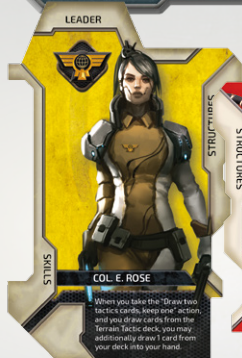


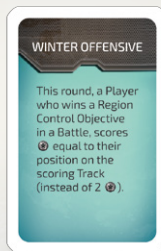
# COMPONENTS

**THE EXPANSION CONTENTS:** 20 Skill cards (44x68mm), 5 Scoring cards (44x68mm), 8 Tactic cards (63x88mm), 5 Event tokens, 4 Leader boards, 4 Connector tiles, 15 Structure tiles, 45 Structure tokens, 3 Autodestruction tokens, 3 Camouflage tokens, 3 Swamp tokens, 3 Napalm tokens, 3 Infusion tokens, 4 Skill tokens.

## NEW TYPES OF COMPONENTS:



Leader boards



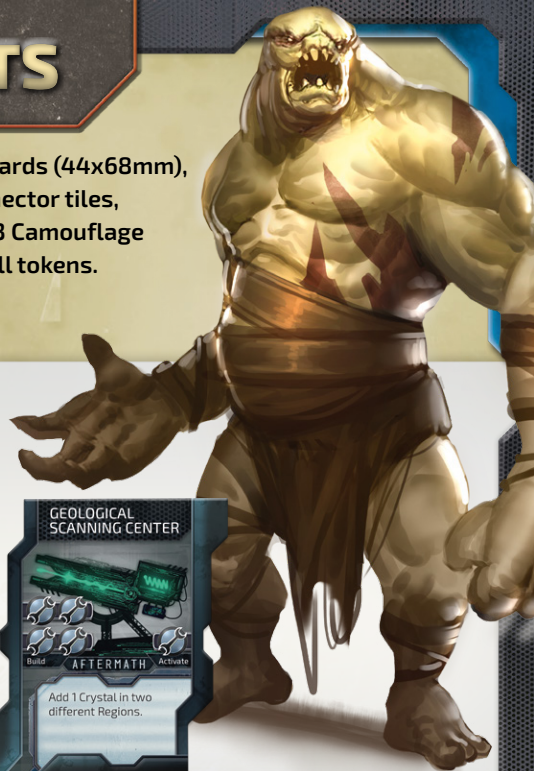
Scoring cards



Universal Structures



If you use the back side of a Leader board, use a connector tile and place your Structures on the left instead of the right side. Consequently place your Skill cards on the right side.





# SETUP CHANGES

**2.** Shuffle all Event tokens from the base game and Aftermath together. Shuffle the Scoring cards together and place them in a face-down pile near the board.

**3.** When separating Terrain Tactics, include the Aftermath cards before shuffling.

**5a.** Instead of using the base Faction board, players choose which Faction they want to play and draw 1 Leader from this Faction.

**5b.** Players shuffle the Default skills from the base game and Aftermath, then draw one at random to use for this game. Players then Shuffle all non-default skills from both sets together and draw the appropriate number of Skills. All unused skills are returned to the box.

**5c.** Players choose 3 Structures (5 for Machines) from all structures available to their faction from the base game and Aftermath expansion.

**5d.** Place the 3 Universal Structures and the matching tokens near the board. These Structures are available to all players.

# GAMEPLAY CHANGES

## UNIVERSAL STRUCTURES

Using the standard Build Action, players may build a **Universal Structure** as long as there are Structure tokens remaining for the Structure they wish to build.

Universal Structures are controlled by the Faction which currently controls the Region. If a Player loses control of a Region with a Universal Structure, the Structure remains and the new controlling Player now may use this Structure.



## EVENTS AND ENDING THE GAME:

**The game now lasts for 5 Rounds** with one Event each Round. If a player moves their score marker past an Event, do not move the passed event. At the start of each Round, simply reveal the next Event token and resolve it. When an Event instructs you to draw a Scoring card, reveal the top card of the Scoring deck and resolve it.

### WINTER OFFENSIVE

This round, a Player who wins a Region Control Objective in a Battle, scores 2 equal to their position on the scoring track (instead of 2).

Draw 1 scoring card.




## CARD EXPLANATIONS

### TROGS:

**WITHDRAWAL:** Please remember that "any Region" means any non-Battle Region.

**DISTRACTION:** Resolve the remaining Battle Objectives in their normal order. Cannot be placed in a Region with Machine Bombardment token present.

**FROM THE SHADOWS:** You may only spend 1  in this way for each activation.

### MACHINES:

**BOMBARDMENT:** Resolve the remaining Battle Objectives in their normal order. Cannot be placed in a Region with Trog Distraction token present.

**ADDITIONAL PROCESSORS:** Take this extra action after all normal player actions have been completed.

**RECYCLING:** Structures activated with this Skill don't count when using Data Processing Skill. You may always use the Passive ability – even when the Recycling is exhausted.

### HUMANS:

**RECON TEAM:** You may place Crystals in Your HQ when resolving this Skill.


**SPECIAL FORCES:** You may take these Units from any combination of Regions.

### PILGRIMS:




**RECOGNITION CELL:** You may only spend 1 Crystal this way for each activation.

### EVENTS:


**INTERROGATIONS:** You score points at the beginning of the Prisoners phase – before any player regains their prisoners.

**TRAINING ALARM:** Trog halve their  scored (rounding up).

**PROBE REPORTS:** Outer Regions are those Regions along the perimeter of the board that do not have a terrain type.

**WINTER OFFENSIVE:** When tied on Score track, both players gain the same number of . For example: when tied for a second place, both players gain 2  when winning Battle Resolution Objective and the fourth player gets accordingly 4 .

### TACTIC CARDS:

**HIT AND RUN:** You may swap any number of , as long as You keep 1:1 ratio.

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## STRUCTURES

### ARMORED SHUTTLE:



The Units moved MUST end the movement exactly 2 spaces away from the region they started in.



### CAMOUFLAGE PLAN:


Camouflage tokens are placed before either player places their Units. Choose and place 1 Camouflage token face-down on each Battle Objective. Reveal each Camouflage token as you resolve each Objective. After the Battle has been resolved, remove the Camouflage Plan token from the Region.

**HIVE MIND:** You may choose any Pilgrim skill, even those that were removed from play during setup. Exhaust the used Skill, passive Skills work until the end of the Round. All Skills gained from Hive Mind Structure are removed back to the box at the end of the Round.


**INFUSION REACTOR:** When used place an Infusion Reactor token in the Battle

Region. Remove it after the Battle has been resolved. Strength increase of your  works only when resolving Objectives. Your opponents still kill Your Units using standard rules, without paying the extra cost. For example by placing 1  on the Attrition Objective they get to kill one of Pilgrim Units.

**TURBO HARVESTER:** When you build a Turbo Harvester, place the matching color marker on the 1 space of the tile. Each time you use a Turbo Harvester, move the marker up one space to track the increasing cost. The first time you activate the Turbo Harvester costs 1  and adds 1 Crystal to the region. The second time costs 2  for 2 Crystals and so on.

**SWAMP FIELDS:** Other players pay 1  per action, not per miniature entering/leaving a Region with Swamp token.

## LEADERS

**GEN. FUSENBACH:** If you lost the Region Control Objective and the  saved with Leader ability was the only left, it has to retreat using standard rules.

**OMEGA BRAIN C-64:** This ability increases your firepower only - it works similar to the Infusion Reactor.

**CARDINAL:** You can do any Action after using his ability.

**AUNTIE:** You cannot use this ability when other player unit enters a Region with Trog Nest/War Party token.

