

ELITE ALIEN ARMY



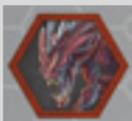
RULES BOOKLET



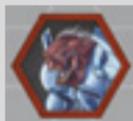
1 INTRODUCTION

THE INVASION HAS BEGUN AND NOW STRONGER FIGHTERS HAVE LANDED...
ONLY THE BRAVE GD AGENTS FACE THIS MENACE TO SAVE OUR PLANET!

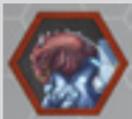
2 GAME COMPONENTS



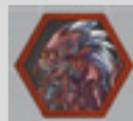
2x **RED** SPINE CRITTER
Figures and
ALIEN cards



2x **RED** XENO-ALPHA
Figures and
ALIEN cards



2x **RED** XENO-BETA
Figures and
ALIEN cards



2x **RED** ARACNOS
Figures and
ALIEN cards



1x **RED** NEXUS
Figure and
ALIEN card



1x **RED** XENO-GREY
Figure and
ALIEN card



1x Rules Booklet

3 GAME OVERVIEW

The **Elite Alien Army** expansion enhances the game difficulty and the overall game experience by combining the **Galaxy Defenders** core set elements with these new aliens.

This expansion may be integrated into any Galaxy Defenders mission to enhance the challenge, by either replacing an entire alien color rank or simply by following the campaign enhancements detailed in the next chapter.

We strongly suggest you master the standard game before using the Elite Army, otherwise the game experience may become too difficult and, therefore, less enjoyable.

This is not a complete game, a copy of the **Galaxy Defenders** core set is required to play.

4 MISSIONS CUSTOMIZATIONS

The next three enhancements may be used to introduce the Elite Alien Army into any Galaxy Defenders mission, without breaking the game pace and the mission structure.

After selecting the desired enhancement, apply the enhancement to all elements of the mission:

ALIEN CARDS AND MINIATURES IN PLAY

ALIEN CARDS AND MINIATURES

CLOSE ENCOUNTER DECK

SPECIAL MISSION RULES

SPECIAL EVENT CARDS EFFECTS

For example, if using the **OVERKILL ENHANCEMENT**, when an effect says: "Place the **BLUE** XENO-ALPHA," this effect becomes: "Place the **RED** XENO-ALPHA."

4.1 OVERKILL ENHANCEMENT

Representing an improved level of difficulty, this enhancement replaces all **BLUE** Aliens in the mission, leaving only the weakest and the strongest enemy ranks:

GREEN and **RED**.

To apply this enhancement:

- Replace ALL **BLUE** alien figures and cards with the relative **RED** variant
- Replace ALL CLOSE ENCOUNTER #4 cards with CLOSE ENCOUNTER #16 cards

4.2 EXTREME ENHANCEMENT

Representing an extremely advanced level of difficulty, this enhancement replaces all **GREEN** Aliens in the mission, leaving only the two strongest enemy ranks:

BLUE and **RED**.

To apply this enhancement:

- Replace ALL **GREEN** alien figures and cards with the relative **RED** variant
- Replace ALL CLOSE ENCOUNTER #3 cards with CLOSE ENCOUNTER #16 cards

4.3 ENHANCE THE CAMPAIGN

This is the suggested method of introducing the Elite Alien Army into the core set Campaign. The table details the required changes to apply for each mission. Each cell identify the cards that must be replaced with Elite Alien Army cards.

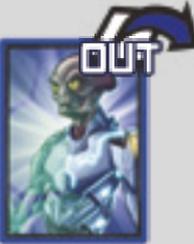
MISSION		ALIEN CARDS AND MINIATURES IN PLAY	ALIEN CARDS AND MINIATURES	CLOSE ENCOUNTERS DECK
1	ON	N/A	 <p>OUT</p> <p>IN</p> <p>X1</p> <p>X1</p>	N/A

MISSION		ALIEN CARDS AND MINIATURES IN PLAY		ALIEN CARDS AND MINIATURES		CLOSE ENCOUNTERS DECK		
2	ON	 X1	 X1	 X1	 X1	 X1	 X1	ON
	OFF	N/A	N/A	N/A	N/A	N/A	N/A	OFF
3	ON	N/A		 X2	 X2	N/A		ON
	OFF	N/A		N/A		N/A		OFF

MISSION		ALIEN CARDS AND MINIATURES IN PLAY		ALIEN CARDS AND MINIATURES		CLOSE ENCOUNTERS DECK	
4	ON	 X1	 X1	 X1	 X1	N/A	OFF
5	OFF	N/A	OFF	N/A	OFF	N/A	OFF
6	OFF	N/A	OFF	N/A	OFF	N/A	OFF

MISSION		ALIEN CARDS AND MINIATURES IN PLAY		ALIEN CARDS AND MINIATURES		CLOSE ENCOUNTERS DECK		
7	ON	N/A	OFF	 X2	 X2	ON	N/A	OFF
8	ON	N/A	OFF	 X2	 X2	ON	N/A	OFF

MISSION		ALIEN CARDS AND MINIATURES IN PLAY		ALIEN CARDS AND MINIATURES		CLOSE ENCOUNTERS DECK		
9	ON	 X1	 X1	 X2	 X2	 X1	 X1	ON
	ON	N/A	OFF	 X1	 X1	ON	N/A	OFF

MISSION		ALIEN CARDS AND MINIATURES IN PLAY		ALIEN CARDS AND MINIATURES		CLOSE ENCOUNTERS DECK	
11	ON	N/A	OFF	 X1  X1	ON	N/A	OFF
12	ON	N/A	OFF	 X1  X1	ON	N/A	OFF

KENO-BETA



REGENERATE

HEALS 6

MASS HEAL

HEAL 6 TO SELF AND ALL ALIENS IN THE SAME AREA

BLASTER

3  +1 

NO MELEE WEAPON

ARMOR 18 **REGENERATE 5**

R

0 MOVE AWAY 2 AREAS

1 ATTACK WITH **BLASTER** AND MOVE AWAY 1 AREA

2 ATTACK TWICE WITH **BLASTER**

3 MOVE 1 AREA TOWARD THE CLOSEST AGENT AND ATTACK WITH **BLASTER**

4 MOVE 1 AREA TOWARD THE CLOSEST AGENT AND USE **MASS HEAL**

SPINE CRITTER



PERAL SENSES

IGNORE STEALTH ABILITY

0 IF ADJACENT TO 2 OR MORE AGENTS ATTACK THEM WITH **SPINE**, OTHERWISE ATTACK WITH **JAWS**

1 MOVE ADJACENT TO THE CLOSEST AGENT AND ATTACK WITH **JAWS**

2 MOVE UP TO 3 AREAS TOWARD THE MOST WOUNDED AGENT

SPINE

5 

JAWS

3  +1 

ARMOR +1 **4**

R

DEADLY POISON

WHEN SPINE CRITTER DIES, ALL ADJACENT AGENTS SUFFER 1 WOUND

HOWL

WHEN THE SPINE CRITTER MOVES, ALSO MOVE ALL SPINE CRITTER WITHIN 1 AREA OF IT, AND PLACE THEM IN THE SAME AREA WHERE THE SPINE CRITTER ENDS ITS MOVE

ARACNOS



PERAL SENSES

IGNORE STEALTH ABILITY

0 ATTACK WITH **CLAWS**

1 MOVE ADJACENT TO THE CLOSEST AGENT AND ATTACK WITH **CLAWS**

2 ATTACK THE CLOSEST AGENT WITH **WEB**

3 MOVE UP TO 4 AREAS TOWARD THE MOST WOUNDED AGENT

WEB

4  +1 

CLAWS

4  +1 

GRAB

ARMOR +2 **5**

R

GRAB

IF THE ATTACK DEALS DAMAGE, MOVE THE ARACNOS AND THE ATTACKED AGENT 1 AREA TOWARD THE CLOSEST TELEPORT POINT

PARALYZE

PARALYZE THE ATTACKED AGENT UNTIL THE NEXT REFRESH PHASE

XENO-ALPHA

EXPERT
RE-ROLL ALL FAILED DICE RESULTS

0 ATTACK WITH **POWER FIST**

1 MOVE ADJACENT TO THE CLOSEST AGENT AND ATTACK WITH **POWER FIST**

2 3 MOVE 1 AREA TOWARD THE CLOSEST AGENT AND ATTACK WITH **PLASMA RIFLE**

4 MOVE UP TO 2 AREAS TOWARD THE CLOSEST AGENT

LONEWOLF
WHEN THE XENO ALPHA ENDS ITS MOVE, ALL ALIENS IN THE SAME AREA AS THE XENO ALPHA MOVE AWAY 1 AREA

PLASMA RIFLE
5 **R** + **EXPERT**

POWER FIST
5 **R** + **-2 DEF DICE**

20 ARMOR **EXPERT** **6**

NEXUS

ION BURST
HITS ALL AGENTS WITHIN 1 AREA OF THE ATTACKED AGENT

SONIC BOOM
ALL ADJACENT AGENTS MOVE AWAY 2 AREAS

ALIEN ARMOR 2
ALL HUMAN WEAPONS INFLICT -2

0 ATTACK WITH **BIONIC ARM**

1 2 3 ATTACK TWICE WITH **MULTI-WEAPON**

4 ATTACK WITH **MULTI-WEAPON** AND MOVE 1 AREA TOWARD THE CLOSEST AGENT

5 MOVE 1 AREA TOWARD THE CLOSEST AGENT

MULTI-WEAPON
5 **R** + **ION BURST**

BIONIC ARM
5 **R** + **SONIC BOOM**

20 ARMOR **ALIEN ARMOR 2** **11**

XENO-GREY

SAVE THE MASTER
RANGED COMBAT DAMAGE DEALT TO THE XENO GREY MUST BE REDIRECTED TO THE CLOSEST ALIEN WITHIN 1 AREA, IF ANY

IMPROVED MIND CONTROL 2
ANY AGENT 2 AREAS OR LESS FROM XENO GREY MISSES THE ATTACK AND SUFFERS 2 WOUNDS IF HE ROLLS AT LEAST 1

0 MOVE AWAY 2 AREAS

1 MOVE AWAY 2 AREAS AND EITHER ACTIVATE THE CLOSEST ALIEN WITHIN 1 AREA, IF ANY, OR TELEPORT 1 ALIEN ADJACENT TO THE XENO GREY

EXECUTE TWICE: EITHER ACTIVATE THE CLOSEST ALIEN WITHIN 1 AREA, IF ANY, OR TELEPORT 1 ALIEN ADJACENT TO THE XENO GREY

20 ARMOR **+1** **11**

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SPECIAL THANKS TO

SERENA GALLI, MARCO SIGNORE, CLAUDIO QUARANTA,
ANDREA FANHONI, CHRISTOPH CIANCI, FEDERICO
LUISON, STEFANO CASTELLI, ANDREA LIGABUE, AND
ALL OUR FAMILIES AND FRIENDS.

A GAME CREATED BY GREMLIN PROJECT

WWW.GREMLINPROJECT.COM



PUBLISHED AND DISTRIBUTED

WORLDWIDE BY

ARES GAMES SRL

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