Gargantuan spacecraft descend on our planet, spewing hordes of alien ships into the skies. As cities struggle desperately to defend themselves, our research team tries to gather some intelligence that could help us fight back.

Chapter 1 – The Invasion

①
All components in each chapter have a mark to remind you which chapter they came from, in case you ever need to sort them.

Additional Components

If a scenario needs to use the orange ship or the 6 numbered tokens, it will tell you how to use them.

Dice Values

Some characters and cities allow you to increase the value of a die. As you would expect, a die can only have values between ⚀ and ⚅. If an effect tries to set a die to a value of 7 or more, set the die to ⚅.

Rooms with Two Effects

Some rooms offer two effects for the price of one. When you pay the energy cost, you **may perform both effects**. Calculate the room's value as usual – add both dice and the modifier. This is the value for each effect. Effects may be resolved in either order.

Example: Suppose you placed a ⚂ and a ⚅ in the room above. The room's value is 3 + 6 – 2 = 7. For 4 energy, you can perform both effects, in either order, with value 7. This allows you to shoot down ships on explosion spaces with values 7 or less. When you install the robot, you will set it to a ⚅, because a 7 is impossible.

Montreal

Montreal allows you to sum multiple rooms together, if they all have the same effect. Let's say you want to use this ability while resolving a room with two effects, A and B. First calculate the room's value. This is the base value for each effect. Then resolve A and B in either order. For each effect, you can sum it with other rooms of the same type.

Havana

Instead of decreasing robot dice when you use them, Havana requires you to remove them. But the ability to save an unused die for later (in the form of a robot) will make up for this.
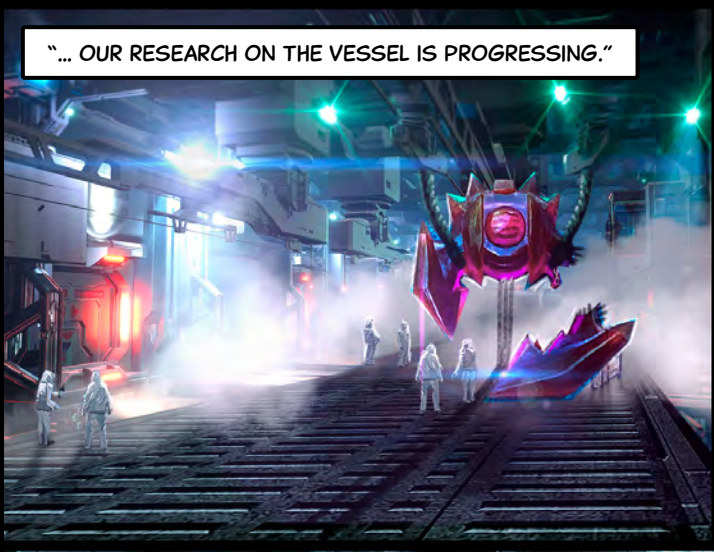
As enemy ships are shot down, our team seizes the opportunity to research the alien biotechnology. Progress is hampered by constant bombardment.

Chapter 2 – Digging In

Advanced Sky Tile

This chapter gives you 1 new sky tile. During setup, use this advanced sky tile at the bottom of the sky **instead** of the lowest sky tile from the basic game. **This tile has a shortened sky.** Ships hit your city and deal damage as soon as they drop below the sky spaces, as illustrated below.

Note that the more threatening side has 2 stars. The easier side has 1 star, indicating it is as difficult as the more threatening side of a basic sky tile. Hopefully, your upgraded characters will be able to deal with the increased threat.

You set your threat level the same way you always do – choose a certain number of sky tiles at random and flip them to the more threatening side.

Upgraded Characters

Each battle is played with 1 basic and 1 upgraded character. The basic one is from Chapter 2. It's assigned randomly, as before.

The upgraded character is one of the two who fought by your side in Chapter 1. You choose. Use the other for the second battle.

Fifth City

This chapter has 5 cities. Only 4 will be randomly assigned to battles. After you choose your second battle, one city will be left over. Put it into the bag with the other components removed from the campaign. (The aliens decided not to attack it, so it plays no role in your story.)

Command Rooms

When you use a command room, distribute its value however you like among worker dice not in that room. Physically set the dice to their new values. No die can be raised above ⚅, and any excess command-room bonus is wasted. The effect of a command room cannot be applied to robot dice.

You can never put a robot in a command room.

Example: If the command room's value is 4, you could increase one worker die by +2 and two others by +1. Alternatively, you could apply the entire +4 bonus to a single worker die.

Transfer

Some characters and cities may allow you to transfer a die to a different space. At the time of the transfer, the new space must be unoccupied and **excavated**.

*The aliens' technological superiority continues to overwhelm us. But now we have one of them on our side.
Can he explain how he was controlled by that device? Our research team must find a way to communicate with him.*

Chapter 3 – Overwhelmed

Sky Tile Setup

Set up the sky as in the basic game, but replace 2 basic tiles with the corresponding advanced sky tiles from this chapter. The advanced sky tile from Chapter 2 is not used in this chapter. Set your threat level as usual.

Upgraded Characters

In addition to the new character from this chapter, battles now have 2 upgraded characters. For your first battle, you choose 2 of the 4 who fought by your side in earlier chapters. Your second battle uses the other 2.

Vertical Rooms

A vertical room is just a multi-space room oriented vertically. Because you can place only one worker die in each column, this room usually needs at least one robot for it to work.

Mothership Action – Move Ships

In every column, all enemy ships descend the indicated number of spaces. Ships that reach your city will deal damage and respawn, as usual, but otherwise the ships do not trigger the effects of the spaces they land on.
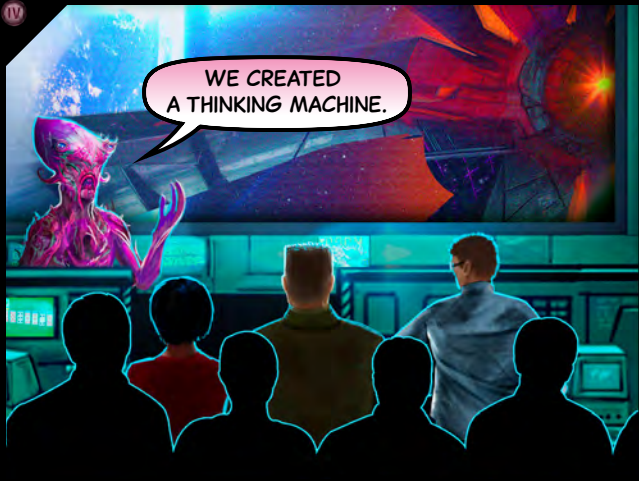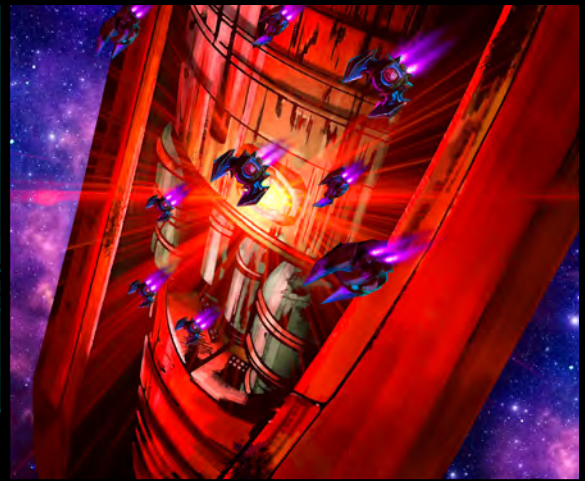
Ship Effect – Teleport

Teleporters are a new effect enemy ships can trigger when they move during the Dice Phase. They come in pairs, pointing at each other. A ship ending its move on one teleporter is teleported to the other, as long as that space is unoccupied and has not been overtaken by the mothership tile.

Note that this effect can teleport the ship higher or lower.

As we scramble our newly modified fighters, an artificially intelligent satellite orders its puppets to redouble their attack.

Chapter 4 – The Final Battle

Sky Tile Setup

Replace the basic sky tile with the advanced tile from this chapter. Also use the two advanced tiles from the previous chapter. Only the bottom tile will be a basic tile. (The short sky from the second chapter is not used here.) Set your threat level as usual.

Red Explosions

The explosion spaces on the new sky tile are red. A jet fighter effect can be applied to red or yellow explosions, but not both at the same time.

Playing the Chapter

This chapter has only one scenario, The Final Battle.

Look through the previous chapters in your notebook and write down all the cities you have saved. (The ones in which you won one of the two games.)

Choose one of those cities. Set it to its **damaged** side. Make a team of 3 upgraded characters who have fought by your side earlier in the campaign. Play the scenario.

If you lose, the city is destroyed – cross out the box. Choose another city on your list and try again. Keep trying until you win or run out of cities. Your team of characters can be the same or different.

If you win one game, you immediately win the campaign. Record your threat level in the box for that city.

Record the names of the three characters who helped you achieve the final victory.

Now calculate your score. Add up the threat levels of all games won during the campaign. Subtract 1 for each **X**. Record your score at the bottom.

ultimate victory

destroyed cities

victorious team

final score

... What's next?

Whatever you want! You still have lots of characters, scenarios, and cities to discover. Campaign components can be used in standalone games, or you can assign them to chapters and try the campaign again. The scenarios each belong to particular chapters, but the cities, characters, and sky tiles can be mixed. For sky tiles, use one advanced tile in Chapter 2, two different tiles in Chapter 3, and any three tiles in Chapter 4.

You can even try the new campaign with one advanced sky tile from the start. It means that you should probably play on one lower threat level than you are used to, but when you save a city, write down the threat level plus 1 to compensate for the increased difficulty of the advanced sky tile.