

TERRAN

As unrest became rampant throughout the Earth, the leading democracies banded together to create the Earth Defense Force. Portions of this force were sent to Mars to act as security and support for the fledgling Martian colony. As splinter factions divided the humans, the democratically elected government rechristened their society as the Terrans, believing themselves the last best hope for the finest ideals of humanity and the home planet to not just survive, but to thrive.

Starting Buildings and Units

The Terrans begin the game with the Turret building with one unit, the Militia building, and one Worker unit.

Power

Power for the Terrans is generated by Power Plant cards and Workers assigned to the Go To 11 box on the Base Mat. The Plant cards come in three varieties – Solar Plant, Nuclear Plant, and Fusion Plant, which produce 1, 3, and 5 power respectively. Each Construction step the Terran player receives one power token for each power point generated, which can be placed as desired.

Power tokens are allocated to Buildings and Technology cards during Construction. They may be freely reassigned each Construction phase, and Buildings and Technologies can be left unpowered if desired. You can have cards in play that require more power than you can generate. If so, some of them will not be powered for that Construction phase. Unpowered Technology cards do not grant their special ability, and unpowered Buildings may not construct new units.

Power that is not used cannot be saved for future Construction phases. It is used or lost. All Power Tokens, whether assigned or not, are removed at the end of the Battle.

Certain high level Buildings require power in order to construct units. Power is not required in order to construct the building itself – just the units. One power allocated to the card allows the Building to construct any number of units (limited by the resources on the Building card, of course). Think of power as ‘turning on’ the Building for Construction.

Also, note that once units are built, power is not required for them to fight. It is only required to exchange the resource cards for units. This is distinct from Technology cards, which must be powered each Construction phase to be used.

TECHNOLOGY CARDS

Technology cards give the Terrans enhanced capabilities. There are two types: Unit Technology cards, which apply to an individual building, and Tech Center cards, which apply to the entire Terran force.

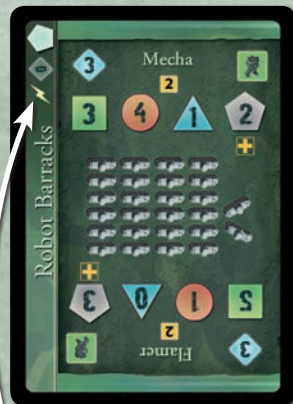
Unit Technology Cards

Unit Technology cards represent upgrades to unit characteristics. During regular play they are played from your hand into the Technology Pool on the Base Mat. At the start of the Construction phase Unit Technology cards in the pool may be attached to a Building, giving all units on the card that ability, whether built before or after the Technology card was attached. The side of the card that will be used is chosen when it is assigned to a Building, not when it is placed in the pool. Technology cards do not have to be assigned – they may be left in the pool if desired, and can not be damaged by the opponent.

Only one Technology card can be attached to each building (Exception: if Cybernetics is in play and powered, two techs may be assigned). For clarity the Unit



Sample Power Plant Card Generates 3 power.



The Robot Barracks requires one power in order to build any number of Mecha Infantry.



Unit Technology Tac Sensors takes two power to Activate.



Tac Sensors assigned to Mecha Inf. Now Mecha Infantry have 2 Scouting Points.

Technology card should be tucked underneath the building card, poking out the top.

Unit Tech cards may be assigned to Base Defenses, except for Turrets (as noted on the card).

Unit Tech cards may not be reassigned once assigned (Exception: the Mutation Tech Facility).

If the Unit Tech card is Powered, all units on that card gain the ability. **Note: If the same building is in play multiple times, the tech only applies to unit tokens that are on the card with the tech.**

Tech Facility

Tech Facilities give the Terrans various special abilities that are not tied to particular Buildings. They are played directly into the Base, with the desired side facing upwards.

In order to use the ability during Battle the indicated Power cost must be paid.

Tech Facility cards are treated as Empty Buildings.

Explanation of Selected Technology Cards

Screening – If another Force takes a hit this Force may take the hit instead, even if the attacker normally cannot damage this unit.

Augmentation – If Augmentation is powered during a Construction Step a second Unit Tech may be assigned to a building. If Augmentation is in play but not powered, then any buildings that already have two Unit Techs assigned may only Power one of them. This choice may be changed each Construction Step.

Rapid Fire – Each unit that gets a successful hit gets to roll for an extra attack against the same target Force. This happens immediately. The extra attacks cannot themselves generate more extra attacks. (Example: Four Rocket Infantry with Rapid Fire are attacking Armor Units. They hit on a '3'. The four rolls are 1, 2, 3, and 6. There are three hits, and the Terran player gets to roll 3 more dice, rolling a 1, 4, and 5, for one additional hit. So the target suffers four hits.)

Power Boost - This tech may only be attached to a Power Plant card, and increases the power by two. It does not take any power to activate this ability.

Shrink Ray - You must have at least one Drop Ship unit token for Shrink Ray to work.



Tech Facility Augmentation takes two power to Activate.

Recon

In addition to playing cards into their Base or playing Attack cards, the Terrans have the special 'Recon' option. Instead of a normal play, the Terrans can discard a card from their hand, and announce the Recon. The opponent removes their screen and the Terran player can see what they are building. No Construction is actually performed.

In a multiplayer game the Terran looks behind each player's screen without the other players seeing. The simplest way to do this is for the Terran player to walk around the table.

Workers

Workers are a special type of unit for the Terrans, and can give various benefits.

During the Construction Phase one Worker is built for each two resource cards placed on the Worker space on the Base Mat. They are represented by placing infantry tokens on the Worker area of the player mat.

Workers may never benefit from Technology cards.

During the Construction phase each Worker may be allocated to one of the four special ability spaces on the right side of the player mat. Workers that have just been built may be immediately placed into one of these boxes.

No more than four workers may be placed in each box.

The four abilities are:

Overtime: Gain 1 extra resource for unit construction for every two workers placed here. This ability can be applied at any time during the Construction phase (even including using the resource to build another worker which is then placed in this box).

Go To 11: Gain 1 extra power for each worker placed here.

Ammo Dump: Gain two rerolls for each worker placed here (see Reroll rules for details).

Militia: The Workers take up arms in defense of the Base. Each worker placed here is moved to the Militia card and becomes a 1-1-1 Base Defense unit. They function completely as normal Base Defense units, except that they may not benefit from Technology and have the No Flanking attribute. Any workers killed while acting as Militia are eliminated, just as a regular combat unit. Workers can be assigned to Militia even if the Terrans choose to defend the Frontier. The Militia will only participate in the battle if the Attacker attacks the Base, just like normal Base Defense units.

After the battle is concluded, all workers are returned to the Worker pool and may be freely reassigned for the next Construction Phase (Exception: Militia that are killed in combat are permanently removed).

Emergency Defense resources may be used to purchase Workers and immediately turn them into Militia, as long as there are fewer than four Militia units on the Building.

Drop Ships

For each Drop Ship unit token that the player has at the end of Construction, one Force may be treated as having Deep Strike capability. The Force(s) selected may be changed each Battle.

Tactical Nuke

The Tactical Nuke is immediately available for launching when the Defense Platform building is constructed.

When the player attacks, the Tactical Nuke may be fired at a single opposing Building. It may not be launched when Defending. It is launched between Construction and the formation of the Battle Line. This automatically destroys the targeted Building card as well as all Units on the Building and attached abilities.

The Defense Platform must have one Power allocated to it in order to use the Tactical Nuke ability.

When a tactical nuke is launched the Defense Platform card is discarded (so you only get to launch one time from each Defense Platform card).

Tips and Tactics

The Terrans have several key advantages that can be used to great effect, and make them a blast to play.

First, the Terrans have arguably the most-feared building in the game -- the Tac Nuke. Unlike a Raid it can take out a Building with units on it. If the opponent has invested heavily in a particular building, with abilities and expensive units, the Tac Nuke can quickly clear the way for your other units to overrun the enemy.

However keep in mind that the Tac Nuke costs you four cards to build (the Tac Nuke card plus three resources). So if you just take out a basic building with one or two one-resource units you will actually be coming out behind. At the same time, if you choose not to launch the Tac Nuke and everyone knows you have it you are opening yourself up to Raids and Deep Strike attacks as players try to take it out before it can be launched. Remember, you can only launch the Tac Nuke when you are the Attacker, so don't get caught off-guard.

You also have the widest variety of unit types. There is usually a Terran unit available for whatever job you have. Your Base Defense units are also excellent, with the Death Sphere being able to shield you effectively from almost every attacker.

Plus you have the benefit of two starting Base defense units -- Turrets and Militia. This can



give you an extra Force in combat, allowing you to negate enemy flanking.

You also have the ability to generate extra resources and reduce unit costs, which can help you get more expensive units into play. The Automation ability can be attached to a single building and will reduce cost by one, and the Resupply attack card gives you two bonus resources to use during Construction. Plus, if you build extra Workers you can place them in the Extra Resource box to generate bonus resources. If you are going to go the Worker route you should try to build them early. The more times they are involved in Construction the more they will earn their keep. However, don't neglect your defenses!

Finally you have the special Recon ability that lets you see what other players are building. This option is best used early, or after big combats when players are building up their forces. It costs a resource, but can help you make builds that are the best counters to what your opponent is constructing.

The Terrans certainly have their disadvantages as well. They are limited to having only one ability attached to a building, and once an ability is assigned it is stuck there, barring Cybernetics or Mutation. Power is a little more difficult to come by than the other factions, and the Power Plants that will do most of your power generation are subject to Raids and loss during Base defense.

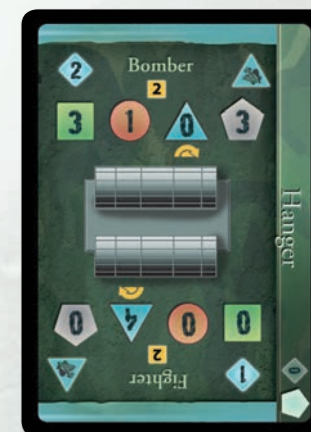
While you have excellent aircraft, you lack other Deep Strike capability unless you invest in Drop Ships. This option is typically not used that often, but it can be a way to surprise your opponents as waves of Heavy Tanks drop onto his Base, ignoring the Anti-Air Base defenses he has built.

Here are some sample starting hands:

Trooper & Tank: This is a basic setup that gives you good attacks against just about any type of unit.

Fighter & Bomber: Lay these cards down, build a few Bombers and one or two Fighters, and launch a Deep Strike at your opponent. Bombers are devastating against Buildings, and you may be able to set your opponent back several turns in getting their infrastructure going.

Death Sphere & Automation: Cheap Death Spheres can give you a solid defensive shield so you can switch to building more powerful units without worrying about your Base getting attacked.



Construction Example

The resources on the Base Mat are used to construct one more Worker. There is one remaining resource on the Worker space since Workers cost two, and that remains for future construction. The Defense Platform building is built for three resources. The resource on the Turret building is replaced with a Building unit, and the two resources on the Barracks card are replaced with two Infantry units, building Troopers. The Nuclear Plant was built in a previous Construction phase, and remains as is. It produces

three Power Tokens. One is placed on the Advanced Factory so that it can produce the Artillery unit for two resources. Another is placed on the Tac Nuke so the Terrans can launch it this Battle.

The Terrans have two Unit Technology cards in the Unassigned Tech space. They decide to attach the Rapid Fire tech (on the bottom side of the Screening Card) to the Artillery, and the Clusterbombs to the Strike Fighters, which will increase their Infantry Attack rating to 4 if Powered. After powering the Advanced Factory and Tactical Nuke, there is only one power token remaining. The Terrans would like to power both of their new techs, so they decide to assign both workers to the Extra Power box, generating two more power tokens, for a total of three. Two are placed on the Rapid Fire card, and one on the Clusterbombs. The Scanners Global Tech card will remain unpowered and not used for this battle. The Airport card does not require power for the Strike Fighter since no new Strike Fighters are being built this Construction.



Resources Allocated



The situation after construction.



After Construction

