

XENOS

As the human colonists began to terraform the Martian climate, they unwittingly recreated the environment from millions of years prior. Unbeknownst to the interlopers the original inhabitants of the red planet began to emerge from their long hibernation, and began to fight to reclaim what was originally theirs.

The Xenos are the masters of shape-shifting. They have extra time to decide which buildings will build units, and units can switch types – for example, infantry units can switch to air units. However they have no access to advanced technology.

Starting Buildings and Units

The Xenos start with two Larvae and the Drone building.

Xenos Construction

The Xenos follow a slightly modified construction procedure. Buildings are placed normally into the Base, but resources cards for units are **NOT** placed directly onto the buildings. Instead they are placed on the Queen space on the Base Mat, and become eggs.

NEW ADULT

LARVAE
May move up to four Larvae to the Drone card each Battle. Return to Larvae box after Battle.
At Start: 2 Larvae

EGGS
Final Defense:
During Emergency Defense Eggs go directly to New Adults without becoming Larvae. Ignore Wounded Queen.

GENE POOL
Play Special cards here.
Increase Power cost of by one for each card already attached to the building.
Pay 1 Power to advance two Larvae to the New Adult Box. (May be used as many times as desired.)

Construct Sequence:
1. Move existing Larvae into New Adult box.
2. Turn eggs into Larvae and Power.
3. Use Power to buy Gene Cards and move new Larvae to New Adult box.
4. Use New Adult tokens to build units on Buildings.
5. Return up to two New Adult tokens to the Larvae box. Excess tokens in New Adult box are eliminated.

Breed:
Instead of a normal turn, discard a card to do Construction.

During construction, the eggs can be allocated to one of two boxes on the play mat:

Larvae, which are used to build units. Larvae are represented by Infantry tokens. One egg is exchanged for one larvae.

Gene Pool, which are used to buy upgrades and Brains. One egg is exchanged for one Power token.

This is the Construction sequence for the Xenos, and it must be followed in this order to avoid confusion between larvae which can be turned into units and 'new' larvae:

1. Move existing Larvae into 'New Adults' box
2. Turn eggs into Larvae, and Power. All eggs must be used in one of these areas. None can remain in the Queen space.

Normally one resource counts as one egg, but this may be changed if Wounded Queen is in play (see *Queen Strike*).

If the Breeder Brain is active, a bonus egg is available for construction.

Example: There are three cards in the Queen space, and the Breeder Brain is active from a prior Construction phase. You have four eggs that can be divided between Larvae and Power Tokens for the Gene Pool. You choose to use two eggs for new Larvae, placing two new Larvae, two eggs for power, placing and two power tokens in the Gene Pool. The cards on the Queen space are then discarded.

Guardians require 3 Larvae to construct one unit.

TR0007 GUARDIAN
3
4 1 2 2
3
4 3 1 2
2
3

One Larva is exchanged for two Skitters or Chiggers

HEAD SKITTER
1/2
1 1 X X
Max 6 units instead of 4.
Gene cards may not be attached.
CHIGGER
1/2
X 1 X 1
2
2

- Use Power to buy Gene Cards and attach to Buildings, and buy Brains.

Power can also be used to move new Larvae to the New Adults box. For each Power Token removed for this purpose, move two Larvae into the New Adults box.

- Use 'New Adults' tokens to build Adults (units on Buildings)..
- Return up to two unused New Adults to the Larvae box. Any additional unused New Adults are eliminated.
- Up to four Larvae may be placed on the Drone card.

This sequence is shown on the Xenos Play Mat.

So an egg normally takes two Construction phases to turn into a Unit. First it gets turned into a Larva, and then next Construction phase the Larva (from the New Adults box) is turned into a unit. Units constructed on buildings are called Adults. **However remember that you can use a Power token to 'rush' two eggs directly to the New Adult box.**

Instead of the blue diamond resource symbol to build units on Buildings, the Xenos buildings have a green oval. The number in the green oval is the number of Larvae in the New Adult box that are required to be removed to build that Unit. Only Larvae in the New Adult box are used to construct units on Buildings.

Some cards require ½ a Larvae to build a unit. In those cases, you get two unit tokens in exchange for one larvae token. These Forces also can have up to **six units per Force** instead of the usual four, as noted on the card.

There is no limit to the number of Larvae that may be on the Base Mat. **However a maximum of four Larvae can be placed on the Drone card.**

Power tokens are used to purchase cards from the Gene Pool, including Brain Cards, Gene Cards, and the Queen Strike card. Once purchased these cards do not need any additional Power to operate. Unused Power tokens remain in the Gene Pool to be used in a future Construction phase.

Any Power tokens remaining in the Gene Pool remain there after the Battle and can be used in future Construction Phases.

Emergency Construction

When doing Emergency Construction the Xenos may advance Eggs directly to New Adults. This allows the Xenos to get more powerful units into play for Base Defense instead of only having Drones. Also, eggs always cost one resource, even if the Wounded Queen card is on the Base Mat.

BRAIN CARDS

Brain cards give the Xenos a special ability. They are initially played into the Gene Pool, where they are purchased with Power Points during Construction. The Brain is then taken out of the Gene Pool and placed into the Base.

Only one Brain may be active at one time. If a Brain is already in the Base when a new Brain is moved out of the Gene Pool,

discard the old Brain.

Note that the Breeder Brain does not generate a bonus egg the same Construction Phase that it is purchased. All other Brain cards apply immediately.

Brains apply during a Raid Battle.

GENE CARDS

Gene Cards can be attached to Building cards to enhance their units. In order to get a Gene card into play, it is first placed into the Gene Pool on the Base Mat as a normal card play. During Construction, it can be purchased for the cost shown on the card in Power Tokens, and assigned to any Building. **For each Gene Card already assigned to that Building, the cost is increased by one Power Token.** If multiple abilities are purchased for the same Building in one Construction phase, this extra cost must still be paid (in other words, the cards are bought and assigned one at a time).

Note that some Gene Cards have a cost of zero. If these are the first cards attached to a Building they can just be moved from the Gene Pool to the Building for no Power tokens.

Any existing Gene cards on a Building may be discarded to avoid paying this extra cost.

When purchased, you can choose which ability on the card you wish to use. But once assigned to a Building this choice may not be changed.

Once assigned to a Building, a Gene Card may not be moved to another Building.

Abilities apply to existing or new units that are on that Building card. If the same type of Building is in play multiple times, the ability only enhances units on that particular Building card.

Gene Cards may NOT be assigned to Chiggers or Skitters, as noted on the card.

Cards that are in the Gene Pool may never be targeted by any enemy effect, such as a Raid result or Tac Nuke.



Sample Gene Cards

EVOLVE CARDS

Evolve cards change the type of unit produced by that building. For example, a Building that normally produces Infantry units can be changed to produce Air or Armor units.

Each Evolve card shows what type of units it converts. **You may only play an Evolve card on a Building if it matches the unit type it produces.**

When an Evolve card is placed onto a Building, replace any existing unit tokens with the new type.

Evolve cards can be discarded during Construction. If this is done, the unit tokens are changed back to what the building normally produces. **Multiple Evolve cards can be attached to the same Building if they 'chain'.** For example, the first card can change Infantry units to Air units, and the second can change them from Air to Armor.

Queen Strike Card

The Queen Strike card represents the Queen emerging from the nest to assist in battle. She is a very powerful unit, but if lost will reduce the ability of the Xenos to produce new units.

The Queen Strike card is placed in the Gene Pool like other Gene cards, and has a cost of 3 Power Tokens. Once the Power Token cost is paid, the Queen Strike card is moved off of the Gene Pool and into the Base. It must be used for the current Battle.

When the Queen Strike card is placed into Battle it gets a single Air unit token, and is treated as a normal Force for all purposes, except that the Queen Strike card is immune to pre-combat round effects like Tac Nuke. The Queen unit can only be affected during normal Combat Rounds. It is not attached to a Building.

Special Ability: The Queen is particularly good at defeating Tough units. When she scores a hit on a Force with Tough it counts as two hits instead of one.

If the Queen token is eliminated in Combat, place the Queen Strike card with the Wounded Queen side face up on the Play Mat. For the rest of the game, it takes two resources to produce an Egg instead of one resource.

IMPORTANT: During Emergency Defense in a Battle, the cost of Eggs is always one resource, even if the Wounded Queen card is on the Base Mat.

Drones

Up to four Larvae tokens may be placed onto the Drone card to act as Base Defense units. It may be advantageous to keep larvae out of combat so they are available to build new units in a future Construction phase.

At the conclusion of the Battle surviving Drones unit tokens are moved back to the Larvae box.

Breeding

Instead of taking a normal turn, the Xenos player may discard a card to take a Breeding turn. A Breeding turn allows the Xenos player to do a normal Construction without initiating a Battle.

The Xenos screen is removed, and all normal Construction steps are followed. No other players do Construction.

This can be useful to get eggs to New Adults faster, at the cost of a card.

Tips and Tactics

The Xenos are a sneaky faction, and have a lot of abilities that make them very flexible and adaptable to any tactical situation.

First, because all resources are played to the Queen instead of directly onto the buildings, you can delay making difficult decisions until Construction. This is especially powerful when attacking, since your opponent has to construct their units first, and you can see what they have before deciding what to build.

Also, your Evolve cards give you the ability to change the unit type of your buildings -- even existing units can be changed. This can make playing against the Xenos a real guessing game. You have a strong Infantry attack one battle, so your opponent builds up anti-infantry units. But you switch them over to Armor units for the next Battle, frustrating your opponent's move.

For further specialization you can bring a Brain into play. These can help push your army into a particular direction, and you can bring powerful abilities to Battle.

You also have a number of half-cost units. These can be brought to full strength very quickly. Even though they are weak they can make it difficult for your opponent to destroy all of your units before the end of the Battle.

Your two Tunneling cards can quickly give you a powerful Deep Strike capability.

The Queen Strike card gives you access to the most powerful unit in the game -- the Queen. However, if she is wounded it will cripple your production as your egg cost doubles. The Queen is best held until near the end of the game, unless you have your opponent on the ropes and want to go for the knockout blow.

However the Xenos have some significant drawbacks. Your Construction requires two steps -- eggs to larvae, and then larvae to adults. This means that you either have to plan ahead to have the right forces or use Breeding turns to help accelerate your production. Breeding is the simplest, but it requires you to discard a card, and lets your opponents see what you are building. Remember, you have to use all 'New Adults' except for two, so you will need to turn most of them into units, giving up some of your flexibility advantage as the Attacker in a future battle. Managing the Construction process is a key part of successfully playing the Xenos.

Also, your cards that add to an Attack rating decrease another rating. You need to be very careful about what you choose, and make sure you have coverage against all types of units.

Be aggressive, be sneaky, be tricky, and take Mars back for the real Martians!

Here are some sample starting hands:

Nest & Lair: The idea here is to get out two good core units - Soldiers & Rovers. Rovers are especially nice with their Scouting points.

Heap & Standard Attack: This lets you launch a fast attack on the Frontier, using your two initial Larvae to build four Skitters or Chiggers



Resources Allocated

Construction Example

At the start of Construction, the Xenos have four resources on the Queen space, two Larvae, and the Psychic Brain and an Evolve card in the Gene Pool on their Base Mat. In their Base they have the Skitter and Razor buildings.

For construction, they first move the two Larvae to the New Adults box. The four resources are then converted into four eggs. The Xenos decide to turn one into a Power token in the Gene Pool, and the other three into Larvae.



The two New Adults are used to build one Razor and Two Skitters. Alternatively they could have been used to build two Razors or four Skitters.

The Evolve card can be placed on the Razors for free, as the cost is zero power and there are no other Gene cards on the Razors. It cannot be placed on the Skitters since no Gene Cards may be attached to the 1/2 cost units. This turns the Razor into an Armor unit, and the infantry token is replaced with an armor token.

The one Power Token is used to purchase the Psychic Brain, which is moved off the Base Mat and onto the table surface to show it is the active Brain.

So at the end of construction the Xenos have three Larvae to be used in a future Construction phase or to defend the Base, as shown below.

Instead of a Power Token being used to purchase the Psychic Brain, it could have been used to advance two new Larvae directly to New Adults, allowing the building of more Razors or Skitters.



After Construction

