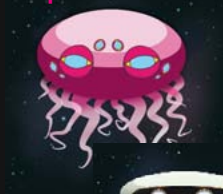Joost Das

Oh no... INVASION!!!

Resistance

Spawnmonster

Transport Hub

Shield alien

Set up

Space Stations
Find all 5 Transport Hubs in the Resistance deck.
Use Hub no 1. up to the number of players and place the rest back in the box. Every player places a Hub in front of him or her to start their Space Station.

Resistance
Shuffle the remaining Resistance cards really well and place the deck in the middle of the table.

Spawnmonster
Find all 8 Shield aliens in the Spawnmonster deck and spread them out in front of you. Now randomly place the rest of the Spawn cards on these aliens, one by one. Pile everything together, shuffle well and place it in the centre of the table.
You are ready for your space adventure!

Goal

In Oh no... INVASION!!! players work together closely to protect their Stations from waves and waves of aliens. Expand your Space Station and collect enough weapons to face the Spawnmonster in the **Final Conflict**. Here it is decided if players celebrate in victory or all face defeat.

A player's turn

The player able to muster the most panicky voice may start. Turns go clockwise after that.
On your turn, follow the **A - B - C**

Action

Perform one or two actions
   - **Draw:** add a card from the Resistance to your hand.
   - **Transport:** use the Transport Hub to pass hand cards to another player (see **Modules**).
The same action may be repeated.

Build   add Module cards to your Space Station.

Combat   play weapon cards to remove aliens from your Space Station.

Action: The Invasion

Right after you take an action (**Draw** or **Transport**), you must draw a card from the Spawn deck. The alien on the card has a shape and colour (**symbol**), a direction it is flying in (**flying**) and a text balloon (**attack order**).

Most aliens try to invade a Space Station in play, but Shield aliens are different. They do not invade Stations or fly anywhere. Instead they protect the Spawnmonster during the Final Conflict.

Symbol

When you draw an alien it will start to look for a Station to invade with a symbol of the same shape and colour.
Example: this pink alien will look for a pink symbol.
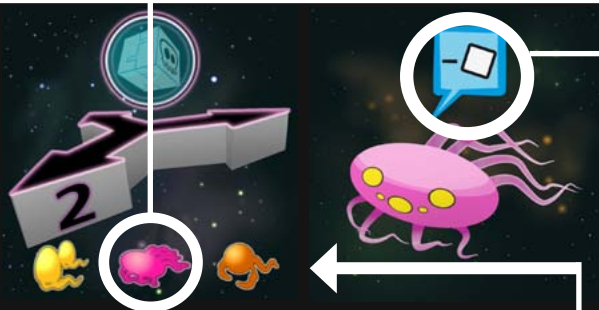
Flying

Starting at your own Station, the alien will go around the table looking for the right symbol. The direction the alien is flying in indicated if it goes clockwise or counterclockwise. Place the alien next to the Station with the first matching symbol you find. Discard the alien if the right symbol is not in play at the moment.
Example: this alien is flying to the left so will go clockwise around the table.

Attack orders

When an alien is placed in a Station, it will directly issue an attack order to his fellow aliens of another colour. Every alien on the table of the same colour as the text balloon will attack! **Example:** this **pink** alien will order all his **blue** collegues in play to attack.

Alien types and attack orders

Invaliens

When these four Invaliens are placed at a Space Station, all **red** Invaliens on every Station attack! Every player counts the number of **red** aliens on his Station.
If that number is 7 or more, in this example, they overwhelm the player who is then eliminated from the game.
Players that are eliminated discard everything. The Transport Hub is placed in the box.

Evaporaliens

When this silver Evaporalien invades a Station, all **pink** Evaporaliens on every Station attack!
Every player discards one hand card for each **pink** alien on his or her Station.

If you have too few cards to do this, discard your entire hand.

When invading, Invaliens or Evaporaliens can be placed anywhere at a Space Station.

Sabotaliens have to be placed directly next to the Module with the right symbol. If there are multiple such Modules in a Space Station, choose where to place the Sabotalien. There can only be one Sabotalien on every Module. If every spot is occupied, the Sabotalien flies on.

Sabotaliens

When a purple Sabotalien invades a Station, all **orange** Sabotalien will attack and sabotage the Modules they're next to.
To indicate this, turn the Module 180 degrees.
You cannot use the special ability of this Module until you remove the sabotaging alien in the **C**ombat phase. If the alien is destroyed, the Module is turned back. **Note:** if the Sabotalien attacks a sabotaged Module nothing happens.

The owner of this Transport Hub cannot use actions to give cards to other players.
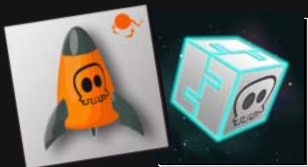
Shield aliens

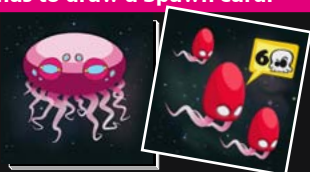When you draw a Shield alien, place it directly next to the Spawnmonster.
When all 8 Shield aliens have been placed the Spawnmonster will be fully protected and all players will **lose** the game. Don't let this happen!
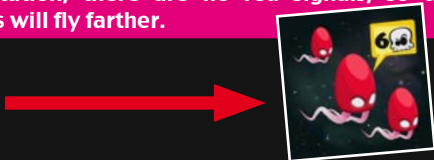
Invade example

1 Adrean used an action to draw a Resistance card and therefor has to draw a Spawn card.

2 He draws red Invaliens. Adrean first checks if they invade his own Space Station.

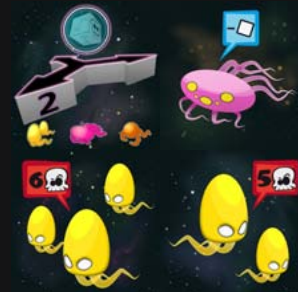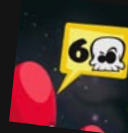**3** In his Station, there are no red signals, so the Invaliens will fly farther.

4 These Invaliens are flying to the right, so they visit Adrean's right neighbour Cloe first.

Cloe's Station

5 Cloe does have a red signal in her Station. In fact, there are already some red Invaliens there. It's getting creepy. Adrean has to place the new Invaliens next to the old ones.


Beau's Station

6 The red Invaliens give an attack order to all yellow Invaliens in play. If any player has 6 or more yellow Invaliens on their Station, he or she will be eliminated.
Beau is lucky, she has been invaded by 5 yellow Invaliens. She's safe for now. As are Adrean and Cloe.

The Resistance

Of course, you guys are not completely defenceless against the alien onslaught. Build more Modules to make your Space Station more effective and combat the aliens using the right weapons. Zapping, building or combat does **not** require you to draw a new alien.

Action phase: ZAPPING aliens

When you draw a new alien (after a draw or transport action) you can ZAP it before it invades a Station. To ZAP, play a weapon card of the same colour as the flying alien. Discard the weapon and the alien.
Other players may also ZAP the alien in this way if it flies past their Station or is about to invade it.

ZAP
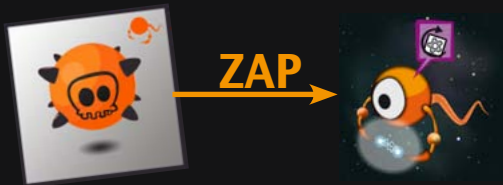
Draw: If at any point the Resistance deck runs out of cards, make a new pile from the discarded cards.

Build phase: place Modules

Every Space Station starts with only one Module, the Transport Hub, but it can be expanded and made more efficient.
After finishing your actions you may place Module cards from your hand next to your Transport Hub or a previously placed Module. They become effective as soon as you build them.

Transport Hub

Use one action to give any number of cards from your hand to one other player.

Players with a sabotaged Transport Hub can still receive cards.

Catalyst

When using an action to draw a Resistance card, draw two instead (and only one alien).
Multiple Catalysts in one Station do not grand more cards per action.

Morph-box

When attacking aliens, you may discard two hand cards of the same colour or type to destroy aliens of a colour you choose.
eg. 2 bombs, 2 yellows or 2 Modules

Teleporter

During your **C**ombat phase you may destroy aliens from a Station that also has a Teleporter. Also, you may ask another player with a Teleporter to destroy your aliens. Every turn only one player can perform an attack.

If either Teleporter is sabotaged, this does not work.

Combat phase: removing aliens

Before you end your turn, you may play any number of weapon cards. Remove all aliens from your Station of the same colour as the weapons you've played.

Playing sets of the same type

For every weapon type (cannon, rocket or bomb) you have used, discard one card of that type. You can keep the rest.

Beau wants to remove aliens from her Station. She plays a yellow bomb, a pink rocket and a purple rocket.
Beau decides to keep the purple rocket.
She may now flip back her sabotaged teleporter.

Special: Black weapons

Black weapons can be played as any colour when attacking aliens.
Final Conflict: Kamikaze aliens are immune to black weapons.

The Final Conflict

At any time during the game, the active player may call for the Final Conflict to commence. This will start a direct confrontation with the Spawnmonster. From here on, there is no turning back.

Starting with the active player, a turn now goes like this:

1.Kamikaze:
Try to counter a kamikaze alien or get eliminated from play.
2.Strike:
Destroy a Shield alien. Destroy the Spawnmonster if there are no Shield aliens left.

1. A kamikaze alien attacks!

Take the top card from the Spawnmonster. This alien is now coming straight for you! Shield aliens also go kamikaze. Counter this attack by discarding a weapon of the same colour as the alien.
The Morph-box can be used to counter an alien of a colour you have no weapon for.
When you have a Teleporter you can ask players who also have a Teleporter to counter the kamikaze alien for you.

If you cannot counter the alien, it will eliminate you (discard all your hand cards). The next player will have to take a new Kamikaze alien.
If you destroy the kamikaze alien, go to step 2 to destroy a Shield alien.

When the Spawn deck runs out of cards during the Final Conflict, shuffle the discarded aliens and make a new draw pile.
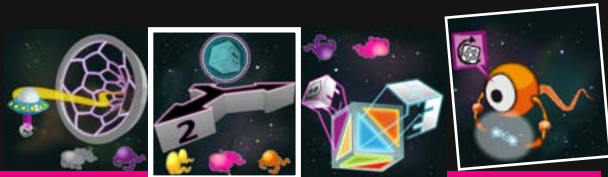
Beau draws a kamikaze orange Sabotalien. Beau has no orange weapons and her Morph-box is sabotaged! Luckily, she can call for help from Cloe who has a working Teleporter, just like Beau. Cloe uses an orange rocket to help her friend and Beau goes on to destroy a Shield alien.

2. Strike!!!

After countering a kamikaze alien, use a weapon of a colour matching a Shield alien in play to remove it.
The Morph-box can be used here.
End your turn, even if you could not destroy a Shield alien.

Beau plays a yellow cannon from her hand to destroy the yellow Shield alien.

If there are no more Shield aliens to protect the Spawnmonster in this phase, the active player may use any weapon card to destroy the Spawnmonster.
If this happens, all players win the game. You may record your victory in the Space Journal. Earn 3 points for every surviver in your group.
If the active player has no weapons left to strike at the Spawnmonster, his turn ends and play continues clockwise, with another kamikaze alien.

The Next Level

Are you starting to win some fights against the nasty Spawnmonster? Great. ROOKIES!
Spice up the game by playing on a higher level.
Record your victories in the Space Journal to make future generations proud.

Lvl 0. Mister Vanilla (2 points per surviver)

Rules as described in this rulebook and add:

- Play with cards open.
- Teleporters can also be used to destroy Shield aliens.
- When eliminated by Invaliens, discard your hand, extra Modules and aliens. But stay in the game.

Lvl 1. Private McEasy (3 points per surviver)

Rules are as describes in this rule book.

Lvl 2. Commander Roughit (5 points per surviver)

Add these rules on top of the Private McEasy rules:

- When a sabotaged Module gets attacked again, discard the card along with the Sabotalien. All other aliens stay on the table. If you have no Modules left, you are eliminated from the game.
- The Catalyst can only be used once per turn.

Lvl 3. Captain Fabulous (7 point per surviver)

Add these rules on top of the Commander Roughit rules:

-There can be NO discussion about zapping aliens.
Players have to decide on their own to do this or not before the alien is placed.
-There can be NO discussion about the Final Conflict.
The active player simply has to start it and hope the rest is ready.