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Arc #3

Xeno Invasion

After settlers encounter a violent xenophobic race, the “Xenos”, the galaxy finds itself under assault. No negotiation is possible. Long-lost Alien secrets may hold the key to defeating these attacks. Can you build the most prosperous and powerful space empire while defending it from Xeno invasions?

OVERVIEW

Xeno Invasion adds new start worlds and game cards, action cards and VP chips for a fifth player, and a bonus *Xeno Invasion* game to *Race for the Galaxy*.

This expansion forms a separate expansion arc. Use it with just the *Race for the Galaxy* base game, *not* with any other expansions.

For your first game, just add the new cards, read the rules for Xeno worlds, and begin play. In later plays, add the *Invasion Game*.

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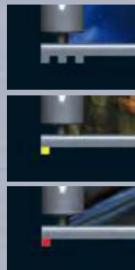
5 start world cards, numbered 5-9	12 1 VP chips
46 game cards	5 bunkers
9 action cards for a fifth player	2 repulse tiles
5 <i>Invasion Game</i> summary cards	2 die-cut repulse track arrows
5 <i>Produce: Repair</i> action cards	1 empire defeat tile
40 Xeno invasion cards	2 bonus tiles
5 admiral disks	14 damaged world/award chips
1 Xeno repulse track sheet	25 award chips: 20 @ 1; 5 @ 5

Carefully remove the VP chips and Invasion Game counters from their frames before play.

ADDING CARDS

Xeno Invasion can be played without the *Invasion Game* rules. Simply add the new start worlds and game cards to the base game. To do so, remove any cards from the first expansion arc, which have 1-3 gray marks in their lower left corners, or any *Alien Artifacts* cards, which have a single gold mark. This expansion's cards have a single red mark. Action cards and VP chips for a fifth player and a fifth preset hand are included.

Do not use the invasion cards, summary cards, the *Produce: Repair* cards, the repulse track sheet, or any counters, except the fifth player's VP chips.



Start World Setup (rule change, unless using the preset hands). Separate the start worlds by their blue (even) and red (odd) numbers into two groups. Shuffle each group separately. Deal two start worlds, one from each group, face down to each player. Shuffle any remaining start worlds with the game cards and then deal six cards to each player. Each player, after studying all eight cards, discards one of two start worlds and two of six game cards.

Players *then* simultaneously reveal their selected start worlds and begin play.

Important (rule change). In this expansion, all *Explore* actions are *mix with hand*. To do an *Explore*, draw cards normally, add them to your hand, and then discard the appropriate number from any of your cards in hand.

Tip: many players find it useful to quietly state aloud how many cards they need to discard *before* adding their *Explore* draws to their hands.

Example: Ann has 5 cards in hand and 2 Explore Draw+1 powers in her tableau. When Joe calls Explore, Ann draws 4 cards. As she adds them to her hand, Ann reminds herself, "Discard 3." After the Explore, Ann will have 6 cards in hand.

Xeno Worlds. Eight worlds are **XENO** military worlds, with a blue "fill" inside their defense numbers and an **X** icon.

XENO military worlds can be conquered normally, but *cannot* be settled using *Pay-for-Military* powers, such as the *Contact Specialist*'s power.



Military vs. Xeno. Some powers provide *specific Military vs. XENO* worlds. This applies only to Xeno military worlds (in the regular game) and can be combined with other Military.



Repair and Xeno Defense Powers. These apply only in the *Invasion Game*. Ignore them in the regular game.



Anti-Xeno Keyword. Two 6-cost developments refer to **ANTI-XENO**, a term which appears in some card titles.

Other Powers. Most new powers are variations on previous powers. Those that are not have text descriptions and are described starting on page 9.

This expansion adds two *Pay-for-Military* (●●) powers, similar to the *Contact Specialist*'s power. *Pay-for-Military* powers do *not* combine with one another (but do combine with other discounts).

Scoring. For each 6-cost development, a given card can score in only *one* of its categories.

Two worlds, *Corrosive Uplift World* and *Uplift Coalition*, have VPs that vary, similar to 6-cost developments.

Important. Play this expansion a few times with just the new cards before reading the rules below and trying the *Invasion Game*.

INVASION GAME

Introduction. In this game, players must contend with three successively stronger waves of Xeno invaders, who attack at the end of rounds.

Players earn awards (worth VPs) by successfully defending their empires. If an empire fails to do so, the Xenos damage one of its worlds. If all empires fail to defend twice, they are *defeated* by the Xenos.

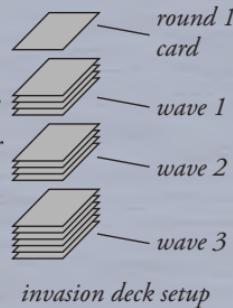
During *Produce* phases, players can contribute goods to aid the war effort (earning VPs) and can repair damaged worlds.

If players amass enough collective Military, they *repulse* the Xenos. Repulsing the Xenos or being defeated by them are new ways that the game can end.

At game end – if not defeated by the Xenos – the players who contributed the most, militarily and materially, against the Xenos receive 5 VP bonuses.

Setup. Set up the game normally, with these extra steps:

1. Give a *Produce: Repair* card, admiral disk, summary card, and bunker to each player. Remove unused items from the game. (Most players place their bunkers directly above their start worlds.)
2. Separate the 40 invasion cards into wave 1 ($\heartsuit \times 11$), wave 2 ($\heartsuit \times 11$), and wave 3 ($\heartsuit \times 17$) groups, plus the Round 1 card. Shuffle each wave separately. Use *all* wave 3 cards. Use two wave 1 and two wave 2 cards *per player*. Stack (from the bottom) the wave 3, 2, and 1 cards, placing the Round 1 card face up on top of them to form the invasion deck. Remove unused wave 1 and wave 2 cards from the game.



In the *2-Player Game for Experienced Players*, use two wave 1 and two wave 2 cards (*not* four of each).

3. Use the appropriate repulse tile for the number of players. Put the repulse value arrow on the repulse track below the space matching the tile's value. Set the Military vs. Xenos arrow, empire defeat tile (0 side face up), and admiral disks near the repulse track.



3-player repulse tile



3-player track setup



4. Set the *Greatest Admiral* and *Greatest Contributor* bonus tiles and defense award chips nearby.



Greatest Admiral



Greatest Contributor



Defense award

Play. Play proceeds normally except: an *invasion step* takes place on rounds 3+ after all phases; players can contribute goods and repair worlds during *Produce* phases; and a *Settle* phase automatically occurs in the first round of play.

If any players select *Settle* in the first round, only one *Settle* phase occurs (with those players receiving the normal *Settle* bonus draw after settling).

In the first two rounds, either flip over the Round 1 card (in round 1) or discard it (in round 2) from the game. Skip the invasion step.

This is true even in the *2-Player Game for Experienced Players*.

Invasion Step. This occurs in rounds 3+ *after* players possibly discard (due to being over the hand limit) and before checking to see if the game ends.

1. Update Admiral Disks. In the first invasion step, place each player's admiral disk on the repulse track space corresponding to his current *Military vs. Xenos* (Military plus any specific Military vs. Xenos $\text{A}+\text{?}$), ignoring Xeno Defense powers ? and temporary military). Do this clockwise, starting with the player with the lowest numbered start world, stacking disks as needed.

If a player's Military vs. Xenos is less than -2, place his disk to the left of the -2 track space.

In this step in later rounds, shift these disks as needed to match each player's current Military vs. Xenos. Do this in the *descending order* of disks on the repulse track, going from top to bottom for any stacks. Place a shifted disk on *top* of any disks already in its new space.

Exceptions: Shift multiple disks in one space going to the same new space as a group, maintaining their relative order. Do not adjust a disk if its owner's Military vs. Xenos hasn't changed.



2. Check Xeno Repulse. Mark the total Military vs. Xenos, across all players, with the Military vs. Xenos arrow on the repulse track (if positive). If it is *greater than or equal to* the current repulse value (marked by the other arrow), then the game ends by repulsing the Xenos. If not, continue the invasion step.



3a. Assign Invasion cards. Flip over as many invasion cards as players and examine them. Give each player a card. Assign them by invasion strengths, high to low, to the players in the descending order of their admiral disks.

If the invasion deck is exhausted, shuffle the discarded *wave 3* invasion cards (only) to form a new invasion deck.

Military+X ($\text{O}+\text{X}$) invasion strengths are considered higher than all single digit invasion strengths (X) when assigning invasion cards.

After assigning cards, move the bottom disk in each stack to the top (so that players who remain tied next round will be assigned invasion cards in a different order).

3b. Resolve Invasions. Each player compares his card's invasion strength to his Military vs. Xenos value, *plus* any Defense vs. Xenos from Xeno defense powers. (These powers have no other effect.)



A player may, at this point, use *Settle* powers to add temporary Military, including temporary Military/Defense vs. Xenos, to this total. Powers used earlier in a *Settle* phase do *not* add to this total (unless used again).

A player may also use his bunker's power by discarding 1 card from hand for +2 temporary Defense vs. Xenos.



A Military+X strength is X greater than the player's Military, *before* adding any specific Military vs. Xenos, Defense vs. Xenos, or temporary Military.



If the invasion strength is *greater than or equal to* the player's total, then the Xenos *damage* one of his undamaged worlds (if possible). The player chooses which world is damaged and flips it face down, discards any good it has, and places a damage marker on it.



A damaged world counts towards a player's tableau size. Its powers and attributes cannot be used; it cannot hold a good; and, at game end, it scores 0 VPs (and does not count towards other cards' VPs).

(Some groups may prefer not to flip damaged worlds face down and use just the damage markers to indicate damaged worlds.)

If the invasion strength is *less than* his total, then the player gains 1 or 2 *defense awards* (not VP chips). Take the number shown on the repulse tile from 5-star (high) to 1-star (low), corresponding to the player's position in descending order on the repulse track (so that the player with the *lowest* Military vs. Xenos gains more *if* he successfully defends). Make change among defense award chips as needed.



If *every* player failed to defend against the invasion this round, flip the empire defeat tile over from 0 to 1. If all players fail to defend twice, the game ends (whether or not there were successful defenses in between these rounds).



Players then discard their invasion cards, ending the invasion step. Remove discarded wave 1 and wave 2 cards from the game. Put discarded wave 3 cards in a discard pile.

Produce: Contributing to the War Effort. At the *start* of a *Produce* phase, each player with goods (from settled worlds or prior *Produce* phases) may discard one or more of them. For each good discarded, reduce the current repulse value by 1 (but not below 0) and gain 1 VP chip.

Keep VP chips received for war contributions *separate* from *Consume* VP chips, by placing them either on or near players' bunker tiles (so that the *Greatest Contributor* award can be assigned at game end).

Play is intended to be simultaneous. If needed, use the standard timing rules so that the player with the lowest numbered start world does his entire *Produce* phase, including his contribution decision, before the next player clockwise, etc.

Produce: Repairing Worlds. At any time *after* the start of a *Produce* phase, players may repair damaged worlds. To repair a damaged world, either discard two cards from hand, discard a good, use a repair power, or use half of the *Produce: Repair* bonus. Flip the world face up and remove its damaged marker. Repairs may be combined with *Produce* powers in any order.

Example. Joe, with one card in hand, draws a card for the Rebel Underground and then discards two cards to repair Spice World. He produces its good which he discards to repair Alien Robotic Factory. Joe produces its good and then uses Diversified Economy to draw two cards.

Do *not* "automatically" place a good on a windfall world after repairing it.

You may *not* produce goods multiple times on a world in a *Produce* phase (discarding its good in between to repair a world), even if it is a windfall world and you have multiple windfall production powers.

Neither a repair power nor the *Produce: Repair* bonus is needed to repair worlds; they are simply alternative ways of doing so.



2-Player Game for Experienced Players: A player who selects both the *Produce* and *Produce: Repair* actions receives both bonuses during *Produce*. Only one *Produce* phase occurs.

Game End. The invasion game can end either normally, by empire defeat (if all players fail to defend vs. invasions twice), or by players collectively equaling or exceeding the Xeno repulse value.

An invasion step still occurs on the final round (though if the players' total Military vs. Xenos equals or exceeds the current repulse value, no invasion cards will be drawn).

If the game did not end in empire defeat, then the players with the highest Military vs. Xenos and the most war contribution VP chips receive 5 VP bonuses, taking the *Greatest Admiral* and *Greatest Contributor* tiles.



Any players tied for these bonuses also receive 5 VPs. To mark this, give a 5 VP chip to each tied player who doesn't hold the appropriate tile.

(These 5 VP chips do not count towards *Galactic Renaissance*.)

Players total their VPs normally, including all award chips and tiles. War contribution VP chips (but not defense awards or bonuses) *do* count towards *Galactic Renaissance*. Damaged worlds do not provide VPs nor count for any card's VPs.

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Thank you all!

Special Thanks: Chris Lopez.

NEW CARD POWERS (by phase)

UPON PLACEMENT

Discard to Add Good



May discard 1 card from hand to add 1 Genes good (G) to this world when placing it.

This discard is done before receiving any cards from a Settle bonus or any Draw After powers for settling this world.

I: EXPLORE

Draw Extra for Rebel Worlds



Draw 1 more card to look at for each *Rebel* military world (R) in the player's tableau.

III: SETTLE

Specific Military



Contributes Military towards conquering *Xeno* military worlds (X).



In the Invasion Game, Military vs. Xenos is also used to defend vs. Xeno Invasions.



Temporary Military /

Temporary Specific Military



May discard the indicated *kind* of good for +Military as shown until the end of this phase/invasion step.



May discard an Alien good for +3 Military vs. Xenos until the end of this phase/invasion step.

Military / Specific Military



Respectively, +1 Military for each *alien* world, Rebel military world, or **IMPERIUM** card in your tableau at the *start* of this phase/invasion step.



+1 Military vs. Xenos for each *non-military world* (O) in your tableau at the *start* of this phase/invasion step.

III: SETTLE (continued)

Pay for Military (X)

May, as an action, place a military (X) world as a non-military world (O).

The cost is its defense, with any discounts (including, for *Uplift Terraforming*, its -1 discount).

Only one Pay-for-Military power may be used to settle a given world.

Xeno military worlds (X) may not be settled using Pay-for-Military powers (including the Contact Specialist's power).

Temporary Xeno Defense

Invasion Game only



May discard a good or the indicated kind of good for +Defense vs. a Xeno Invasion this round.



May discard a good for +Defense vs. a Xeno Invasion this round.



May discard a good for +Defense vs. a Xeno Invasion this round.



May discard a good for +Defense vs. a Xeno Invasion this round.

Xeno Defense

Invasion Game only



Contributes Defense vs. Xeno Invasions (only).



Temporary Xeno Defense

Invasion Game only



May discard from tableau for +3 Defense vs. a Xeno Invasion this round.

This is in addition to the Anti-Xeno Militia's Military and Military vs. Xenos.

Temporary Xeno Defense

Invasion Game only



May discard 1 card from hand for +Defense vs. a Xeno Invasion this round.



vs. a Xeno Invasion this round.

IV: CONSUME

"up to" Four Different Kinds

 Discard up to 4 different kinds of goods (blue, green, brown, yellow) to gain 1 VP apiece.

Gain 1 VP



Gain 1 VP.
This can be doubled with the Consume 2x bonus.

IV: CONSUME (continued)

Specific Kinds of Goods



Discard 1 Genes good (green) and 1 good of the indicated *kind* to gain 3 VPs.



Discard 1 Genes good (green) and 1 good of *any* kind to gain 2 VPs and 2 cards.

Draw if Lucky (Updated Table)

	0	1	2	3	4	5	6	7	8	9
◊	0	16	14	6	12	4	18	0	0	0
○	2	7	17	13	6	8	2	0	0	0
○	0	10	10	5	4	3	3	2	2	1

of cards at each cost/defense (with expansion)

V: PRODUCE

Discard to Produce Windfall



May discard a card from hand to produce a good on a windfall world of the specified *kind* (that has no good).



Draw for Worlds



Draw 1 card for each *Xeno* military world (red X) in the player's tableau.



Draw 1 card for every 2 military worlds (red O) in the player's tableau.

Discard to Produce Good



May discard a card from hand so that this world produces a good (it does not do so otherwise).

A player may discard a card gained from Diversified Economy to produce this good, but cannot then gain a card from doing so (as one power cannot interrupt another power).

Draw for Goods



Draw 1 card for every 2 goods that the player produced this phase.

Repair a World

Invasion Game only



Flip a damaged world face up.

INVASION GAME SUMMARY

Invasion Game Summary

Setup

- Shuffle each wave's (**I**, **II**, **III**) cards.
- Use 2 **I** and 2 **II** cards per player.
- Stack the **I**, **II**, and all **III** cards.
- Put the Round 1 invasion card on top.

2-Player Experienced Game: use only 2 **I** and 2 **II** cards, not 4 of each.

Round 1: a *Settle* phase automatically occurs.

Produce

- At phase *start*, players may discard goods. Reduce the *repulse value* by 1 and gain 1 VP chip for each discard.
- During *Produce*, players may repair damaged worlds. For each repair, either discard 2 cards from hand or 1 good or use a repair power or half of the *Produce: Repair* bonus.

Invasion Step

Rounds 3+, after any hand limit discards

1. Update admiral disks, high to low.
2. Check Xeno repulse:
If total Military vs. Xenos is \geq *repulse value*, the game ends.
3. Otherwise, flip 1 invasion card per player:
 - Assign invasion strengths  by disks, high to low,  before . Then, move the bottom admiral disk in each stack to the top.
 - If  \geq Military vs. Xenos, including any Xeno Defense  and temporary military damage (flip over) 1 world.
 - Otherwise, player receives 1-2 defense award(s) as shown on repulse tile.
 - If all players lose, check empire defeat.

Xeno Invasion Strengths

I	Wave 1	-1	-1	0	0	1	1	1	2	2	3	4
II	Wave 2	0	0	1	1	2	2	3	4	5	6	7
III	Wave 3	3	3	3	3	4	4	4	5	6	7	8

M+3 **M+4** **M+5**

“M+X” invasion strengths equal the player’s Military+X, *before* adding any specific Military vs. Xenos, Defense vs. Xenos, or temporary Military.

A player must *exceed* an invasion strength in order to successfully defend, as the invading Xenos are attacking. (Attackers win ties in *Race for the Galaxy*.)

If you have any comments, questions, or suggestions, please write to us at:

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