

XENOHUNTERS

RULEBOOK



FOR MOST RECENT UPDATE OF ANY VERSION OF THIS RULEBOOK, HEAD TO THIS LINK

[HTTPS://TINYURL.COM/3W33WP84](https://tinyurl.com/3w33wp84)

OR SCAN THE QR CODE BELOW:



>>// TRANSMISSION INCOMING //>>

P...PLEASE - CAN YOU HEAR ME?! IS ANYONE THERE? PLEASE...

RESPOND!

THIS IS VICE CAPTAIN MORGAN OF SAYARI-2 SPACE STATION ALERTING

CODE BLACK. I REPEAT, CODE BLACK.

EVERYONE IS DEAD... EVERYONE.

I'M ALL THAT'S LEFT. SOMETHING'S HERE, ABOARD THE STATION. I'VE
MANAGED TO GET TO THE FLIGHT DECK, I THINK IT... WHAT'S THAT NOISE?

IT HEARD ME... OH GOD, IT'S COMING. SOMETHING, PLEASE, THIS IS

A- EM%R--7CY

H3LP... -01-9010-19x%018x...

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UPLOADING FINAL IMAGE...
DECOMPRESSING...



OVERVIEW



IT IS THE 36TH CENTURY, AND THE CITIZENS OF HUMANITY LIVE IN STATION COLONIES THROUGHOUT THE GALACTIC RIM. HOWEVER, COLONIES LIVING ON THE OUTER GALACTIC RIM ARE GOING DARK AND HAVE BECOME UNCONTACTABLE.

THE GALACTIC COUNCIL HAS EXPENDED THEIR MILITARY FORCES TO NO AVAIL - THEY NEED TO CALL ON THE BEST.

YOU, THE HUNTERS, HAVE BEEN SUMMONED AS THE ELITE MERCENARY CREW WHO LIVE ON THE EDGE OF THE LAW TO INVESTIGATE THE STATIONS. YOU KNOW VERY WELL: THIS IS ANOTHER OUTBREAK OF FLESH-EATING XENOS, CREATURES THAT HARVEST LIVING FLESH TO BIRTH MONSTERS.

THE ONLY WAY TO STOP THIS ADVANCING TIDE OF EVIL IS WITH THE LIBERAL APPLICATION OF FIRE. THE BEST WAY TO DO SO: DETONATE THE FUSION REACTORS AT THE HEART OF EVERY STATION. AS ELITE MERCENARIES OF THE GALAXY, YOUR MISSION IS CLEAR: BOARD THE STATIONS, DESTROY THE REACTORS, AND KILL THE ALIENS.

GOOD LUCK.

WARP ENDS IN 3, 2, 1

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COMPONENTS



3 x MISSION BOARDS (MISSIONS 001 TO 006)
5 x CHARACTER SCREENS
5 x CHARACTER TOKENS
1 x ALIEN SCREEN
1 x ALIEN TOKEN
40 EQUIPMENT CARDS
10 x MILITARY EQUIPMENT CARDS
10 x ENGINEERING EQUIPMENT CARDS
10 x MEDICAL EQUIPMENT CARDS
10 x SCIENTIST EQUIPMENT CARDS

5 x HIDDEN MOVEMENT GRIDS
5 x HIDDEN MOVEMENT CUBES
15 x HYBRID SPAWN TOKENS (3 IN 5 COLOURS)
4 x HYBRID SPAWN INFORMATION CARDS
6 x ALIEN EGG MARKERS
3 x BOMB MARKER
8 x DESTROY MARKERS
12 x SEALED MARKERS
24 x HEALTH DAMAGE MARKERS

HOW TO WIN



IF YOU ARE A HUNTER, YOU WORK WITH OTHER HUNTERS TO PREVENT THE ALIEN FROM REACHING MORE COLONIES. THE BEST WAY TO ACHIEVE YOUR MISSION IS BY TRIGGERING THE REACTOR ON THE STATION WITH AN EXPLOSIVE, ENGULFING THE STATION IN FLAMES.

IF YOU ARE THE ALIEN, KILL EVERY HUNTER AND TURN THEM INTO YOUR HYBRID SPAWN. IF THE REACTOR IS DESTROYED, MAKE SURE YOU ESCAPE ON THE STARSHIP TO REACH ANOTHER COLONY AND CONTINUE TO SPREAD YOUR HYBRID SPAWN.

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SET UP



1. DECIDE/ALLOCATE ROLES.

PLAYERS DECIDE WHO THE ALIEN IS. REMAINING PLAYERS DIVIDE THE HUNTERS AMONGST THEMSELVES.

TIP: IF A NEW PLAYER IS INTRODUCED TO AN EXPERIENCED GROUP, IT IS RECOMMENDED THEY PLAY ARMATURE OR HYBRID SPAWN, WHILE MORE EXPERIENCED PLAYERS CONTROL MULTIPLE HUNTERS.

EXAMPLE:

3 PLAYERS: 1 PERSON PLAYS AS THE ALIEN, 1 PERSON PLAYS AS ARMATURE AND IRONCLAD, 1 PERSON PLAYS AS CADUCEUS AND WARLORD.

2. SET OUT THE BOARD AND PIECES

PLACE THE BOARD WITHIN EASY REACH OF ALL PLAYERS, WITH THE MISSION YOU WANT TO PLAY FACE-UP.

3. PLACE THE TOKEN PILES

HYBRID SPAWN TOKENS, HEALTH DAMAGE MARKERS, SEALED MARKERS, DESTROYED MARKERS, BOMB MARKERS AND ALIEN EGG MARKERS IN PILES NEAR THE BOARD'S EDGE.

4. DIVIDE THE EQUIPMENT CARDS

PLACE THE EQUIPMENT CARDS FACE DOWN IN FOUR PILES (DIVIDED BY COLOUR) NEAR THE BOARD, AND SHUFFLE EACH PILE/DECK.

5. CREATE PLAYER SPACES

HAND OUT A HIDDEN MOVEMENT GRID FOR EACH CHARACTER AND PLACE THE CORRESPONDING CHARACTER SCREENS IN A POSITION THAT BLOCKS THE HIDDEN MOVEMENT GRID'S VIEW FROM OTHER PLAYERS. GIVE EVERY PLAYER A HIDDEN MOVEMENT CUBE.

STARTING POSITIONS:

DEAL EACH HUNTER THE EQUIPMENT CARDS OF THEIR CORRESPONDING COLOUR. THE NUMBER DEALT CORRESPONDS TO THE MISSION NUMBER.

MISSION 001: 1 EQUIPMENT CARD

MISSION 002: 2 EQUIPMENT CARDS

MISSION 003: 3 EQUIPMENT CARDS

MISSION 004: 4 EQUIPMENT CARDS

THE MISSION NUMBER WILL DICTATE HOW MANY ALIEN EGGS THE ALIEN PLACES ON THE BOARD AT THE BEGINNING OF THE GAME. THESE ALIEN EGGS CAN BE PLACED ANYWHERE ON THE STATION (INCLUDING IN THE DUCTS), BUT NOT ON THE STARSHIP. THE MISSION NUMBER ALSO DICTATES HOW MANY HYBRID SPAWN THE ALIEN CAN HATCH FOR THAT MISSION (NOT INCLUDING HUNTER HYBRIDS - SEE PLAYER DEATH SECTION).

MISSION 001: 1 ALIEN EGG (3 HYBRID SPAWN)

MISSION 002: 2 ALIEN EGGS (6 HYBRID SPAWN)

MISSION 003: 3 ALIEN EGGS (9 HYBRID SPAWN)

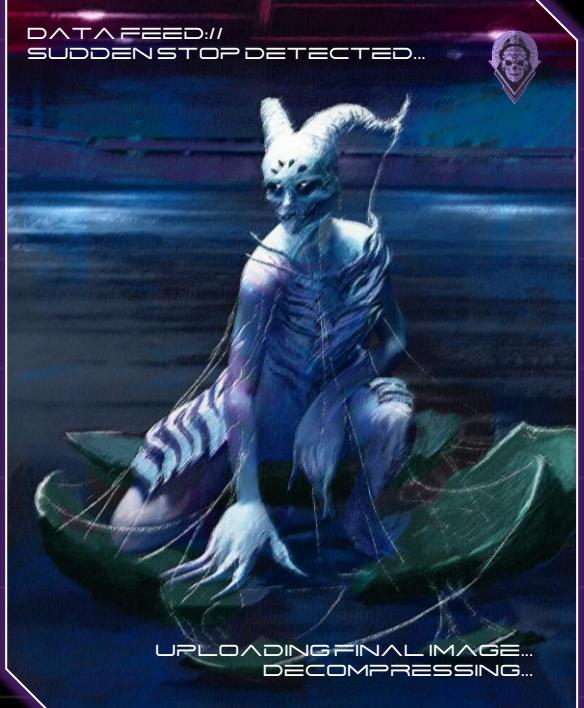
MISSION 004: 4 ALIEN EGGS (12 HYBRID SPAWN)

TIP: INTELLIGENT ALIENS WILL AVOID PLACING THE ALIEN EGGS NEAR THE ENTRANCE TO THE STARSHIP.

PLACE THE HUNTER CHARACTER TOKENS ON THEIR CORRESPONDING COLOURED SPACE IN THE STARSHIP.

THE ALIEN'S HIDDEN MOVEMENT CUBE IS PLACED IN THE DUCTS SECTION OF THE HIDDEN MOVEMENT GRID, AS THEY START THE GAME HIDDEN. THE ALIEN'S CHARACTER TOKEN CAN REMAIN BEHIND THE ALIEN CHARACTER SCREEN UNTIL REVEALED.

WHEN HATCHING THE ALIEN EGGS DURING GAMEPLAY, THE ALIEN MUST USE THE GREY HYBRID SPAWN TOKENS BEFORE USING THE COLOURED HYBRID SPAWN TOKENS.



HOW TO PLAY



PLAYERS TAKE TURNS IN ROUNDS.

THE HUNTERS USE THEIR TURNS TO KILL THE ALIEN AND ALL HYBRID SPAWN. THIS IS MOST EASILY ACHIEVED BY BLOWING UP THE REACTOR. THE HUNTERS MUST DRAW A BOMB CARD AND DETONATE CARD FROM THE EQUIPMENT DECKS TO SUCCESSFULLY BLOW UP THE REACTOR.

ON THE XENOS TURN, THE ALIEN AND HYBRID SPAWN AIM TO TRACK DOWN AND KILL THE HUNTERS.

TURN SEQUENCE

THE HUNTERS TAKE THEIR TURNS AT THE BEGINNING OF EACH ROUND. THE PLAYERS CAN USE THEIR HUNTERS ACTIONS AT ANY TIME, AND IN ANY ORDER THEY CHOOSE.

EXAMPLE: ARMATURE USES ONE ACTION, THEN WARLORD USES TWO ACTIONS, THEN ARMATURE USES ANOTHER ACTION.

THE ALIEN AND EACH HYBRID SPAWN THEN TAKE THEIR TURNS. THE XENOS CAN USE THE ALIEN AND EACH HYBRID SPAWN 5 ACTIONS AT ANY TIME, AND IN ANY ORDER THEY CHOOSE.

EXAMPLE: THE ALIEN USES TWO ACTIONS, THEN A HYBRID SPAWN USES ONE ACTION, THEN THE ALIEN USES ANOTHER ACTION.

ACTIONS

PLAYING AS A HUNTER

Each Hunter can take up to 2 actions per turn.

> MELEE STRIKE

If hidden, reveal your location on the board. Roll to aim an attack against an adjacent enemy. If successful, you deal 1 damage to the target.

> MELEE STRIKE

IF HIDDEN, REVEAL YOUR LOCATION ON THE BOARD. ROLL TO AIM AN ATTACK AGAINST AN ADJACENT ENEMY. IF SUCCESSFUL, YOU DEAL 1 DAMAGE TO THE TARGET.

> SNEAK

MOVE YOUR CHARACTER TOKEN YOUR SPEED THROUGH ADJACENT SPACES. IF HIDDEN, MOVE THE HIDDEN MOVEMENT CUBE TO THE RELEVANT SPACE. IF ON THE BOARD AND NOT IN ANOTHER ENEMY CHARACTER'S VIEW, REMOVE YOUR CHARACTER TOKEN FROM THE MISSION BOARD AND MOVE ON THE HIDDEN MOVEMENT GRID.

> SPRINT

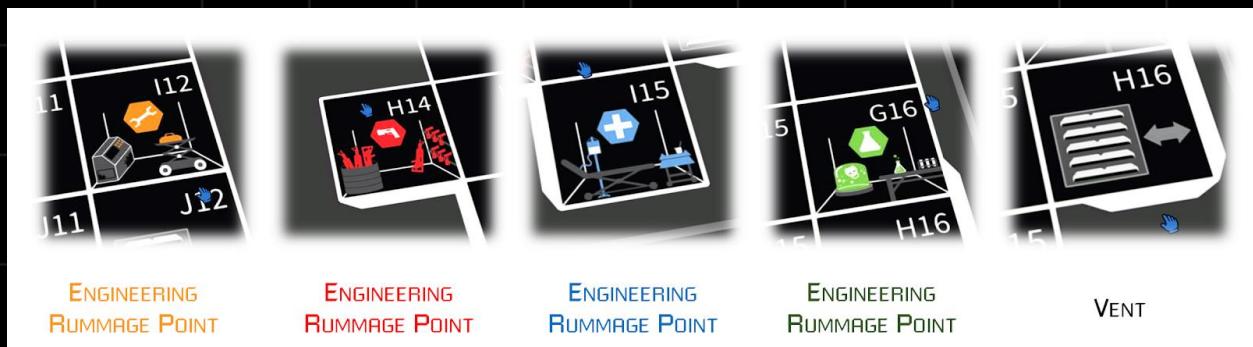
IF HIDDEN, YOU MUST REVEAL YOUR LOCATION. MOVE TWICE YOUR SPEED.

> SHOVE

IF HIDDEN, YOU MUST REVEAL YOUR LOCATION ON THE BOARD. YOU SHOVE THEM 1 SPACE DIRECTLY AWAY FROM YOU, INTO AN EMPTY SPACE. YOU MOVE INTO THE VACATED SPACE. IF THERE IS NO EMPTY SPACE, YOU CANNOT SHOVE THEM.

> RUMMAGE

WHEN IN THE SAME SPACE AS A RUMMAGE ICON, DRAW THE CORRESPONDING COLOUR FROM THE EQUIPMENT DECK. IF THE ICON IS NOT THE SAME COLOUR AS YOUR CHARACTER, YOU MUST ROLL THE DICE. IF YOU ROLL A 1 OR 2, YOU MAKE NOISE AS YOU RUMMAGE AND MUST REVEAL YOUR CHARACTER TOKEN ON THE BOARD.



> USE EQUIPMENT

DISCARD AN EQUIPMENT CARD FROM YOUR HAND, AND FOLLOW THE INSTRUCTIONS ON THE CARD.

> WARP

WHEN ON THE WARP CONSOLE ICON, YOU HIT THE WARP BUTTON, INSTANTLY LOCKING THE AIRLOCK AND SENDING THE STARSHIP INTO THE BEYOND. ALL PLAYERS ON THE STARSHIP WARP AWAY. SUCCESSFULLY USING THIS ACTION ENDS THE GAME.





PLAYING AS THE ALIEN

THE ALIEN CAN TAKE UP TO 3 ACTIONS PER TURN. YOU ALSO HAVE A NUMBER OF HYBRID SPAWN THAT YOU CAN HATCH AND CONTROL EACH MISSION, UP TO A MAXIMUM INDICATED AT THE TOP OF THE MISSION BOARD.

> CLAW, BITE, MAUL

IF HIDDEN, REVEAL YOUR LOCATION ON THE BOARD. ROLL TO AIM AN ATTACK AGAINST AN ADJACENT ENEMY. IF SUCCESSFUL, YOU DEAL 3 DAMAGE TO THE TARGET.

> SNEAK

MOVE YOUR CHARACTER TOKEN YOUR SPEED THROUGH ADJACENT SPACES. IF HIDDEN, MOVE THE HIDDEN MOVEMENT CUBE TO THE RELEVANT SPACE. IF ON THE BOARD AND NOT IN VIEW OF ANOTHER PLAYER, REMOVE YOUR CHARACTER TOKEN FROM THE MISSION BOARD AND MOVE ON THE HIDDEN MOVEMENT GRID.

> SPRINT

IF HIDDEN, YOU MUST REVEAL YOUR LOCATION. MOVE TWICE YOUR SPEED. ENTER OR EXIT VENT

WHEN IN THE SAME SPACE AS A VENT ICON, MOVE YOUR TOKEN ONTO THE DUCTS OF YOUR HIDDEN MOVEMENT GRID, OR MOVE FROM THE DUCTS SECTION OF YOUR HIDDEN MOVEMENT GRID, TO ANY VENT ICON ON THE BOARD.

> SHOVE

IF HIDDEN, YOU MUST REVEAL YOUR LOCATION ON THE BOARD. YOU SHOVE THEM 1 SPACE DIRECTLY AWAY FROM YOU, INTO AN EMPTY SPACE. YOU MOVE INTO THE VACATED SPACE. IF THERE IS NO EMPTY SPACE, YOU CANNOT SHOVE THEM.



> SENSE

CHOOSE ONE HIDDEN HUNTER TO TELL YOU THEIR CURRENT LOCATION VERBALLY.

> LAY ALIEN EGG

PLACE ONE OF YOUR ALIEN EGG TOKENS ON THE BOARD, ADJACENT TO YOUR CURRENT SPACE. YOU CAN LAY A MAXIMUM OF 6 ALIEN EGGS. YOU CANNOT LAY ALIEN EGGS ON REACTOR OR STARSHIP SPACES.

> HATCH

IF YOU HAVE DIED, USE THIS ACTION ON YOUR NEXT TURN TO REPLACE ANY ALIEN EGG MARKER ON THE BOARD WITH YOUR CHARACTER TOKEN. YOU CAN USE YOUR REMAINING ACTIONS AFTER THIS ACTION HAS RESOLVED.



HYBRID SPAWN

EACH HYBRID SPAWN CAN TAKE UP TO 2 ACTIONS PER TURN.

> BITE AND MAIM

ROLL TO AIM AN ATTACK AGAINST AN ADJACENT ENEMY. IF SUCCESSFUL, YOU DEAL 1 DAMAGE TO THE TARGET.

> SCUTTLE

YOU CAN MOVE YOUR SPEED. YOU HISS TOO MUCH TO HIDE.

> SHOVE

YOU SHOVE THEM 1 SPACE DIRECTLY AWAY FROM YOU, INTO AN EMPTY SPACE. YOU MOVE INTO THE VACATED SPACE. IF THERE IS NO EMPTY SPACE, YOU CANNOT SHOVE THEM.



> ENTER OR EXIT VENT

WHEN IN THE SAME SPACE AS A VENT ICON, MOVE YOUR TOKEN ONTO THE DUCTS OF YOUR HIDDEN MOVEMENT GRID, OR MOVE FROM THE DUCTS SECTION OF YOUR HIDDEN MOVEMENT GRID, TO ANY VENT ICON ON THE BOARD.

> HATCH

HYBRID SPAWN TOKEN REPLACES THE ALIEN EGG MARKER ON THE BOARD. IF MORE THAN ONE HYBRID SPAWN IS HATCHING FROM THE ALIEN EGG, THEY ARE PLACED ON ADJACENT SPACES. YOU CAN USE YOUR REMAINING ACTIONS AFTER THIS ACTION HAS RESOLVED.

MOVEMENT

YOUR SPEED DICTATES UP TO HOW MANY SPACES YOU CAN MOVE THROUGH WITHIN AN ACTION.

PLAYERS CAN MOVE FORWARD, BACKWARDS, LEFT AND RIGHT - BUT NOT DIAGONALLY.

HIDDEN AND VISIBLE MOVEMENT:

A CHARACTER'S MOVEMENT CAN OCCUR ON THE BOARD (VISIBLE TO OTHER PLAYERS) OR THE HIDDEN MOVEMENT GRID (HIDDEN TO OTHER PLAYERS). BY REMAINING HIDDEN, YOU HAVE THE ADVANTAGE OF HIDING YOUR STRATEGY FROM THE ENEMY TEAM. HOWEVER, EVENTS SUCH AS ATTACKING OR SPRINTING CAUSE NOISE - REVEALING YOUR LOCATION ON THE BOARD.

IF VISIBLE, ONLY ONE CHARACTER CAN OCCUPY A SPACE AT A TIME. IF HIDDEN, A CHARACTER CAN OCCUPY THE SAME SPACE AS A VISIBLE CHARACTER.

ENEMY CHARACTERS CANNOT MOVE THROUGH EACH OTHER'S SPACES WHEN BOTH ARE VISIBLE. ALLY CHARACTERS CAN MOVE THROUGH EACH OTHER'S SPACES WHEN BOTH ARE VISIBLE.

IF MOVING ON THE HUNTER STARSHIP, YOU ARE VISIBLE AND MUST PLACE YOUR TOKEN ON THE BOARD.



> LINE OF SIGHT

IF YOU CAN DRAW A LINE FROM ANY PART OF A PLAYER'S SPACE TO ANY PART OF AN ENEMY PLAYER'S SPACE (THAT DOES NOT INTERSECT ANY NON-MOVEMENT SPACE, E.G. WALLS, REACTORS) - YOU ARE STILL IN VIEW AND CANNOT RETURN TO HIDDEN. YOU MUST USE A SNEAK ACTION, IN ORDER TO RETURN TO HIDDEN.

IF USING A WEAPON, THE TARGET OBJECT MUST BE IN LINE OF SIGHT.

DOORS DO NOT STOP LINE OF SIGHT, UNLESS THEY ARE SEALED (SEE ENGINEERING EQUIPMENT CARD SECTION).

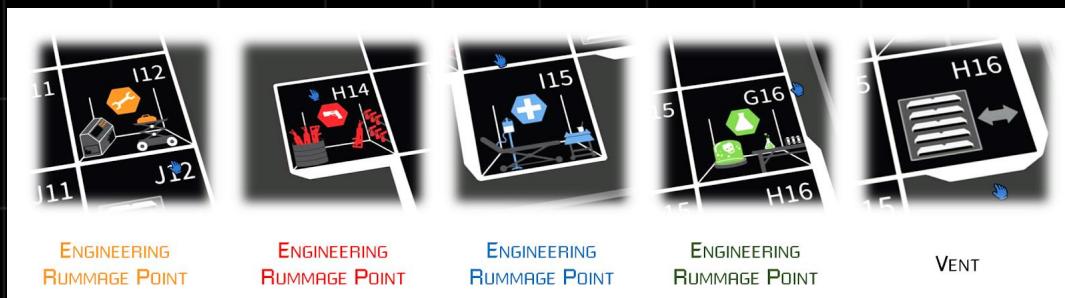
> DUCT MOVEMENT

THE DUCTS ALLOW FOR QUICK MOVEMENT/TELEPORTATION ACROSS THE BOARD. YOU CAN ENTER THE DUCTS FROM ANY VENT ICON. HOWEVER, THEY ARE COVERED IN ALIEN MUCUS WHICH IS POISONOUS TO HUMANS. THEREFORE, ONLY ALIENS AND HYBRID SPAWN CAN USE THE DUCTS TO MOVE.

WHEN ENEMY PLAYERS ARE IN THE DUCTS TOGETHER, THEY CAN USE ATTACK ACTIONS (INCLUDING EQUIPMENT USAGE) AGAINST EACH OTHER. THE ALIEN CAN ALSO USE THEIR SENSE ACTION, AND LAY ALIEN EGGS ACTION WHILE IN THE DUCTS.

HOWEVER, SHOVING, SNEAKING, SPRINTING AND SCUTTLING ARE NOT AVAILABLE TO USE WHILE IN THE DUCTS - YOU MUST USE AN ACTION TO EXIT THE DUCTS VIA A VENT ICON BEFORE USING THESE ABILITIES.

> RUMMAGING



RUMMAGING ALLOWS THE HUNTERS TO COLLECT SPECIALISED EQUIPMENT. WHEN A HUNTER LANDS ON A RUMMAGE ICON, YOU DRAW THE MATCHING EQUIPMENT CARD TYPE. IF THE RUMMAGE ICON IS NOT THE SAME COLOUR AS THE CHARACTER, YOU MUST ROLL THE DICE. IF YOU ROLL A 1 OR 2, YOU MAKE NOISE AS YOU RUMMAGE AND MUST REVEAL YOUR CHARACTER TOKEN ON THE BOARD.



HUNTERS CAN ONLY CARRY THE AMOUNT OF EQUIPMENT CARDS EQUAL TO THEIR CARRY LIMIT.

XENOS CANNOT RUMMAGE FOR, MOVE, OR INTERACT WITH ANY EQUIPMENT.

EACH DECK HAS MULTIPLE EQUIPMENT TYPES. BELOW ARE SOME EQUIPMENT CARDS YOU CAN DRAW, INCLUDING EQUIPMENT WITH CRITICAL GAME ABILITIES.

> MILITARY EQUIPMENT CARDS

DRAW THESE CARDS TO COLLECT WEAPONS, ARMOUR, AND GRENADES THAT YOU CAN USE TO COMBAT THE ALIEN MENACE DIRECTLY.

TO FIRE A WEAPON, THE ENEMY NEEDS TO BE WITHIN LINE OF SIGHT AND YOU NEED TO ROLL DICE ACCORDING TO THE INSTRUCTIONS ON THE WEAPON CARD.

ARMOUR CAN BE DISCARDED WHEN YOU'RE ATTACKED ON THE XENOS TURN.

GRENADES CAN BE THROWN FROM ANY SQUARE ADJACENT TO A DOOR INTO THE ROOM ON THE OPPOSITE SIDE OF THAT DOOR.



> ENGINEERING EQUIPMENT CARDS

DRAW THESE CARDS TO COLLECT EQUIPMENT THAT ALLOWS YOU TO ALTER THE STATION ITSELF. THIS DECK INCLUDES THE FOLLOWING EQUIPMENT:

BOMB: DISCARD TO PLACE A BOMB TOKEN IN ON ANY ADJACENT SPACE, OR REACTOR. YOU MUST USE A SEPARATE DETONATOR CARD TO CAUSE THIS BOMB TO EXPLODE. IF A BOMB IS PLACED ON A DOOR, BOTH ROOMS CONNECTED TO THAT DOOR WILL EXPLODE. ONCE A BOMB IS PLACED, IT CANNOT MOVE AS IT IS DRILLED INTO PLACE.

DETONATOR: DISCARD TO CAUSE ONE PLACED BOMB TO EXPLODE. THIS DESTROYS EVERYTHING IN THE ROOM, INCLUDING CHARACTERS, UP UNTIL THE DOORS. NO ONE CAN REENTER THIS SPACE. PLACE EXPLOSION TOKENS IN ALL AFFECTED ROOMS. THE DETONATOR CAN TRIGGER THE BOMB FROM ANY LOCATION ON THE BOARD.

SEAL: DISCARD TO PLACE A SEALED TOKEN ON AN ADJACENT DOOR OR VENT. IF ON A DOOR, THIS PREVENTS ANY PLAYER FROM MOVING THROUGH THE DOOR, OR ENTERING THE SPACE. IF ON A VENT, THIS PREVENTS ANY PLAYER FROM ENTERING THE DUCTS VIA THAT VENT OR ENTERING THE SPACE.

NOTE: IF THE REACTOR EXPLODES, SEALS DO NOT STOP THE EXPLOSION FROM SPREADING.

EDGE CASE #1: SEALING A SPACE WITH A CHARACTER OCCUPYING THAT SPACE
YOU CANNOT PLACE A SEAL ON A SPACE IF AN ENEMY/ALLY IS IN IT. IF AN ENEMY/ALLY IS IN THE SPACE AND HIDDEN, THEY MUST AUTOMATICALLY REVEAL THEMSELVES ON THE BOARD. THIS REVEAL CANCELS THE SEALED ACTION, AND YOU CAN USE THE ACTION FOR SOMETHING ELSE.

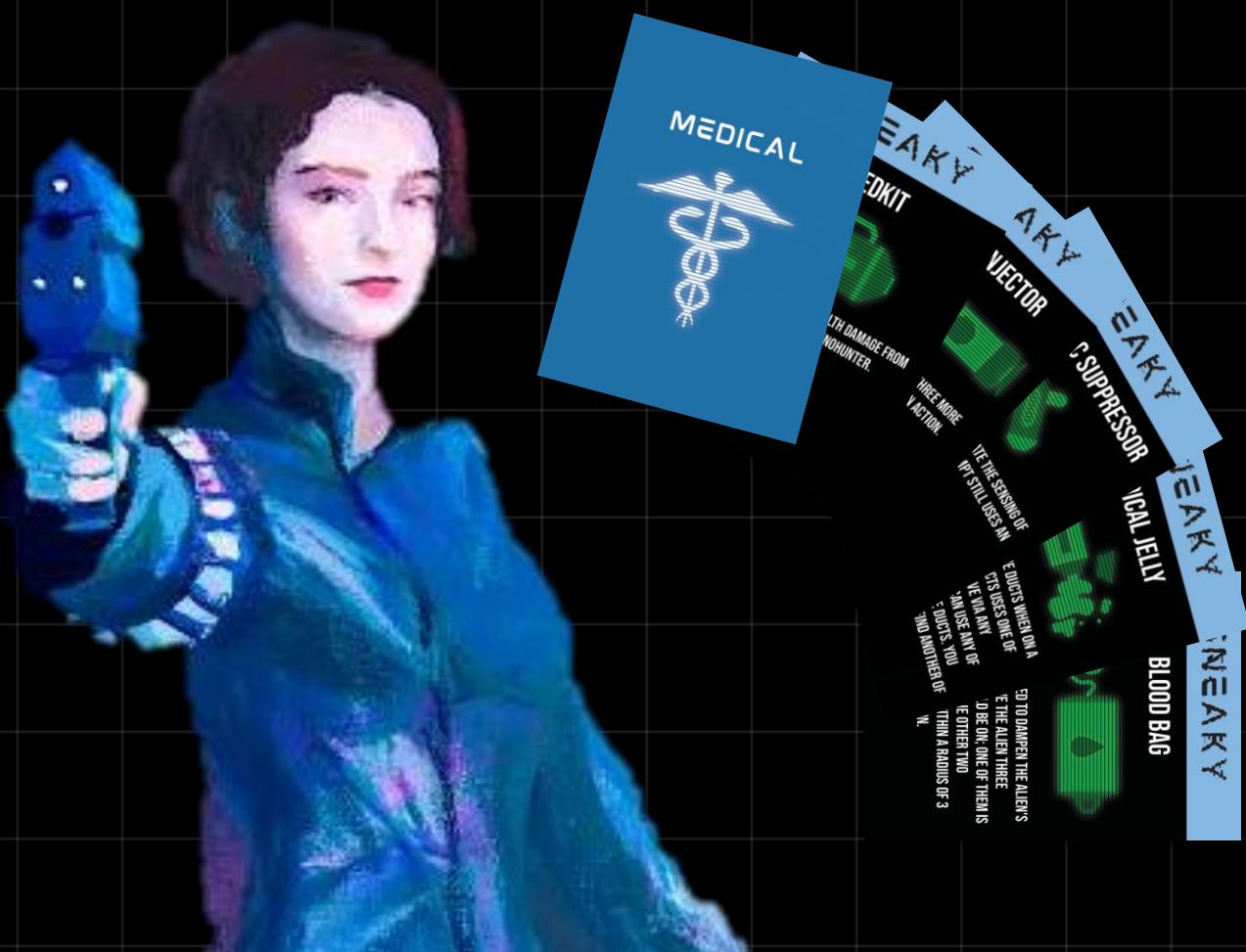


> MEDICAL EQUIPMENT CARDS

DRAW THESE CARDS TO COLLECT SUPPLIES THAT REPLENISH THE HEALTH AND STRENGTHEN THE TEAM'S ABILITIES. THIS DECK INCLUDES THE FOLLOWING EQUIPMENT:

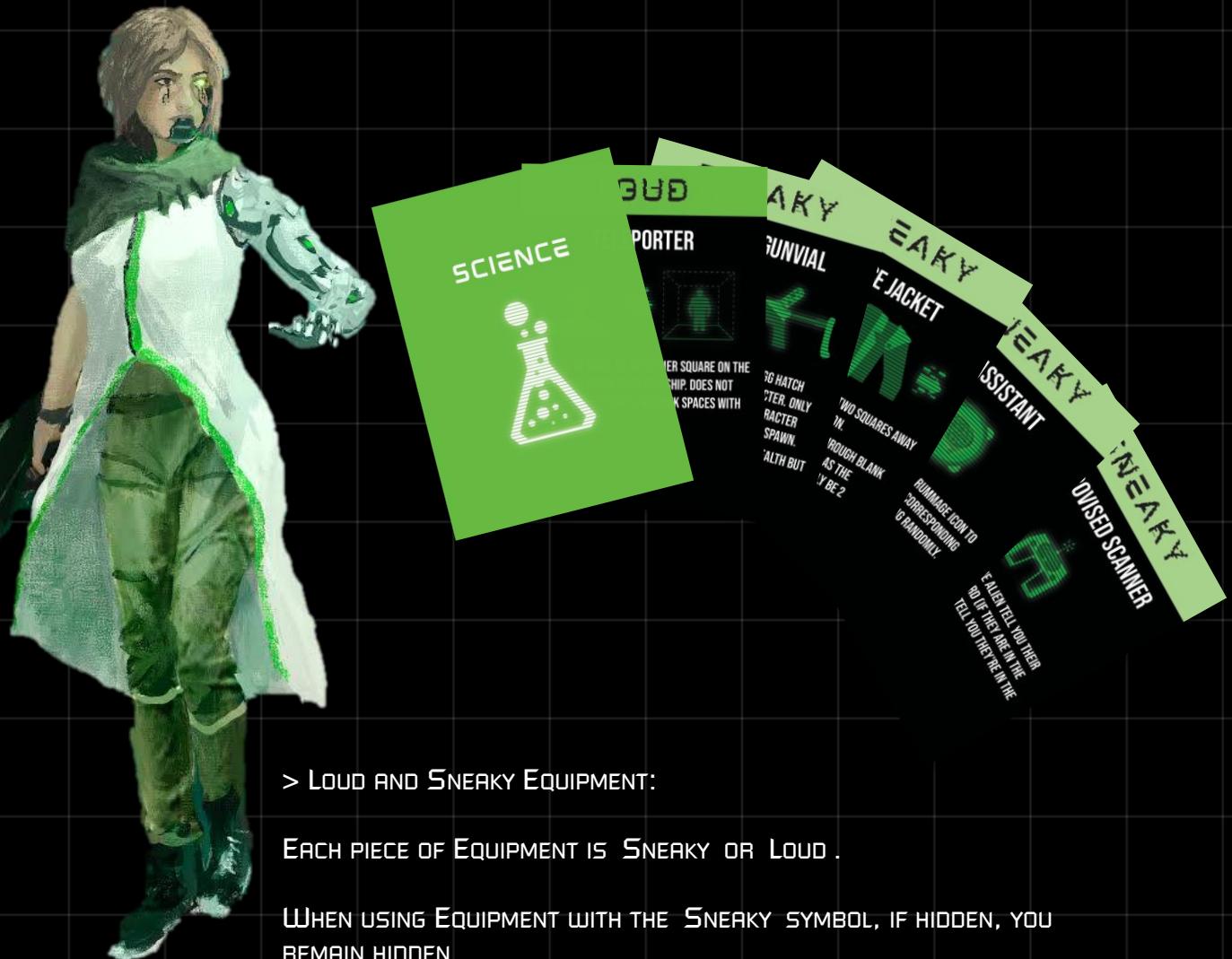
MEDICAL JELLY: DISCARD TO MOVE INTO THE DUCTS WHEN ON A VENT ICON. EXITING THE DUCTS USES ONE OF YOUR ACTIONS. YOU CAN LEAVE VIA ANY UNSEALED VENT SPACE. YOU CAN EXIT THE DUCTS ON ANY OF YOUR TURNS. YOU CAN USE ANY OF YOUR EQUIPMENT WHILE IN THE DUCTS. ONCE YOU LEAVE THE DUCTS, YOU CANNOT REENTER UNLESS YOU FIND ANOTHER OF THESE CARDS.

BLOOD BAG: WHEN SENSED BY THE ALIEN, DISCARD TO DAMPEN THEIR SENSE ABILITY. YOU MUST GIVE THE ALIEN THREE COORDINATES THAT YOU COULD BE ON, WITH ONE OF THEM YOUR REAL LOCATION. THE OTHER TWO COORDINATES MUST BE WITHIN A RADIUS OF 3 SPACES OF YOUR LOCATION.



> SCIENCE EQUIPMENT

DRAW THESE CARDS TO COLLECT EQUIPMENT WHICH ALLOWS YOU TO BEND THE RULES OF THE GAME - SUCH AS TELEPORTATION, HACKING TOOLS, ARTIFICIAL INTELLIGENCE TO LOCATE SPECIFIC EQUIPMENT IN A DECK, AND SENSE THE ALIENS LOCATION.



> LOUD AND SNEAKY EQUIPMENT:

EACH PIECE OF EQUIPMENT IS SNEAKY OR LOUD.

WHEN USING EQUIPMENT WITH THE SNEAKY SYMBOL, IF HIDDEN, YOU REMAIN HIDDEN.

WHEN USING EQUIPMENT WITH THE LOUD SYMBOL, IF HIDDEN, YOU MUST PLACE YOUR CHARACTER TOKEN IN THE SPACE YOU ARE USING THE EQUIPMENT.

> SWAPPING OR GIVING EQUIPMENT:

IF PASSING THROUGH THE SAME SPACE (WHEN HIDDEN) OR AN ADJACENT SPACE (WHEN VISIBLE) OF ANOTHER ALLY PLAYER, YOU CAN GIVE THEM AS MUCH EQUIPMENT AS YOU LIKE, UP TO THEIR CARRY LIMIT, WITHOUT SPENDING ANY ACTIONS.

> ATTACK

IF ATTACKING WITH A MELEE STRIKE, YOU MUST BE ADJACENT TO YOUR ENEMY. FOR WEAPONS DRAWN FROM THE MILITARY DECK, YOU CAN USE THE EQUIPMENT ON AN ENEMY IF THEY ARE IN THE ATTACKING HUNTER'S LINE OF SIGHT (SEE LINE OF SIGHT SECTION).

IF YOU ARE ATTACKING, YOU MUST INDICATE THE SPACE YOU ARE ATTACKING, AND REVEAL YOUR CHARACTER ON THE BOARD.

IF AN ENEMY ATTACKS A SPACE YOU ARE IN; YOU MUST REVEAL YOUR CHARACTER ON THE BOARD, EVEN IF THE ATTACK DOES NOT HIT AND DEAL DAMAGE. YOUR CHARACTER REMAINS REVEALED UNTIL YOU ARE OUT OF THE ENEMY'S LINE OF SIGHT AND USE A SNEAK ACTION (SEE LINE OF SIGHT SECTION). IF AN ALLY ATTACKS A SPACE YOU ARE IN; YOU REMAIN HIDDEN.

THE ATTACKER THEN ROLLS TO SEE IF THEY LAND THEIR ATTACK SUCCESSFULLY. YOUR AIM DICTATES THE MINIMUM NUMBER YOU NEED TO ROLL ON THE DIE TO ATTACK SUCCESSFULLY.

IF THE HIT IS SUCCESSFUL, THE HIT PLAYER PLACES HEALTH DAMAGE MARKERS NEXT TO THEIR SCREEN TO TRACK HOW MUCH HEALTH IS LOST.

EXAMPLE PLAY OF AN ENEMY ATTACK: ARMATURE STARTS HIDDEN ON F11. THEY PLACE THEIR TOKEN ON THE BOARD, REVEALING THEIR LOCATION, AND INDICATE THEY ARE ATTACKING F12 WITH A MELEE STRIKE. THE ALIEN IS HIDDEN IN F12 - AND THEREFORE REVEALS THEIR TOKEN ON THE BOARD. ARMATURE ROLLS THE DIE TO SEE IF THEY SUCCESSFULLY LAND THEIR ATTACK. ARMATURE ROLLS A 5 (WHICH MEETS THEIR AIM OF 5+), LANDING THEIR ATTACK ON THE ALIEN. THE ALIEN LOSES 1 HEALTH, AND PLACES 1 HEALTH DAMAGE MARKER NEXT TO THEIR SCREEN.

YOU CANNOT ATTACK A SPACE IF AN ALLY RESIDES IN THE SPACE AND IS VISIBLE ON THE BOARD.

PLAYERS CAN ALSO ATTACK EGGS (1 HP) AND SEALED DOORS AND VENTS (6 HP) TO REMOVE THEM FROM THE BOARD. THE PLAYER MUST STILL ROLL TO AIM. HEALTH DAMAGE MARKERS ARE STACKED ON THE TOKEN UNTIL IT IS DESTROYED.



EDGE CASE #2: SHOOTING WEAPONS WHEN YOUR LINE OF SIGHT IS BLOCKED BY AN ALLY OR ENEMY. WEAPONS CAN SHOOT PAST ALLIES TO REACH AN ENEMY TARGET, BUT NOT PAST OTHER ENEMIES.



➤ **Shove**

YOU SHOVE THEM 1 SPACE DIRECTLY AWAY FROM YOU, INTO AN EMPTY SPACE. YOU MOVE INTO THE VACATED SPACE. IF THERE IS NO EMPTY SPACE, YOU CANNOT SHOVE THEM.

YOU CANNOT SHOVE ANOTHER CHARACTER DIAGONALLY.

YOU CANNOT SHOVE A CHARACTER INTO A DESTROYED ROOM.

EDGE CASE #3: CONTENTED SPACE

IF ALLIED PLAYERS ARE REVEALED SIMULTANEOUSLY ON THE SAME SPACE, THEY CAN DISCUSS AMONGST THEMSELVES WHO WILL BE SHOVED, AND WHAT SPACE THE SHOVED CHARACTER MOVES TOO. THEY MUST BE SHOVED INTO AN EMPTY ADJACENT SPACE. THIS DOES NOT USE AN ACTION.

EDGE CASE #4: ANOTHER HUNTER ATTACKS A SPACE THE ALIEN AND AN ALLY HUNTER ARE HIDDEN

IF A HUNTER ATTACKS A SPACE WHERE BOTH AN ALLY AND THE ALIEN ARE HIDDEN, THE ALLY PLAYER DOES NOT HAVE TO REVEAL THEMSELVES. THE ALIEN DOES REVEAL THEMSELF, AND THE GAMEPLAY RESUMES. THEREFORE, THIS DOES NOT INITIATE SHOVE MECHANICS.

EDGE CASE #5: NO SPACE TO SHOVE - SEALED DOORWAYS AND WALLS
CHARACTERS CANNOT BE SHOVED THROUGH SEALED DOORWAYS, INTO VENTS, WALLS, OR INTO DESTROYED ROOMS. IF MULTIPLE CHARACTERS ARE REVEALED ON A SPACE WITH NO ADJACENT SPACES FREE, A CHAIN REACTION OCCURS. THE CHARACTER THAT MOVES INTO THE SPACE, DICTATES WHERE THE CHARACTER WHOSE SPACE THEY MOVED INTO IS SHOVED. CHARACTERS MUST BE SHOVED INTO AN EMPTY SPACE BEFORE SHOVED INTO ANOTHER CHARACTER'S SPACE. IF A CHARACTER HAS ALREADY BEEN SHOVED WITHIN THE OCCURRENCE OF THE CHAIN REACTION, THEY CANNOT BE SHOVED AGAIN. THIS CHAIN REACTION OF SHOVES DOES NOT USE ACTIONS.

IF THERE IS A SITUATION WHERE A CHARACTER CANNOT GO ANYWHERE EXCEPT A WALL OR SEALED DOORWAY - THEY ARE CRUSHED AND DIE.

> BOMBING THE REACTOR

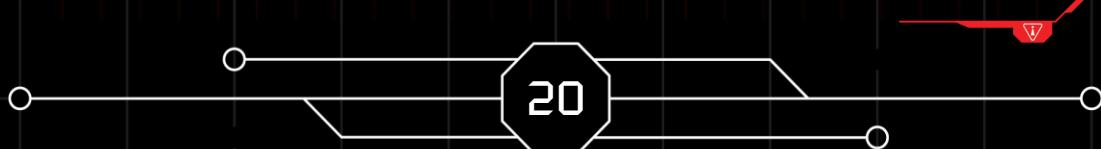
Reactors are at the heart of every station. A bomb placed and detonated on a reactor triggers a successive explosion; the fires blast through doorways each turn until the entire station is engulfed in flames.

1. To place a bomb token on the reactor, a player must discard a bomb card (drawn from the engineering deck - see equipment card section) when in an adjacent space to the reactor.
2. A player must then discard a detonator card (drawn from the engineering deck - see equipment card section), and indicate the reactor bomb is exploding. The room the reactor is in is immediately destroyed - a destroyed token is placed on the room.
3. Note: If a second bomb is in the same room as a detonated bomb, both are considered destroyed. However, this does not cause a bigger explosion.
4. From then on, at the end of every alien turn place a destroyed token on all adjacent station rooms connected by doors. This kills anyone or anything in the room immediately.
5. Continue the adjacent explosions until the entire station and the starship is destroyed, or until the starship is flown away.



EDGE CASE #6: BOMBING THE REACTOR ROOM, NOT THE REACTOR ITSELF.

If a bomb is placed and detonated on a space in a room with a reactor, but not on the reactor, the reactor does not explode. The room is completely destroyed. The successive explosions are not triggered, and the room cannot be entered for the rest of the game.



> PLAYER DEATH

>> HUNTERS:

IF A HUNTERS HEALTH REACHES 0, OR THEY ARE IN A ROOM THAT IS DESTROYED, THEY DIE. YOU MUST REMOVE THEIR CHARACTER FROM THE BOARD, AND DISCARD ALL EQUIPMENT CARDS TO THE BOTTOM OF THEIR CORRESPONDING DECKS. EACH HUNTER DEATH RAISES THE HYBRID SPAWN LIMIT FOR THE MISSION BY 3.



IF YOU ARE PLAYING MULTIPLE HUNTER CHARACTERS AND STILL HAVE AN ALIVE CHARACTER, THE ALIEN CONTROLS THE HYBRID SPAWN CREATED FROM DEAD HUNTER.

IF YOU HAVE NO CHARACTERS LEFT, YOU PLAY AS THE HYBRID SPAWN OF THE SAME COLOUR OF THE CHARACTERS THAT DIED. IF YOUR COLOURS ARE ALREADY IN PLAY, YOU CAN SWAP THE HYBRID SPAWN TOKEN WITH ANOTHER COLOUR THAT IS NOT IN USE. IF ALL COLOURS ARE IN USE, YOU TAKE CONTROL OF THE ONES ALREADY ON THE BOARD.

>> THE ALIEN

IF THE ALIEN'S HEALTH REACHES 0, OR THEY ARE IN A ROOM WITH AN EXPLOSIVE, THEY DIE. THE ALIEN CAN REAPPEAR BY HATCHING FROM AN ALIEN EGG. IF THERE ARE NO ALIEN EGGS ON THE BOARD, THE ALIEN CANNOT REAPPEAR.

>> HYBRID SPAWN

IF THE HYBRID SPAWN'S HEALTH REACHES 0, OR THEY ARE IN A ROOM WITH AN EXPLOSIVE, THEY DIE. A HYBRID SPAWN CAN REAPPEAR BY HATCHING FROM AN ALIEN EGG. IF THERE ARE NO ALIEN EGGS ON THE BOARD, THE HYBRID SPAWN CANNOT REAPPEAR.

REMEMBER: THE MAXIMUM HYBRID SPAWN THE XENO PLAYER CAN USE IS DICTATED BY THE MISSION NUMBER (SEE STARTING POSITIONS SECTION), AND HOW MANY HUNTERS THEY HAVE KILLED (SEE PLAYER DEATHS - HUNTERS SECTION).

EDGE CASE #7: HUNTER HYBRID SPAWN HATCHING FROM ALIEN EGGS

IF A DEAD HUNTER IS IN CONTROL OF HYBRID SPAWN, AND WANTS TO HATCH FROM AN ALIEN EGG, THEY MUST SEEK THE PERMISSION OF THE ALIEN FIRST.

ENDING THE GAME



THE GAME ENDS WHEN EVERY ROOM ON THE STATION AND THE STARSHIP HAS BEEN DESTROYED, WHEN THE STARSHIP WARPS AWAY, WHEN ALL XENOS AND ALIEN EGGS ARE KILLED, OR WHEN ALL HUNTERS ARE KILLED.

IN MISSION: 004, THERE IS NO WARP CONSOLE. THIS IS INTENTIONAL. THIS IS A FINAL LAST STAND MISSION, WHERE THE HUNTERS MUST KILL THE ALIEN ON THE STATION. HUNTERS ARE EXPECTED TO WIN, OR TO NOT RETURN AT ALL.

> HUNTERS WIN

HUNTERS WIN BY DEFAULT IF ALL XENOS AND EGGS ARE KILLED.

EACH MISSION ALSO OFFERS THREE ACHIEVEMENT MEDALS FOR THE HUNTERS, EACH MEDAL INCREASING IN DIFFICULTY. TO WIN THE SECOND MEDAL, EARLIER MEDAL ACHIEVEMENTS MUST ALSO BE MET. THE MEDAL ACHIEVEMENTS ARE LOCATED AT THE TOP OF THE BOARD. EACH MISSION'S MEDAL ACHIEVEMENTS VARY.

MISSION 001: DISTRESS CALL'S ACHIEVEMENT LEVELS ARE BELOW:

BRONZE

DESTROY THE REACTOR

THE REACTOR IS DESTROYED, ENGULFING THE SHIP IN FLAMES - BUT NO HUNTER WARPS AWAY ON THE STARSHIP.

SILVER

WARP AWAY

THE REACTOR IS DESTROYED, ENGULFING THE SHIP IN FLAMES AND AT LEAST ONE HUNTER WARPS AWAY WITHOUT ANY XENOS ON THE STARSHIP.

GOLD

ALL HUNTERS SURVIVE

THE REACTOR IS DESTROYED, ENGULFING THE SHIP IN FLAMES AND ALL HUNTERS WARPS AWAY WITHOUT ANY XENOS ON THE STARSHIP.

>> EXTERMINATION VICTORY (CAN BE DONE ON ALL MISSIONS):

THE HUNTERS KILL EVERY XENO ORGANISM - ALIEN EGGS, HYBRID SPAWN, AND THE ALIEN - WITHOUT USING BOMBS.

> XENOS WIN

XENOS WIN IF ALL THE HUNTERS ARE KILLED BEFORE THEY ACHIEVE THE BRONZE MEDAL.

IF YOU ARE KILLED AS A HUNTER, YOU RETURN AS HYBRID SPAWN. YOUR NEW GOAL IS TO HELP THE ALIEN SUCCEED AT ALL COSTS. YOU WIN, IF THEY WIN.

IF THE BRONZE MEDAL IS ACHIEVED BY THE HUNTERS, THE XENOS STILL HAVE A SLIM CHANCE OF VICTORY. XENOS CAN WIN BY ENSURING THE ALIEN IS ON THE STARSHIP WHEN THE HUNTERS WARP AWAY. IF THE STARSHIP HAS WARPED AND THE ALIEN IS ONBOARD, A BATTLE TO THE DEATH IS ENGAGED. CONTINUING TO TAKE TURNS, PLAYERS ATTACK EACH OTHER UNTIL EITHER THE ALIEN OR ALL THE REMAINING HUNTERS ARE KILLED. IF THE ALIEN SUCCESSFULLY KILLS ALL HUNTERS, THEY NAVIGATE THE SHIP TO A NEW COLONY TO CONTINUE SPREADING THEIR HYBRID SPAWN.



>> IRONMAN MODE

YOU PLAY MISSIONS SUCCESSIVELY, AND IF A HUNTER DIES ON AN EARLIER MISSION, THEY DO NOT COME BACK FOR FUTURE MISSIONS (UNLESS YOU USE A LAZARUS GUNVIR EQUIPMENT CARD ON AN ALIEN EGG).

HUNTERS ALSO RETAIN ANY EQUIPMENT AND/OR DAMAGE THEY SUSTAINED IN THE LAST MISSION WHEN YOU BEGIN THE NEXT. YOU DO NOT GET TO DRAW NEW EQUIPMENT CARDS AT THE BEGINNING OF EACH MISSION IN IRONMAN MODE.

AN ALIEN INHABITS EACH STATION, AND THEREFORE REAPPEARS EVERY MISSION.

>> EXTINCTION RUN

HUNTERS SUCCESSFULLY KILL THE ALIEN EVERY MISSION, AND NO HUNTER DIES. ALL GOALS ARE ACHIEVED AND A GOLD MEDAL IS ATTAINED IN EACH MISSION.



FAQ:

IS MORE THAN ONE PLAYER ALLOWED TO STAND ON ONE SPACE AT A TIME?
No - SEE HIDDEN AND VISIBLE MOVEMENT UNDER GAMEPLAY .

CAN HUNTERS TALK TO EACH OTHER?

YES - BUT BE MINDFUL, THE XENOS ARE LISTENING IN.

CAN ALIEN EGGS BE LAID IN THE DUCTS?

YES, BUT THE ALIEN EGGS ARE STILL VISIBLE TO ALL PLAYERS. IF A HUNTER USES A FLAMETHROWER TO ATTACK A VENT, THIS WILL DESTROY THE ALIEN EGGS.

IF A PLAYER IS KILLED BY AN EXPLOSION, AND NOT BY XENOS, ARE NEW HYBRID SPAWN STILL CREATED?

YES

CAN HYBRID SPAWN HATCH FROM AN ALIEN EGG SIMULTANEOUSLY TO THE ALIEN?

YES, UP TO THREE XENOS CAN HATCH FROM AN ALIEN EGG AT A TIME.

IS THE ALIEN VISIBLE WHEN HATCHED FROM AN ALIEN EGG?

YES - SEE THE HATCH ACTION UNDER THE ALIEN.

CAN XENOS WARP THE STARSHIP?

NO - ONLY HUNTERS ARE ABLE TO WARP THE STARSHIP.





UNION FOUNDER HUNTER CORPS

THANK YOU TO OUR KICKSTARTER BACKERS WHO MADE THIS GAME BECOME REAL

RILEY PARKS	DAWID MAJCHER	MARTIN
LEE CHENEY	JACQUELINE DAVIS	MATTHEW ROBINSON
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THE CREATIVE FUND BY BACKERKIT	CURTIS	CAITLIN MOFFATT
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MsE BEE	MATT DRAKE	NICK WIGGINS
SCOTT CHAMBERLAIN	ELISE CARDAMONE	SEBASTIAN DEAN
MILES O LEARY	GABRIEL VASQUEZ	DANNY CARROLL
CAMERON HUTCHISON	JASON MCLoughlin	Ross
LIAM STEWART	HAIN DESIGNS	KARL OSS WARD
BEERS, BOARDS, & BEARDS	T.C.	PATRICK FRANZEN
	MARIA REEVES	DANIKAH HARRISON
	RICHARD	



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HALFMONSTERGAMES.COM



TRUST ME I'M A DOCTOR IS A HILARIOUS CARD GAME THAT LETS YOU BECOME AN OLD TIME DOCTOR, TREATING SERIOUS MEDIEVAL MALADIES WITH SOME VERY QUESTIONABLE CURES. THESE ARE REAL AILMENTS AND CURES FOUND IN MEDICAL TEXTBOOKS AND JOURNALS.

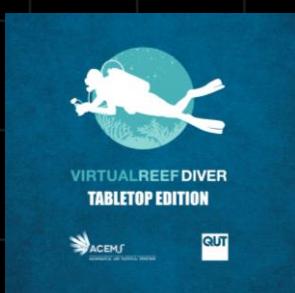
PLAYERS DRAW GROSS AILMENTS AND HORRIFYING CURES, THEN ATTEMPT TO CURE THEIR PATIENT BY SUGGESTING VARIOUS OUTDATED CURES, AIMING TO MATCH SYMBOLS ON THE CARDS AND BACK UP THEIR COMBINATION WITH LOTS OF VERBAL JOUSTING.

THE FIRST DOCTOR TO BE CHOSEN THRIE WINS, AND IF EVERYONE IS SUFFICIENTLY GROSSED OUT THIS IS A BONUS!



IN TRUST ME, I'M A SUPERHERO! YOU'RE A RAG-TAG GROUP OF SUPER-ISH HEROES WHO HAVE BEEN LEFT TO DEAL WITH THE CITIES' MINOR DISTURBANCES NOW THAT ALL THE MAJOR STUFF HAS BEEN CLEARED UP. YOUR DIRECTOR HANDLES CALLS FOR HELP TO THE SUPERHERO HELPLINE, AND IT IS UP TO YOU TO BEST DEAL WITH ANYTHING THAT POPS UP.

WITH CUSTOMISABLE CARD DECK OPTIONS GEARED TOWARDS ALL AGES, TRUST ME, I'M A SUPER HERO IS THE PERFECT WILD PARTY GAME OR FAMILY-FRIENDLY GAME NIGHT ADDITION. THE RULES AND CONCEPT ARE EASY-TO-UNDERSTAND AND ENTERTAINING FOR GAMERS OF ALL EXPERIENCE LEVELS.



EXPERIENCE THE BEAUTY AND WONDER OF THE GREAT BARRIER REEF WHILE LEARNING ABOUT THE DANGERS THIS NATIONAL TREASURE CURRENTLY FACES, AND THE SOLUTIONS DATA SCIENTISTS ARE PROVIDING FOR ITS DEFENCE. WORK AS A TEAM OF CITIZEN SCIENTISTS ON A QUEST TO CLASSIFY THE CORALS, IDENTIFY THE ORGANISMS, AND HELP PROTECT THE SEVENTH WONDER OF THE NATURAL WORLD.

THE GAME FEATURES FAST PACED GAMEPLAY, BEAUTIFUL REEF IMAGERY AND EDUCATIONAL CONTENT. SALES OF THIS GAME DIRECTLY CONTRIBUTE TOWARDS FUTURE PRINT RUNS OF THIS GAME AS IT IS A NOT FOR PROFIT.



APTURE KINGDOMS, BUILD YOUR ARMIES, AND CONQUER THE WORLD IN THIS INTENSE MEDIEVAL ANTHROPOMORPHIC CARD GAME FROM HALF-MONSTER GAMES.

AS ONE OF THE ANIMAL MONARCHS, YOU GAIN AN ARMY TO DEPLOY TO A VAST UNDISCOVERED WORLD OF KINGDOMS READY TO BE BROUGHT INTO YOUR EMPIRE. THE OTHER PLAYERS ARE ATTEMPTING TO BUILD THEIR EMPIRES TOO, WATCH OUT, AS FRIENDS CAN BECOME ENEMIES AND VICE VERSA IN THE BLINK OF AN EYE.

Each Army has one of four special abilities relating to their species, as well, so the strategic depth of the game gets richer every time you play.

XENOHUNTERS

XENOHUNTERS IS DEVELOPED DOWN UNDER IN BRISBANE, AUSTRALIA

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