PLANET REPOSSESSION FORCE

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INTRODUCTION

COMPONENTS

1. 1 Game board (10x10 grid)
2. 4 dice (D6)
3. 8 character pieces
4. 4 player pads
5. 216 Action cards (4 decks, 54 cards each)
6. 150 faction tokens (2 colors, 75 tokens each)
7. 50 white wooden safety tokens
8. 1 Rule book

BASICS

- **Players**: 2-8 (Ages 14+)
- **Set-up time**: 5-10 min
- **Play time**: 45-120 min
- **Two team factions**: Xanadu and Gaia
- **Objective**: overtake as many tiles as possible and defeat the final 4 Raids with only **three lives**. If both factions survive the world's perils after beating all 4 Raids, the faction with the most tiles wins. Otherwise... **it is last faction standing.**
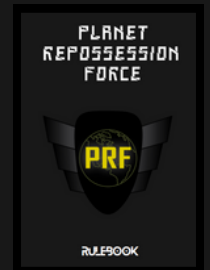
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CORE RULES

- **Set up**: Keep the four card decks separate, shuffle each, and set them down with Tier numbers face up. Separate each Action deck into three smaller ones by Tiers if you have space (to make 12 decks total). Then, select your faction and character piece and build your starting stats on a player pad.

- **Objective**: Conquer as much of the grid as possible one tile at a time. The game ends when all four Tier 3 red tiles in the center are conquered or when a whole faction is eliminated. Some tiles are dangerous (red and yellow) while other tiles help you survive (blue and green.) **You only have three lives.**

- **Moving:** Each faction has Start zones. Gaia always moves first. A faction's players move at the same time and resolve their individual Actions one at a time before ending their faction's turn. Movement must be adjacent (not diagonal) to either your character piece or to any tile you already conquered. **If you die, backtrack to your Start Zone, collect 3 safety tokens (use to re-roll dice), and wait to move again on your next turn. If you lose all three lives, you are eliminated from the game.**

- **Actions**: There are four types of color-coded tiles that correspond to four Actions. Each Action has a winning condition to claim the tile. If you resolve the Action with success, you claim the tile and end your turn. Blue and green Actions (Support) require dice checks before drawing their cards and claiming their tile, while red and yellow Actions (Combat) require you to draw their cards before fighting them with dice and/or Support cards you have collected. Resolve these Actions to conquer the tiles, and conquer as many tiles as you can before all four red tiles in the center are claimed. **Just don't die.**

Ready to take back Earth?

SETTING UP

ACTION DECKS

Separate each deck by their colors/ actions and shuffle them. If you have enough space, break out each of the four decks into three smaller decks separated by Tiers which are indicated on the back of every card (depicted right) so there should be 12 decks of varying sizes. Once the Action decks are shuffled and ready for play, set them down with Tiers facing up.

ACTION

Tier

FACTIONS AND NOTEPADS

Player pads keep track of three things: character stats*, HP numbers during Combat, and **number of lives** (below).

LIFE COUNT

Select your faction and character piece. Your faction determines your start zones. Then, customize your stats on the player pad.

STATS KEY

HP = vitality of players and enemies during Combat. Your goal in Combat is to reduce the enemy's HP to zero. If your HP is depleted to zero during Combat, you must go back to your Start Zone, **lose a life**, collect 3 safety tokens, and end your turn. Your HP does not restore after Combat. You can only heal yourself on your next turn with either a safety token for 5 HP or moving back to your Start Zone for full health. **You only have three lives**

AP = damage dealt during Combat. Your AP is added to your dice combos and Support cards upon each attack. Enemies also have AP indicated on their cards. You reduce the attacking enemy's AP by dice combos and Support upon each defense

IP = ability to negotiate with Settlements or use Supplies to their maximum effect. Players with low IP will have a harder time claiming the best benefits of these cards which are called Abilities. Some Abilities provide advantages over certain enemy types. Just note: you do not need IP to use Settlements for their HP and AP during Combat

*CHARACTER STATS

Customize your character's three unique stats: Health Points (HP), Attack Points (AP), and Intelligence Points (IP). More details in stats key on the right. Player pads have the following base stats:

10 HP | 0 AP | 0 IP

Before starting the game, allocate three (3) more points to those three stats however you see fit. For example, a starting build could be something like:

11 HP | 1 AP | 1 IP *or...* 10 HP | 0 AP | 3 IP

You will have opportunities to add points to those stats as you progress in the game. Make sure to keep track on the notepad's Player Stats.

MOVEMENT

START ZONES

Begin the game on any these Start Zones (depicted right) at your faction's designated Orbital Drop Zone. You can start on any of these icons on your faction's labeled side of the board.

You can spend any turn moving back to your Start Zone to re-spec your character stats (re-allocate points between HP, AP, and IP), heal yourself to full HP, and/or drop off Support cards before exceeding your hold limits (more on Pages 5-6) but you cannot take any other Action and will have to wait until your next turn to move again.
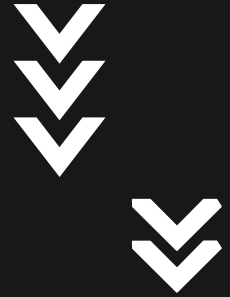
MOVING BASICS

Players on the same team all move at once before resolving their actions one by one. You can move to any new tile that is adjacent to your character piece or adjacent to any tile you already conquered, but you cannot move diagonally to a new tile (depicted left.)

When you move to a new tile, you commence that tile's Action (more on Pages 5-7.) Tiles are color-coded by their Action, and the tile's Tier indicates which cards to draw from that Action's deck based on the Tier label on the back of every card. Factions resolve their Support Actions before Combat Actions.

QUADRANTS

The grid is divided into four quadrants. You can enter another quadrant by crossing the gap and attacking and defeating an enemy tile in it. Players only gain access to to Tier 2 Support tiles inside of any quadrant after at least a single Tier 2 enemy tile (Creature or Raid) is conquered in that quadrant, no matter which faction conquered it.

SAFETY TOKENS

You collect a safety token any time you roll snake eyes in Combat or fail a Support dice check on your turn and **you collect three (3) safety tokens when you lose a life**. You can also choose to collect them if you successfully pass a dice check on Support tiles rather than collecting a card or adding a stat point (more on Page 6.)

A single safety token can be spent to re-roll any amount of dice in a Combat or Support roll, and you can spend as many as you want on your turn. One token can also be used to restore 5 HP any time on your turn instead of spending a whole turn moving back to your Start Zone to heal. You cannot spend any safety tokens to re-roll on the same roll you collect them, but you can use them to heal at any time.

You may use your turn to spend five (5) safety tokens you have collected to conquer any Tier 1 Support tile anywhere on the board and reap one of its three reward options (more on Page 6), or spend eight (8) collected safety tokens to conquer any Support tile on the board (of any Tier) and reap all three of its rewards. You cannot do anything else on that turn in either scenario.

Try to spend these tokens before the game is over since you subtract the number of safety tokens you still have in your possession from your final score after all four Tier 3 Raids are destroyed.

CONQUERING

CONQUERING BASICS

Conquering a tile requires you to meet the Action's winning conditions (more on Pages 6-8.) Once a tile is conquered, place your faction tokens on it (and rest your character piece atop these tokens) before reaping the tile's other rewards like cards. These faction tokens help you keep track of your movement in addition to your score. Tiles have different values, which dictates how many faction tokens you place on a conquered tile:

Tier 1 and Tier 2 tiles = 1 faction token
Tier 3 Creature tiles = 3 faction tokens
Tier 3 Raid tiles = 5 faction tokens

Faction tokens are accounted for when the game ends to determine the winning faction based on who placed the most faction tokens (before each faction subtracts their number of unused safety tokens from their final score.) **That is *if* all factions survive...**

Tiles can only be conquered once, and conquered tiles no longer prompt any Actions. Opponents can commence sieges against each other to attempt overtaking an already conquered tile (more on Page 9), but that still does not reward them with a new Action card, stat point, or safety token.

If you fail a dice check to claim a Support (blue or green) tile, you may either conquer the tile without any other reward, or backtrack to the last tile and collect a safety token. If you pass a Support tile dice check, you may either collect a card of that tile's Tier, add stat points (same amount as the tile's Tier number), or collect safety tokens (same amount as the tile's Tier number.) Example: passing a Tier 2 Supplies dice check grants you either a Tier 2 Supplies card, 2 stat points, or 2 safety tokens.
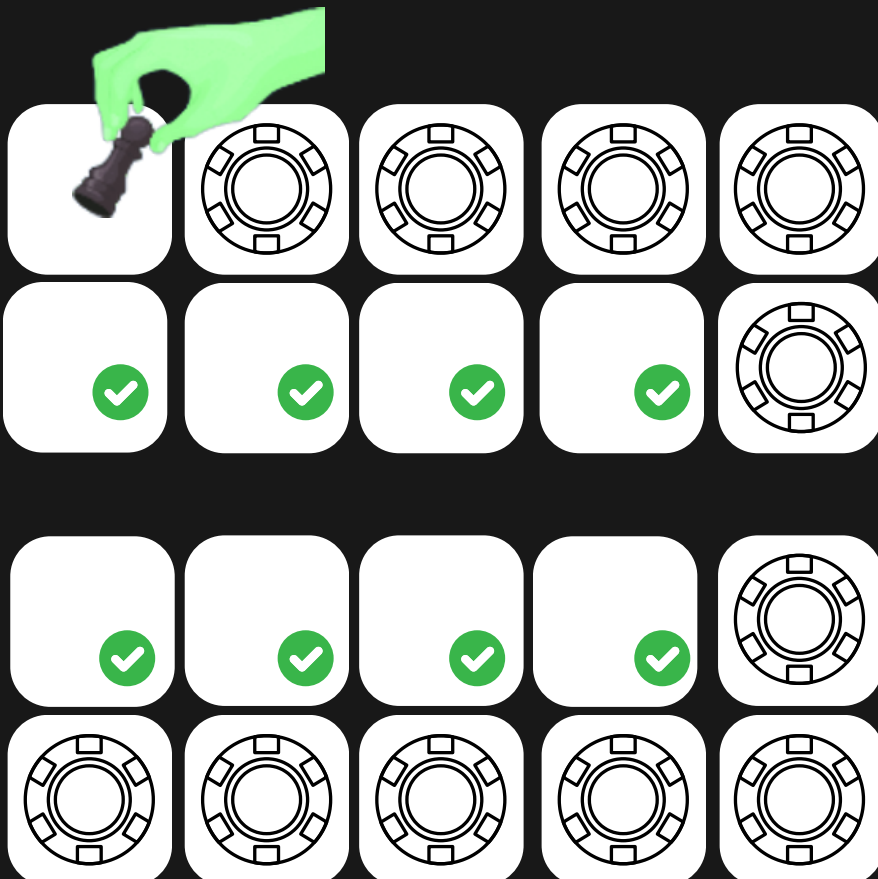

TERRITORIES

If you or your faction conquer enough tiles to close off access to an unconquered territory from the opposing faction (even across quadrant gaps as depicted left), you may claim all those tiles and collect the same number of safety tokens as each tile you have closed off, but you cannot draw any cards for those tiles nor add stat points. You *can* choose to conquer any individual tiles for these rewards before closing the territory for good, which you can do at any time on any of your turns (even after moving and conquering a tile.) Beware opponents with 5+ safety tokens who can prevent territory closure by conquering one of those tiles on their turn. If an opponent conquers any tile inside a territory, your faction cannot close it off.
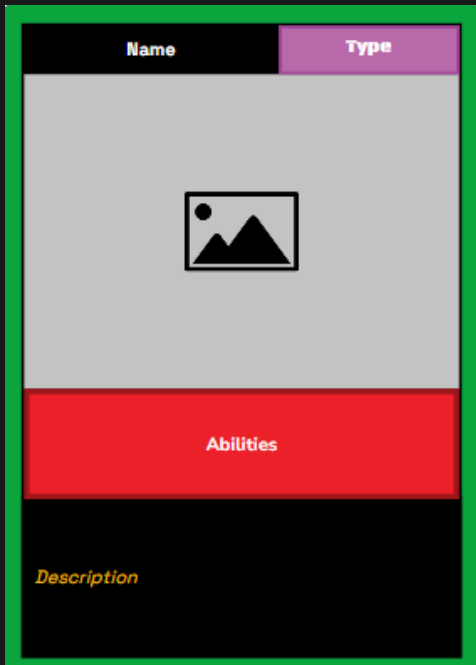
SUPPORT: SUPPLIES

There are four types of Supplies. You are only allowed to use 1 Weapon, 1 Upgrade, 1 Equipment, and 1 Armor in any Combat Action. You cannot use more than one of the same type in Combat. Some Supplies' Abilities conditions say "single use" which means the card can only be used in one Combat Action before being discarded back to the bottom of its deck. All Abilities have a condition, such as a minimum IP requirement or pairing with other cards. Most Supplies Abilities are only effective against Creatures, but there are some exceptions which the cards will specify.

SUPPORT: SETTLEMENTS

You can only use a max of 2 **Settlements** in Combat, and Settlements can only be deployed in Raids. Their HP and AP values are added to yours when you deploy them. Some Settlement Abilities can only be accessed if you pair them with another specific Settlement or if they are deployed along with specific Supplies. You relinquish the additional HP and AP values from Settlements at the end of Combat until you want to use them again in a future Raid. But if your health reaches zero after relinquishing the Settlement(s) HP value, then you must sacrifice the card (you may choose which if you deployed two Settlements) to restore your health by the card's HP amount to avoid **losing a life**.
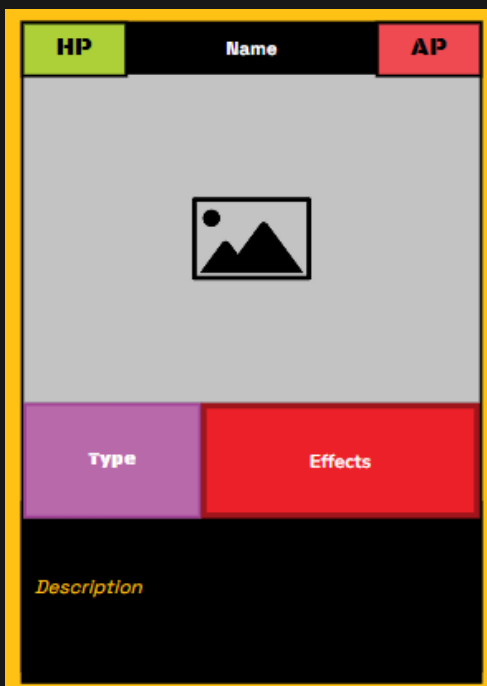
COMBAT: CREATURES AND RAIDS

All enemy cards share the same template but **Raids** (red) are harder to defeat than **Creatures** (yellow). Slaying a Creature rewards you with a Supplies card of that Creature's Tier and one stat point to add to your character (HP, AP, or IP) however you see fit. Defeating a Raid rewards you with a Settlement of that Raid's Tier and two (2) stat points. When you defeat Tier 1 enemies, you draw three cards from either the Supplies or Settlement decks (for Creatures or Raids, respectively), select one card to keep, and place the other two at the bottom of their deck. Tier 2 enemies only allow you to draw 2 reward cards to pick one from, and Tier 3 enemies only allow you to draw one reward card. Creatures and Raids each have four types, and some types are weak to certain Support Abilities. Beware enemy Effects that make Combat more difficult (more on Page 8.)

SUPPORT

SUPPORT BASICS

When landing on a Support (blue or green) tile, you must pass a dice check of rolling 15 or higher with up to four dice. If you pass, you claim the tile and have three options: you may either collect a card of that Tier, collect the same number of safety tokens as the Tier number, or add the same number of stat points as the Tier number. For example, passing the dice check when landing on a Tier 2 Supplies tile can either reward you with a randomly drawn Tier 2 Supplies card, 2 stat points, or 2 safety tokens. You can only select one of these options.

If you fail a Support tile dice check, you can *either* still claim that tile without any rewards *or* collect a safety token and backtrack to the last tile you moved from to end your turn. Rolling snake eyes on Support tiles counts as automatic failure (i.e., rolling 6, 6, 1, 1 is still a failure) and you cannot use safety tokens to re-roll - you must also move back to the tile you came from and collect a safety token to end your turn. You may roll one die at a time and spend any safety tokens you've previously collected to re-roll a 1 on to avoid rolling a snake eyes in advance. You do not have to roll all four dice at once. If a player rolls four-of-a-kind to pass a Support check (four 4s, 5s, or 6s), that person gets to move again on their turn!

When you defeat a Tier 1 Creature, draw three Tier 1 Supplies (green) cards and select which card you want to keep. When you defeat a Tier 1 Raid, draw three Tier 1 Settlements (blue) cards and select which card you want to keep. In either case, return the other two cards to the bottom of their respective decks. Tier 2 enemies only reward you with two Tier 2 Support cards to choose from, and Tier 3 enemies only reward you with one Tier 3 Support card - limiting your reward selection with higher level cards.

Each player can only hold* up to 10 Support cards at any given time (of any combo; no matter how many Supplies or Settlements.) Otherwise, you must either sell additional Support cards or store them at your Start Zone, but you must never exceed 10 in your hand.

Ⅱ Players on both teams only gain access to Tier 2 Support tiles after at least one Tier 2 enemy (Creature or Raid) in that quadrant has been defeated and that enemy tile conquered.

$ Any time on your turn, you may sell any Support card you have for 1 stat Point *or* 1 safety token each. Sold cards are discarded to the bottom of their original Action deck.

*HOLD LIMITS

You may select which cards to sell if you ever exceed the hold limit of ten total Support cards in hand. You also have the option to move back to your Start Zone on your turn to drop off Support cards before exceeding your hold limit to avoid selling and permanently discarding them, but rather have them waiting for you at your 'base camp.' These cards must be set face down near you to indicate they are not for use until you wish to travel back to Start on another turn and re-equip them in your inventory. You can always use a turn moving back to the Start Zone to pick up Support you've dropped off/ stored.

USING SUPPORT

Support cards can be used indefinitely unless the card indicates "single use". Support cards have specific conditions to use their Abilities, such as minimum IP, which are parenthesized after the Ability description. You must choose which Support to use as soon as Combat commences after seeing the enemy card, and you cannot swap out Support cards mid-Combat. In other words, you draw an enemy Combat card, pick your loadout (max of 4 Supplies [only 1 of each type] and 2 Settlements if it is a Raid) and fight to the end. Your selected loadout is what you must fight that enemy with for the rest of the Combat Action.

COMBAT

COMBAT BASICS

Roll up to 4 dice and use the best combo for each attack and defense - detailed in the table below. You are only allowed to perform a single attack before the enemy responds, and vice versa. For example, you cannot add AP from both a pair and a straight if you rolled 1, 2, 3, 3. **You do not *have* to roll dice to deal damage or reduce incoming damage if you have character stats and/or Support cards that can do either.** Dice rolls are only meant to increase your chances of victory in Combat. You always attack first unless the enemy has the "Speed" Effect (more on Page 8.) Creatures and Raids reward you with Supplies and Settlements of matching Tiers if you win in addition to 1 and 2 stat points, respectively. You can spend safety tokens in Combat to either re-roll any amount of dice or heal yourself by 5 HP at any time.

- **Attack** (remove this total from enemy HP) = Dice Combo + SUPPORT cards + Your AP
- **Defense** (remove this total from your HP) = Enemy AP - (Dice Combo + Support cards)

Dice Combos	Attack Rolls	Defense Rolls*
Snake Eyes**	Critical miss (you miss your attack completely; Support does not count unless specified)	Critical hit (you take max damage from enemy's total AP value; Support does not count unless specified)
Pair (Doubles)	+ 1 AP	N/A
Two Pairs	+ 2 AP	+ 1 HP
3-Dice-Straight	+ 2 AP	+ 1 HP
Three-of-a-kind (Triples)	+ 3 AP	+ 2 HP
4-Dice-Straight	+ 3 AP	+ 3 HP
Four-of-a-kind (Quads)	+ 4 AP	Enemy misses

Typical Combat Action Sequence:

1. You draw an enemy card and determine your Support loadout
2. You attack to reduce enemy HP (use Support to enhance AP)
3. Enemy attacks to reduce your HP (use Support to boost HP)
4. This continues until either you or the enemy dies^ - there is no "negative" HP to calculate. Zero is zero

^Combat outcomes are detailed on the next page

*You cannot exceed your character HP level when healing on defense. Your character HP is your limit
**Rolling any pair of 1's, even when rolling something like 6, 6, 1, 1, automatically counts as critical failure unless you use previously collected safety tokens to re-roll and avoid the snake eyes. Snake eyes do not stack (example: if you rolled four 1s, you only have to account for one pair of snake eyes). You collect a safety token if you rolled snake eyes on attack or defense, but you cannot use it on that same roll

ENEMIES

There are four types of Creatures and four types of Raids; some Support is more effective against certain types of enemies. Many enemies also have Effects (detailed below) and some enemies have more than one Effect which impacts your character in multiple ways. Some Support cards ignore specific Effects completely.

Effect Name	Effect Description
Armor	Your character AP does not count as damage unless you have Support cards that specifically ignores Armor. Otherwise, you can only rely on dice rolls and Support cards to damage these enemies
Speed	Enemy attacks first; therefore, you must treat the first roll as a defense unless you use a Support card that ignores Speed
Snare	Doubles, triples, and quads do not count as attacks or defenses; and you cannot use safety tokens to re-roll on defense rolls. Two pair *does* still count!
Agility	Straights do not count as attacks or defenses; and you cannot use safety tokens to re-roll on attacks
Poison	If the enemy successfully reduces your health by at least 1 HP, then your HP is reduced by 1 on every following attack *and* defense in addition to damage you take from enemy attacks. You cannot avoid this unless you use Support that ignores Poison. Poison does not follow you after a Combat Action.

COMBAT OUTCOMES

If you win in Combat, you conquer the tile, add 1 or 2 stat points (from Creatures or Raids, respectively), draw the appropriate Support cards (Supplies for Creatures, Settlements for Raids) and keep one as a reward (placing any others at the bottom of their deck) to end your turn.

If your HP is reduced to zero, you may sacrifice any Support card(s) you're holding to revive yourself with the card HP value and it will not count as a life lost. For example, you can sacrifice a Settlement by adding its HP to your zero; or you can sacrifice a life-stealing Supply card (like Bloodlust Blade) by stealing the enemy's HP to revive you. You must discard any card you sacrifice to revive yourself and you may deploy any additional Support cards you're holding to defeat the enemy if necessary; but you cannot use facedown cards you stored at your Start Zone. **If you cannot revive yourself, you lose a life and move back to your Start Zone while collecting three (3) safety tokens. If you lose all three lives, you are eliminated.** Win or lose, all enemy status effects are removed and you discard the enemy card to the bottom of its deck once Combat ends.

Keep note of your leftover HP as that is what you will start your next turn with. You can only heal yourself by 5 HP with a safety token you already have, or spend a turn moving back to your Start Zone to fully restore HP.

FACTIONS

FACTION COORDINATION

Players of the same faction all move on the same turn. Those who move to Support tiles roll their dice checks first. Then, players who moved to Combat tiles draw the enemy cards and fight them one at a time. Two players of the same faction can choose to land on the same unconquered tile simultaneously, as long as both their pathways are adjacent to that tile. They can enter Combat with their combined HP and AP values, but can only use a loadout for a single character. Each player attacks the enemy and the enemy attacks each player. Two teammates can also land on the same Support tile, each rolling only once and using the best roll for the tile (even if one rolls snake eyes.) They can only draw one card from each Support tile (even if they both roll 15+) and they have to divide stat point or safety token rewards between both characters - for example, they cannot both receive a stat point from defeating the same Creature but they can split the two stat points received from defeating a Raid together if they only tally one each.

TRADING

When it is your turn, your team can trade Support cards and safety tokens with each other *only after* you have connected your pathways on the map grid and successfully conquered the connecting tiles. Each player must still abide by the hold limit of 10 Support cards.

SIEGES

When you attack a tile already conquered by opponents, you are commencing a siege which is treated as a **Rogue Outpost Raid**. The defending team must choose one person to defend this tile in Combat unless they simply forfeit the tile to avoid Combat. However, if a player from the defending team is occupying the tile under siege, they automatically assume the role as defender (depicted left) and they do not have the option to avoid Combat.

The sieging player always attacks first, unless the defender uses a Support card to negate Speed either against any enemy, any Raid, or specifically Rogue Outposts. Both players can revive themselves by sacrificing any Support card(s) they're holding for HP if their health drops to zero (discarding any sacrificed cards to the bottom of their decks.) They can do this any number of times.

If the attacker wins the siege, they simply claim their opponent's tile and end their turn without any other additional rewards - unless the defender was originally on that tile which means the defender also loses a life, moves back to their Start Zone, and collects 3 safety tokens. If the defender wins, the attacker loses a life, moves back to their Start Zone, and collects 3 safety tokens which ends their turn.

Typical Siege Sequence:

1. Attacker moves into a tile conquered by their opponents
2. The defending team chooses their defender. Both teams then pick a single loadout each
3. Attacker rolls first to deal damage (using offensive Support)
4. Defender rolls to attempt reducing damage (using defensive Support)
5. Defender rolls again to attack
6. Attacker rolls for defense
7. Attacker rolls the next attack
8. This repeats until someone's HP hits zero (and they run out of Support cards to revive them)
9. Winner claims the tile

END GAME

FINAL RAIDS

Tier 3 Raids are locked in each quadrant. You gain access to a specific Tier 3 Raid by defeating the three Creatures surrounding its quadrant (depicted below on the left.) When you defeat any final Raid, you draw a single Tier 3 Settlement, add two stat points, and place five of your faction tokens on the tile to end your turn.

When the first Tier 3 Raid is conquered, the other three Tier 3 Raids become unlocked, granting everyone access to them as long as they have a clear path to those Raids. This means players in other quadrants no longer have to defeat all three Creatures surrounding their quadrant's Tier 3 Raid to enter the locked zone (depicted below on the right.)
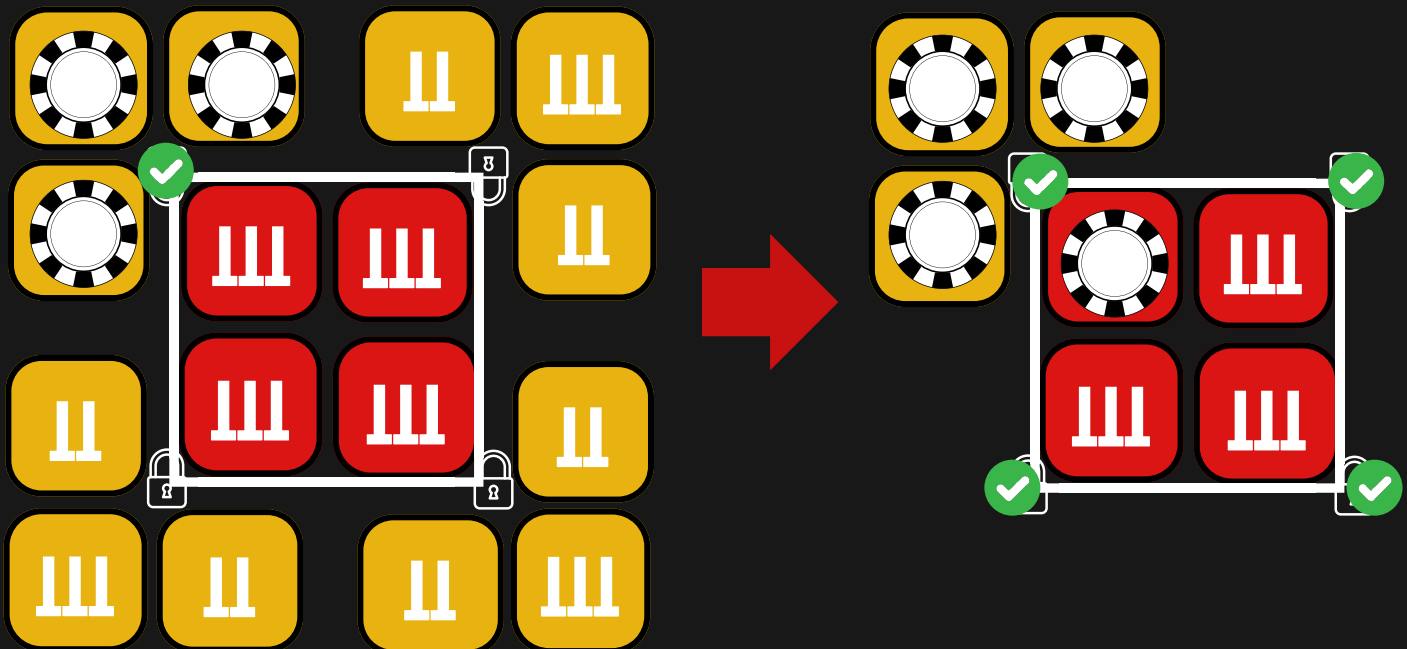
VICTORY POINTS

Once the last of all four Tier 3 Raids are defeated, the game immediately ends and players count up their faction tokens. Then, they subtract the amount of unspent safety tokens they collected from their total number of faction tokens to determine their final score. The highest scoring faction wins. A tiebreaker would be adding each player's remaining number of lives to their faction's final scores.

If all players from any faction lose all three lives, then the opposing faction automatically wins.

FACTION TOKENS
- SAFETY TOKENS
= VICTORY POINT TOTAL

TURN EXAMPLES

SUPPORT ACTION

1. You move to a green Tier 1 Supplies tile adjacent to a tile you conquered on a prior turn.
2. You roll a dice check with all 4 dice - rolling 16 (4, 4, 4, 4) to claim the tile and collect a green Supplies card matching its Tier number (1).
3. You rolled four-of-a-kind so you get to move again! You can close a territory with a Tier 1 Raid tile in your quadrant so you attempt to conquer it.

COMBAT ACTION

1. You move to a Tier 1 red tile to fight a Tier 1 Raid. Your character stats are 12 HP, 1 AP, and 4 IP.
2. You draw the Tier 1 Raid card Hanover Yard, which is a Ghoul Tribe with 9 HP and 6 AP plus the Agility effect, which means certain dice combos (straights) won't work.
3. You have a number of Supplies and Settlements cards at your disposal, but the ones worth deploying are the Settlement cards Azkel and Kahl-Dwell for their unique Abilities. You exceed the 2 IP minimum for each card's Ability, which helps you ignore Agility and add more damage to your attacks against Ghoul Tribes.
4. You attack first, adding the 5 AP from the Settlements (3 from Azkel including the Ability damage, 2 from Kahl-Dwell) to your 1 AP on your attack. You rolled 1, 2, 3, 4, which is a 4-dice-straight adding 3 points of damage (which is now unaffected by Agility thanks to Kahl-Dwell) to defeat Hanover Yard in one attack!
5. You discard Hanover Yard, claim the red tile, tally 2 stat points, and draw three Tier 1 Settlement cards, selecting which one you want while returning the rest to the bottom of that Tier 1 Settlements deck. You can also close that territory and gain several safety tokens to end your turn. Your character has 4 HP left from that Combat Action.

START ZONE ACTION

1. It's your turn again but you only have 4 HP. You have several safety tokens, any of which can heal you, but you are holding your max limit of 10 Support cards (7 Supplies and 3 Settlements), so you take this turn to move back to your Start Zone.
2. You fully heal without needing to spend safety tokens and drop off some of your weaker Supplies that don't have any helpful Abilities as well a Settlement. In fact, you decide to sell a Supply card for an extra stat point to your IP.
3. You also reallocate your stats from **14 HP, 2 AP, 4 IP** to **12 HP, 2 AP, 6 IP** before ending your turn.

SIEGE (PVP) ACTION

1. You invade a tile your opponent's team already conquered. There is nobody on that tile so they decide who their defender is.
2. Both players pick their loadouts of 2 Settlements and some Supplies.
3. You attack first since they have no cards that negate "Speed" specifically against "any enemy", "any Raid" or "Rogue Outposts." They defend themselves, then attack you back.
4. Your health drops to zero after some back and forth, so you sacrifice one of your Settlements to give you some health. The Settlement revives you by its HP number before you attack your opponent again.
5. Your opponent's health is now reduced to zero, but they decide to let you take the tile since it wouldn't be worth sacrificing their own Settlements for HP to revive and continue fighting
6. You conquer the tile and end your turn, but the defender doesn't lose a life as they weren't on that tile.

- **Ability:** Activated by using Supplies and Settlements in Combat, and most have a minimum IP requirement and/or some other condition like requiring another card. "Single use" abilities means the card can only be used once in each Combat (but they can be re-used across any number of Combat Actions)

- **Actions:** The act of entering an unconquered tile and attempting to conquer it. The Action will either be Support in the form of Settlements and Supplies, or Combat in the form of Creatures and Raids

- **Attack Roll:** You attempt to reduce enemy health (HP) in Combat by rolling dice to attack via dice combos, which help boost your character AP in addition to any offensive Support cards

- **Character Stats:** These are your HP, AP, and IP which is recorded on your player pad

- **Combat:** Prompted when moving to a yellow tile (Creature) or red tile (Raid), and these consist of Attack and Defense rolls for you to attempt defeating an enemy while trying to survive. Bring some Support cards to Combat to increase your chances of victory

- **Conquer:** This is the act of successfully claiming a tile and placing your faction token(s) on it

- **Creature:** You must fight these in Combat every time you land on a yellow tile when drawing a Creature card of the same Tier. Defeating a Creature rewards you with a Supplies card of the Creature's Tier and a stat point

- **Defense Roll:** You attempt to reduce enemy attack (AP) in Combat by rolling dice to defend via dice combos, which help boost your character HP in addition to any defensive Support cards

- **Effect:** Enemies can be harder to fight if they apply effects that limit your available dice combos or hurt you in unique ways, such as attacking first or poisoning you which reduces HP at a rapid rate. Effects include Armor, Speed, Poison, Snare, and Agility. All are detailed on the Enemies page

- **Factions:** these are teams that comprise of 1-4 players; and these teams either serve Gaia or Xanadu

- **Faction Token:** You place one of these on each tile you conquer to track your progress (and you place 5 tokens on Tier 3 tiles!) You must create pathways, which are tracked by faction tokens, with your team to trade Support cards with each other

- **Hold Limit:** maximum amount of Support cards each player can hold which is ten cards (which can be any combo of Supplies and Settlements)

- **Quadrant:** these are the 5x5 areas your character starts out in. You can only start landing on Tier 2 Support tiles in any Quadrant if all Tier 1 enemies *or* any Tier 2+ enemies are defeated

- **Raid:** You must fight these in Combat every time you land on a red tile and draw a Raid card of the same Tier as the tile. Raids have their own HP and AP as well as potential effects that makes defeating them a harder task. Defeating a Raid rewards you with a Settlement card of the Raid's Tier and 2 stat points

- **Safety Token**: You collect one of these every time you fail to collect Support cards and every time you roll snake eyes in Combat. You collect three of these if you lose a life. Spend them to re-roll or heal 5 HP

- **Settlement**: Collect these by successfully capturing blue tiles and/or defeating Raids. You can only deploy (a max of two) Settlements in Raid Combat, you cannot use them to fight Creatures

- **Siege**: When a player decides to conquer a tile already conquered by their opponent faction. Unless the defending faction already has someone occupying that tile, they must choose one player to defend the tile. If the attacker wins, they simply claim the tile (unless the defender had a character piece on that tile, which means that defender loses a life, collects 3 failure tokens, and moves back to Start.) If the defender wins, the attacker moves to Start, loses a life, and collects 3 failure tokens. Either outcome ends the turn of the attacking player

- **Start Zones**: You start the game at any of these points on the side labeled as your faction. You can use your turn to move back to these at any time and re-spec your Character Stats (re-allocate any points between HP, AP, and IP as you see fit), but you will have to wait until your next turn to move again. You can also drop off any Support items that exceed your carry limit to avoid permanently discarding them

- **Stat point**: Permanent points added to your HP, AP, or IP every time you defeat an enemy

- **Support**: These are collected when you successfully conquer blue tiles (Settlements) and green tiles (Supplies), or defeat red (Raids) and yellow (Creatures) tiles to be rewarded with these respective forms of Support cards. You can only carry up to 10 Support cards (of any time)

- **Supplies**: You collect these by successfully capturing green tiles and/or defeating Creatures. You can only deploy 1 of each Supplies type (Armor, Weapon, Upgrade, Equipment) in Combat with Creatures or Raids

- **Territory**: groups of tiles that are connected from one faction and can be closed off for more victory points

- **Tier**: Levels of Tiers are indicated on tiles and the back of every card. Collect cards of specific Tiers based on tiles you conquer

- **Trading**: Players in the same faction can give each other Support cards and safety tokens once they've connected paths

- **Type**: Every Creature, Raid, and Supplies card has a type. Supplies come in 4 types and you can only use 1 of each in any Combat Action (armor, weapon, upgrade, and equipment.) Creatures and Raids each have 4 types that might be weak to certain Support cards. Creatures include Anthropoids, Humanoids, Flora, and Beasts while Raids include Rogue Outposts, Mutant Hordes, Monster Nests, and Ghoul Tribes

- **Victory Points**: total number of faction tokens subtracted by unspent safety tokens for a final score after the final Raid is defeated

The first and only operation of the Planet Repossession Force (PRF) was to recover mankind's long abandoned origin world: Earth. The rag-tag mercenary force did not realize the danger that awaited them. After a long journey many lightyears away from their colony worlds, the PRF made a disastrous planetfall on Earth. Now, they are stranded and must survive until their main colonization force arrives in the solar system, which might not be for several years.

Nature has reclaimed Earth to an extreme degree. Overgrowth smothers the continents with sprawling forests and jungles that are teeming with colossal fauna and flora. Many areas are marred by toxic wastes, mutant hordes, ghoul tribes, and monster nests. Yet, something else resides on this hostile world... descendants of stragglers who never left for the stars with the rest of humanity all those centuries ago. These lost and forgotten tribes of humans who have existed here for many generations are known as the Earthen.

You are highly trained PRF super soldiers who crashed into the the ancient American Northeast. You must neutralize many hostilities and secure this region for the PRF. Unite the local Earthen tribes under Xanadu Interstellar or subjugate them for Gaia's own recolonization effort.

The question is... will you survive?