and highly versatile on the battlefield.



9.1.3 SUPPORT



Support agents are specialists in using devices. The presence of these agents in a team may be the key to winning the battle. Instead of using two weapons, a Support agent has an almost endless supply of devices that appear randomly in his secondary weapon slot. His focus is supporting the team with a plethora of high-tech gadgets.

9.2 COMBAT



The combat system remains almost unchanged, except as follows:

Some weapons and armors use the  result as an additional attack effect during the **HIT ROLL**.

It works exactly like the  result, and so, except where indicated differently, the relative effect is applied once, regardless the number of  rolled.

In addition, there are several weapons that indicate the number of , instead of the number of dice to roll. In these cases, the **HIT ROLL** is represented by a predetermined number of . As with standard weapons, this number may be modified by powers or items. The **DEFEND ROLL** works as normal.

When an agent attacks with a multi-color [Red & Blue] dice weapon and uses a power to increase the number of Hit dice, he may choose which color dice to add.

Note: Unless indicated differently, powers and items modifying combat only affect one attack. For example, the "+2  **TACTIC**" grants +2  to the current **HIT ROLL**. If, for any reason, the agent makes a second attack in the same turn, the attack does not gain the **TACTIC** benefit.

DO YOU WANT TO MAKE THE COMBAT QUICKER AND MORE SPECTACULAR?

Try the new optional rule called **HIGH IMPACT** to limit the **DEFEND ROLL** to a maximum of five **Blue** dice. For additional details, see section 5.5.1 [page 8] of each **STORYBOOK** expansion.



9.2.1 MANAGING WEAPONS

During a mission, you may replace a "limited ammo weapon" with any other suitable weapon. You can only replace an "infinite ammo weapon" with another "infinite ammo weapon." This rule ensures your agent will always be able to deal some damage [except for the biotech, but his role is different].

But, we know at some point, expert players want more, so there is nothing to stop you from changing this rule as you see fit...

Green Weapons represent starting equipment, always available in the **HEADQUARTERS**.

During mission setup, each agent may select one or two green weapons and replace the weapons printed on the **AGENT PROFILE SHEET** with those selected.

Once done, ignore the weapon printed on the **AGENT PROFILE SHEET** until the end of the mission.




Green weapons can be replaced with any improved or alien weapon, as usual.

Note: **Green** weapons cannot be requested during **REINFORCEMENTS** in the **STRATEGY** phase.

9.2.2 FIGHTING POSES (OPTIONAL RULE, DEFAULT-OFF)




To prevail in battle, each agent must be able to exploit even the slightest advantage. Assuming the right fighting pose can maximize efficiency on the battlefield and give you that advantage! Each agent can spend part of his movement to assume one of these Fighting Poses:

STANDING		Standard fighting stance does not offer special bonuses or penalties. This is the only possible pose when an agent is wearing a POWER SUIT or POWER ARMOR .
CROUCHING		Crouched fighting stance, limits agent movement, forcing him to spend an additional movement for each step. Offers a distinct advantage with and against RANGED WEAPONS at the expense of a small penalty in MELEE combat.
PRONE		Lying-on-the-ground fighting stance, prevents agent movement [except to change fighting poses], but provides the maximum benefit with and against Ranged Weapons . Unfortunately, the penalty in Melee combat is just as high.

Each agent is equipped with the following **FIGHTING POSE** tokens to represent their actual stance on the battlefield:

CROUCHING POSE

PRONE POSE

1. **Range Attack Bonus** – the agent adds this number of  to each ranged attack.
2. **Range Defense Bonus** – the agent adds this number of  **Def Dice** to each **DEFEND** Roll against ranged attacks.
3. **Movement Cost** – the number of **MOVEMENT** points the agent must spend to assume the **FIGHTING POSE** indicated on the left side.
4. **Movement Cost** – the number of **MOVEMENT** points the agent must spend to assume the **FIGHTING POSE** indicated on the right side.
5. **Current Fighting Pose** – place the relative side of the token on the **AGENT PROFILE SHEET** to indicate the current **FIGHTING POSE**. Remove the token from the **SHEET** to indicate the **STANDING POSE**.
6. **Melee Defense Penalty** – the agent reduces this number of  **Def Dice** for each **DEFEND ROLL** against melee attacks.
7. **Movement Penalty** – the agent must spend 2 **MOVEMENT** points to move each **HEX** while he is in **CROUCHING POSE**. No movement is allowed in **PRONE POSE**, except changing **FIGHTING POSE**.

During his turn [or when the game calls for it], each agent can spend movement points to change their **FIGHTING POSE** [several times, if necessary].


While **ENGAGED**, an agent can spend his entire **MOVEMENT** activity to change his pose from **CROUCHING** or **PRONE** to **STANDING**.

POWERS and **ITEMS** permitting an agent to move outside of his **MOVEMENT** activity, such as **TACTICS**, **SKILLS**, or attacks [such as “the attacked agent moves away one **AREA**”], cause the agent to return to **STANDING POSE** as well as applying the movement effect.

During the course of missions, some **EVENTS** may refer to, or force agents to assume, a specific **FIGHTING POSE**. These effects are ignored, if the **FIGHTING POSE** optional rule is turned off. The only **FIGHTING POSE** allowed with **POWER SUITS** and **POWER ARMORS** is the **STANDING POSE**. This means to equip, wear, or use one of these, the agent must first return to **STANDING POSE**.

NOTE: FIGHTING POSES are perfectly compatible with the **HUMAN VIEW** optional rule. They follow the same rules and limitations, include the ability to turn the agent at the end of the **MOVEMENT** activity, even if **ENGAGED** in combat.

FIGHTING POSES EXAMPLE 1

The **INFILTRATOR** was **PRONE** at the end of her previous turn. At the start of the new turn, she uses the **BASIC TACTIC** [move 1 **HEX**] to stand up and move 1 **HEX**. During her **MOVEMENT** activity, she moves 3 **HEXES** and spends the last two movement points [5  in total] to assume the **PRONE POSE**.



FIGHTING POSES EXAMPLE 2

During his turn, the **MARINE** prefers to remain **CROUCHED** and moves 2 **HEXES** by spending four movement points, two for each **HEX**.



9.3 AGENT'S CONDITION

In battle, the physical and mental condition of a soldier can vary:

9.3.1 HEALTH POINTS



This new double sided wound token is available to help use fewer tokens on each sheet/card.

9.3.2 POISONED

Some of the new aliens have a deadly corrosive acid toxin, which is able to bypass any defense and penetrate the skin, causing massive pain over time!



In game terms, when an agent, **NPC**, or drone suffers a **POISON 1** or **2** effect, he becomes poisoned! He must take the relative token and place it on the **AGENT PROFILE SHEET/NPC** card/tile. In each following **REFRESH** phase, do the following:

- Suffer 1 wound and remove any **POISON 1** token from the target.
- Suffer 1 wound and flip any **POISON 2** token to the **POISON 1** side.


There cannot be two **POISON** effects on the same target. If this happens, the lesser one is discarded and the target immediately suffers 1 wound.

This means, a greater Poison effect always replaces a lesser one. For example, if a target already has "**POISON 1**" and suffers a "**POISON 2**" effect, the "**POISON 1**" token is flipped to the "**POISON 2**" side and the target immediately suffers 1 wound.

Note: In **EXTINCTION PROTOCOL** there is only the **POISON 1** effect, as the other side of each **POISON** token is the **VENOM** parasite.

9.4 ENERGY BATTERIES

Technology has taken a huge step forward thanks to alien tech finds.

Most new weapons and armors don't need ammo anymore, as they fire and operate using a new form of energy! This energy is encapsulated in **ENERGY BATTERIES** .

Thanks to these batteries, agents now bring new devastating capabilities to the battlefield.

ENERGY BATTERIES are usually distributed during the mission briefing, but can also be obtained with some **TACTICS** and **DEVICES**, to replenish weapons and armor.

ENERGY BATTERIES usage may vary from weapon to weapon and from armor to armor.

The following section contains details about using them.

9.5 POWER SUIT



After the first invasion, mankind did not stop. If there is one thing that distinguishes the human being, it is the talent and ability to never give up – and Power Suits are the proof of that!

During the campaign, GD agents may take advantage of the Power Suits to exterminate the aliens and ensure the success of their missions. Each Power Suit is represented by a gray figure and one double-sided Power Suit Profile Sheet. There are two models of Power Suits, called Mark I and Mark II.



Each is printed on one side of the **POWER SUIT PROFILE SHEET** as shown:

POWER SUIT MARK I





POWER SUIT MARK II



1. **ID** – name, and model.
2. **Batteries** – defined in each mission.
3. **Movement Bonus** – movement bonus granted by the suit.
4. **Energy Shield** – rechargeable **ENERGY SHIELDED ARMOR**.
5. **Weapon** – **Special** weapon.
6. **Seize Ability** – the ability to seize other agents.
7. **Flying Ability** – the ability to move through **BARRIER HEXES**.

Note: The lights mark on the two **POWER SUIT PROFILE SHEETS** are slightly different to quickly identify them [by coordinating the light stickers applied to the **POWER SUIT** figures], once both are in play.

To operate, the **POWER SUIT** needs energy in the form of **ENERGY BATTERIES** . In every mission using them, the **MISSION SPECIAL RULES** section shows the initial number of **ENERGY BATTERIES**  and any special conditions to apply.

Once deployed on the battlefield, the **POWER SUIT** consumes one **ENERGY BATTERY** each **REFRESH** phase [even if no one has equipped it]. If there are no **ENERGY BATTERIES** to pay this cost, the **POWER SUIT** must be removed from play as follows:

- If the **POWER SUIT** was equipped by an agent, replace the **POWER SUIT** figure with the relative agent figure [the agent unequips it at no cost].
- Discard the **POWER SUIT PROFILE SHEET** and its figure to the **WAREHOUSE**.

The agent can recharge the **POWER SUIT** using powers & items while it is in play. This means, once it reaches 0 **ENERGY**, the agent have until the next **REFRESH** phase to recharge it.

An empty [unequipped] **POWER SUIT** on the battlefield occupies the **HEX** where it resides.

It does not block **L.O.S.** and can be crossed by agents, aliens, and **NPCs**.

Aliens and **NPCs** cannot end their movement in the **POWER SUIT HEX**.


While it remains unequipped, the **POWER SUIT** is totally ignored by aliens and cannot be targeted by attacks or suffer any damage [i.e. its **ENERGY SHIELDS** remain intact].

9.5.1 HOW TO EQUIP A POWER SUIT



In the early missions, **POWER SUITS** are dropped onto the battlefield, so the agent must move to the **Hex** containing the **POWER SUIT** and then spend his **ACTION** activity to equip it. The agent is not forced to equip it, but if he does not, he cannot end his movement in the **Hex** where the suit resides, although he can walk through it.

In the later missions, thanks to GD labs' technological progress, agents can use the **RECALL POWER SUIT SPECIAL ACTION** to directly equip the **POWER SUIT** by teleporting it over their bodies.

Equipping a **POWER SUIT** means temporarily removing the agent figure from play in favor of controlling the **POWER SUIT** figure. The agent immediately begins piloting the suit and will do so until he leaves the suit or runs out of **ENERGY BATTERIES** [no  to discard during the **REFRESH** phase check].

To unequip a **POWER SUIT**, the agent must spend his **ACTION** activity. Once done, take the agent's figure and place it on any **Hex** adjacent [with legal walking path] to the **POWER SUIT**. This means, except for extraordinary conditions, it is not possible to equip and unequip a **POWER SUIT** in the same **AGENT** turn. However, the **AGENCY** has heard two perfectly synchronized agents may be able to use a **POWER SUIT** in the same Round, once every two rounds.

Note: As usual, the **MISSION SPECIAL RULES** of the **STORYBOOK** may override what is explained in this manual.

9.5.2 USING A POWER SUIT



The section provides detailed instructions for using a **POWER SUIT**.



**READ CAREFULLY
BEFORE USE**



Note: As detailed in section 9.2.2, page 25, the only **FIGHTING POSE** possible with this armor is the **STANDING POSE**. No other pose can be used while the **POWER SUIT** is equipped.

9.5.2.1 MOVEMENT



Each **POWER SUIT** grants the equipping agent incredible movement! In fact, the **MARK I** increases standard **MOVEMENT** by two points and with the **MARK II**, this enhancement becomes three **MOVEMENT** points!

This bonus physically increases the movement of the agent, so when he equips the **POWER SUIT**, he can use the additional points as a part of standard **MOVEMENT**.





Note: Equipping the **POWER SUIT** requires the **ACTION** activity, but does not interrupt movement. This means an agent can use his normal movement to reach the **POWER SUIT Hex**, equip it, and then use any additional remaining **MOVEMENT** points.

9.5.2.2 COMBAT



Each **POWER SUIT** has a **Special WEAPON** on board. The agent equipping the armor can use this weapon by using the **COMBAT** activity, as normal.

The **POWER SUIT** weapon works as a normal **Improved WEAPON**, except as follows:

- It cannot jam, so ignore any  result.
 - It doesn't use ammo, so ignore any  result.
 - It uses both **Blue** and **Red** dice for the **HIT ROLL**.
 - It uses  results to cause additional attack effects, exactly like the .
- The effect may be applied only once per **HIT ROLL**, except where differently indicated.

9.5.2.3 ENERGY SHIELDS



Each **POWER SUIT** offers good protection thanks to its **ENERGY SHIELDS**. They represent an improved version of the ones used by elite agents. They are more powerful, so they can absorb more hits, and they are automatically refreshed in each **REFRESH** phase.

The **POWER SUIT ENERGY SHIELDS** override any normal elite agent **ENERGY SHIELDS** [including ones provided by powers and items].

In game terms, when the agent is attacked:

- If the **POWER SUIT** has at least one **ENERGY SHIELD** available, it must be used to cancel ☀ by removing one point of **ENERGY SHIELD** for each ☀, as usual. Any additional **ENERGY SHIELD**, power, or item not provided by the **POWER SUIT** is bypassed [it is ignored and, for this reason, not discarded]. For each remaining ☀, the agent must roll defense die, unless suffering **LETHAL** damage [see section 8.1, page 19].
- If the **POWER SUIT** has no **ENERGY SHIELDS** remaining, standard elite agent **ENERGY SHIELD** can be used, if available. In addition, any other power and item cancels ☀, as usual. For each remaining ☀, the agent must roll defense die, unless suffering **LETHAL** damage [see section 8.1, page 19].

Note: As in the **CORE SET** rules, when the term “suffer[s] X wounds” appears on a power or item, it means the damage cannot be avoided in any way [i.e. no **ENERGY SHIELD** and no **DEFEND ROLL** can avoid it].

When an agent dies, the **POWER SUIT** equipped is destroyed. Discard it along with all items and powers of the agent.

9.6 POWER ARMOR



“There are things you can’t fight – acts of the gods.
When you see extinction coming, you can only try to get out of the way.
But when you wear Power Armor, you can finally fight extinction.
YOU CAN PREVAIL!”

POWER ARMOR are the ultimate human-made combat machines; mobile exoskeletons capable of imbuing the Agents with new powers and awesome firepower!

Each **POWER ARMOR** is tied to a specific agent class and it is represented by a gray figure and the relative **POWER ARMOR PROFILE SHEET**:

POWER ARMOR



1. ID – name, and model.
2. **Seize Ability** – the ability to seize other agents.
3. **Flying Ability** – the ability to move through **BARRIER HEXES**.
4. **Energy Shield** – **ENERGY SHIELDED ARMOR**.
5. **Weapon** – **Special** weapon.
6. **Power** – **Free Action Ability** granted by the Armor.
7. **Maneuvers list** – details the Energy cost of each maneuver.
8. **Potentiometer** – used to keep track of the available **BATTERIES**.

Unless indicated differently, **once an agent wears POWER ARMOR** [this normally happens at the beginning of the mission], he kept it until the end of the mission, even if it has no more energy to use its extraordinary features.



While an agent wears **POWER ARMOR**, he can perform the following maneuvers:

- **Weapon**, each **POWER ARMOR** is equipped with a powerful **Special Weapon**; the agent can spend his **Combat Activity** and pay the relevant energy cost to attack with the **Special Weapon**.
- **Power**, each **POWER ARMOR** has a special ability, used by paying the energy cost.
- **Shields Recharge**, each **POWER ARMOR** is protected by an **ENERGY SHIELD**, which can absorb several hits; the **POWER ARMOR**'s energy can be used to recharge the shields when they are exhausted.

POWERS and maneuver rules are detailed in later sections.

9.6.1 HOW ENERGY WORKS



To execute maneuvers, **POWER ARMOR** needs **ENERGY BATTERIES**. The lower right hex on the **POWER ARMOR PROFILE SHEET** shows a **POTENTIOMETER** used to keep track of armor energy levels in real time.

Normally, each mission indicates the starting energy level in the "SPECIAL MISSION RULES" section, based on several conditions.

Therefore, each agent marks his armor's starting energy level on the **POTENTIOMETER**, based on the mission parameters regarding armor energy.


During the mission, the level will be altered by maneuvering, **EVENTS**, and using some powers or items [such as **ENERGY BATTERY**, **DEVICES**, or **TACTICS**], so it will decrease [but never below zero] or increase [but never above 6].



This means, the agents can recharge **POWER ARMOR** using powers and items, even if the **POTENTIOMETER** has reached level 0.

In each **REFRESH** phase, all **POWER ARMOR** regain 1 **BATTERY** thanks to their auto-recharging system. A **POWER ARMOR** with zero energy cannot perform maneuvers until it returns to **ENERGY** level 1 through the auto-recharging system, powers, items, or **EVENTS**. Similarly, the **POTENTIOMETER** cannot go above 6. Once it reaches this maximum, any excess charges are lost. It is never possible to accumulate excess charges in any place other than **POWER ARMOR**. For example, if an agent has a **POWER ARMOR** with 5 **BATTERIES**, and uses his **IMPROVED TACTIC** to recharge 2 **BATTERIES**, the first Battery takes the level to 6 and the second is wasted. In such cases, it is a good strategy to wait and use more energy before recharging, so the recharge is used fully.

The lower left hex on the **POWER ARMOR PROFILE SHEET** shows the energy cost of each maneuver for the relevant **POWER ARMOR** model. The energy cost varies according to the different **ARMOR** types. A maneuver can only be performed if the energy cost can be paid [including any and all possible modifiers]. Immediately adjust the **POTENTIOMETER** accordingly.

Note: During the campaign, **AGENTS** may acquire skills reducing the energy cost of maneuvers by 1 **BATTERY** .

In these cases, the cost can never fall below 1. **MANEUVERS** with a cost of zero [0] energy are only allowed when explicitly indicated.



9.6.2 USING POWER ARMOR



The section provides detailed instructions on using **POWER ARMOR**.



**READ CAREFULLY
BEFORE USE**







Note: As detailed in section 9.2.2, page 25, the only **FIGHTING POSE** compatible with these armors is the **STANDING** pose. No other pose can be used while **POWER ARMOR** is worn.

9.6.2.1 WEAPON



Each **POWER ARMOR** has a **Special WEAPON** on board.

The agent wearing the armor can use this weapon by performing the **COMBAT** activity, as normal. The **POWER ARMOR** weapon works as a normal **Improved WEAPON**, except as follows:

- It cannot jam, so ignore any  result.
- It doesn't use ammo, so ignore any  result.
- It uses both **Blue** and **Red** dice for the **HIT ROLL**.
- It uses  results to cause additional attack effects, exactly like the . The effect may be applied only once per **HIT ROLL**, except where differently indicated.

9.6.2.2 POWER





Each **POWER ARMOR** grants a new power. This power can be used as a **FREE ACTION** [see Section 6.2.1.1, page 14]. This means, the agent who wears the armor can use the power by paying the energy cost. Except as indicated, this power can be activated more than once per round by paying the energy cost each time.

This is a technical summary of the power of each **POWER ARMOR**:

MARINE



Once per round, the Marine may summon a rain of fire on a target **AREA** within .

All attacks performed by any agent, drone, or **NPC** against aliens in that Area cause +2  or -1 **Def Dice** until the next **REFRESH** phase.

The Marine must choose which effect to apply when the **SUPPRESSION FIRE** token is placed on the map.

BIOTECH



The Biotech may decide if he prefers to heal adjacent drones or attack adjacent enemies!

INFILTRATOR



The Infiltrator can deploy and activate the **AVATAR** hologram [or simply activate it if the **AVATAR** is already in play] as an alien lure. The **AVATAR**, once in play, is considered a standard agent by aliens. During activation, the **AVATAR** can move to up to four **HEXES**, following standard movement rules for drones [such as the **GD-5** device, section 9.7.4.3, page 36]. The **AVATAR** cannot perform attacks, but defends normally, if attacked. When destroyed, return the **AVATAR** token to the **POWER ARMOR PROFILE SHEET**. It can be deployed and activated again the next time the Infiltrator uses the power.

SNIPER



The Sniper can deploy and activate the **AEROSCOUT** [or simply activate it if the **AEROSCOUT** is already in play] as an aiming drone. The **AEROSCOUT**, once in play, is considered a standard agent by aliens. During activation, the **AEROSCOUT** can move [with Flying] up to three **HEXES** following standard movement rules for drones [such as the **VIGIL** device, section 9.7.4.2, page 36]. Once per activation, the **AEROSCOUT** can place a **MARK 2** token on an alien in **L.O.S.** The **AEROSCOUT** cannot perform attacks, but defends normally, if attacked. When destroyed, return the **AEROSCOUT** token to the **POWER ARMOR PROFILE SHEET**. It can be deployed and activated again the next time the Sniper uses the power.

HULK



The Hulk can clinch one adjacent alien with his powerful arms! Once done, place the **PARALYZE** token over the target alien. The alien immediately suffers one wound. At the same time, place the **IMMOBILIZED** token on the Hulk **AGENT PROFILE SHEET**. The Hulk immediately suffers two wounds.






9.6.2.3 SHIELDS RECHARGE



Each **POWER ARMOR** offers good protection thanks to its **ENERGY SHIELDS**. They represent an improved version of the ones used by elite agents. They are more powerful, so they can absorb more hits, but they don't refresh automatically during the **REFRESH** phase. The agent wearing the armor can decide to completely recharge them by paying the energy cost.

The **POWER ARMOR ENERGY SHIELDS** override any normal elite agent **ENERGY SHIELDS** [including ones provided by powers and items].

In game terms, when the agent is attacked:

- If the **POWER ARMOR** has at least one **ENERGY SHIELD** available, it must be used to cancel  by removing one point of **ENERGY SHIELD** for each , as usual. Any additional **ENERGY SHIELD**, power, or item not provided by the **POWER ARMOR** is bypassed [it is ignored and, for this reason, not discarded]. For each remaining , the agent must roll defense die, unless suffering **LETHAL** damage [see section 8.1, page 19].
- If the **POWER ARMOR** has no **ENERGY SHIELDS** remaining, standard elite agent **ENERGY SHIELD** can be used, if available. In addition, any other power and item cancels , as usual. For each remaining , the agent must roll defense die, unless suffering **LETHAL** damage [see section 8.1, page 19].

Note: As in the **CORE SET** rules, when the term “suffer[s] X wounds” appears on a power or item, it means the damage cannot be avoided in any way [i.e. no **ENERGY SHIELD** and no **DEFEND ROLL** can avoid it].

When an agent dies, the **POWER ARMOR** worn is destroyed. Discard it along with all items and powers of the agent.

9.7 POWER & ITEMS

Powers and items are now divided into 5 color-coded categories:

- **STANDARD:** the power or item can be used once during the **AGENT TURN** using his **ACTION** activity. It is also indicated by the term “ACTION” in the power or item tile.
- **MOVEMENT:** the power or item can be used once during the **AGENT TURN** using his **MOVEMENT** activity.
- **COMBAT:** the power or item can be used once during the **AGENT TURN** using his **COMBAT** activity.
- **PASSIVE:** the power or item is always active and does not require any activity.
- **REACTION:** the power can be activated outside of the agent's turn; it does not need any activity.

All **ABILITIES**, **DEVICES**, **TACTICS**, **PSIONIC POWERS**, and **SKILLS** are considered **STANDARD** except where specified.

9.7.1 SKILLS

OPERATION STRIKEBACK introduces three more “Alien Knowledge” skills.

Each agent may obtain the bonus offered by alien weapons!

The number of **SKILLS** available to the agents is drastically increased by **EXTINCTION PROTOCOL**, where agent have the ability to increase their piloting skills, use **POWER ARMOR** in a more efficient way, take cover, intimidate the enemy, and much more!

All **SKILLS** are completely compatible between the **CORE SET** and expansions, so agents are free to select the ones preferred [respecting class restrictions], creating a unique game experience.

9.7.2 PSIONIC POWERS



During the campaign, each agent will have the capability to taste and use the power of the mind, thanks to psionic powers!

Starting with the **MOON GD RANK** [and the **GALAXY GD RANK**], agents may choose to take one randomly selected **PSIONIC POWER** [except when the mission rules indicate differently] instead of a selected **SKILL**.

PSIONIC POWERS represent an extremely powerful enhancement on the battlefield.

Their effects vary, but include predicting the future, attacking the enemy's brain, flying, regeneration, and so on.

PSIONIC POWER

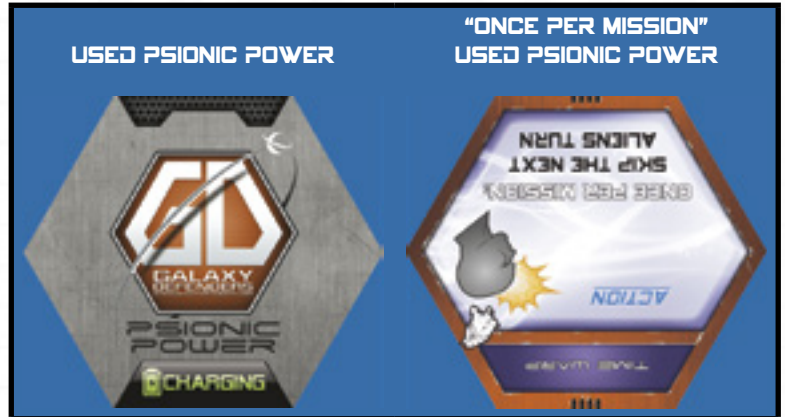


1. **ID** – name, type, and class restriction.
2. **Type** – identifies the nature of the power: Action, Passive, Movement, Combat, or Reaction.
3. **Effect** – power description.
4. **Usage** – usage limitations.

Most of these powers require one of the main activities [**ACTION**, **MOVEMENT**, or **COMBAT**] to use. When a **PSIONIC POWER** is used, flip its token face down [unless **PASSIVE**].

If the **PSIONIC POWER** has the term "Once per Mission," rotate the token 180 degrees. This reminds the player the power cannot be used anymore this mission. It will be refreshed at the beginning of the next mission.

Each flipped token is considered deactivated. During the **REFRESH** phase, flip all face down **PSIONIC POWERS** with standard orientation face up.

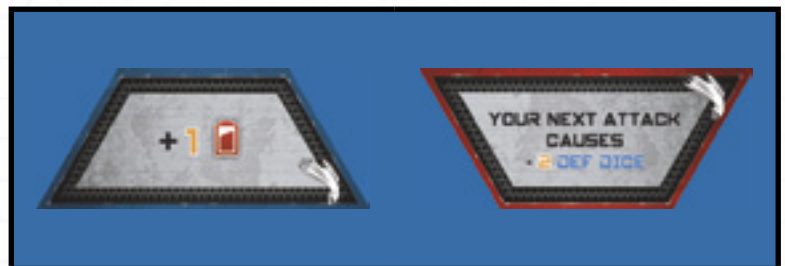


9.7.3 TACTICS

As detailed in section 6.2.1.1 [**FREE ACTION** activity, page 14], starting with **EARTH GD-RANK** [see section 9.8, page 37], using standard **BASIC** and **IMPROVED TACTICS** is considered a **FREE ACTION**.

Therefore, an agent may perform one or both **TACTICS** without using the **ACTION** activity. In any case, each **TACTIC**, once used, must be flipped face down as normal and remains face down until the end of the mission or until an event card with the "Act of Valor" effect is drawn.

In addition, **EXTINCTION PROTOCOL** provides ten new amazing Tactics.



9.7.4 DEVICES

New interesting and devastating toys have been developed by the **GD AGENCY** for our heroes! Thanks to the new **SUPPORT CLASS**, these items can become the focal point of a victorious strategy.

As usual, an agent can use his **ACTION** to activate one of his devices.

Normally, each device can be used once per mission. After it is used, discard the device token to the **WAREHOUSE**, unless the device says, "do not discard after use." In this case, the **DEVICE** can be used again following the standard rules.



9.7.4.1 HOLOGRAM



The agent owner of the “**HOLOGRAM**” device can use his **ACTION** to deploy it.

Place the **HOLOGRAM** shaped token on any empty **HEX** within 1 **AREA** of the agent.

The **HOLOGRAM**, once in play, cannot move and cannot perform attacks.

It is considered a standard agent by aliens and it is automatically destroyed, if attacked.

When destroyed, discard the device token and the **HOLOGRAM** token into the **WAREHOUSE** as for any standard **DEVICE**.



9.7.4.2 VIGIL



The agent owner of the “**VIGIL**” device may use his **ACTION** to deploy the drone on the battlefield.

Place the **VIGIL** figure on any empty **HEX** adjacent to the agent. Starting on his next turn, the agent may spend his **ACTION** to activate **VIGIL**. If so, **VIGIL** immediately moves and fights.

VIGIL’s relevant data is printed on its device tile, as there is no separate sheet for it.

VIGIL



1. **ID** – name, and class restriction.
2. **Attack values** – weapon type, dice color, and number to use in the hit roll.
3. **Range** – maximum allowed range.
4. **Ammo** – maximum number of ammo tokens.
5. **Health Points** – represents full health status.
6. **Movement** – the maximum movement [in **HEXES**] per turn.
7. **Flying** – **VIGIL** can move through **BARRIER HEXES**.

VIGIL counts as a normal agent for most purposes [for example, it occupies a **HEX**, and can be targeted by aliens]. However, it does not have its own **AGENT TURN**, it cannot regain ammo, cannot be healed with standard healing powers, always has a 360° view of the battlefield [even when using the “**HUMAN VIEW**” optional rule], and its weapon never **JAMS**. In addition, **VIGIL** never takes an **ALIENS TURN** and does not count as an agent for the purpose of **EVENT** cards.

When **VIGIL** reaches 0 **HPs**, it is destroyed. It must be discarded and cannot be used again until the next mission, unless the **AGENCY** sends it to the field again, later in the game, during **REINFORCEMENTS**.

VIGIL has the **FLYING** ability, meaning it can move through any **BARRIER HEX SIDE**.

9.7.4.3 GD-5



A special new battle drone robot called **GD-5** was developed by the **GD LABS** to increase the Biotech’s efficiency in battle. If the **BIOTECH** acquires this device, he may use his **ACTION** to deploy the drone on the battlefield. Place the **GD-5** figure on any empty **HEX** adjacent to the **BIOTECH**.

Starting on his next turn, the **BIOTECH** may spend his **ACTION** to activate **GD-5**. If so, **GD-5** immediately moves and fights.

GD-5's relevant data is printed on its device tile, as there is no separate sheet for it.

GD-5



1. **ID** – name, and class restriction.
2. **Attack values** – weapon type, dice color, and number to use in the hit roll.
3. **Range** – maximum allowed range.
4. **Ammo** – maximum number of ammo tokens.
5. **Health Points** – represents full health status.
6. **Movement** – the maximum movement [in **HEXES**] per turn.
7. **Area Damage** – Any **GD-5** attack deals **AREA DAMAGE**.

GD-5 counts as a normal agent for most purposes [for example, it occupies a **Hex**, and can be targeted by aliens]. However, it does not have its own **AGENT TURN**, it cannot regain ammo, cannot be healed with standard healing powers, always has a 360° view of the battlefield [even when using the “**HUMAN VIEW**” optional rule], and its weapon never **JAMS**. In addition, **GD-5** never takes an **ALIENS TURN** and does not count as an agent for the purpose of **EVENT** cards.

When **GD-5** reaches 0 **HPs**, it is destroyed. It must be discarded and cannot be used again until the next mission, unless the **AGENCY** sends it to the field again, later in the game, during **REINFORCEMENTS**.

GD-5 has the **AREA DAMAGE** ability. This ability must be used each time **GD-5** performs an attack.

9.8 GD-WINGS

In **OPERATION STRIKEBACK**, the agents begin the adventure as **GOLD RANK**.

In **EXTINCTION PROTOCOL**, they start as **EARTH RANK**.

In every mission, during the **STRATEGY** phase, after the **ALPHA AGENT** promotion, if at least one alien was killed in the previous round, each agent may try to improve his rank by one level.

Roll 3 dice to obtain results.

The number of results required to reach the next rank on the battlefield is indicated by the following table.

GD-WINGS RANK	ENHANCEMENTS	OPERATION STRIKEBACK REQUIRED RESULTS	EXTINCTION PROTOCOL REQUIRED RESULTS
GOLD	BASIC TACTIC AND IMPROVED TACTIC AND 1 st SKILL	Starting Training	Not Applicable
EARTH	ELITE AGENT AND BOTH TACTICS BECOME FREE ACTION ACTIVITIES		Starting Training
MOON	2 nd SELECTED SKILL OR 1 st RANDOMLY SELECTED PSIONIC POWER*		
GALAXY	+1 SELECTED SKILL OR +1 RANDOMLY SELECTED PSIONIC POWER*		
UNIVERSE**	+1 SELECTED SKILL OR +1 RANDOMLY SELECTED PSIONIC POWER*	Not Applicable	

* **PSIONIC POWERS** are only included with **OPERATION STRIKEBACK**.

If available, they can be used in **EXTINCTION PROTOCOL**.

** Special **GD-WINGS** Rank for **EXTINCTION PROTOCOL** Campaign.

As with the **CORE SET** game, during a campaign, each agent may gain a maximum of one **GD-WINGS** rank per mission. The new rank is carried on to the next mission. When playing a single, standalone mission, there is no limit to ranks earned. Each agent starts the mission at the listed rank and may reach **GALAXY GD-WINGS**. Additional details about the rank-Up system for the campaign mode are available in the **STORYBOOK** of each game expansion.

Note: A campaign may indicate several other ways to improve the agent's rank; for example, by achieving specific goals in a mission. In these cases, only the agents in play obtain the rank-Up.

9.9 ALIEN-TECH



Walking on enemy ground offers many more possibilities to gather info about alien technology! These possibilities are represented by a new **ALIEN TECH** token. In game terms, when this token is in play, reaching it unlocks a new way to obtain fragments of **ALIEN TECH** [as detailed in the **STORYBOOK SPECIAL TOKEN** section], in addition to killing aliens and searching [when the mission explicitly permits it].



10 THE NPCs

The GD assault team can count on several allies this time! Genetically cloned agents and rebel aliens join our heroes in this epic battle.

These powerful allies are called “Non-Player Characters” or **NPCs**, and they are represented by yellow figures and cards.



Just like the aliens, **NPCs** are driven by an innovative Artificial Intelligence system described on each **NPC** card.

These cards represent the **A.I.** of the **NPC** and indicate their movement, powers, **HEALTH POINTS**, and weapons. Each **NPC** on the map is tied to a specific card to keep track of their powers and **HPs**.

10.1 BIOLOGICAL ALLY STRUCTURE [NPC CARDS]

The **NPCs** are activated by GD agents, but they are independent [controlled by the game itself].

Each **NPC** is represented by a specific **NPC** card, to create different behavior for each ally.

Each **NPC** card has several major sections, detailing the NPC's movement, powers, **NPC** tactic, and combat weapons.

NPC CARD



1-2. Name, Image – identifies the **NPC** [Yellow background].

4. A.I. SECTION – details movement and combat rules for the **NPC**. It may also contain innate abilities influencing the **A.I.**


3. Skills & Powers Section – details the skills and powers of the **NPC**. Read this section carefully, as it contains important information about the NPC's strategy. Colors indicate the nature of each power:

- **BLACK** – Standard power
- **PURPLE** – Passive power
- **RED** – Attack power
- **BLUE** – Reaction power

5. NPC Tactic – details the effects of the **NPC TACTIC**. This powerful ability can be used once per mission.

6. Weapons Section – Lists the **NPC's** ranged and melee weapons. Each weapon is identified by the weapon type, dice color, and dice number to use during the **HIT ROLL**. It may also contain a **BOLT** effect or an additional power [detailed in the **SKILLS & POWERS** section of the card].

7-8-9. Defense Section – Contains up to three additional details: **HEALTH POINTS** [7], armor special power [8], and rechargeable **ENERGY SHIELDED** armor [9].



Note: the **ENERGY SHIELD** of some powerful **NPCs** can cancel up to two  each round [as indicated by the presence of an **ENERGY SHIELDED** armor symbol].

During the game, **NPC** cards are drawn by a player when an **NPC SIGNAL** [see section 11.10.1, page 53] is revealed or when required by the mission.

Each **NPC** card drawn is assigned to a player [see section 10.1.2, page 40].

Players who are assigned an **NPC** card must read the entire card, to play the **NPC** at its best.

When the **NPC** is activated [at the command of the player or when required by the game], the controlling player must read the A.I. Section and apply the first relevant behavior rule, starting with

 [adjacent]. Typically, behavior rules are based on the distance [measured in **AREAS**] between the **NPC** and the aliens. Each behavior rule requires **L.O.S.** and a legal movement path. If there is no appropriate behavior rule, the player must apply the last behavior rule on the card: .

The behavior rule indicated by this symbol still requires a legal movement path, but ignores the **L.O.S.** requirement. The **NPC**, therefore, may move toward an alien, even if he is not able to see him. The artificial intelligence is designed to cover almost every situation on the battlefield, but, in some instances, two or more options will be available to the **NPC**, such as two equidistant aliens for movement on or two equivalent targets for an attack. In these cases, the **AGENT** assigned to control the **NPC** must choose the option/target for the **NPC**.

NPCs arrive on the battlefield when an **NPC SIGNAL**   is revealed or by mission instructions, as detailed in the next sections.

Note: **NPCs**, just like the robot drones, do not count as agents for the purpose of **EVENT** cards.

10.1.1 NPC DECK

Before the start of each mission, the **NPC** deck must be setup according to the instructions provided with the mission rules. Usually, this means shuffling the available **NPCs**, putting some on top of the deck, or setting some aside.

Except when indicated, bringing an **NPC** into play means drawing the top card of the **NPC** deck, taking the relative yellow figure, and assigning it to a player by following the rules detailed in the next section.

When the **NPC** deck runs out of cards, reshuffle the discard pile to recreate the deck.

Note: Additional **NPCs**, such as the **GD CORE SET AGENTS** and **KICKSTARTER FINAL COUNTDOWN** agents, are sold separately and available as add-ons. When available, shuffle them into the **NPC** deck, following these guidelines:

- As with any other game component, the **NPC** card must respect the chronological order of the game expansions. This means **EXTINCTION PROTOCOL NPCs** cannot be used in previous campaigns [unless explicitly detailed in the mission rules].
- If the **NPC** deck contains two versions of the same agent, you should remove the earlier version, keeping only the newest one.

10.1.1.1 TWINS IN ARMS (OPTIONAL RULE-OFF)

Some **NPCs** represent the “ally” version of playable agents. Keeping this rule OFF prevents the use of **NPC** “twins” if the playable agent is in play. This means removing the **NPC** version of all agents in play from the **NPC** deck, except for drones [multiples can always be present on the battlefield, as they are built in factories].

If you turn on this option, it means removing the limitation and using all **NPCs**, potentially creating Twins in Arms!

10.1.2 NPC ASSIGNMENT

Each time a new **NPC** is teleported onto the map, the **ALPHA AGENT** must draw the top card from the **NPC** deck [reshuffling the discard pile when the deck runs out of cards] and select the relevant **Yellow** figure. Typically, this happens when an **NPC SIGNAL** is revealed or when a **SPECIAL EVENT** card is drawn. The new **NPC** card must be assigned to a player. That player becomes the **NPC** controller for the particular **NPC**.

To maintain game balance and a fun experience, we suggest using the following guidelines for **NPC** assignment:

- The card is normally assigned to the first player, in clockwise order starting with the **ALPHA AGENT**, who does not have **NPC** cards, or has fewer **NPC** cards assigned than other players. In case of a tie, the **NPC** card is assigned to the **ALPHA AGENT**.
- Exception: If there is a player [agent] specialized in managing **NPCs** [due to his acquired powers & items], the **ALPHA AGENT** may decide to override the previous statement and assign all the **NPCs** to that player.

If all **NPC** cards in the deck are assigned [all **NPC** figures are in play at the same time], no more **NPCs** can be teleported onto the battlefield, until one of them dies. Additionally, there can never be more than five **NPCs** in play, regardless of the number of **NPC** cards left in the deck. Revealing an **NPC SIGNAL** in these conditions has no effect, except to discard the token.


10.2 NPCS ACTIVATION


An agent with one or more **NPCs** assigned may choose to activate them **before he starts to use any of his activities** or **after he has completed all of his activities** [**NPCs** must always be activated each agent turn]. The choice may be different for each assigned **NPC**. This means, unless specifically indicated, it is not possible to intermingle **NPC** activation with agent activities, or with **FREE ACTIVITIES**.


10.2.1 NPCS MOVEMENT

NPC movement is completely controlled by the **NPC** cards.

Each card details relevant instructions on how and when to move an activated **NPC**.

Normal movement rules apply to **NPCs**. For instance, they need a legal path to move, so they cannot walk across a **BLOCKED HEX** or **HEX SIDE**, and only ones with the **FLYING**  power can walk across **BARRIER HEX SIDES**. While moving **NPCs**, keep in mind these guidelines:

- There can be only one **NPC** in each **HEX**.
- To apply a behavior rule, there must be a **L.O.S.** and a legal movement path. Only the  rule can be applied without **L.O.S.**
- **NPCs** normally move from center **HEX** to center **HEX** of an **AREA**. When this is not possible, or when needed, **NPCs** move to another **HEX** of the **AREA** [decided by the agent who controls it].
- At the end of its movement, an **NPC** may redeploy to any **HEX** in the destination **AREA**. If ending movement adjacent to aliens, try to engage the original target and as many other aliens as possible.
- **NPCs** may **Disengage** from melee without an "Evade" test. They can always **Disengage**, if required to do so by their A.I.
- **NPCs** consider an **UNLOCKED DOOR** or **WINDOW** to be a **STANDARD HEX** or **HEX SIDE** for movement.
- Other **NPCs**, agents, and aliens are not considered obstacles for a legal movement path. **NPCs** can walk through them, but they cannot end their movement on an occupied **HEX**.
- When the A.I. directs an **NPC** to move toward the closest target [alien, **TELEPORT POINT**, agent] and the **NPC** is already there, it will remain in its current position.
- When the A.I. says to "move back" or "move away," it means to move in the direction where the **NPC** came from; or, when not possible, away from the closest alien [decided by the agent who controls it].
- A behavior rule indicating "Move Adjacent to..." means the **NPC** must try to enter the target's **AREA**, to a **HEX** adjacent to the target. If this is not possible, the **NPC** must move to an adjacent **AREA**, ending its movement in a **HEX** adjacent to the target.
- If, for any reason, the appropriate behavior rule cannot be applied, apply the next rule. If no rule can be applied, the **NPC** remains in its current position.

Usually, the  behavior of an **NPC** indicates more than one target, such as:

Move toward the closest:

- Alien
- Teleport Point
- Agent



In this case, the first matching condition indicates the target. This means the **NPC** will move toward the closest alien in play, first. If there are no aliens in play [or they cannot be reached with a legal walking path], the **NPC** will move toward the closest **TELEPORT POINT**, and so on. Ignore conditions after the first one that matches.

10.2.2 NPCS COMBAT

Each **NPC** card also dictates the combat behavior for the relevant **NPC**. When an A.I. rule says to attack an alien, the player controlling the **NPC** takes the dice and starts combat using the **NPC's** weapons and powers.


If more than one alien is eligible for attack, the agent controlling the **NPC** decides which alien becomes the target.

The combat system used for **NPC** attacks follows the standard rules explained in the **CORE SET RULEBOOK** [see section 7.3, page 16], with the following exceptions:

- **NPCs** always ignore  and  results, as their weapons never **JAM** and do not use **AMMO**.
- The friendly fire rule, if turned **ON**, is also valid for **NPC** attacks.

Note: The choice of ranged or melee weapons is based on the **A.I.** section of the card.

10.3 NPC'S TACTIC

Each **NPC** has a special power called an **NPC TACTIC**, identified by the  icon.

When an **NPC** enters play, take one **NPC TACTIC** and place it on the card over the icon, as indicated:



The agent who controls the **NPC** may choose when to use this power, based on its color and description:

- **Purple Tactics** [**Passive**] can be used any time they are needed, even outside the **NPC**'s activation.
- **Red Tactics** [**Attack**] can only be used during the **NPC**'s activation.
- **Blue Tactics** [**Reaction**] can only be used outside the **NPC**'s activation.

Some represent additional attacks, while other may be used to save an agent from an alien's attack.

Once the power is used, discard the **NPC TACTIC** token. Except for some special effects, the **NPC** will not regain the token in the current mission.

Note: The "Act of Valor" effect of **SPECIAL EVENT** cards does NOT affect **NPC TACTICS**.



10.4 NPC'S HEALTH STATUS

Each **NPC** enters play in a **FULL HEALTH** state. During the battle, alien attacks may inflict **WOUNDS**, decreasing the **HEALTH POINTS** of an **NPC**, who becomes wounded.

To keep track of current health, when an **NPC** is wounded, place the appropriate number of wounds [using the numbered **WOUND** tokens] on the **NPC** card.

When an **NPC**'s wounds total is equal to or greater than its total **HEALTH POINTS**, it dies [there is no bleeding condition for an **NPC**]. The figure is removed from the map and its **NPC** card is placed in the discard pile.

An **NPC** cannot be healed by other agents with normal healing weapons, powers, or items.

Note: The number of **HEALTH POINTS** can never exceed the number printed on the **NPC** card.

10.4.1 NPC'S BODY CONDITION

NPCs suffer **BODY CONDITIONS** just like agents, with the following exceptions:

- In case of **CRITICAL** damage, they must follow the **ALIENS** compatibility check [see section 8.2.1, page 20].
- When **IMMOBILIZED**, they can only follow the appropriate **A.I.** behavior not requiring movement, such as: attack with weapon. Any movement behavior must be ignored until the next **REFRESH** phase [when the **IMMOBILIZED** token is removed].
- When **PARALYZED**, they must skip their activation until the next **REFRESH** phase [when the **PARALYZED** token is removed].

10.5 INTEGRATING THE NPC SYSTEM

OPERATION STRIKEBACK and **EXTINCTION PROTOCOL** are already designed to use the **NPC** system, so all you have to do is follow the mission rules in each **STORYBOOK**. The **NPC** system can also be integrated with any standard or custom missions, including the **CORE SET** missions.

Replacing **HUMAN SIGNALS** with **NPC SIGNALS** will integrate the **NPC** system in a standard mission. To maintain a normal difficulty level:

- In the **CORE SET** and **OPERATION STRIKEBACK**, replace one **HUMAN SIGNAL** with an **NPC SIGNAL**. For an easier game, replace a second **HUMAN SIGNAL** with an **NPC SIGNAL** or simply add new **NPC SIGNAL** to the **SIGNAL RESERVE**.
- In **EXTINCTION PROTOCOL**, replace two **HUMAN SIGNALS** with one **NPC SIGNAL**.

YOU ARE NO LONGER ALONE IN THIS WAR!



11 THE ALIENS

This section covers all the new features and mechanics regarding the aliens.

Aliens consider robot drones and **NPCs** to be agents in terms of their A.I. behavior for moving, targeting, and attacking.

11.1 ALIEN SPECIES

The **AGENCY** has discovered the existence of a new alien species. Based on its power rank, it is classified as:

- ◆ **Purple**: representing **MASTER ALIENS**, the highest-ranked invaders in the **ALIEN ARMY**. The deadliest menace an agent may encounter, approach them with extreme caution.

This means the alien chain-of-command based on their power is:

- ◆ **Purple** [Master], **Red** [Elite], **Blue** [Advanced], and **Green** [Regular].



11.1.1 ALIEN I - CLASSIFIED: FLYING CRITTER



These winged creatures are able to fly and swoop down on their unsuspecting prey to rip them apart with wicked claws or head-butt them with their strong, heavy skull. They are also able to grasp an agent to bite at him, and they always attack immobilized prey with cruel and devastating efficiency.



11.1.2 ALIEN II - CLASSIFIED: DIGGERS



These worm-like creatures can dig beneath the surface, rapidly reaching the battle area, where they suddenly surface to attack the Agents from below. As they are sensitive to even the slightest vibration, Diggers are immune to all forms of stealth, and can inflict gruesome damage with their sharp fangs. Their biological systems produce a deadly hemotoxin, which the Diggers spit at their prey. These creatures live in swarms and are able to move through the Barrier terrain type. They are also able to withdraw underground when they feel threatened.



11.1.3 ALIEN III - CLASSIFIED: XENO-DELTA



Equipped with heavy armor, wrist gun, and a pulsar rifle, the Xeno-Delta are Lunar Shock Troops, fighting aggressively to defend the Alien Moon Base. They are able to fly and heal themselves. Their leaders have additional healing abilities, making them a valuable asset for Aliens in every battle. Their defensive system uses backup energy shields, which activate when their primary shields are down. Furthermore, the Xeno-Delta have a "Mark Locking System" - a shared targeting computer system designed to increase the effectiveness of attacks. They can mark their targets, so other Xeno-Delta in the team can hit with better accuracy.



11.1.4 ALIEN IV - CLASSIFIED: SENTINELS



These biomechanical constructs have a most unsettling appearance, resembling an aquatic predator with metal tentacles and a central armored body. Their silicon brain is powered by advanced war processors, and they are equipped with an advanced target acquisition system. Furthermore, Sentinels are deadly in hand to hand combat, because their chrome tendrils drain the energy from their victims. Also, sentinels always roam in pairs. You will never meet a lone sentinel, so be prepared!



11.1.5 ALIEN V - CLASSIFIED: CRIMSON NIGHTMARE



As deadly as they are graceful, possessing superior agility and speed, Nightmares are equipped with a neural stealth system. This makes them virtually invulnerable to any enemy, unless you are in physical contact with them. By then, however, it is normally too late to escape their deadly claws. But, this is only the beginning. Nightmares are able to regenerate wounds. Even a mauled Nightmare can jump up and fight within minutes, recovering from the most horrible wound. They are not immortal, however, and can be killed.



11.1.6 ALIEN VI - CLASSIFIED: XENO-GAMMA



This breed of devoted martial artists are armed with energy battle axes capable of cutting through almost anything and guided grenades that can uncannily hit targets marked by an ally [for instance, by a Sentinel]. Reports say wounding a Xeno-Gamma only enrages them, making them even more powerful.



11.1.7 ELDER ALIENS



The dark, alien planet is also home to more trained and dangerous forms of already-known aliens, such as: Elder Spine Critter, Elder Xeno-Beta, and Elder Aracnos. The team must confront them carefully, because they are far more powerful than the forms that landed on Earth.

In game terms, these aliens replace the **CORE SET** aliens in the **EXTINCTION PROTOCOL** campaign, using the same figures with new **ALIEN** cards.

11.2 MASTER ALIENS

No one can be prepared for what awaits when they are face-to-face with the highest ranking aliens, the Master Aliens!

These deadly enemies are represented by large purple figures and double-sized alien cards.



11.2.1 MASTER ALIEN I - CLASSIFIED: WORMOON



This gigantic worm resembles an enlarged Digger, with much greater abilities and strength. Its bite can literally tear an agent apart, and its body is heavily armored, so agents will be able to inflict very little damage against the gigantic beast. Of course, the Wormoon is even more poisonous than its smaller relatives. As for any other Master Alien, the Agency was not able to gather in-depth information.



11.2.2 MASTER ALIEN II - CLASSIFIED: KINGATOR



Kingator is a gigantic creature, half reptile and half war-drone, with armored skin, biomech implants, and remote weapons. Its huge body mass is also one of its deadliest weapons; being trampled by Kingator is like coming face-to-face with a runaway train! Its terrible jaws are able to deal serious damage to even the most resistant Power Armor. Extreme caution advised!



11.2.3 MASTER ALIEN I - CLASSIFIED: ALIEN QUEEN



We have no direct information on the final enemy you will encounter, once past the deadly defenders previously mentioned. We have only rumors whispered in shivering terror, for no one has ever returned to tell what lies beneath the vast catacombs and dark vaults of the Invaders' capital. You will probably meet the Queen herself, the spiteful being who enslaved a Galaxy. Defeating her will be nearly impossible, as the Queen is said to be able to poison her victims before shredding them to ribbons with her claws, which are even sharper than the energy axes of the Xenogammas. Furthermore, the Queen constantly lays eggs, which hatch the monstrous Venoms. Other Aliens in her vicinity will uncannily answer her call, running to her side to defend her unto death.

11.3 BIOLOGICAL STRUCTURE (MASTER ALIEN CARDS)

Each **MASTER ALIEN** card is printed on both sides to represent different key-moments of the battle. Each side is called a **STAGE** [I and II] and usually details a completely different A.I. for the alien. This means fighting a **MASTER ALIEN** is a more epic, dynamic, and fun game experience.

WORMOON

1. Name & Stage – identifies the alien and its current **STAGE**.

2. A.I. Section – contains the movement and combat rules for the alien.

3. Skills & Powers Section – contains the skills and powers for the alien. Read this section carefully because it may contain important information about the alien's strategy.

4. Weapons Section – contains the ranged and melee weapons used by the alien. Each weapon may have up to two different effects for a single attack.

5. Armor Section – contains up to 3 important pieces of information: the life points, armor special power, and shielded armor of the alien.

KINGATOR

1. Name & Stage – identifies the alien and its current **STAGE**.

2. A.I. Section – contains the movement and combat rules for the alien.

3. Skills & Powers Section – contains the skills and powers for the alien. Read this section carefully because it may contain important information about the alien's strategy.

4. Weapons Section – contains the ranged and melee weapons used by the alien. Each weapon may have up to two different effects for a single attack.

5. Armor Section – contains up to 3 important pieces of information: the life points, armor special power, and shielded armor of the alien.

Carefully read each side, because they may vary drastically.

When a **MASTER ALIEN** enters play, its alien card must be assigned to the **ALPHA AGENT**, who also receives the **MENACE** token [see next section].



Due to their huge mass and strength, all **MASTER ALIENS** have these innate powers:



- They are immune to any **PARALYZE/STUN** effect and can ignore any effect preventing their activation such as: **FLASH** grenade, **PARALYZE**, **ENEMY CONTROL**, etc...
 - They cannot be moved or pushed back due to an agent power or item, such as: Hulk's **CHARGE**, **SHOCKWAVE** grenade, etc...
 - They ignore any power or item preventing them from targeting an agent, such as: **STEALTH**, **CAMOUFLAGE**, **INVISIBILITY**, etc...
 - Some cause more than one effect with a single weapon attack.
- When the ⚡ icon is present, it triggers both effects.
- **MULTI-HEX MASTER ALIENS** must follow the movement rules detailed in the section [11.8, page 52].

Note: These rules can be overridden by the **MISSION SPECIAL RULES**.

11.3.1 FIGHTING MASTER ALIENS [MENACING AGENT SYSTEM]

Most **MASTER ALIENS** have the power "**ARCHENEMY**." They are able to tell at a glance who's the most dangerous agent on the battlefield at the moment. This agent is called the **MENACING AGENT** and receives the **MENACE** token. The Master Alien's behavior is controlled by his or her position.

**MENACE TOKEN
LEVEL 1**



In game terms, when the **MASTER ALIEN** has the "**ARCHENEMY**" power, its A.I. section uses the distance between it and the **MENACING AGENT** [the agent with the **MENACE** token], instead of the closest agent, as normal.

The **MENACE** token has two sides, **LEVEL 1** and **LEVEL 2**, to indicate the agent's level of menace to the **MASTER ALIEN**. During the course of a battle, agent attacks and strategies will change the Master Alien's threat perception, so the **MENACE** token may pass from one agent to another.

**MENACE TOKEN
LEVEL 2**



The **MENACE** system follows these rules:

- When a **MASTER ALIEN** enters in play, the **MASTER ALIEN** card and the **MENACE** token [LEVEL 1 face up] are immediately assigned to the **ALPHA AGENT**, who becomes the **MENACING AGENT**.
- If the **MENACING AGENT** deals at least one wound to the master alien with any attack, power, items, drone, or controlled **NPC**, the **MENACE** token must be increased [flipped] to **LEVEL 2**.
- The **MENACING AGENT** may spend his **ACTION** activity to voluntarily increase the **MENACE** token from **LEVEL 1** to **LEVEL 2** or to decrease it from **LEVEL 2** to **LEVEL 1**.
- If any other agent deals at least one wound to the **MASTER ALIEN** with any attack, power, item, drone, or controlled **NPC**, the **MENACE** token is decreased to **LEVEL 1**. If already at **LEVEL 1**, the **MENACE** token is passed to the wounding agent, **LEVEL 1** face up, and this agent becomes the new **MENACING AGENT**.
- Any other agent can spend his **ACTION** activity to decrease the **MENACE TOKEN** from **LEVEL 2** to **LEVEL 1** on its current owner or, if already at **LEVEL 1**, take the token to become the new **MENACING AGENT**. [The menace token must be at **LEVEL 1** to change agents].
- If the current **MASTER ALIEN** stage has the **ARCHENEMY** power, the **MASTER ALIEN** will always target the **MENACING AGENT**. Other agents, drones, and **NPCs** may be damaged by its attacks and powers, but they will never be its primary target.
- Like any standard alien, "targeting" occurs at the beginning of the alien activation. Once the A.I. behavior is selected, the alien will follow it, even if the conditions change. For example: the **MENACING AGENT** is the **HULK** and the **MASTER ALIEN** A.I. says, "Move adjacent to the menacing agent and attack with claws." After the alien's movement, the **MARINE** shoots with his **GUARD** ability, dealing damage, and becoming the new **MENACING AGENT**. The **MASTER ALIEN** will, nonetheless, attack the **HULK**, because he was the **MENACING AGENT** when its A.I. behavior was selected.

Note: the **MENACE** token system must be used even if the **MASTER ALIEN** does not have the **ARCHENEMY** power on its current stage. This means, the **MENACE** token will continue to be passed between agents, even if the **MASTER ALIEN** still targets the closest agent per normal A.I. rules.


Except as detailed in these sections, **MASTER ALIENS** follow all the standard rules and still count as a standard "alien" for all game effects [such as: powers, items, **EVENTS**, **CLOSE ENCOUNTER** cards, etc...].

11.4 ALIEN EGGS AND VENOMS



An unknown life form lurks in the shadows of the alien planet. These small parasites, codename: **VENOM**, spawn from the queen's eggs! These tiny creatures grab and pierce their target with acid claws. Once done, they tend to leave the victim to go deeper into the ground, where they mature into an adult. In game terms, there are two new elements pitted against our agents:

- **ALIEN EGGS** - generate several **VENOMS** per round, at the beginning of each **EVENT** phase.
- **VENOM** - small parasites move in each **ALIENS** turn, seeking to poison the closest agent.




ALIEN EGGS and **VENOMS** are **NOT** considered standard aliens, unless indicated differently. For instance, this means they do **NOT** counts as "aliens in play"  for **EVENT** cards, they don't provide **ALIEN TECH** if killed, and are immune to **CRITICAL** effects. **NPC** A.I. ignores them. In game terms, an **NPC** will never move toward or attack **ALIEN EGGS** or **VENOM** due to his A.I. behavior. The only possible **NPC** interaction is the agent using the **NPC TACTIC** against them, if applicable.

11.4.1 BIOLOGICAL STRUCTURE (ALIEN EGG CARDS)



Each **ALIEN EGG** is represented by an **ALIEN EGG** figure and one **ALIEN EGG** card.

ALIEN EGG



1. **Name & Stage** - identifies the **ALIEN EGG** and its color rank.
2. **A.I. Section** - contains the rules to manage the **ALIEN EGG** and the **VENOM** spawn.
3. **Health** - indicates the **HEALTH POINTS** of the **ALIEN EGG**.
4. **Venom Section** - contains the rules to manage **VENOMS** in play.

Before the start of each mission, create an **ALIEN EGG** deck by shuffling the eight **ALIEN EGG** cards [four per each color rank]. Reshuffle the discard pile to rebuild the deck, as needed.

ALIEN EGGS can be present on the map as a part of the initial setup or they can be teleported in by **EVENTS** or aliens powers [following standard alien teleport rules].

Each time an **ALIEN EGG** enters play, place the figure in the empty target **HEX** on the map [or in any adjacent **HEX**, if occupied]. Place the relative **ALIEN EGG** card near the **EVENTS** deck [it will be managed each round by the current **ALPHA AGENT**].

ALIEN EGGS in play cannot attack or move, except as effected by a pushing/moving power.


At the beginning of each **EVENT** phase [including **SPECIAL EVENTS**], all **ALIEN EGGS** spawn **VENOMS**.

The number of **VENOMS** spawned depends on the color rank of the **ALIEN EGG**:

- **Green:** 1 **VENOM**
- **Blue:** 2 **VENOMS**
- **Red:** 3 **VENOMS** [Sold Separately]

If there are multiple **ALIEN EGGS** in play, start the spawning effect [as detailed in the next section] with the highest rank. In case of a tie, start with the **ALIEN EGGS** closest to an agent.

An **ALIEN EGG** occupies its location **HEX**. Other characters and creatures can see and move through it, but cannot end their movement in the same **HEX**.

ALIEN EGGS can be attacked as standard aliens, but they **never defend**. This means each  automatically becomes a wound after the **HIT ROLL**. When their **HPs** reach 0 or below, the **ALIEN EGG** is killed. Remove the **ALIEN EGGS** figure from play and place the **ALIEN EGGS** card in the relative discard pile. In addition, they **never engage in combat with agents, NPCs, or drones** with which they are adjacent.

11.4.2 VENOM



These deadly parasites are represented by the following double-sided tokens:

VENOM



Each **VENOM** token shows the creature's image on the front side and **Poison 1** on the backside, both with a black background.

This makes it easy to distinguish them from the **Poison 1/2** tokens [with a white background] from **OPERATION STRIKEBACK**.

A **VENOM** token on the map does **NOT** occupy the **HEX** where it resides [and doesn't block **L.O.S.**]. This means, another alien or **ALIEN EGG** [but not another **VENOM** token] can occupy the same **HEX**.

In this case, place the **VENOM** token near the other alien/Egg figure [in the same **HEX**.]

POISON 1



VENOM spawn at the beginning of each **EVENT** phase [before any other effect] from each **ALIEN EGG** on the map [additionally, there are some alien powers that also trigger spawning.]

Spawning means placing the appropriate number of **VENOM** tokens [creature side up] as follows:

- Place the first **VENOM** token near the **ALIEN EGG** figure [in the same **HEX**.]
- Place other **VENOM** in the **HEXES** adjacent to the **ALIEN EGG**.
- If all **VENOM** tokens are in play [as **VENOMS** or **POISON** effects], then ignore spawn effects until at least one **VENOM** token is available [usually, in the next **REFRESH** phase.]
- If there is more than one **ALIEN EGG**, start spawning with the highest color rank first. In case of tie, start with the **ALIEN EGG** closest to an agent, if there is still a tie, the agent chooses which spawns first.

From the moment a **VENOM** spawns from its **ALIEN EGG**, his only instinct is to grab the closest agent/drone/**NPC**. Grab means sinking his acid claws into the victim's body to poison him before running away!

In game terms, when a **VENOM** is adjacent [or shares the same **HEX**] with an agent, drone, or **NPC**, the **VENOM** token must immediately be removed from the map and placed on the target sheet/card, flipping it to the **Poison 1** side. The target is now being poisoned! [See **POISONED** section 9.3.2, page 27].

This effect has the highest priority and pauses all other effects [exactly like **SIGNAL** revelation pauses all other effects].


When there is more than one possible target to grab, the **VENOM** chooses the most wounded.

In case of a tie, it chooses the one with fewest **HPs** left.

Once the **VENOM** grabs the target and converts to a **Poison** token [flipped and placed on the target sheet/card], it is no longer considered a **VENOM**. It may re-spawn in the future once the **Poison** token is discarded.

At the beginning of each ALIENS turn [before any other activation/effect], all **VENOM** in play move up to 1 **AREA** toward the closest agent [drones and **NPCs** are treated as agents for this behavior], with the goal of grabbing him, following these rules:

- Only one **VENOM** token per **HEX**, but it can share the same **HEX** with an **ALIEN** or **SIGNAL**.
- To move, a **VENOM** only needs a **LEGAL WALKING PATH** [it does not need **L.O.S.**].
- A **VENOM** always prefers to grab a target in its **AREA** before moving to other **AREAS**.
- A **VENOM** normally moves from center **HEX** to center **HEX** of an **AREA**. When this is not possible, or as needed, **VENOM** move to another **HEX** of the **AREA**.
- At the end of its movement, a **VENOM** may redeploy to any **HEX** in the destination **AREA**, to end its movement adjacent to an agent – and grab him immediately.
- **VENOMS** consider **UNLOCKED DOORS** or **WINDOWS** to be a **STANDARD HEX** or **HEX SIDE**.
- They can move through **BARRIER HEX SIDES** [like **FLYING** aliens].
- Other **VENOMS**, aliens, and **SIGNALS** are not considered obstacles for a legal movement path. **VENOMS** can walk through them, but they cannot end their movement in a **HEX** occupied by another **VENOM**.
- If, for any reason, there is no **LEGAL WALKING PATH** toward a target, the **VENOM** remains in its current position.

Each **VENOM** has 1 **HEALTH POINT**. When a **VENOM** is alone in a **HEX**, it can be attacked as a standard alien, but it **never defends**. This means, the first  automatically becomes a wound after the **HIT ROLL**, which kills it. Once killed, remove the **VENOM** token from play and place it in the relative discard pile.

A **Venom** can't be directly attacked if there is an alien sharing the same **Hex**, except when using **Area Damage** and **Explosion** effects. In these cases, it is killed by the first hit of the attack, even if the other alien in the **Hex** survives.

11.5 ALIEN ACTIVATION [CLOSE ENCOUNTERS CARDS]

A new set of **CLOSE ENCOUNTER** cards makes the battle even more dynamic!

As usual, the mission setup indicates which cards are used to create the **CLOSE ENCOUNTER** deck for the mission.

There are several new mechanics with these new cards, such as:

- Activate all aliens with the **FLYING** or **BURROWING** power.

But the most important one is:

- Activate "**X**" aliens, where "**X**" is 1/2/3 [**CLOSE ENCOUNTER** cards 22, 23, and 24] or the number of agents in play [from 1 to 5] [**CLOSE ENCOUNTER** card 25], not counting drones and **NPCs**.
When one of these cards is played, use the following rule:
Select **X** aliens to activate, starting with those controlled by the **ALPHA AGENT**.
If the **ALPHA AGENT** does not control, or does not control enough, aliens to satisfy the requirement, select aliens controlled by the next player [in turn order] who does control aliens. Continue to select aliens until the matching number detailed in the **CLOSE ENCOUNTER** card is reached or there are no more aliens to activate.

PARALYZED aliens cannot be selected as an activated alien for **CLOSE ENCOUNTER** cards: 21, 22, 23, or 24 unless there are no other aliens in play. This means, when a **CLOSE ENCOUNTER** effect says "Activate 1 Alien" and the **ALPHA AGENT** has two assigned aliens, one **PARALYZED**, he cannot select the **PARALYZED** alien with the hope of skipping the activation.

Note: As a general rule, if there is a tie for which alien to select, follow this priority order:

- Activate the highest rank first, so **Purple**, then **Red**, then **Blue**, and then **Green** aliens.
If a tie still exists, the **ALPHA AGENT** decides which to activate.

11.6 PRIME SWARM UNITS



Some aliens, like **DIGGERS** and **SENTINELS**, have the "**PRIME SWARM**" **Passive** power.

This means a single **ALIEN** card represents a group of two figures, each with its own **HEALTH POINTS**, counting as a single alien on the battlefield.

The **ALIEN** card of a **PRIME SWARM** indicates the number of **HEALTH POINTS** for each figure with a double **HEART** icon.

As with normal swarm units, the activation and A.I. behavior of a **PRIME SWARM** unit, in regard to agents, always uses the closest figure of the unit to the agent.

A **PRIME SWARM** unit must follow the same movement and combat rules of a normal alien, with the following exceptions:

- The **PRIME SWARM** unit includes two figures, each with separate **HEALTH POINTS**.
When attacked, each figure of the **PRIME SWARM** defends as a stand-alone alien with its own **HPs**.
- The **PRIME SWARM** is destroyed and its **ALIEN** card is discarded only when all figures of the unit die.
- When the **PRIME SWARM** unit attacks, it has a clear **L.O.S.** to a given target, if at least one figure of the unit has **L.O.S.** with the target.
- When the **PRIME SWARM** unit moves, the nearest figure to an agent moves first and then the other figure move adjacent to it, or as close as possible, if there are no empty adjacent **HEXES**.
- An agent can target only one figure of the **PRIME SWARM** for each attack, except when **Area** or **Explosion** damage is dealt. In this case, all the figures in the targeted **Area/Areas** are attacked.

11.7 MULTIPLE ENERGY SHIELDED ARMOR

Most of the new aliens have better defensive equipment and their armor can generate multiple energy shields!

This is represented by a double icon on each alien card.

In game terms, each **ENERGY SHIELD** icon is considered a separately defensive **STACK** [regardless of the number in each shield icon]. When an attack hits the alien, the **STACK** with the most **ENERGY SHIELDS** remaining must be selected to block the attack [select the **Left** stack in case of tie].

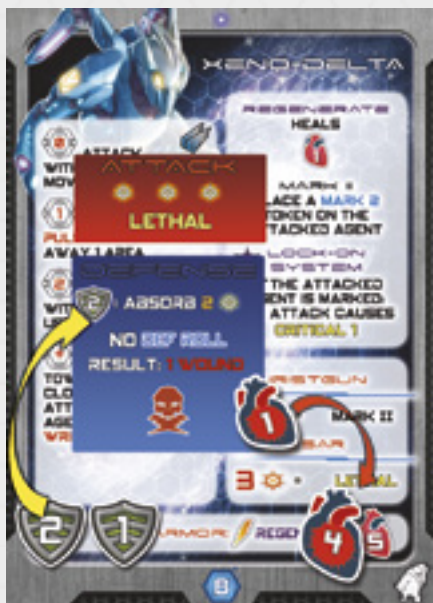
Once selected, only the selected **ENERGY SHIELD** stack can absorb the ☀️ of the attack.

Remaining ☀️, if any, are defended with **Blue** dice [unless **LETHAL**] and other powers, as usual.

Note: As with normal **ENERGY SHIELDS**, both stacks completely refresh in each **REFRESH** phase.



MULTIPLE ENERGY SHIELDED ARMOR EXAMPLE 1



Left Stack 2 shields, right stack 1 shield.
The left one must be selected.
Two hits are absorbed, but 1 **LETHAL** hit causes the last wound and the alien dies.

MULTIPLE ENERGY SHIELDED ARMOR EXAMPLE 2



Left Stack 0 shields, right stack 1 shield.
The right one must be selected because the left has no remaining shields.
The first hit is absorbed by the **ENERGY SHIELD** and the last one is parried with a **SHIELD** result on the **Blue** dice. The alien survives.



11.8 MULTI-HEX ALIENS

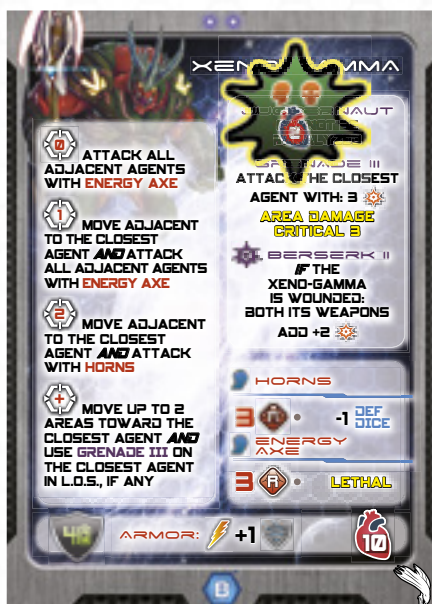


Some new aliens have a figure using a two-**HEX** base [**MULTI-HEX**]. These aliens follow standard rules for activation, movement, and combat, with the following exceptions:

- The activation and A.I. behavior of a **MULTI-HEX** alien, in regard to agents, always uses the figure base's closest **HEX** to the agent [closest or **MENACING**].
- When the **MULTI-HEX** alien attacks, it has a clear **L.O.S.** to a given target, if at least one **HEX** of the figure's base has **L.O.S.** with the target.
- A **MULTI-HEX** alien can be attacked if at least one **HEX** of the figure's base is in **L.O.S.** [regardless of the **L.O.S.** to other figure **HEXES**].
- When a **MULTI-HEX** alien moves, one **HEX** of the figure's base [giving preference to the one closest to the alien's face] must be placed in the central **HEX** of each **AREA** he is moving to [or in the closest **HEX**, if already occupied]. The rest of the base should be placed in any adjacent **HEX**, preferring ones in the same **AREA**. If this is not possible, the rest of the base may be placed in an adjacent **AREA**.
- As with any other alien, at the end of its movement, a **MULTI-HEX** alien not adjacent to agents may redeploy to any **HEX** in the destination **AREA**, to end its movement adjacent to agents, trying to engage as many targets as possible in combat.
- If, for any reason, during movement of a **MULTI-HEX** alien, the destination **AREA** does not have enough free adjacent **HEXES** to accommodate the figure's entire base, shift the figure's entire base from **HEX** to **HEX** until a suitable position is found, trying to remain in contact with the original target and as many other targets as possible.
- Any **AREA DAMAGE**/effect must be applied to a **MULTI-HEX** alien, if at least one of its base **HEXES** is inside the targeted **AREA**. The **AREA DAMAGE**/effect is applied only once, regardless the number of alien base **HEXES** in the **AREA**.

11.9 ALIEN BODY CONDITIONS

CRITICAL effects, powers, and items may alter the characteristics or the capabilities of the aliens on the battlefield. When this happens, place the relative token on the alien card or near the figure to keep track. Discard any token when the alien dies.



11.9.1 PARALYZED



An alien [not a **MASTER ALIEN**] can be **PARALYZED** by the effect of a power, item, or **CRITICAL** effect. When this happens, the paralyzed alien must skip all activations [by ignoring **CLOSE ENCOUNTER** cards or any other activation methods] until the condition is removed, usually during the next **REFRESH** phase.

Note: A **PARALYZED** alien cannot be selected as an activated alien by **CLOSE ENCOUNTER** cards: 21, 22, 23, and 24, unless there are no other aliens in play.

11.10 SIGNALS

OPERATION STRIKEBACK and EXTINCTION PROTOCOL introduce two new kind of SIGNALS:

- **NPC Signals** - represent GD allies entering the battlefield.
- **Stationary Signals*** - represent insidious opponents and, sometimes, precious resources in the darkness of the underground caves of the alien planet.

*STATIONARY SIGNALS are available only in EXTINCTION PROTOCOL.

11.10.1 NPC SIGNALS

In the chaos of the battle, with the fog of war all around you, sometimes even an ally may appear as an enemy at first glance! But once revealed, they may watch your back and save your life!



To represent this, some allies enter play as **NPC SIGNALS**.

Each mission details how to use **NPC SIGNALS**, usually as part of the **SIGNAL RESERVE**.

They share the same front graphic as standard **SIGNALS** and, until revealed, follow all standard signal rules.

Once revealed, **NPC SIGNALS** must be replaced with a new **NPC**. Take the top card of the **NPC** deck along with the appropriate figure and assign it [see section 10.1.2, page 40]. Then, discard the **SIGNAL** to the relative discard pile.

Note: The **NPC SIGNALS** back graphic is different between the two GD expansions, but it does not reflect the **NPC** entering play when revealed. This depends from the first **NPC** card drawn or the **MISSION SPECIAL RULES**.



11.10.2 STATIONARY SIGNALS

Below ground, alien menaces lurk in the shadows. Insidious opponents – and sometimes, precious resources – will appear on the battlefield as stationary signals, only revealed when you get close... In game terms, those signals are represented by **STATIONARY SIGNAL** tokens:



STATIONARY SIGNALS follow slightly different rules from standard **SIGNALS**:

- It occupies the **Hex** where it resides. Only **VENOM** may occupy the Hex as well.
- It never moves from the origin **Hex** [starting point or teleport]. Any movement effect must be ignored.
- It does not count as a standard **SIGNAL** during the **EVENT** phase and is excluded in the difficulty balancer check.
- It can only be revealed by an adjacent agent [**NOT** drones and **NPCs**]. When this happens, flip the token and apply the relative effect.
- Once revealed, it is discarded in the **STATIONARY SIGNAL** discard pool.


As with standard **SIGNALS**, revealing a **STATIONARY SIGNAL** has the highest priority [and does not require any activity]. When an agent becomes adjacent to a **STATIONARY SIGNAL** for any reason, the agent must pause his current activity.

For example: when the agent moves toward a **STATIONARY SIGNAL**, the reveal check must be done after every single movement, **Hex** by **Hex**. When the agent is adjacent to the **STATIONARY SIGNAL**, it is revealed immediately [applying the effect]. Then, the agent **MOVEMENT** activity can resume.

Note: to reveal a **STATIONARY SIGNAL**, the agent must be adjacent to it, regardless of **L.O.S.**

This means, if you are using the **HUMAN VIEW** rule, the signal is revealed even if you don't look in that direction!

There are ten **STATIONARY SIGNAL** tokens with seven different game effects.
Two of them are considered **SPECIAL STATIONARY SIGNALS**, as detailed:


BACK SIDE GRAPHIC	NAME & DESCRIPTION	QUANTITY
	<p>ALIEN</p> <p>Replace the revealed STATIONARY SIGNAL with an alien! Teleport the first alien from the ALIEN deck. Assign the alien following standard rules.</p>	3
	<p>MASTER ALIEN</p> <p>SPECIAL STATIONARY SIGNAL. Replace the revealed STATIONARY SIGNAL with the MASTER ALIEN! Teleport the MASTER ALIEN set aside during MISSION SETUP.</p> <p>Note: This STATIONARY SIGNAL is part of the STATIONARY SIGNAL POOL ONLY when explicitly indicated by the mission. Once revealed, it must be placed in the WAREHOUSE instead of the discard pool.</p>	1
	<p>GENERIC DEVICE</p> <p>The agent who revealed the STATIONARY SIGNAL may immediately draw a RANDOM GENERIC DEVICE from those available in the WAREHOUSE.</p>	1
	<p>SUPPLY</p> <p>The agent who revealed the STATIONARY SIGNAL immediately gains 1  OR 1  OR 1  of his choice.</p>	1
	<p>NPC</p> <p>Replace the revealed STATIONARY SIGNAL with an NPC! Teleport the first NPC from the NPC deck. Assign it to the agent revealing the STATIONARY SIGNAL.</p>	1
	<p>WOUND</p> <p>The agent who revealed the STATIONARY SIGNAL immediately suffers one wound.</p>	2
	<p>WAYPOINT</p> <p>SPECIAL STATIONARY SIGNAL. Used in specific missions to indicate a special objective.</p> <p>Note: This STATIONARY SIGNAL is part of the STATIONARY SIGNAL POOL ONLY when explicitly indicated by the mission.</p>	1

By default, during mission setup, a **STATIONARY SIGNALS RESERVE** is created by shuffling all **STATIONARY SIGNALS**, except the two **SPECIAL SIGNALS**.

The **MASTER ALIEN** and **WAYPOINT STATIONARY SIGNALS** become part of the **STATIONARY SIGNALS RESERVE** only when the **MISSION SPECIAL RULES** specifically indicate them.


11.11 MOVEMENT

While moving aliens, keep these simple guidelines in mind, which are updated to include the new mechanics:


- There can only be one alien or **SIGNAL** [standard or **STATIONARY**] in each **HEX**.
- To apply a behavior rule, there must be **L.O.S.** and a legal movement path.
Only the  rule can be applied without **L.O.S.**
- Aliens normally move from center **HEX** to center **HEX** of an **AREA**. When this is not possible or when needed, aliens move to another **HEX** of the **AREA**.
- At the end of its movement, an alien may redeploy to any **HEX** in the destination **AREA**, trying to end its movement adjacent to the original target and as many other agents as possible.
- Aliens may **Disengage** from melee without an "**Evade**" test. They can always **Disengage**, if they are required to do so by their A.I.
- Aliens consider an **UNLOCKED DOOR** or **WINDOW** to be a **STANDARD HEX** or **HEX** side for movement.
- Only **FLYING** and **BURROWING** aliens can move through **BARRIER HEX SIDES**.
All other aliens consider them to be **BLOCKING HEX SIDES**.
- Other aliens and agents are not considered obstacles for a legal movement path.
Aliens can move through them, but they cannot end their movement on an occupied **HEX**.
- When the A.I. directs an alien to move toward the closest **TELEPORT POINT**, and the alien is already there, it will remain in its current position.
- When the A.I. says to "move back or move away," it means to move in the direction from where the alien came or, when not possible, away from the closest agent.
- A behavior rule indicating "Move Adjacent to..." means the alien must try to enter the target's **AREA**, in a **HEX** adjacent to the target. If this is not possible, the alien must move to an adjacent **AREA**, ending its movement in a **HEX** adjacent to the target.
- If, for any reason, the appropriate behavior rule cannot be applied, apply the next one. If no rule can be applied, the alien remains in its current position.

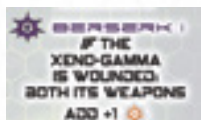
11.12 COMBAT


The alien combat system is now more fun and dynamic, thanks to the new effects like **LETHAL**, **EXPLOSION**, **CRITICAL** and all the other powers and items detailed in this manual.

In addition, there are several aliens with weapons indicating the number of , instead the number of dice to roll:



In these cases, the **HIT ROLL** is represented by a predetermined number of . As with standard weapons, this number may be influenced and modified by any alien power or item. The **DEFEND ROLL** works as usual.



This additional symbol  may appear on the power section of some **ALIEN** and **MASTER ALIEN** cards. When present, it indicates the specific passive power affects the alien's combat ability, usually by adding additional combat effects, if the target is in a particular condition.



THE BRIEFING IS OVER, AGENTS.
THIS TIME...
THE EARTH STRIKES BACK!





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