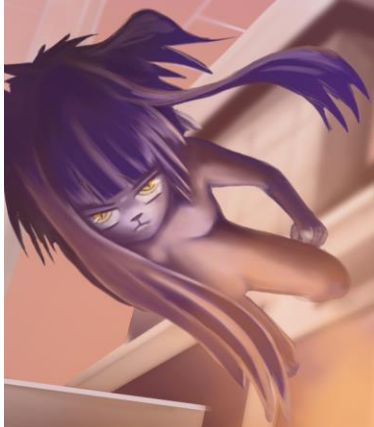


CHIBI COM



Three pairs of black eyes

There were three. They were as big as children, but with huge heads. Their skin was grey and without any colour. They stood in the pasture behind our house and they had Elli. My heart was beating so loud, I was afraid they would find me anytime. Elli was kicking after them while the grey were dragging her away from the house, meter by meter. Then she hit one. His withered leg broke with a dull creaking. While cursing in his inhuman language he pulled on a waving brightly object and shot into her head. Elli tilted lifeless. For a moment there was silence. Nothing was moving except for her left front hoof that twitched a little. Now those bastards already killed the second cow. I looked down at my sweat-soaked hands, which were holding the shotgun of my grandpa. Six cartridges were loaded. With a sluggish feeling I looked out of the window again. Three pairs of shiny, black eyes were staring into my direction. Like huge marbles, so beautiful, benevolent, almost peaceful. Why should I be afraid, everything would be fine was standing shining like neon lights in my thoughts. Like in a trance I loaded the old shotgun, aimed at my face and fired. Startled birds fluttered out of the trees and the aliens turned away while my face shattered into thousand tiny shards on the veranda. Two cows and a window pane. "What the hell just happened?" were my only thoughts when I duck under the, now glassless window. I just thought one moment about nothing and the voice of a stranger took over the command in my head. On all fours I crawled into the corridor, took a bundle of cord out of the dresser and crept into the small toilet without any windows. I would have thought that this would be just a horrible nightmare, if it would not feel so real. I had no other choice but to make sure, that their creepy control of my thoughts would not succeed again. I tied the cord around the door handle and the other end with a loop, directly around the trigger of the shotgun. Whatever will come, it will be welcomed with a charge of shot. The longest seconds in my life followed. Blustering noises on the veranda, clinking shards and a squeaky door later, I heard silent steps of the grey ones who seemed to be spreading out in the house. One was coming into my direction. The door opened slowly. I only saw an eye before the shot triggered. The shotgun charge punched a hole into the wood where the handle used to be before. In a cloud of blood, my grandma fell staggering and gesticulating backwards. Her white dress was now red and her grey and arid legs buckled under her weight. With the last breath the illusion dissolved and I saw the grey lying in front of me. I noticed that his head was bigger than the one of the other two. I conceived the plan to stuff him and hang him on the wall, should I ever survive this day.



One more time, I loaded the shotgun and looked into the corridor, hoping that only Mr. Big brain was able to control my thoughts. Nobody in sight, but hectically steps on the first floor and from the kitchen on my left. I was running the few steps to the kitchen door when grey number two, just as grey as the others but apparently not able to mess around with my brain, stepped out of the kitchen into the corridor. I shot my first shot and hit the doorframe, which dissolved into splinters of wood. Mr Alien shot back, but the plasma burned only a charred hole into the door of the toilet. My second shot hit the point where the alien just swayed away. The quick creature shot in the middle of a jump and hit the carpet in front of my feet. I felt like in a video game where you destroy more of the inventory than hitting your opponent. My third try brushed his leg which led to him staggering backwards. While staggering he hit the roof and I got the chance to walk forward and discharge the last cartridge between his huge eyes. I dropped the empty shotgun at the same place and took his plasma gun, as if I would be doing nothing else all day long. This was more likely the case of two litre adrenaline circulating in my blood system, than my experience as a farmer. Anyhow, the plasma thing was working and the half headed alien in front of me was now also missing one leg and one arm. But the last alien towered out of the house while I was testing the plasma gun, at least the flash of the UFO was the last I saw from the aliens on that day. It should last ten more years and many horrible events had to happen until the CHIBI COM was formed and I could register myself as a recruit. Not because of Elli or the agony I experienced back then. The decision was based on the memory of this day that never left my head after again: the battle of survival that woke my urinary instincts. Good hunting, alien hunter!



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Dedicated to all fans of the genre. With special thanks to my wife for her patience, my son, all Freelancers, friends, game testers and reviewers who have helped to realize this project.

CHIBI COMMANDER

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RULEBOOK VERSION R002
WWW.CHIBICOM.COM

THIS GAME IS NOT SUITABLE FOR PERSONS UNDER 13 YEARS

INTRODUCTION

Chibi Commander is a strategy game for 1 to 4 players.

You command a squad of specialists. Try to fight against the Aliens or take over the command of this dark minded Aliens yourself. Play together with your friends in coop or against them. Or even play it alone against the game itself.

Play missions in many different locations, single or in campaign mode. Rescue civilians, try to steal technology, defend or attack targets, kidnap enemies and much more.

Place trees, covers, craters, streets, giant monsters and hole UFOs which landed on the map.

Control 4 totally different races with a total of 80 units including civilians and animals.

After each mission you will gain victory points which will allow you to upgrade your soldiers in secret.

Help us to fight back the evil Alien Invasion!



UNIT EXPLANATION



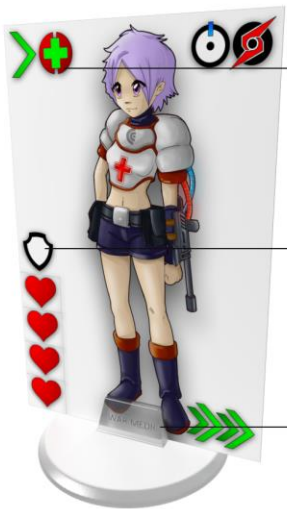
Every unit have two free actions each turn. This is one such action defined via chain of symbols. In this case you can use 2 movement points and start a following attack with 2 range dice and 1 damage dice.

The hearts shows the units health points. Damage marker are used to mark injuries. This is no action chain.

This action allows you to move with 4 movement points.



This is a "long order". You have to use 2 actions to activate it. Then you can move with 2 movement points and start a attack with 3 range dice and 2 dice explosive damage.



Move with 1 MP then heal with two dice (Its a double/LV2 healing).

Every damage you take gets reduced by this armor point.

This unit is called "WAR MEDIC"



Melee attacks have no range symbol.

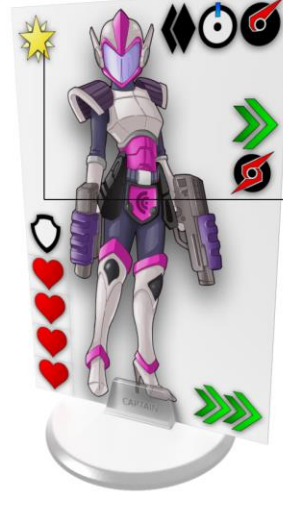
The Cray have 2 armor points.



First you may move with 2 movement points. Then the PSI attack gives you the change to control your victim. This is the LV1 skill. The left one in black is the LV2 PSI version.

This is the reapers teleportation skill which allows you to beam through walls after a successfull dice test.

The arrow color indicates the race. Purple for Reapers.



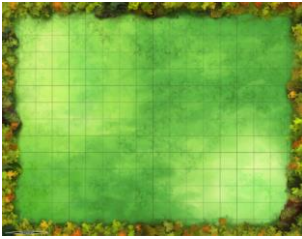
The "double action" symbol let you shoot twice after spending just a single action.

The leader star is no action. It gives you a special bonus once a round or in that case twice because its a LV2 skill. You or a friendly unit may:
-rerole a dice test one time.
-scan a blip without direct sight.
-get 2 extra movement points.

CHIBI COM

GAME CONTENT

Countryside map



CHIBI COM basis



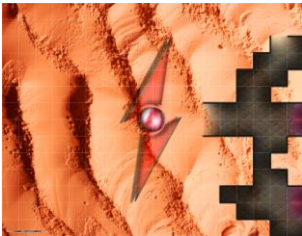
Rulebook



Missionbook



Alien marsbase



Megaplex



Unit overview



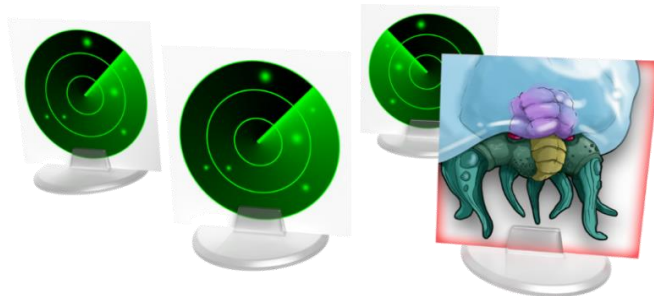
Units of races, civilians and animals



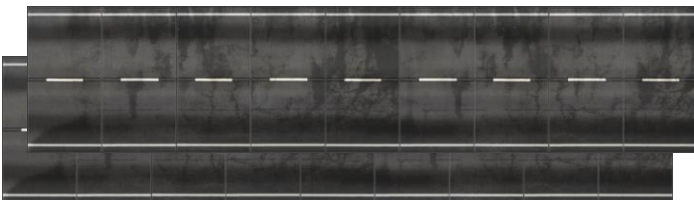
Vegetation and crystals



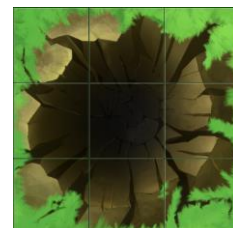
Blips of Aliens and Reapern including Ghosts



2 streets



8 crater tiles



Target marker in different colors



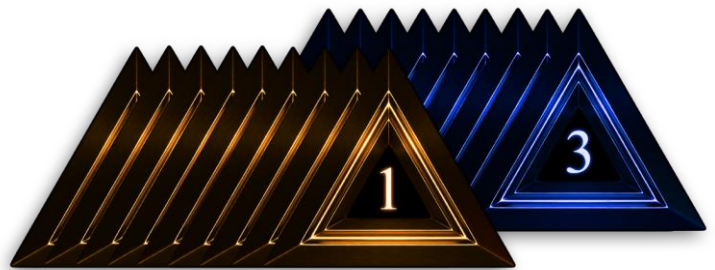
Spawnpoint marker in different colors



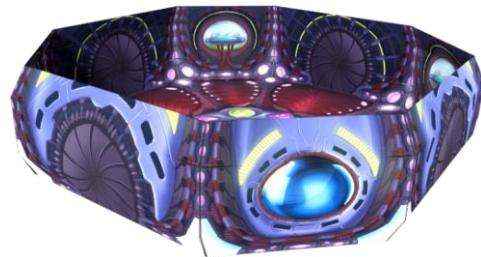
1 giant monster from outer space



1 and 3 victory points



1 UFO



4 Houses



5 blue dice, 3 red damage dice



60 damage marker



FACTS ABOUT THE INVADERS

The attempt to understand the functionality of the Alien quantum-drive leads in four out of two cases to madness.

Humanlike Aliens are able to propagate with earthlings. The outcome is under investigation as soon as it gets caught.

Scientists from Earth are working on a secret project called "Quick Save". Unfortunately there has been no success until this day.

In water cooked Greys taste like lobster but are usually at the other end of the food chain.

The abduction and investigation of life forms from earth is often not served for research purposes, but for increasing the moral of the UFO Crews.

Every second Reaper dies while learning teleportation. Additional 50% of the adults die due to a teleportation accident during lifetime.

Anatomizing living Aliens is considerably more expensive, but considerably more satisfying than the autopsy of the deceased.

It can be assumed that the Aliens cannot control thoughts. Cannot control thoughts. Thoughts. Thoughts. Thoughts...

Sexual intercourse with aliens is punished in Canada and Russia with at least five years of imprisonment. However in Japan, the marriage with all humanoid forms of life is allowed, but without known precedent.

In the US, civilians are allowed to carry portable aircraft missiles in the public for UFO defences.

In doubt: Kill it with fire.

Tentacles are always born in pairs and remain telepathically connected for a lifetime.

The first martial act of the Aliens was the global spread of a retrovirus. Since then for every 50 girls there is a boy born. The reason, as well as the operation are so far unexplained.

Humans are not able to fly an UFO. Really not! Do not even think about it!

To be teleported by a reaper feels just like sex, only backwards.

Do not hunt what you cannot kill.



TERMS

Allied fractions: This refers either to the Reaper as an ally of the Aliens, or the Mercs as an ally of the CHIBI COM.

Earth Force: Refers to the CHIBI COM and the Mercs.

Invaders: Refers to the Aliens and the Reapers.

Mercs: Mercenaries. Usually head-hunters and allied with the CHIBI COM.

Underlying Value: The underlying value of a fraction corresponds to:

Units LV2 + Units LV3 x 2 + current victory points.

Borrowed: A „borrowed“ unit is available during the mission and disappears afterwards.

Blip: A radar marker behind which a unit or a Ghost hides. They do not lie but stand, so that only the Alien and Reaper party can see them.

Ghost: A Blip behind which no real unit conceals. The Blip evaporates in its sighting in delight. It was probably just a rustle in the wind.

MP: Movement points

RA: Range



GAME MODUS

There are two ways to play the game:

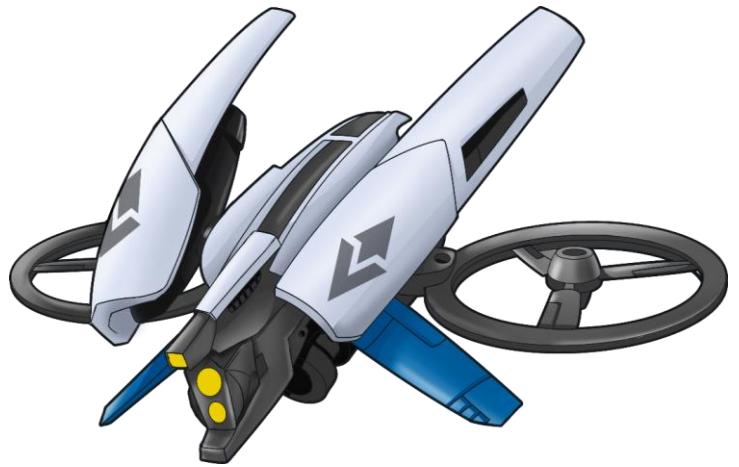
1) CHIBI COM against Aliens:

Here you will play against each other in a 1VS1 or 2VS2. For 2VS2 games, the Mercs belong to the CHIBI COM and the Reapers to the Aliens. Those parties will always be chosen together to remain balance. This way, four-player games can be played. You can also expand a two-player party with the allied fractions Reaper and Mercs commanded by the CHIBI COM and Alien player itself.

2) CHIBI COM against NPC Aliens:

All players play together in a cooperative mode against the Aliens.

Each player commands a part of the Earth Force, no matter if CHIBI COM or a Merc units. The victory points are managed together.



SINGLE MISSION

In this mode, any desired mission and its variants can be selected freely or, alternatively, diced. The additional rules defined in the SINGLE MISSION GAME apply here, which allows some units a higher level of experience etc.

CAMPAIGN

The variant of the first mission gets diced or communal selected. Thereafter, the weakest party, recognizable from the lower underlying value, selects the variant of the following level. However, at the NPC game, the variant of the mission will always get diced randomly and underlying values are not determined.

The basis value corresponds to: Units LV2 + Units LV2 x2 + actual amount of victory points, determined immediately after each mission.

-If the value is a draw, the CHIBI-COM always decides.

-LV3: Level 3 units can only be used in campaign games, which are available from mission 05. Exceptions can arise depending on the scenario.

GENERAL

Player arrangement: The players always sit on the broadside of the match field. In the mission descriptions, the front side of the field always refers to the side where the CHIBI COM and Merc Players stand.

Parallel positioning: Trees, Blips and units are placed parallel to the broadside of the match field.

Coverage between two fields: Covering/dividing objects like lying tree trunks and windows stand on the edge lines between two fields and do not occupy a field themselves. They count as coverage for units who stand behind them. The edge of the crater template counts also as coverage and the surmount costs two BP.

Full coverage: Trees, buildings etc. are blocking the sight and thus also the bombardment completely.

Winning points: The insertion of victory points during the mission is private. They will only be disclosed with the secret aims, at the end of the mission. The purchase of options in the missions is only permitted before one starts.

Ranges: While running and firing the range won't be counted as diagonal. Explosion damage, healing etc. also always refers only to the four neighbouring fields.

Balancing: Not every mission is in its constellation, balanced for both sides. A retreat is sometimes the better decision. The uncertainty belongs to the atmosphere of the game.

Game time: Single mission ca. 30-45 minutes. Two player campaign with six missions lasts about five hours. Four player campaigns about seven hours. The game time can vary, depending on the player and the strategic depth.

Turn order: Aliens, CHIBI COM, Reaper and finally the Mercs, unless something else is defined in the mission. The player can activate all his figures in any order. Every unit has two normal actions in any combination or alternative one long action.

Dice: this game uses normal six-sided dice (W6) and W6 damage dice with the values 0 / 0 / 1 / 1 / 2 / 2.

ACTIONS

Every unit can make two actions per turn. With each action of a unit, a symbol chain can be performed which is depicted on its character graphic. Movements and teleportation within such chains are always voluntarily, so they can be left out during performance. The reading direction is always from the side of the life energy of the selector to the opposite side which is also recognizable by the arrow direction of the movement symbols. At vertical arrangement, from top to bottom. Hearts for life energy, leader stars and armor define no actions but show the attributes of the unit. The arrows below stand for basic movements which also can be performed as actions.

SYMBOLE



Life energy: Injuries are marked by snapping damage marker somewhere onto the unit card.



Double action: The effect of this action occurs twice, e.g. shoot twin-gun.



Long action: To perform this action, both actions have to be used.



Movement: The number of arrows represents the number of movement points / fields.



Shield: Stands for the armor which is usually deducted from every damage.



Target cross: Number of range dice for a strike throw. You must always throw with the given dice number.



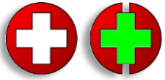
Damage: Number of the W6 damage dice. Optional standard W6 can be used. In that case "1-2"=0 Damage points, "3-4"=1 DP and "5-6"=2 SP.



Explosion symbol: Splash damage that affects the field that's hit, as well as the four adjacent fields. For each field, the actual damage has to be determined separately by the damage dice.



Leader Star: Commander points, which are available for each round, insofar the respective leader is still in the game and is not in coma.



Red cross: Heal yourself or a nearby unit with one dice per skill level.



PSI: Number of dice that can be rolled during a PSI attack. Only the highest result is counted.



Teleportation: Dice that are available for teleportation tests.

MOVEMENT

Obstacles: To jump over obstacles or through panes costs two movement points.

Friendly or neutral units being in a coma, may be passed. Enemies block the way.

Doors are closed at the beginning of each player turn but can be opened for free if you stand in front of them. As soon as all own units have finished their turn, the door closes again.

Alien door: Humans need an action to open or close an Alien door. Aliens or Reapers can do this for free.

Teleport: First, a target field is set, after, the distance from the current location to the target field is counted. Units that stand in a neighbouring field can also be teleported in this process. Each person who gets teleported too adds 2 to the distance value. According to the teleport ability, one or two W6 then attempt to reach or exceed this value. If you do not succeed, the teleportation fails and nothing happens.

Spawning: To place units in the spawn zone costs no action or MP. They start their activation from there.

Send: Once per round, a CHIBI COM or Merc unit can move a civilian, who has not been moved in this round, for four fields. For this you have had entered one of the four adjacent fields without any cover in between.

Pick up: A unit in coma, a civilian or an animal can be dragged, kidnapped or recovered by any neighbouring unit. Only possible once per round and per party. Just pull that unit behind you during your movement.

VISIBILITY

The maximum visibility is seven fields at clear view. This distance applies not only to the view but also to the target selection for NPC units. The weapon range is not limited. If fog appears in a mission, the visibility and weapon range will be decreased by a defined value.

STRIKE THROW

You throw with the total number of six-sided dice that are indicated by the target cross symbol. The “1” counts as a slip and does not add up to the final result.

If the distance to the target is exceeded without rolling a slip (1) the attack has succeeded and the damage will be diced.

Special rules for melee: Melee can only be executed on one of the four adjacent fields. If the throw fails, it may be repeated once. The command capability will not be restricted through this.

Enough distance: If the shooter stands at least as far from the target as his weapon range (dice number) x 2, then he can ignore any slip (1).

Example 1: It is attacked in close combat (no weapon range indicated by a symbol but direct damage). A 1 gets diced. Since it is a close combat, the dice roll is repeated once more. This time a 2 gets diced, the target is hit and the damage will be diced.

Example 2: With a weapon that has two range dice is shot and a 6 as well as a 3 gets diced. Adding these results, it yields in a range of nine fields. If the target is within a range of 1-8, then this distance is exceeded and the attack is successful. If the target is within 9 or more fields, the attack fails.

Example 3: Again, we attack with the same weapon (two range dice). A 1 gets diced as well as a 6. The 1 ensures that the attack fails, unless there is enough distance. In this case, there must be 4 fields (2 dice x 2 = 4) of distance or more to the target. The hit would succeed if the target would be in a distance of 4 or 5 fields. At a distance of 6 fields, the total value of 7 or more would have to be present to exceed the distance. Therefore, the 6 is not sufficient at this point.



EXPLOSION DAMAGE

The target field plus its 4 edge fields will be hit. I units have cover will be rated from the target field. Explosion weapons can be fired at unoccupied fields. The damage of an explosion will always be diced with normal damage dice individually for each unit that got hit. The target throw is made once. If the target throw fails, a W6 is thrown for the deviating direction, where 5 and 6 represent a dud shot. Then the distance is determined with an up rounded $W6 / 2$. If the determined field is not visible / reachable from the point of origin, the shot is again considered a dud shot. If accessible, the explosion damage is fired there.

COVER

Cover: Windows, low stones, fences and other units that stand between the shooter and the target, no matter if friend or enemy, lower the damage by 1. Multiple coverage does not add up. There is no need to stand directly behind the cover.

Shooter stands behind a cover: A coverage on boundary fields is no obstacle for the shooter if he stands directly behind it. This does not apply to cover, which occupies whole fields like e.g. other units.

Lying units: Units that are lying in coma on the ground do not count as cover.

WOUNDS

To fall into a coma: If a unit loses his last heart, he will not be removed but fall into a coma. The game figure is rotated by 45° to the field grid to highlight the KO status.

To die: If a unit gets inflicted from the enemy by two additional damage points during his activation, he dies and will be removed from the game. It is e.g. possible to instant kill a unit with 2 life energy points with just one attack, by inflicting 4 or more damage. A unit that already lies in coma can also be eliminated with two directly successive attacks with just one damage point each in one activation.

Armour: The armour of the unit in the coma counts further, unless the attacker attacks directly from the neighbouring field, in which it does not matter whether it is a melee attack or a range attack.

Awakening: At the beginning of each new round, a W6 gets diced for every unit in coma:

- 1: Unit dies
- 2-5: Unaltered
- 6: The unit receives one point of life energy and awakes from the coma. Units can also be healed from others. Units that awoke through healing have only one action at their next activation.

Emergency Drugs: These drugs can be bought for one victory point and work for all Earth Forces or Invaders. The drugs prevent instant kills. Units who fall into a coma no longer can be killed by the same attack, even if the damage level would be large enough. Excess damage simply expires. However, a second attack can kill them as usual if it causes two damage points.



COMMANDERS

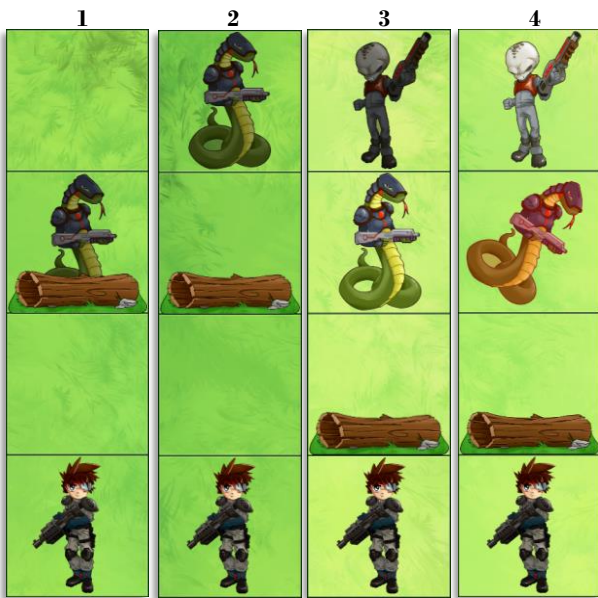
For each Commander star, the Commander or any other friendly unit may benefit from one of the following three options once per round:

Luck: Repeat the dicing for a strike-, damage-, PSI- or teleportation test. Can be used only once per dicing.

Storm: One unit receives + 2 MP for its move. This only applies to one basic movement action, which is shown on the character graphic at the bottom.

Scanning: Discover a Blip inbetween a seven field range, no matter whether a sight line exists or not.

LINE OF SIGHT



- 1) The serpent is covered by the tree trunk. If he will be hit, the damage will be reduced by one damage point.
- 2) The serpent is still in cover as in (1), because the tree trunk covers everything that stands behind him.
- 3) Since the shooter stands now directly in front of the cover, every unit behind it is no longer protected. The Serpent Man is exposed. The Grey behind the Serpent Man is partially covered by the unit in front of him.
- 4) The Grey is now also without cover, because the Serpent Man felt into a coma and is lying on the ground.



- 5) The Grey is covered, because the Serpent Man stands in the firing line again.
- 6) Thanks to the tree, the Serpent Man is completely out of view. He cannot be shot.
- 7) The Blips are in sight, because there is a continuous line of sight. However, the first Blip must be uncovered first. Afterwards, the rear Blip will remain in cover thanks to the front unit, unless the front Blip was only a Ghost-Blip, which was removed at its sighting.
- 8) Now both Blips are covered. They will not be sighted as long as they are in cover, they can be shot though. A successful hit must reveal the Blip.



Graphic left:

The fields that cannot be viewed at all (full coverage) are grey. Blue fields are in coverage. The visual field determinates and assumes from the middle point of the shooter and draws a straight line to the target field. If another field gets crossed within, it counts as path of the shot. The fields won't get counted as "touched", if the line lies exactly on a corner, for example, a 45° line. The distance alone never gets counted diagonal. The Serpent Man e.g. is three fields away in this example.

PSI

Conditions: PSI attacks can only be performed if the active or another friendly PSI-talented unit have line of sight to the target. If two PSI dice are diced, only the highest counts.

Test: The current life energy of the target+1 plus modification has to be exceeded to be successful.

Support +1: At least one friendly unit of the target stands on an adjacent field.

Target PSI or Leader +1: The target is a Leader or PSI-talented.

Weakened -1: The target was already controlled or wounded in the current round.

Over mind -1: The PSI Alien has a PSI strength of two.

Effect: If this was a success, one of the following effects occur. While RUN or CONTROL can only be applied to a unit once per round, PANIC can be used cumulatively. RUN or CONTROL do not influence the number of free actions the victim will have on his next activation

Panic: The victim will have one action less at his next activation. If panic gets used twice, the victim will be unable to act at his next activation.

Run: Move the victim as if it would be his turn (two actions). Only moving and teleportation are allowed.

Control: Perform a normal or long action.

BLIPS

Spawn: Aliens and Reapers set up all their units covered by using Blips, unless it is defined otherwise in the mission. Additionally to every unit a Ghost is set up. Like this, there will be a Ghost-Blip for every unit and after the Ghost-Blip will be spotted, it will move into the reserve. With the Blip reserve, the pool of the active mission is meant and not the whole content of the Blips in the game.

Moving or uncovering: Units can either move as a Blip or be uncovered at the very beginning and act as a real unit. If you get spotted while acting as a Blip, your turn ends as soon as you have finished your movement.

Actions: Blips (also Ghosts) are allowed to move eight fields, open doors and pick up other units. They do not provide cover for other units themselves.

Blips in coverage: Cannot be spotted but shot. A successful hit must reveal the Blip.



Spotting: If there is no cover, you can be spotted by Earth Forces in a range of seven fields. Civilians and animals cannot see Blips. Visibility may vary from the standard in some missions. For example, the visibility can be reduced by fog.

Reserve: Revealed Ghost-Blips always return into the player's reserve. If there are no Ghost-Blips left in the reserve, new ones cannot be set when an Alien camouflages itself again.

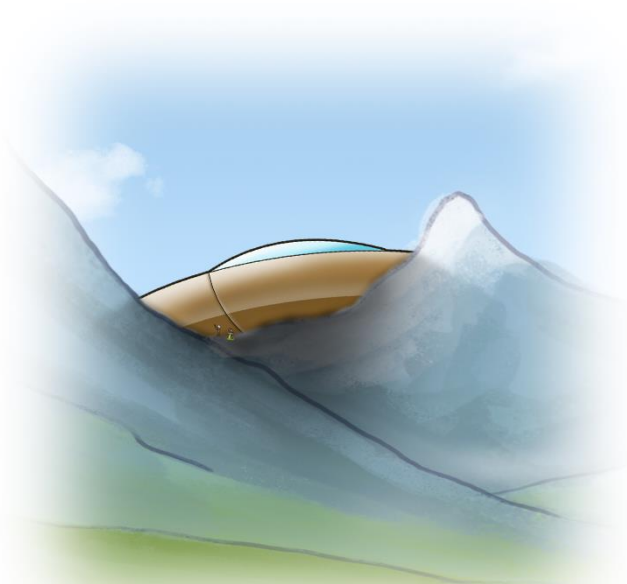
Camouflage: If a unit is no longer seen by the Earth Forces at the end of his turn, he is allowed to camouflage again and hide under a Blip. In addition, a Ghost-Blip from the reserve may be placed on an accessible adjacent field. The unit may swap with the Ghost slip so the opponent cannot be sure which one will be the Ghost-Blip.

Dissolving: Ghost-Blips can be removed voluntarily at any time to fill up the reserve.



UFO START

An Alien or a Reaper in the UFO can issue two actions to start the UFO. The Commander only needs one action for this. The UFO will start at the end of the next round.



INBETWEEN STAGES

In campaigning, the following steps take place between the missions:

- 1) Determine location.
- 2) Set up the card.
- 3) Determine the variant of the mission.
- 4) Secret agreements between the fractions of Alien/Reaper and CHIBI COM/Merc.
- 5) LEVEL UP and recruitment of new units.
- 6) Select units for use. This selection is private.
- 7) Set up units according to the mission description or provide them for spawning.
- 8) Each player receives several W6, which he secretly uses e.g. as a victory point marker or round counter.

LEVEL UP

Recruiting: Recruiting new LV1 units is free and unlimited possible.

LV1 to LV2: To promote a unit that was involved in the last mission, from LV1 to LV2 costs 1 victory points.

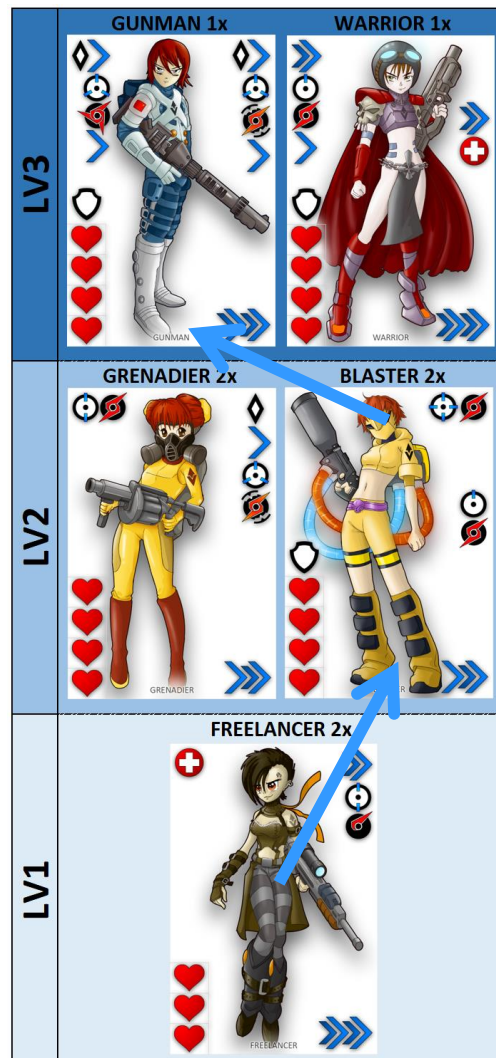
LV2 to LV3: To promote a unit that was involved in the last mission, from LV2 to LV3 costs 3 victory points.

LV2 recruiting: Recruiting new recruits already with LV2 experience costs 2 victory points each.

Upgrade limit: A unit can only be promoted once per LEVEL UP stage.

Reserve: Any number of units can remain in the reserve. The number of units participating in the mission is defined in its description.

Reanimation: A unit that has been destroyed in the last mission can be resurrected with 3 victory points.



TUTORIAL

Situation: The CHIBI COM have a Soldier and a Commander in use while the Aliens have a Birdy and a Hitman. The terrain won't be explained in detail, distances and covering are used as examples.

Start (Round 1): The Alien player starts the round. His units will stand covered as Blips in the UFO with two Ghost-Blips, which are supposed to irritate the opponent.

The Alien player will decide which unit he wants to activate first. He chooses a Ghost-Blip and moves it for the maximum of 8 fields behind the UFO and does not get into the view of a CHIBI COM Soldier. (Seven fields sighting range). If he would have been spotted, the CHIBI COM could reveal the Blip. A Ghost behind the Blip would move directly into the pool of reserve of the Alien player. A real unit behind the Blip would be allowed to finish his movement but not to perform any actions afterwards.

Thereafter, the Alien player moves the Hitman into the direction of the UFO door and stays covered within the spaceship. The same he will do with another Ghost-Blip.

Finally, he decides to attack with the fast Birdy. For this he does not move his unit as a Blip but uncovers him before beginning the activation. He takes the Blip into the pool of reserve and places the Birdy at its place. With the first action he performs a movement and he carries the Birdy for five fields, like stated with arrows at the lower right of the unit map. He must not move diagonal and moves out of the UFO like this. Opening the UFO door does not cost any extra movement points or actions for the Aliens. As a second action, he could now e.g.:

1. move five fields again
2. move two fields and heal with a dice in connection.
3. move another field and attack in close combat.

The Alien player chooses the third option because a CHIBI COM Soldier was waiting near the UFO and he will be in combat range quickly. With one movement point, the Birdy moves into the adjacent field of the Soldier and is now in melee range 1. He throw with a W6 for a hit. Every number except the "1" is a hit. He gets a „3“and role a standard 6 sided dice now, but he throws a "2" which corresponds to 0 damage points (1-2=0DP; 3-4=1DP; 5-6=2DP).

The Alien player does not accept this and uses the Leader skill of the Commander, which he has yet not consumed in this round. For this, he obviously will have to have an active Commander in the game. The Alien player is allowed to uncover him immediately. The skill of the Hitman unity is recognizable by the star. He uses the skill to try the damage role again. The player is only allowed to repeat the same dice test once, even if he has more commandants. This time, he throw a "3" and the CHIBI COM Soldier suffers one damage point. To mark this damage the player has to clip a damage marker asomewhere onto the wounded unit. Thereby, his turn is finished.



CHIBI COM move: Now it's the turn of the CHIBI COM. He activates his Soldier and shoots with both actions at the Birdy which stands directly in front of him. The distance between them is only one field and his weapon has a range of two. Accordingly, he throws for every strike throw 2 W6. At his first try, he throw a "5" and a "1". As the „1“is counted as a slip, the test failed. The higher the weapon range the worse the hit chance at low distance. He fires again with his second action and dice a "1" and a "4". Again a slip. However, the CHIBI COM player also does not accept this and uses the Commander skill from the Commander to retry the strike throw one more time. He role the dice again but this time a "4" and a "3". This means, he would hit every target in the area of a six field range, including the Birdy. The damage throw results in a "6" and therefore hits two damage points, whereby the Birdy falls into COMA. He won't be removed from the game but both hearts of the Birdy are now buckled and the unit gets turned by 45° on its field to show its state.

(Instead using standard W6 at damage tests you can also use the costum Damage Dice with 0 / 0 / 1 / 1 / 2 / 2 printet on.)

With this, the activation of the Soldier ends. As next and last unit, the CHIBI COM player activates his Commander. With his first action, he moves three fields towards the Birdy and tops two fields in front of the Birdy. With his second action, he shoots at the Birdy. The range to the target is two fields and the weapon range is one dice. He is lucky and dice a "4" and hits the target.

For the damage throw he dice a "3" which corresponds to one damage point. To liquidate a unit in a coma, you have to attack with one unit with two or more damage points during his activation, otherwise the inflicted damage is ignored. With this the turn of the CHIBI COM player ends and also the round of the game.

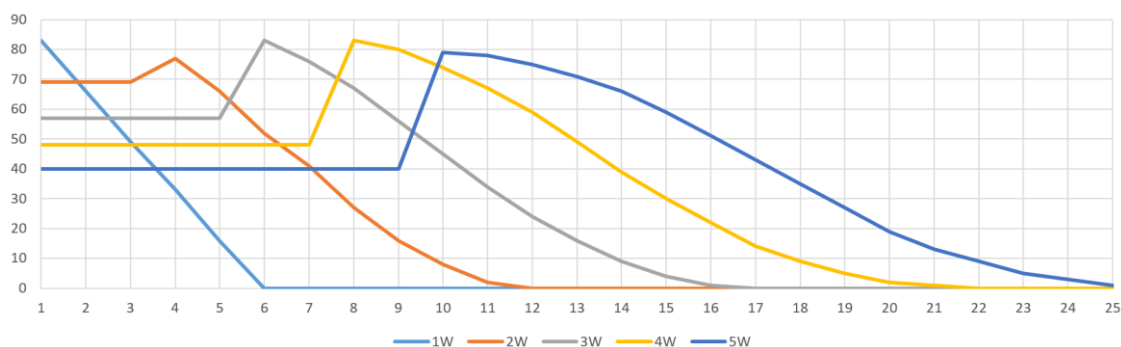
The possibility to hit a target and the associated ideal distances for the respective weapons, you can see on the diagram below.

Round 2: For every unit that is in a COMA a W6 gets roled at the start of this new round. The Alien player throw a "6", this means, that the Birdy gets up again and regenerates one life point. The player decides, to activate the Birdy and uses his healing skill. For this he uses both of his movement point to move away from his enemies and throws a W6 to heal himself. The result counts like for the damage throw, just that it is credited to his health. A "2" gets diced which means, that the Birdy won't regenerate any life points. He performs the same action again, escapes two fields and heals two life points by throwing a "5". With this, he receives full life energy and ends his activation. After, the Alien-player activates his Hitman. As first action, he walks 4 fields out of the UFO and remains in a two field distance to the Soldier. Unfortunately, the Soldier stands behind a low cover from the view of the Hitman which decreases all damage points he will now suffer from a direct shoot. The Hitman performs his attack, which is a double action as you can see from the symbol at the beginning. This means he performs the attack twice, even though it only costs him one action. His first strike throw succeeds but the damage throw only inflicts 1 damage point which the coverage annihilates. The second throw also succeeds but gives zero damage points. He decides to use his Commander skill and repeats the throw. He roles a "6" and inflicts two damage points, which results in a decrease of one damage point for the Soldier. 1 damage point was absorbed by the coverage.



How does it go on: This is the way the entire fight is carried out. The respective mission description, defines the goals and victory point of the respective fractions, both, how many rounds the game will have, as well as which special events and rules will have to be respected (e.g. Radiation damage caused by Alien crystals). Let's assume, that all Alien units were destroyed. The CHIBI COM units survived the battle and every party received two winning points for diverse mission goals. Before the next mission starts, the victory points can be spent on leveling up. The players already know the next mission and its goals, so they know how many units they are allowed to place and can prepare for the mission. The CHIBI COM player promotes his Soldier by one stage (LV1 to LV2), using one victory point. He can choose between promoting him to a Heavy Soldier or to a Trooper and decides to promote him to a Trooper. After this, he promotes his Commander to a Storm Commander. We will pretend, that there will be five units to use in the next mission. Beside the two units the CHIBI COM player just promoted, he will take two Medics and a Soldier for his operation team. Even though the Alien player also received two victory points, he will not be able to promote his units because none of them survived. He now can recruit as many LV1 units as he wishes for the next round, but to upgrade them to LV2 without being experienced will cost him two victory points each. He decides to carry one single GORGAN with several free LV1 units, into the next round.

Detailed Video tutorials you can find on WWW.CHIBICOM.COM This tutorial is a brief introduction, although the rules are not very complicated. In the videos, all aspects of the game are explained and some example fights are shown.



NPC RULES

You will only need these rules if you want to play cooperative against the game. It is recommended to start with a normal “human against human” game, therefore these rules can be ignored.

Line-up: Normally, all Alien units specified in the mission description are moved in form of a Blip with a corresponding Ghost-Blip. After this the Blips will get mixed up and placed on the match field. Sometimes units won't be lined from the beginning and stand beside the match field as reserve until a specific zone was entered or a specific event triggered. The variant of the mission is diced by luck.

Target priority: In standard mode, the target priority for the Aliens is always the nearest unit, including even animals, if there are more possibilities, the player decides. The player can decide, case by case, if a unit in coma is counted as a target.

NPC activation: NPC units are activated in the order determined by the player and then act according to the provided list. They then have, like normal player units, either two normal or one long action.

- 1) At least 2 hearts were damaged & healing skill available:
-> Unit heals himself. This is repeated for a second time if needed.
- 2) Friendly units with -2 hearts are in sight & healing skill available:
-> Use up to two actions to reach the unit. The remaining actions to heal him.
- 3) Both actions and a long action are available as attack and a target is in attack range.
-> perform a long attack
- 4) A target is in attack range
-> Perform attack. This is repeated for a second time if needed.
- 5) Only one action is left:
-> Move into the direction of the next target, afterwards, if necessary back to point 4) and perform an attack.

Movement: NPCs move with normal movement points. They take the shortest way and prefer to position behind coverage. However, they do not approach the value of their attack with the smallest range x2. Close combat fighter up to 1 field. In covered status as a Blip, the unit moves with one action for four fields. If he is spotted in-between those four fields, he ends his movement and gets revealed after. Subsequently, the unit still has his second actions left. In contrast to a game between two human players, the turn of the unit does not end automatically after getting revealed.

Reaper teleport: Reaper NPCs with the teleportation skill, always teleport alone and do not leave samples. For this purpose, their teleportation range is fixed with three fields. They use teleportation if they can get closer to their target than via a normal movement.

Choice of weapons: If a NPC has more than one attack available, the first attack will be chosen in the reading direction of the map. The reading direction corresponds to the arrow direction and after from above to below. If the NPC unit is able to attack more than one target with a explosive weapon, then he will always choose this variant even if the target is not the closest. In this case it does not matter if the target is a civilian or a military Force.

Undercover: If it is the turn of a covered unit it is assumed, that they cannot heal and their range for an attack is two fields.

Camouflage: NPC units do not camouflage themselves again.

Leader: As soon as the Aliens have a Leader, all units in the game including the Leader can repeat a failed strike throw. If there are two 1-star Leaders or one 2-star Leader, the Aliens are allowed to repeat all damage throws which resulted in zero once. More Leaders do not provide further benefits.

PSI skills will be used if available and are preferred towards all other attacks, even before explosive weapons. If the human target has another human unit in its sight, “Control” will be used to attack the second human unit with the controlled one. If there is no second target, “Panic” will be used as PSI impact.

Unarmed units (e.g. Aliens that can only heal) heal as alternative wounded units with just one point. If all units are healed, they move to the next ally instead of using their none existent attack skill.

Scope: Of course there is some clearance dealing with the NPCs. The “simulation” of units should just be done quickly and without consultation for strategic plans.





NPC MODUS

Standard NPCs act as described above unless a modus was stated.

Frozen: Frozen units are completely passive until their sighting. If a NPC with the FROZEN status is spotted, all other FROZEN NPCs in its sight range will be also revealed. Such fresh discovered units will have a covering bonus for the current round when shot by the revealing unit for one turn, no matter where they stand.

Cold: Just like frozen but the unit will role a dice at his turn. If you throw a six on a W6, the unit switches into standard mode and will be instantly activated.

Walking: Does nothing or walking this round. At a W6 dice result: 1=up, 2= right etc. 5-6= no movements. Movement range = $W6/2$ rounded up.

Escape Units will always move with both actions towards his specified target or vanishing point. If they have no free path and have to stop they use remaining actions to attack.

Elite units ignore civilians and only attack military Forces until all were destroyed.

Killer only attack civilians until all were destroyed.

Berserker everytime first walk one movement action towards the target, until he is in ideal attack range. This action is for free and costs no action. Then Berserker act like normal. Tey will never use healing skills.

Follower: If they lose sight to the leading unit, they will move to it. To restore visual contact, they may walk with two movement actions if one is not enough. If the way is blocked, they ignore the following action. With the remaining actions, they act like in normal mode and move, if needed, towards their target with the remaining actions or attacks.



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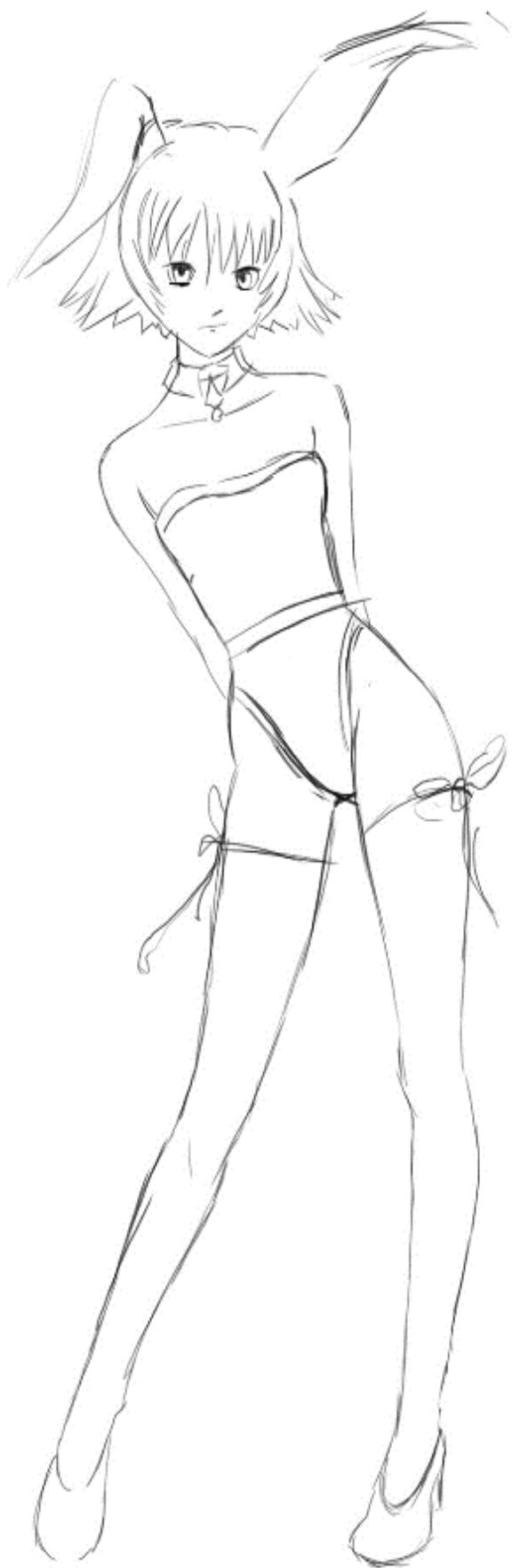
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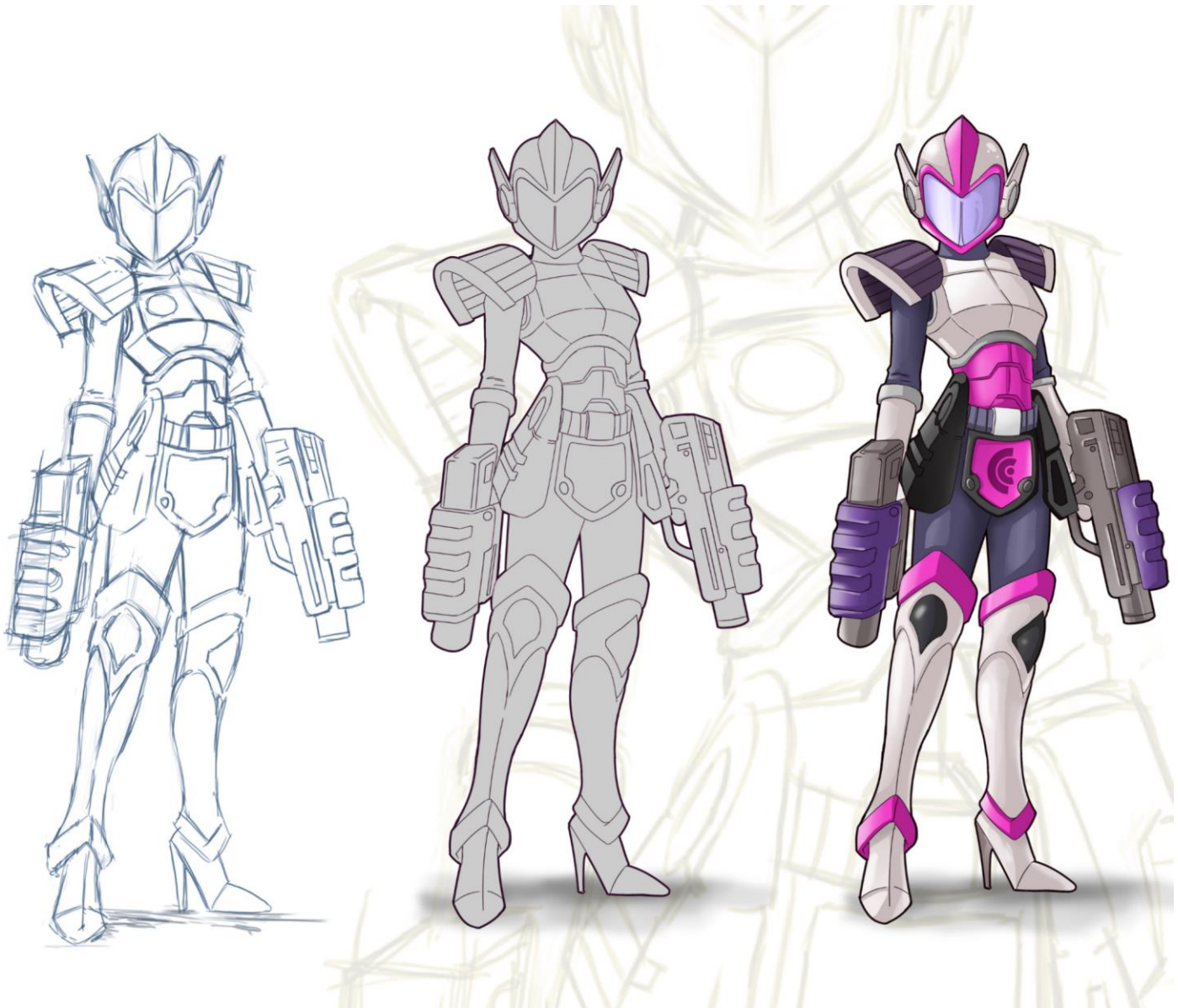
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Please send us your Feedback for the missions or new ideas to:

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QUICK SHEET

Blip Movement: 8 fields. **Cross a cover:** 2MP
Viewing range: Standard 7 fields.
Open an alien door: Earth Forces 1 action, free for Aliens.

Strike throw evaluation: Exceed the range to the target. **The number "1" is a slip.** Distances to the target, which correspond or exceed the weapon range x 2, may ignore slips.
In close combat, the strike throw can be repeated.
Damage throw: throw a W6: **1-2=0DP 3-4=1DP 5-6=2DP**

Explosion damage:
Successful hit: Damage of the hit field and all adjacent fields will be diced one by one. Cover will be judged from the perspective of the hit field.
Throw a W6 for deviation, if the hit failed:
1=Above, 2=Right, 3=Below, 4=Left, 5-6=dud
Deviation W6 / 2 rounded up. The shot is a dud when the new target field is in full cover of the old one.

Commander skill:
Luck: A dice throw can be repeated once.
Storm: One standard movement + 2MP.
Scan: Reveal a Blip in between 7 fields.

Coma throw at the beginning of each round:
1=Unit dies 2-5= Unchanged 6=Healed to 1LP

PSI: Applicable if target is in sight or in sight to another PSI unit. If two PSI dice are thrown, only the highest result counts.
Test: Throw higher as Life energy of the target +1 +modifiers.

Support +1: Friend stands on the adjacent field.
Target PSI or Leader +1: Target is a Leader or a PSI.
Weakened -1: Target is controlled or wounded in this round.
Overmind-1: You have a PSI strength of 2.

Panic: Victim loses an action at his next activation. If applied twice it becomes incapacitated.
Run: Move the victim as if it would be his turn (two standard moves). Only once per round.
Control: Perform a single action or a long action. Only once per round.

Level UP LV1 to LV2: For survivors 1 VP.
Recruit new LV2 unit: 2 VP.
LV2 to LV3: Only for survived LV2 units, 3 VP.
Limit: Only one level up per interphase.
Reanimation: LV3 reanimations cost 3 VP.

UFO Start: An Alien/Reaper in the UFO has two actions to initiate a start. A Commander needs only one action. The UFO starts at the end of the next round.

Teleport: First, establish a target. Count distance, +2 per additional person. Throw or exceed the value with a W6.

NPC target priority: Always the next unit in stalemate player choice. The player decides if a unit in coma counts as a target.

Sequence of actions:
1) At least 2 damage points: -> self-healing.
2) Ally with at least 2 damage points in sight:
-> Move to the allied and heal him.
3) Two actions and a long action available as an attack, as well as target in range: -> perform long action
4) Target in range: -> perform attack.
5) If more actions left: -> Move towards target.

Move: Covered NPCs move four fields per action. Revealing does not end their turn. They move the shortest way and prefer cover. Approach distance maximum weapon range x2. For close combat fighter up to 1 field.

Reaper Teleport: Reaper always teleport alone without a test. Teleport range is three fields for LVL 1 skill, six fields for LVL 2 skill.

Weapon selection: If a NPC has more than one available attack, the first one in reading direction of the card is chosen (Arrow direction and then from above to below). Preferable are explosive weapons on any targets.

Undercover: Covered Blips are treated as if they would have an attack range of two fields.

Leader: As soon as a Leader is active all Aliens are allowed to repeat a failed hit throw. From two Leader stars, the Invaders can also repeat all damage throws that result in zero once.

PSI will, if available, used with priority. If the human target has another human unit in his sight, "Control" will be used to attack the second target. Otherwise "Panic" is used.

Unarmed units: Also heal units with only one damage point. Otherwise they move to friendly units.

NPC Modus:
Frozen: Passive until spotted. Other FROZEN NPCs in range are revealed when activated. Such revealed units will have a covering bonus for the current round when shot by the revealer this turn, no matter where they stand.

Cold: When activated 1 W6 is roled. If you throw a "6", it switches into normal mode, otherwise stay frozen.

Walking: Dice a W6: 1=Above, 2=Right etc. 5-6= no movement. Walking distance = W6/2 rounded up.

Escape: Always move with both actions to the vanishing point.
Elite: Only attack military units as long as they are available.

Killer: Only attack civilians as long as they are available.
Berserker: First, one free movement. Does not use healing.

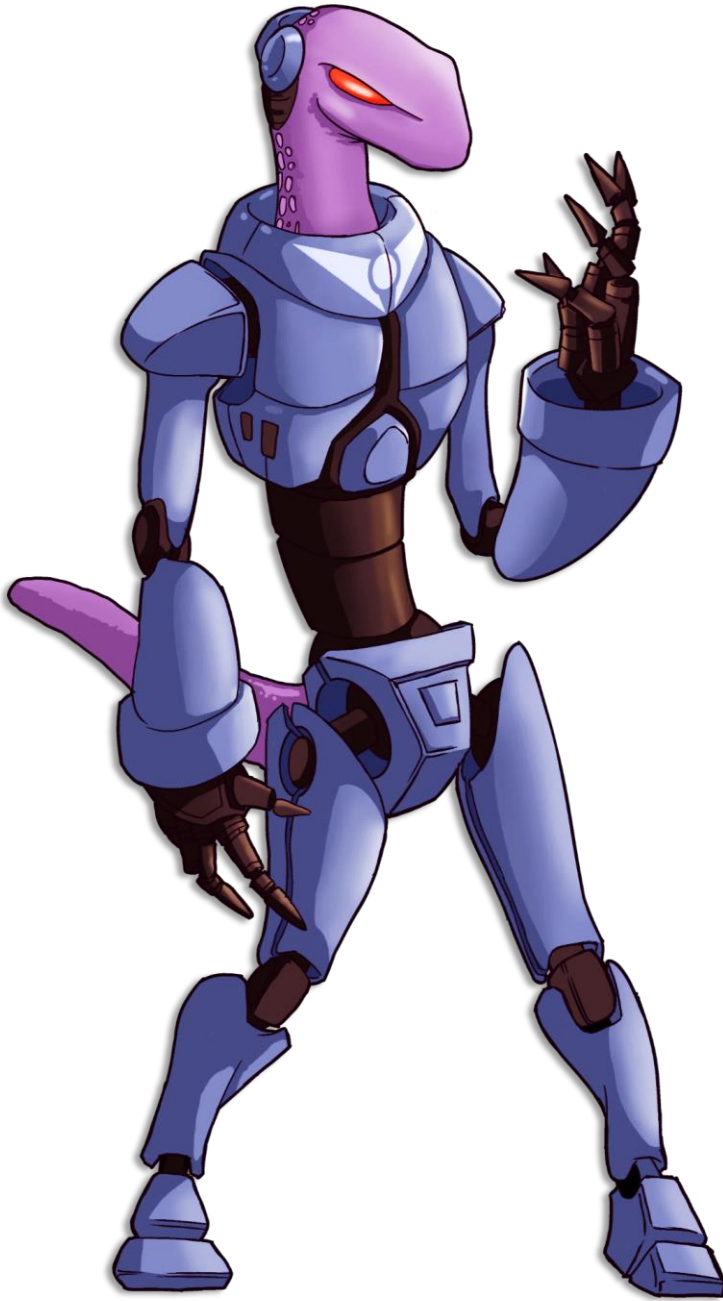
Follower: If they lose sight to the leading unit, they will move to it. To restore visual contact, they may walk with two movement actions if one is not enough. If the way is blocked, they ignore the following action. With the remaining actions, they act like in normal mode and move, if needed towards their goal with the remaining actions or attack.

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MISSIONS
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CHIBI COM





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CHIBI COMMANDER

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MISSIONS BOOK VERSION M002

WWW.CHIBICOM.COM

THIS GAME IS NOT SUITABLE FOR PERSONS UNDER 13 YEARS

MISSION 1: PROVINCE

VS MISSION

Fortunately the aliens have landed in the middle of this province. Here, along with an almost empty road, trees and shrubs, there are only a few houses with more animals than inhabitants. It is late evening, almost dusk and the emergency forces have just arrived. Now it is up to you CHIBI COMMANDER to sight and fight the Invaders. Whatever plans they may have, prevent them from reaching their goals and protect the innocent people who live here at all costs.

SETUP

CHIBI COM & Mercs as well as Aliens and Reaper act as a team when constructing the game.

The UFO is placed in the left back corner of the game board with a distance of one field. The spawning point marker of the Earth force is placed diagonally on the opposite corner. The spawn point marker of the Mercs is in the upper right corner.

The Earth forces place a road through the map, vertically or horizontally.

Alternately, a house is set up. Two in total.

Split the terrain pieces between all players and place them simultaneously.

Lastly put in each quadrant 2 animals as well as one civilian. For this, split the quadrants among the players.

SPECIAL RULES

If a player plays the Aliens as well as the Reapers, so the entire fraction of the Invaders alone, he will only play one Alien mission and take no separate mission for the Reapers. The same applies to his opponent, who plays the entire Earth force.

PLACEMENT OF THE INVADERS

5 Aliens as well as optional 3 Reaper are placed in the UFO. The UFO also serves as exit zone, refer to UFOSTART in the rules.

PLACEMENT OF THE EARTH FORCES

6 CHIBI COM as well as optional 3 Merc units can be used at the spawn point.

SINGLE MISSION BONUS

3 victory points for the Aliens and the CHIBI COM, 2 for Reaper and Mercs.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished by the surviving player.

MISSION GOALS OF THE ALIENS

1) *It is important to understand the biology of these mammals in order to advance the invasion effectively. Abduct animals into your UFO and get 1 victory point for each. Kidnapped Earth forces and civilians give 1VP as well. The limit is 4VP.*

2) *Human test animals are exactly what we need now. Abduct civilians or Earth forces and bring them into your UFO. You will be rewarded with 2VP each. The limit is 4VP.*

3) *How do our weapons best burn and cut through mammals? It is time to investigate this! Kill two animals, two civilians, or one Earth force unit to gain 1 victory point each. The limit is 4VP.*

4) *It is time to test a new weapon on the battlefield. Place a borrowed UFO instead of two of your units (The unit "UFO" is meant and not the "landing ship"). This unit will not remain for your team after the mission! You will receive 1VP for every Earth force killed by this UFO. If the UFO is destroyed and not evacuated at the end of the mission, you lose 1 VP. The limit is 4VP.*

5) *You have made a semi-gentle crash landing after the reactor malfunction. Distract the people so they do not enter your UFO under any circumstances.*

Count your rounds with a dice counter starting with "1" in your first round.

From round "6" your UFO is ready to start again. Refer to the UFOSTART rule.

You receive 4 victory points for a successful escape minus two, if people have or had entered your UFO. You receive 1 VP to consolation, if everything fails.

6) *Explore this strange world dominated by monkey-like beings, which circulates only around one sun. Each unit you can evacuate via the CHIBI COM escape point will give you 1 victory point and still remain for the next mission. The limit is 4VP.*

MISSION GOALS OF THE CHIBI COM

1) *Understanding the Alien technology has absolute priority. Enter the UFO with as many soldiers as possible. For every unit, that enters the UFO you will receive 1 VP. Only once per unit. The limit is 4VP.*

2) *The population is extremely insecure. It is time to create clear conditions. Kill as many Aliens as possible. For every kill you will receive 1VP. The limit is 4VP.*

3) *We simply cannot understand the Alien technology but catching a living one could help us make a breakthrough.* For every caught Alien/Reaper that you bring to your escape point, you will receive 2 victory points. The limit is 4VP.

4) *The population doubts our skills. We have to proof our self and save as many civilians as possible.* For every civilian you bring to your exit point, you will receive 1 victory points The limit is 4VP.

5) *It is essential to prevent a global panic once it's known, that our planet is attacked by aliens.* Destroy all witnesses, this means all civilians. For every kill you receive 1 victory point and you have to live with the debt. The limit is 4VP.

6) *It is essential to prevent, that the UFO escapes and that the Aliens make a progress.* Enter the UFO with two soldiers. Both have to perform an action each to place an explosive charge. The UFO will explode with everything in it, after the following turn of the Alien player and your next turn. You will receive 4VP if this was successful, else 1VP for consolation.

MISSION GOALS OF THE REAPER

1) *This world is very different from ours. We have to make sure, that our technology is fully operational.* Teleport successfully with a civilian, CHIBI COM or Merc. For this you will receive 1VP. Every unit will receive this bonus but only once in this mission. The Limit is 2VP.

2) *We should dissect them at a quiet place.* Make an animal or a civilian KO, then drag this unit to any edge of the game field or into the UFO. Kill the creature there and receive 2VP. Only exportable once.

3) *Prevent, that these humans enter our UFO.*
You will receive 2VP if you are successful. If one human enters the UFO you will receive only 1VP but if more humans enter the UFO you will not receive any VP. If you kill those humans before they leave the UFO you will not get any deductions.

4) *Now would be the perfect opportunity to inspect the land of the humans more precisely.* Steal the operation aircraft of the CHIBI COM by entering their exit point with your Reapers and leaving the game there. You will receive 1VP for each unit with which you succeed. The Limit is 2VP.

5) *We should get these humanoids, which were impaired by visual transmissions, under control.* Influence units of the CHIBI COM or Merc with PSI. You will receive 1VP for each unit that succeeds. You will receive one Tentacle unit for this purpose, who will replace one of your three units.

The Tentacle will remain with you if he survives. The limit is 2VP.

6) *Like a shadow, we are everywhere and observe everything from a safe distance.* Stay undercover: receive 2 victory points. Subtract one if a Blip of you gets revealed. If you kill the unit that revealed your Blip in the following round, you will regain your victory point.

MISSION GOALS OF THE MERC

1) *Our resistance movement could benefit very well from insider information from the extra-terrestrial invaders!* Knock an Alien or a Reaper out and receive 1VP. Bring it to your exit point and receive another VP. By knocking the same unit out multiple time you will not receive any additional points. Also, you are allowed to only abduct one unit.

2) *To conquer technology is our primary goal.*
You will receive 1 VP for every unit that succeeds entering the UFO. The limit is 2VP.

3) *If we could inspect the equipment of the others more closely, we could perhaps reconstruct some parts of it.* Enter an adjacent field of an Alien or Reaper being in a coma and perform an action. For this you will receive 1 VP. Every unit of yours can perform this only once in this mission. Furthermore, one Invader cannot be exploited more than once. The limit is 2VP.

4) *Save as many animals as possible. The local farmers claim, that these rare species are threatened with extinction.* Receive 1 VP for every 2 animals you save. The limit is 2VP.

5) *This mission must be smooth!* Kill one Alien (1VP) and evacuate the unit who killed it after to receive another VP.

6) *This time, the goals of the CHIBI COM are also yours.*
You will perform the same mission like the CHIBI COM and you will receive their half points of victory (rounded up).

MISSION 2: DROPZONE

VS MISSION

Commander, tonight we managed to shoot an UFO! Unfortunately, it split into several parts and distributed a strange radiant mineral in the crash zone. The usual black night is now permeated by green light that breaks into the coming fog. It is assumed that it is helium 13, which is why we must retrieve tests, even if considerable resistance is to be expected. Perhaps, this energy source is an important key in the fight against the Invaders.

SETUP

Place total of 7 craters, of which 3 are placed in the vertical centre axis of the game field. Place 2 crystals each into the crater of the centre axis and one crystal each into the 2 craters on the left and on the right side. Furthermore, place light vegetation but no big trees, big palm trees, animals, houses or streets.

SPECIAL RULES

Fog: There is fog that reduces the visibility to 4 fields.

Radiation damage: Every unit that stands two fields or closer to a crystal at the end of the round will suffer 1 radiation damage point. Armor will be ignored here. An unconscious unit will die by another radiation damage point.

Blips can suffer from radiation damage as well. This damage removes Ghosts or reveals real units and damages them as usually.

Teamwork: CHIBICOM and Mercs as well as Aliens and Reaper work on the mission and victory points as a team.

Deceased: Units that died from radiation firstly will be placed to the site and kept there. Refer to Zombie event.

MISSION GOALS FOR ALL

The exit zone is the narrowly edge of the game field on your right. Retrieve as many crystals as possible over this area. One crystal can be pulled up to 4 fields per party and round.

1 VP: If you retrieved at least 2 crystals.

1 VP: If you retrieved at least 4 crystals.

1 VP: If you retrieved at least 5 crystals.

1 VP: You succeeded healing a unit in coma as well as eliminating an opponent unit.

UNFORSEEN EVENT

There will be a special event at the end of round 3 that will be activated at the end of every round. This event represents the variation of the mission.

PLACEMENT OF THE ALIENS

Place every round 2 Aliens for three rounds.

The landing takes place via teleportation on any free field. You cannot place your unit closer than 5 fields to the opponent unit.

PLACEMENT OF THE REAPER

3 Reaper in the first round.

The landing takes place via teleportation on any free field. You cannot place your unit closer than 5 fields to the opponent unit.

PLACEMENT OF THE CHIBI COM

Every round 2 CHIBI COM units land for 3 rounds.

Additional to this, one extra CHIBI COM Soldier can be dropped in round 1.

The landing takes place via parachuting on any free field. You cannot place your unit closer than 5 fields to the opponent unit.

PLACEMENT OF THE MERCS

3 Mercs in the first round.

The landing takes place via parachuting on any free field. You cannot place your unit closer than 5 fields to the opponent unit.

SINGLE MISSION BONUS

3 victory points for Aliens and humans, 2 for Reapers and Mercs.

BUYABLE OPTIONS FOR ALL PARTIES

IVP: Vision device: Despite the fog, the visibility will be increased to 6 fields.

IVP: Radiation medicine: Radiation will not kill units in a coma.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished by the surviving player.

VARIATION 1: MONSTER FROM OUTER SPACE

A huge monster from space was attracted by the helium13.

Size 2x2 fields and not destroyable. The player who has the choice of mission, chooses the starting area and places a crater there.

It will move 5 fields to the next unit (Visibility and fog do not matter). In statement, the unit that will be targeted gets diced.

The attack will get diced if the target is located on an adjacent field after the movement:

1-2: It bites its target and inflicts 2 dice damage. This attack ignores the Armor.

4-5: It attacks with its fire breath. Its target and all units on the adjacent fields will be inflicted by two attacks with one damage dice each. The armor will be applied normally, cover not.

6: It yells so loud, that the ground starts shaking. Its target will be pushed one field away from it.

The monster will move additional 5 fields if it has no target to attack after its first movement but it will not attack after that.

VARIATION 3: MELTDOWN

The crystals continue to heat up and approach a core melt. There are already violent energy discharges.

If a crystal is moved, a damage dice has to get thrown for the unit that pulled the crystal. This damage beats through to the life energy without deduction from the armor.

Furthermore, a counter will be applied for every passed round. After three rounds, the crystals melt and destroy everything that is alive on the game field.

VARIATION 2: NIGHT OF THE UNDEAD

The undead rise and strive for living meat.

All units that died by radiation until will be arbitrarily placed by the player, that has the choice of mission.

Those units will be placed on the fields with a 45° turn and will not be blipped no matter if it is a Reaper or an Alien.

Those units have the usual life energy and armor and are immune to radiation damage.

They will attack the closest unit with one damage dice, if it is their turn. In statement, the unit that will be targeted gets diced.

They either walk for 4 fields and attack then, or if they cannot reach any target, walk additional 6 fields and do not attack.

They can smell their target so fog does not affect them.

Furthermore, they regenerate their life energy completely when activated, even when they are KO. If they are killed, they will be removed from the game. Every part that kills at least one Zombie will receive an additionally VP.

VARIATION 4: BACKUP

Unpredictable, new parachutist and Aliens appear.

Place in the order of the players the following units arbitrary on the card:

CHIBI COM and Aliens: 3 LV1 each

Mercs and Reaper: 1 LV1 each

Additionally to this, the player that had the choice of mission will receive a free unit, if main- or sub fraction is his choice.

MISSION 3: CITY MASACRE

VS MISSION

In the early morning, a small city was attacked by the Invaders. Prevent the biggest massacre since the beginning of this Alien invasion. The war will now be open, unfortunately in the middle of innocent civilians.

SETUP

CHIBI COM and Mercs as well as Aliens and Reaper work as a team when constructing. They also share the same mission goal.

From Invaders: One street crossing the map.

Split objects among the players:

Place all houses near the centre. Spread the vegetation after.

Distribute 8 civilians as good as possible in the centre, alternating each player one. Minimum distance of 4 fields to the edge.

Lastly, the CHIBI COM player places 3 spawning points anywhere on the edge.

Doors of buildings can be opened with IMP but they will close at the end of the round again.

SPECIAL RULES

Changed turn order: The CHIBI COM starts this mission, after the Aliens then Mercs, and lastly the Reapers.

MISSION GOAL OF THE EARTH FORCES

Eliminate the threat before the civilians die.

IVP: Save at least 2 civilians.

IVP: Save at least 4 civilians.

IVP: Save at least 6 civilians.

IVP: Kill at least 2 Invaders.

IVP: Catch one Invader alive and evacuate him.

MISSION GOAL FOR THE INVADERS

Cause the greatest damage in the civilian population, then escape to not lose too many units.

IVP: Eliminate at least 1 civilian.

IVP: Eliminate at least 3 civilians.

IVP: Eliminate at least 5 civilians.

IVP: Eliminate at least 1 Unit of the Earth forces.

IVP: Eliminate at least 2 Unit of the Earth forces.

PLACEMENT OF THE INVADERS

All units are placed on the card with a distance of at least 4 fields from the civilians.

4 Aliens, or 1 Alien plus 2 "borrowed" Larva (The Laravs will disappear after this round again). In every case, use as many Ghosts so you can place 8 Blips on the game card.

In 4 Player modus: +2 Reaper.

There is no escape option for the Aliens unless they eliminate all Earth forces.

PLACEMENT OF THE EARTH FORCES

A total of 7 CHIBI COM units on the earlier placed spawning points. In the first round, 4 units will spawn, in the second 3.

In 4 Player modus: +3 Mercs, of which two spawn in the first, and one in the second round at the same spawning points.

SINGLE MISSION BONUS

3 victory points for Aliens and humans, 2 for Reaper and Mercs

BUYABLE OPTIONS

2VP: Earth forces: Safety vests: All civilians will receive bulletproof vests, armor value 1.

IVP: Earth forces: Parachute jump: An additional spawning point on any place outside, which disappears after using it once.

IVP: Invaders: Crept: You can place your units up to 2 fields next to the civilians.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished by the surviving player.

VARIATION 1: GOD SPEED

We were just nearby and could immediately start the rescue.

Just like the basic variation, however, with the following changes:

The Invaders must be placed have a distance of at least 6 fields to the civilians.



VARIATION 2: ULTRA PSI

"All of you, God damn traitors, damned, damned"

"Hey Charly what do you want with the gun? Stop the bullshit!"

Just like the basic variation, however, with the following changes:

Place a "boorowed" PSI Alien and a non PSI gifted Alien plus 6 Ghost-Blips. Reapers as before.

Control: As long as your PSI Alien is alive (it does not have to be uncovered or activated), you can try to control a Unit of the Earth force at the beginning of each round. A line of sight is not necessary. Role one dice. You succeed at 4 or more. From 3, if the target is injured, from 5 if it has support of a friendly Unit on an adjacent field. If you succeed, you can activate this Unit with two actions like it is youre own.

After your turn, at its next activation it can be used as usual.

MISSION 4: COMPLEX

VS MISSION

Once a sign of the city, the complex now lies in the shadow of the massive skyscrapers of the financial district. But the silence deceives, all the things that should remain in the shadows take place in here, small criminals, smuggling and sometimes everything is cleared to arrange secret meetings of the government and the military. But today something of the deep shadows of the universe has appeared here...

SETUP

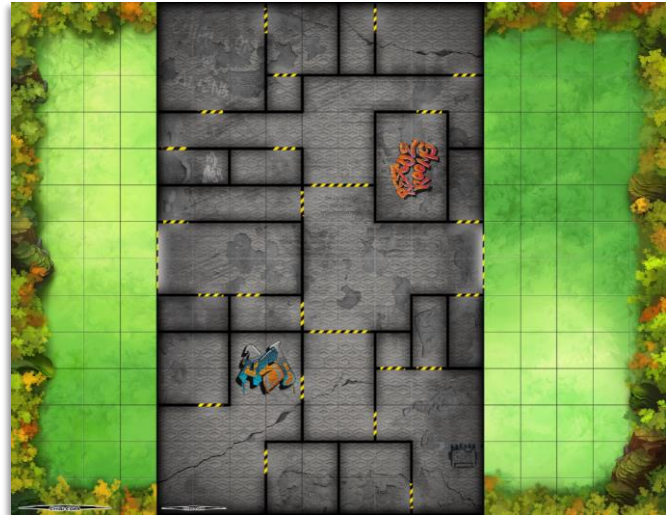
CHIBI COM and Mercs as well as Aliens and Reaper work as a team while constructing. They also share the same mission goals, which are publicly known.

The large Building Map is placed in the centre of the field on the green grassland.

In the meadow on the edge, roads and vegetation are set up as desired.

Spawning points and further constructions as well as forces, depend on the mission goal.

Doors of buildings can be opened with 1MP but they will close at the end of the round again.



VARIATION 1: PSI ALIEN

A PSI has conquered a government building and controls the civilians in there.

Attention! The civilians have abnormal skills and do not behave like ordinary people!

MISSIONS GOALS OF THE INVADERS

Eliminate the Earth forces.

IVP: Eliminate at least one Unit.

IVP: Eliminate 2-3 Units.

IVP: Eliminate 4 or more Units.

IVP: Do not lose more than two Units.

MISSION GOALS OF THE EARTH FORCES

You have the same goals as the Invaders.

SINGLE MISSIONS BONUS

4 victory points for Aliens and humans, 3 for Reaper and Mercs.

PLACEMENT OF THE INVADERS

Place a "borrowed" PSI, as well as 3 Units from your reserve somewhere in the building. Optional 3 Reaper.

Place 5 civilians that are controlled by you on the field. They have 4 MP and a melee attack with one damage dice.

Also use camouflage Blips (use Units that you are not currently using as a Dummy) for the people. The people not get a ghost Blip each.

Place them only within the building.

The exit zones are the two narrow playing field edges on the left and right side.

PLACEMENT OF THE EARTH FORCES

6 CHIBI COM Units, optional 3 Merc Units.

Enter / Exit the scenario on the two narrow sides of the map.

BUYABLE OPTIONS

IVP CHIBI COM / Mercs: PSI Training: All Leader units are immune against PSI attacks.

IVP Aliens / Reaper: Thousand eyes: PSI attacks can also be executed in the view of non-PSI gifted Units people included.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished by the surviving player.

VARIATION 2: ENTRANCED

An Alien commando was discovered as they wanted to infiltrate a military complex. Find and eliminate them!

MISSIONS GOALS OF THE INVADERS

1VP: Leave the building with an Alien (no Reaper) to set a signal.

1VP: Leave the game field with at least one unit except the leader.

2VP: Leave the game field with the leader on one of the narrow sides.

MISSION GOALS OF THE EARTH FORCES

2VP: Do not lose more than two Units.

2VP: Eliminate the Alien Leader.

SINGLE MISSIONS BONUS

4 victory points for Aliens and humans, 3 for Reaper and Mercs.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished.

VARIATION 2: SECRET SERVICE

The aliens have launched an attack on the presidents. Protect him at all costs, support is already on the way.

MISSIONS GOALS OF THE INVADERS

1VP: Attack the President and cause 1 damage point.

1VP: Make the President fall into koma at least once.

2VP: Liquidate the President.

MISSION GOALS OF THE EARTH FORCES

1VP: Eliminate at least 1 Invader.

1VP: Eliminate at least 3 Invaders.

2VP: Prevent the death of the President.

SINGLE MISSIONS BONUS

4 victory points for Aliens and humans, 3 for Reaper and Mercs.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished.

PLACEMENT OF THE INVADERS

8 Aliens and optional 3 Reaper, the spawning zones are on both narrow playing field edges. In this mission, all Aliens are placed without the use of Blips.

PLACEMENT OF THE INVADERES

Place a leader who is relevant for the mission, as well as 4 additional Aliens and optional 3 Reapers. The units can be placed anywhere on the card, except for the leader who must be placed in one of the 4 corner fields within the building. Dummy-Blips are used as usual. Your escape areas are the two narrow sides of the game card.

PLACEMENT OF THE EARTH FORCES

7 CHIBI COM Units plus optional 4 Mercs are pulled into the battle. Enter and leave the scenario at the two narrow sides of the map.

BUYABLE OPTIONS

1VP CHIBI COM / Mercs: Backup: Within your turn, you can jump back to the game edge with any unit. This does not cost any action. The unit is also completely cured. This option disappears after used once.

1VP Aliens / Reaper: Rapid: For each movement, also within attack actions, your Alien in command receives +1 MP extra.

PLACEMENT OF THE EARTH FORCES

Place the President in a corner field of the building, as well as 5 CHIBI COM soldiers and 2 optional Mercs arbitrarily in the building. The President is a civilian, but he has an armor of 1 thanks to his bulletproof vest. The President may walk each round using 6 MP.

BUYABLE OPTIONS

1VP CHIBI COM / Mercs: Bodyguards: The President receives 2 more civilians (identical features, also with a protective vest). The President is only vulnerable after these have been hit KO, or have been eliminated or if they stay more as 3 fields away.

1VP Aliens / Reaper: Home Portal: Once it's your turn, you can teleport one own unit out of the mission. This also applies to unconscious units.

RETREAT

For all parties arbitrarily at the edges of the game field. As soon as the President has been eliminated "Home Portal", which is also available as a buyable option, can be used by all Invaders.

SUPPORT

Starting from the fourth CHIBI-COM round you can spawn two LV1 units at the narrow edge of the game and use them immediately.

Alternatively, you can also spawn a borrowed LV2 Merc instead of the CHIBI-COM Soldiers. (However, this unit is borrowed and disappears after the mission).

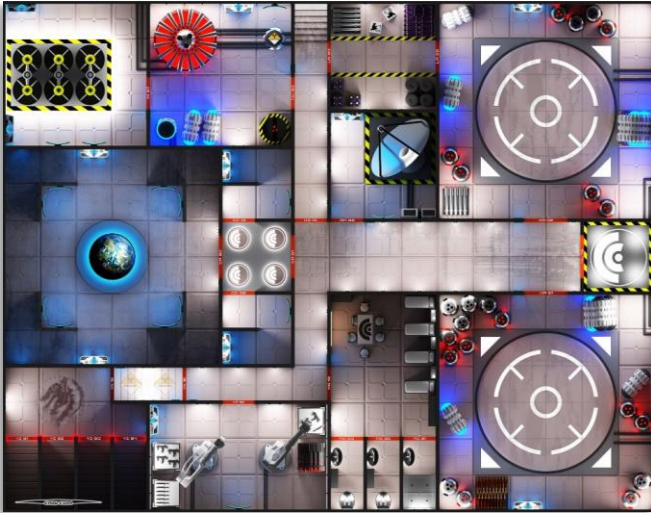
MISSION 5: CHIBI COM BASE

VS MISSION

Deep under the ground, sheltered by thousands of tons of steel, concrete and natural rock, yet the aliens succeeded in becoming active here as well. We stand with our backs to the wall. If we lose this basis, we lose the future of the earth.

SETUP

Use the CHIBI COM Basis Map without any additional equipment.



SPECIAL RULES

The visibility is unlimited, also cameras are installed everywhere. Therefore, BLIPS are not used in this round. Doors of buildings can be opened with 1MP but they will close at the end of the round again.

VARIATION 1: OUTBREAK

A handful of Aliens have managed to free themselves from the quarantine. Keep them on the ground before they cause irreparable damage to the base!

MISSIONS GOALS OF THE INVADERS

1-4VP: Destroy up to 4 facilities before you leave the base. To do this, you must perform two actions in the respective room. The facilities are: rocket silo, commanding room, quarters, workshop, both hangars, as well as the radar room and the reactor room. The exit zone is the large elevator as well as the emergency staircase on the top of the map.

MISSION GOALS OF THE EARTH FORCES

Defend your base. You will receive 5 victory points minus the victory points of the Aliens.

Exit zones: Stairs or elevator

SINGLE MISSIONS BONUS

5 victory points for Aliens and humans, 4 for Reaper and Mercs. Units may level up as if they had survived any number of rounds.

PLACEMENT OF THE INVADERS

Place 5 Aliens and optionally 2 Reaper in the quarantine cells. All doors of these are considered open.

PLACEMENT OF THE EARTH FORCES

Place 7 CHIBI COM Units. The following rooms must be occupied by at least one unit:

Commander's room, quarters, radar, hangars one each, reactor. Optionally 3 Mercs are allowed to enter via the elevator or the staircase as soon as it is their turn.

BUYABLE OPTIONS

1VP CHIBI COM / Mercs: Medic: Heal each round a single damage point of one of your units.

1VP Aliens / Reaper: Master brain: If you attack with a PSI attack, you can always apply the "weakened" bonus to the test.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished by the surviving player.

VARIATION 2: UNDER ATTACK

Aliens have landed over the base and enter into it. It is unfathomable to us how they could enter so quickly...

MISSIONS GOALS OF THE INVADERS

3VP: Eliminate the entire bunker crew or strike them into escape.

Alternatively 1VP: Eliminate at least 3 Units of the Earth force and then flee with at least two of your Units.

MISSION GOALS OF THE EARTH FORCES

3VP: Eliminate or drive the invading Aliens out.

Alternatively 1VP: Escape with at least 3 units by using the stairs or the elevator.

SINGLE MISSIONS BONUS

5 victory points for Aliens and humans, 4 for Reaper and Mercs. Units may be levelled up as if they had survived any number of rounds.

PLACEMENT OF THE INVADERS

6 Aliens and optional 2 Reaper.

The Aliens choose their spawn and exit zone after the Earth forces were set up, from the following zones: one hangar, the elevator or the stairs.

PLACEMENT OF THE EARTH FORCES

6 Chibi-com and optionally 2 Mercs. All units are randomly distributed in the base but not in the potential spawn zones of the aliens. Place them at least 5 or more fields away from each other.

BUYABLE OPTIONS

1VP CHIBI COM / Mercs: Medic: Heal a single damage point of one of your units beginning of each round.

1VP Aliens / Reaper: Master brain: If you attack with a PSI attack, you may always apply the "weakened" bonus.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished by the surviving player.

MISSION 6: ALIEN BASE

VS MISSION

For the first time, the enemies have a home advantage. This place is an extremely life-threatening desert of red sand under which a mother ship of the aliens been buried deeply. If we fail here, there will be no second chance.

SETUP

Use the Mars card without further decoration.

MISSION GOALS OF THE EARTH FORCES

Blow the alien base's reactor up by using one of the two entrances with one unit. Everything else is no longer important.

MISSION GOALS OF THE INVADERS

Eliminate the Earth forces at any cost. If you cannot prevent them from getting into your support point, your bridgehead in the solar system will be destroyed.

PLACEMENT INVADERS

5 Aliens and optionally 4 Reaper inside the Alien base on the right side of the card. There is no way to escape.

PLACEMENT EARTH FORCES

5 CHIBI COM and optionally 4 Mercs on the left narrow edge of the playing field. There is no way to escape.

SINGLE MISSIONS BONUS

For the CHIBI COM and Aliens one LV3 Unit. The rest are all LV2 units. For the Mercs and Reaper one LV3 Unit. The rest are all LV2 Units.

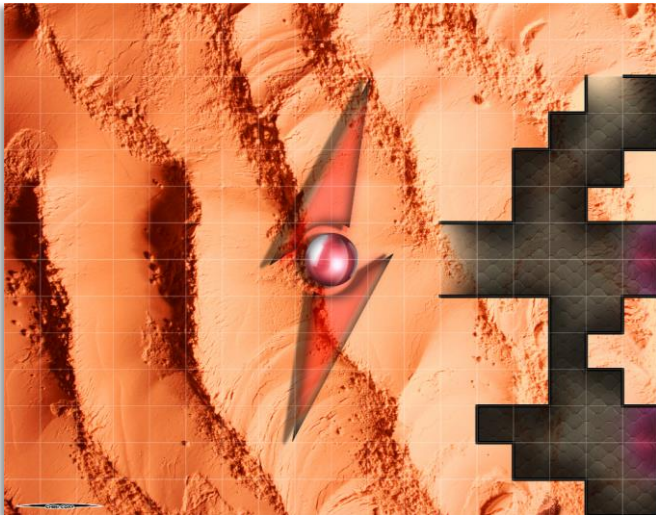
BUYABLE OPTIONS

2VP Available for all parties: Support: Place an additional unit.

1VP Available for all parties 1 times: Inflamm Drugs: You can once cure a unit in coma at the start of the round up to 2 life energy.

END OF THE MISSION

As soon as the Invaders or the Earth Forces fulfilled their mission goal.

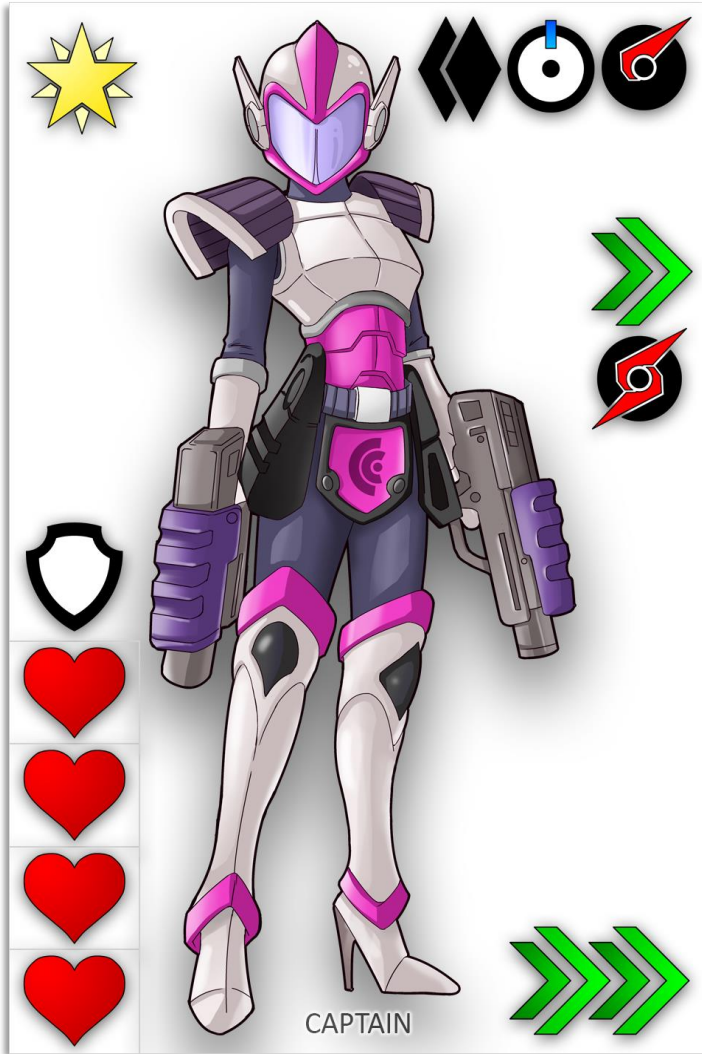


VARIATION 1: WELL PLANED MISSION

The CHIBI COM may carry 3 LV1 extra Units into the battle.

VARIATION 2: OFF THE CUFF

The Aliens may carry 3 LV1 extra Units into the battle.



MISSION 1: PROVINCE

COOP VS NPC

Fortunately the aliens have landed in the middle of this province. Here, along with an almost empty road, trees and shrubs, there are only a few houses with more animals than inhabitants. It is late evening, almost dusk and the emergency forces have just arrived. Now it is up to you CHIBI COMMANDER to sight and fight the Invaders. Whatever plans they may have, prevent them from reaching their goals and protect the innocent people who live here at all costs.

SETUP

- 1) The humans build up the game board as in all NPC missions.
- 2) The UFO is put into the left back corner with a distance of 1 field. The starting point of the Earth forces is the front right corner, escape zones are all map edges.
- 3) Place a road through the map, diagonally or horizontally and two buildings.
- 4) The whole game card should look interesting without wasting time thinking of strategic advantages.
- 5) Place all flat coverings, tall stones, small and large palm trees and the large tree.
- 6) Lastly, in the quadrants on the right back and on the front left, place 2 animals and 2 civilians each. Place them directly at the vertical game field axis or with a distance of one to three fields.

SPECIAL RULES

- 1) The Earth forces always start the turn, then the NPC Aliens.
- 2) **At the beginning of the Alien turn:** When all Aliens have been eliminated, lie in a coma or have the status COLD, a Serpent Man in the BERSERKER mode will spawn in one of the 4 corners of the map (role a dice). The spawn only takes place as long as Serpent Mans are available.

VARIATION 1: RUN FOR TECHNOLOGY

Understanding the Alien technology has absolute priority. Enter the UFO with as many soldiers as possible.

GOAL OF THE MISSION

- 1) Investigate the UFO by performing an action with one of your Units. Two different Units are allowed to do this, which will bring you 2 victory points. The limit is 4VP.
- 2) Saved civilians bring you one victory point each.
- 3) You lose one victory point each for every civilian or Earth force that dies. Negative points will be postponed with positive ones.

PLACEMENT OF THE INVADERS

Mix 3 Serpent Mans, 2 Birdy, 2 Grey, 2 Scribit Blips in a pool, then pull out 6 of these. Mix 6 ghosts in addition. Place 3 of them with the COLD status in the centre of the UFO. Then place two each on the left and right corner in the front of the field in NORMAL mode, followed by a unit in the front of the middle of the horizontal sides of the game field. The position reminds of their status, there are no extra markers for this purpose.

PLACEMENT OF THE EARTH FORCES

5 CHIBI COM Units.

SINGLE MISSION BONUS

Instead of a Scribit and a Serpent Man, a Gorgan and a Larva will be mixed in the pool of the Alien units. The Earth forces may level two units on level 2.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished. If the Invaders destroy the Earth forces, the mission also ends.

VARIATION 2: CAPTURE THEM ALIVE

We simply cannot understand the Alien technology but catching a living one could help us make a breakthrough.

GOAL OF THE MISSION

- 1) For every caught Alien that you bring to the game edge, you will receive 2 victory points. The limit is 4VP.
- 2) Saved civilians bring you one victory point each. The limit is 2VP.
- 3) You lose one victory point each for every civilian or Earth force that dies. Negative points will be noted.



MISSION 2: DROPZONE

COOP VS NPC

Commander, tonight we managed to shoot an UFO! Unfortunately, it split into several parts and distributed a strange radiant mineral in the crash zone. The usual black night is now permeated by green light that breaks into the coming fog. It is assumed that it is helium 13, which is why we must retrieve tests, even if considerable resistance is to be expected. Perhaps, this energy source is an important key in the fight against the Invaders.

SETUP

Place a total of 7 craters on the countryside map of which 3 are placed on the vertical centre axis of the playing field. In the crater nearest to the centre, two crystals of helium13 are placed, in the other craters, there will be one crystal each placed. Otherwise, light vegetation, this means low coverage, tall stones and small palm trees. No animals, humans and houses.

SPECIAL RULES

- 1) The Earth forces always start the turn, then the NPC Aliens.
- 2) Fog reduces the visibility to 4 fields.
- 3) One crystal can be pulled up to 4 fields per round.
- 4) **Radiation damage:** Every unit that stands two fields or closer to a crystal at the end of the round will suffer 1 radiation damage point. Armor will be ignored here. An unconscious unit will die by another radiation damage point. Alien Units are immune against the radiation.

Special event at the end of the third round

Which event/variation will take place will be diced at the end of the third round and applied.

GOAL OF THE MISSION

Pull the crystals into the escape zone on the narrow edge on the left and right side and you will receive 1 VP each.

Minus 1 VP: If you lose one unit

In this mission you can win up to 5 victory points, minus the minus points

PLACEMENT OF THE INVADERS

Mix 2 Serpent Man, 2 Grey, 2 Gorgan, 1 Larva, 2 Harakiri, 1 Galbert, 1 Agressor and 1 Mana Blip and randomly pull out 8 Units.

Add 8 Ghost-Blips in addition. Then place 2 units in each crater, the last two units will be split on already occupied craters. Each team thus created sees the other units in the same crater, e.g. the crystal in between them should not prevent them from seeing each other. All units are in the COLD mode.

PLACEMENT OF THE EARTH FORCES

In each of the three rounds, two of your total of 6 Units will land through a parachute jump, the spawn area is the left and right side of the field. This spawn area also applies to the exit zone of Units and crystals.

SINGLE MISSION BONUS

The Earth forces may use 3 LV2 Units.

BUYABLE OPTIONS

IVP: Vision device: Despite the fog, the visibility will be increased to 6 fields.

IVP: Radiation medicine: Radiation will not kill units in a coma.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished. If the Invaders destroy the Earth forces, the mission also ends.

VARIATION 1: MONSTER FROM OUTER SPACE

A huge monster from space was attracted by the helium13.

Size 2x2 fields and not destroyable. You choose the starting area and places a crater there.

It will move 5 fields to the next Earth Force unit (Visibility and fog do not matter). In statement, the unit that will be targeted gets diced.

The attack will be diced if the target is located on an adjacent field after the movement:

Earth force in sight:

1-2: the monster pokes out a roaring roar. However, never twice in a row, otherwise dice again.

3-4: It moves 2W6 fields into the direction of his target and crushes everything in its path, including Invader Units. Everything that falls under his feet dies instantly.

5-6: It attacks with its Fire breath. Its target and all units on the adjacent fields will be inflicted by two individual attacks with two damage dice each. Units in a distance of two fields are inflicted by the damage of one dice.

Without Earth force in sight:

1: the monster pokes out a roaring roar. However, never twice in a row, otherwise dice again.

2-4: It sprints blindly and moves 2W6 fields in the direction it is looking into. Everything that falls under his feet dies instantly.

5-6: It absorbs a scent, it moves only three fields but before rotates in the direction of the next Earth Force Unit even without a direct view. Everything that falls under his feet dies instantly.

VARIATION 2: MELTDOWN

The crystals continue to heat up and approach a core melt. There are already violent energy discharges.

-If a crystal is moved, a damage dice has to get thrown for the unit that pulled the crystal. This damage beats through to the life energy without deduction from the armor.

-Furthermore, a counter will be applied, starting with 1, if it reaches the 6 (use a W6 to count), the crystals will dematerialize completely which will kill all units that remain on the game field and the mission ends.

VARIATION 3: BACKUP

Unexpectedly, new Alien Units are teleporting to the battlefield, and Earth Forces are dropped via parachute.

Place 2 Queens as well as 1 Larva in the crater of the centre. They have the NORMAL mode. The CHIBI COM may immediately land with three units at any point via parachute dropping. As soon as the Alien reinforcement felt into a coma or has been destroyed, an Elite Armada spawns to destroy the remaining Earth forces, also in the centre crater: UFO, Assasine, Flead Commander, PSI, Elite Gorgan and a Cray, all are in the Berserker mode. If you succeed destroying the Armada, the same Alien team will appear again.

MISSION 3: CITY MASSACRE

COOP VS NPC

In the early morning, a small city was attacked by the Invaders. Prevent the biggest massacre since the beginning of this Alien invasion. The war will now be open, unfortunately in the middle of innocent civilians.

SETUP

- 1) Use the Countryside map and place a road horizontally or vertically across the centre.
- 2) The 4 houses are placed close to the centre.
- 3) Place the entire vegetation as desired.
- 4) In each quadrant distribute 2 civilians each, but with a distance of at least 5 fields to the edge. Each house must be occupied by at least one civilian. Like this, all 8 civilians are set up.

SPECIAL RULES

- The Earth Forces always start the turn, then the NPC Aliens.
- Doors of buildings can be opened with 1MP but they will close at the end of the round again.
- At the beginning of each round of the Invaders, you select a Blip which then acts as if it was in the NORMAL mode for this round. All other Blips are in the WALKING mode. Once the Blips are revealed, the units behind them switch into the NORMAL mode and stay like this.

Usage of tactical weapons:

To stop the Invaders, you may roll a W6 at the beginning of each round. With a result of 5 or more, you will have the option to clean the city at the end of this round by a tactical nuclear strike. All non-evacuated units die. However, you will not get a deduction for victims among the civilians and the victory points that were already set, remain. Only your conscience could be irreparable damaged.

MISSION GOALS

Eliminate the threat before the civilians die.

IVP: For every evacuated civilian.

Minus IVP: If you lose one unit.

Minus IVP: For two murdered civilians each.

In this mission you may win up to 5 victory points.

PLACEMENT OF THE INVADERS

- 1) Mix 1 Humanline, 1 Tentacle, 1 Cray, 2 Larva, 2 Serpent Man, 1 Harakiri, 1 Queen and 1 Agressor Blips.
- 2) Pull out 6 and mix them with 6 Ghost Blips.
- 3) Now, distribute all 12 Blips evenly on the map, but always with a distance of 2 fields from the other Blips.
- 4) All Aliens are initially in the WALKING mode.

PLACEMENT OF THE EARTH FORCES

6 units are available. Place the Spawn points on all street ends (on the edge of the map). These points are also the escape points for the Earth forces, as well as for the civilians.

SINGLE MISSION BONUS

The Earth forces may use two level two units, as well as one level three unit or four levels two units.

BUYABLE OPTIONS

IVP: Safety vests: All civilians will receive bulletproof vests, armor value 1.

IVP: Manipulation of the media: You may cover up the death of the first two civilians (No consideration for deduction of victory points).

END OF THE MISSION

As soon as there are no units of the opponent left, the mission can be declared as finished. If the Invaders destroy the Earth forces, the mission also ends.

VARIATION 1: STRAIGHT FORWARD

Everything behaves exactly as described in the mission description.

VARIATION 2: BUS IN TROUBLE

We have a school bus in the operational area? The driver seems to have escaped but there are still passengers on board!

Place a Target-Blip on the middle of the road. When it is attacked by Aliens, you lose a victory point (per turn). You may move the bus 4 fields per round if you are in contact with it. Once it is evacuated, the danger ends.



MISSION 4: COMPLEX

COOP VS NPC

Once a sign of the city, the complex now lies in the shadow of the massive skyscrapers of the financial district. But the silence deceives, all the things that should remain in the shadows take place in here, small criminals, smuggling and sometimes everything is cleared to arrange secret meetings of the government and the military. But today something of the deep shadows of the universe has appeared here...

SETUP

- 1) The building is placed vertically in the centre of the map.
- 2) In the meadow on the edge, roads and vegetation are set but not the big tree.
- 3) The spawn point and further structure, as well as the operational forces depend on the mission goal.

SPECIAL RULES

- The Earth forces always start the turn, then the NPC Aliens.
- Doors of buildings can be opened with 1MP but they will close at the end of the round again.

VARIATION 1: PSI ALIEN

Do you also hear this disembodied voice in your head? A PSI has conquered a government building and controls the civilians present there. Attention! The civilians have abnormal strenghts and do not behave like ordinary people!

PLACEMENT OF THE INVADERS

- 1) Mix 1 Muhl, 2 Queen, 1 Hitman, 2 Gorgan and 1 Larva, pull out 3 units and add 1 Galbert as well as 1 PSI.
- 2) Mix 8 Radar-Blips into this and distribute all units in the building over a large area. The aliens are in the FROZEN mode until the building is entered, then they change to NORMAL mode.
- 3) Place 4 controlled civilians each at the two exits within the building. They have 4MP, armor value 1 and a melee weapon with one damage cube, otherwise they attack like normal NPC Aliens in the BERSERKER mode.

PLACEMENT OF THE EARTH FORCES

7 units are available.

Enter the scenario at the two narrow sides of the map. An evacuation is only permitted once the PSI Alien has been eliminated.

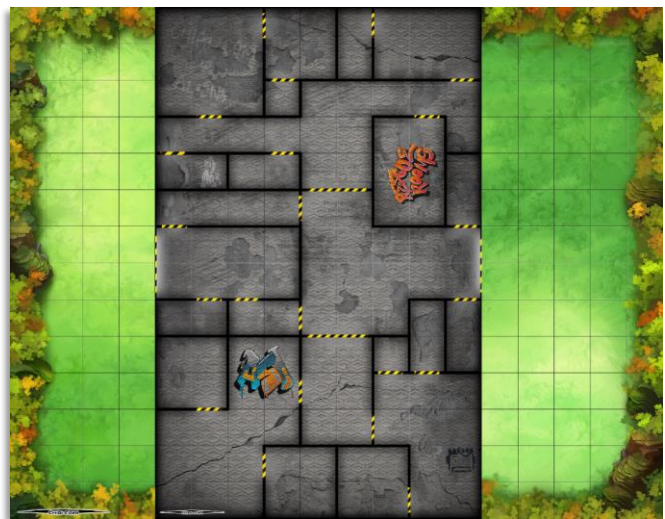
Operation air shaft: You may reset one unit of your 7-man operational force to place him directly in the building, starting from round 4 or later.

If you decide to do this, the unit is reserved and cannot be spawned normally!

SINGLE MISSION BONUS

- The Earth forces may use three level two units and one level three unit.

Or: Master with his students: Two LV3 units, the rest LV1.



BUYABLE OPTIONS

IVP: PSI Training: All Leader units are immune against PSI attacks.

IVP: Escape Capsules: Place a special spawn marker in two places, which can be used to escape even before the end of the mission but disappears after being used once.

IVP: Conviction: At the beginning of one round, you can persuade a civilian through "gently speaking with lead gloves" to get past the obsession. He will fight on your side.

MISSION GOALS

IVP: Eliminate at least 3 Aliens.

IVP: Damage the PSI Alien.

3VP: Eliminate the PSI Alien.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished. If the Invaders destroy the Earth forces, the mission also ends.

VARIATION 2: ENTRANCED

An Alien commando was discovered as they wanted to infiltrate a military complex. Find and eliminate them!

PLACEMENT OF THE INVADERS

Mix each one of the LV2 Reaper units, pull out 3 and add a Taura.

Add 4 Ghost-Blips, mix all, and place 4 of them in the room with the graffiti "A51". 2 more at the two exit doors of the building each.

The Fleet Commander is placed in the room "A51" next to the others. Notice his commander skill!

All Alien units in room A51 are in the FOLLOW mode with the Fleet Commander as leader. The Commander is on ESCAPE and wants to leave the game at the left edge of the game field. The Alien units at the entrances are in the WALKING mode until they are spotted, then they change into the NORMAL mode.

Place 2 civilians that are controlled by the Aliens at each of the two building outputs.

They have 4MP, armor value 1 and a melee weapon with a damage cube, otherwise they attack like normal NPC Aliens in the BERSERKER mode.

PLACEMENT OF THE EARTH FORCES

7 units are available. Enter the mission on the right edge of the game field. You may also leave the mission there if you want to.

Operation air shaft: You may reset one unit of your 7-man operational force to place him directly in the building, starting from round 4 or later.

If you decide to do this, the unit is reserved and cannot be spawned normally!

BUYABLE OPTIONS

2VP: Team of psychologists: A team of psychologists manages to carry off all controlled civilians before the mission, except one.

1VP: Paratrooper: You may spawn 2 units at the left edge of the game field.

MISSION GOALS

1VP: Eliminate in total more than 2 enemies.

1VP: Eliminate at least 4 enemies.

4VP: Destroy the Fleet Commander.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished. If the Invaders destroy the Earth forces, the mission also ends.

VARIATION 3: SECRET SERVICE

The Aliens have started an attack on the President. Evacuate the President at all costs!

PLACEMENT OF THE INVADERS

Put 1 Taura and 1 Humanlike Blip aside. Then mix all remaining LV2 Reaper Blips and pull out 6 units. Combined with the Taura and the Humanlike, 8 Alien units are ready, which will also be mixed with 8 Ghost Blips. Place two units on each building outside the complex and place the remaining ones on the two narrow edges of the game field.

BACKUP INVADERS

End of round 2: At the beginning of the 2nd round, a Serpent Man and a Grey will appear in the centre of the narrow left and right side of the field.

4 units in total. They are FROZEN until an Earth force unit leaves the building, then they switch into the NORMAL mode.

As soon as there are less than two Blips or active Alien units on the game field, a random LV3 Reaper unit gets spawned on both sides each. If these units are also destroyed, two LV3 units will spawn on each side. These amplification units are all in the BERSERKER mode.

PLACEMENT OF THE EARTH FORCES

Place the President in a corner field of the building, as well as 6 of your units randomly in the building.

The President is a civilian, but he has an armor rating of 1 thanks to his bulletproof vest. The President may walk each round 6 with MP.

Place 6 innocent civilians at a random point. They will not dedicate your victory points if they die.

Escape zones are the two narrow edges of the game field.

BUYABLE OPTIONS

1VP: Saviety vest: All civilians will receive bulletproof vests, armor value 1.

1VP: Use of drones: At the beginning of each round, you may uncover two Blips outside the building.

1VP: Clone: Select one unit before the mission starts that will remain in your team for the next round even though it died in this round.

MISSION GOALS

2VP: Eliminate at least 3 Aliens.

3VP: Evacuate the President on one of the two narrow edges of the game field.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished. If the Invaders destroy the Earth forces, the mission also ends.

MISSION 5: CHIBI COM BASE

COOP VS NPC

Deep under the ground, sheltered by thousands of tons of steel, concrete and natural rock, yet the aliens succeeded in becoming active here as well. We stand with our backs to the wall. If we lose this basis, we lose the future of the earth.

SETUP

Use the BASE map without any additional equipment.

SPECIAL RULES

- The Earth forces always start the turn, then the NPC Aliens.
- Doors of buildings can be opened with 1MP but they will close at the end of the round again.
- The visibility is unlimited and cameras are installed everywhere. Therefore, BLIPS are not used in this round
- Starting from this mission, LV3 units can be used regularly.

SINGLE MISSION BONUS

- The Earth forces may use three level two units and one level three unit.

Or: Master with his students: Two LV3 units, the rest LV1.



VARIATION 1: OUTBREAK

A handful of Aliens have managed to free themselves from the quarantine. Stop them before they can escape!

PLACEMENT OF THE INVADERS

Dice with a W6 which Aliens are placed in the quarantine space. The mode of these units is ESCAPE unless specified otherwise.

Set 1: 1 Cray in the BERSERKER mode, 2 Harakiri, 2 Hitman and 2 Agressor

Set 2: 1 Ufo, 1 Assasine, 1 Fleet Commander and 1 PSI

Set 3: 1 Alpha Gorgan, 1 Elite Gorgan, 2 Galbert and 1 Hitman

Set 4: 1 Cray, 2 Larva, 1 Ledoc and 1 Galbert

5-6: Dice again

PLACEMENT OF THE EARTH FORCES

Place a total of 7 Units. The following rooms must be occupied by at least one unit: Commander's room, radar, hangar 1, hangar 2, reactor.

Exit zones are the stairs on the top of the map or the big elevator at the right.

BUYABLE OPTIONS

Options acquirable through victory points:

1VP Medic drone: Heal a single damage point of one of your units at the beginning of each round.

2VP Gun Turrets: Fire each round at any target without having to make a hit test, inflict one damage cube.

MISSION GOALS

1VP: Eliminate at least 2 Invaders.

1VP: Eliminate at least 4 Invaders in total.

3VP: You managed to eliminate all Invaders before they succeeded to leave your basis.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished. If the Invaders destroy the Earth forces, the mission also ends.

VARIATION 2: UNDER ATTACK

Aliens have landed over the base and entered into it. Prevent them from causing serious damage!

PLACEMENT OF THE INVADERS

Two of the Alien units do not spawn until the second Alien round, the player will decide which will be used. All Invaders are in NORMAL mode.

The spawn point gets diced for each unit:

1-2: Hangar on the top

3: Main elevator

4-5: Hangar on the bottom

6: Emergency staircase

The set of the Aliens gets diced:

Set 1: 1 Gamma, 1 Omega, 2 Taura and 2 Sweety

Set 2: 1 Exo-Alien, 1 Titan, 2 Tauri and 2 Starchild

Set 3: 2 Cybot, 2 Taura and 2 Tentacle

Set 4: 1 PSI, 1 Fleet Commander, 2 Queen and 2 Birdy

Set 5: 1 Assasine, 1 Muhl, 1 Larva, 1 Agressor and 2 Birdy

For a 6, dice again.

PLACEMENT OF THE EARTH FORCES

Distribute a total of 7 units in the headquarters, reactor, radar and quarters but never more than 3 units in one room.

BUYABLE OPTIONS

1VP Medic drone: Heal a single damage point of one of your units at the beginning of each round.

2VP Gun Turret: Fire each round at any target without having to make a hit test, inflict one damage cube.

MISSION GOALS

4VP: Eliminate all Invaders in your base.

1VP: Escape with at least two units by using the stairs or the elevator.

1VP: Escape with four or more units by using the stairs or the elevator.

END OF THE MISSION

As soon as there are no Units of the opponent left, the mission can be declared as finished. If the Invaders destroy the Earth forces, the mission also ends.

MISSION 6: ALIEN BASE

COOP VS NPC

For the first time, the enemies have a home advantage. This place is an extremely life-threatening desert of red sand under which a mother ship of the aliens been buried deeply. If we fail here, there will be no second chance.

SETUP

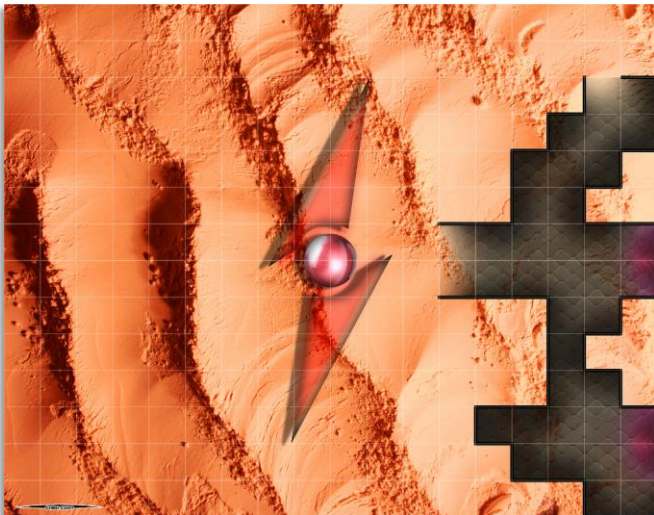
Use the Mars map without further decoration.

MISSION GOALS FOR THE EARTH FORCES

Blow the Alien base's reactor up by using one of the two entrances on the right edge with two units. Everything else is no longer important.

PLACEMENT OF THE INVADERS

Take 2 random Blips out of all LV3 Aliens and Reaper Blips. Mix one of all LV2 Alien and Reaper Blips together and take 4 randomly. Add 6 Ghost Blips to this 6 unit Blips as usual. Place them inside the Alien base. All Invaders are in Mode FROZEN, only two of your choice. They are in Mode NORMAL. As soon as a single attack was performed all Invaders change to Mode NORMAL.



VARIATION 1: WELL PLANED MISSION

The Earth forces may spawn one of their units any time via an ejection capsule at any point outside the Alien base.

PLACEMENT OF THE EARTH FORCES

Place 8 units on the left side of the game field. There is no escape.

SINGLE MISSION BONUS

The Earth forces may use three level two units and one level three unit.

Or: Master with his students: Two LV3 units, the rest LV1.

BUYABLE OPTIONS

2VP: Support: Place an additional unit.

END OF THE MISSION

As soon as all Earth forces have been destroyed or the reactor of the Alien basis blasted.

FINAL EVALUATION

If this mission fails, mankind is doomed. If this mission succeeds, the remaining victory points decide the outcome of the war:

0-1: Unfortunately, we have to assume that the Aliens have managed to build a second base on our planet.

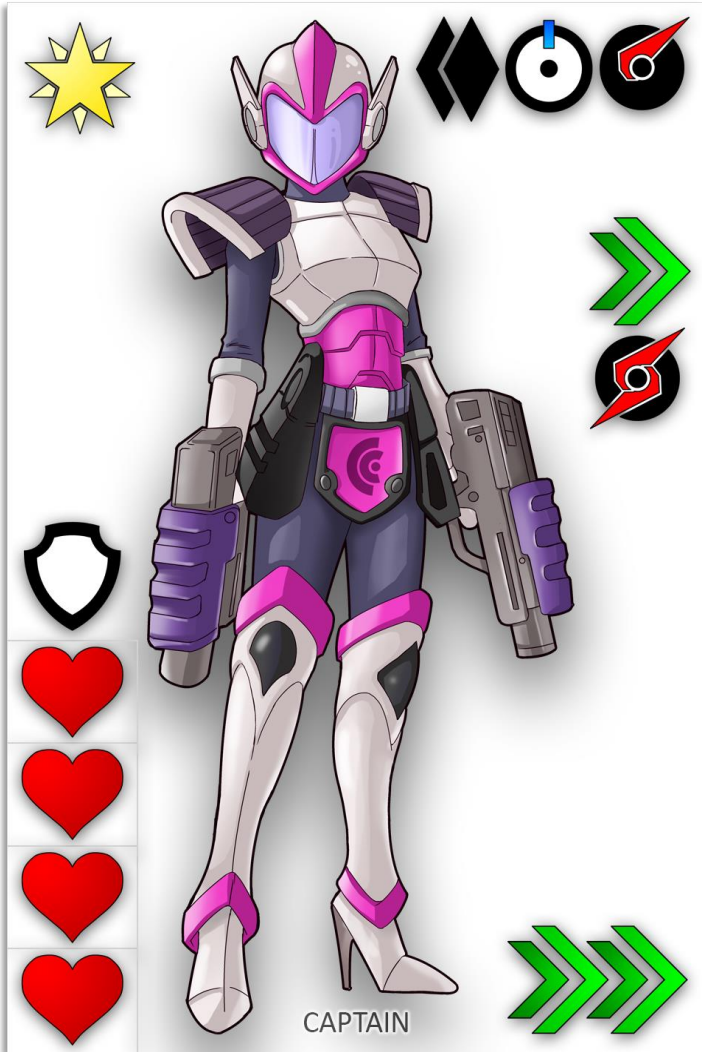
2-3: The Alien threat was eliminated except for a few fragmentation groups. You have fulfilled your mission satisfactorily.

4-5: A glorious victory for humanity, the Alien threat has probably been eliminated completely.

6+: The Aliens are now history and you are a living legend now.

VARIATION 2: OFF THE CUFF

In contrast to variation A, the Earth forces do not have any advantages.



CAPTAIN

The Captain character card features a character in a purple and pink futuristic suit with a visor, holding two pistols. The card includes a yellow star icon in the top left, a black diamond icon, a black circle with a blue dot, and a black circle with a red and white arrow in the top right. On the left side, there is a black shield icon and four red heart icons. On the right side, there are two green arrow icons and a black circle with a red and white arrow. At the bottom right, there are four green arrow icons.



FLEET COMMANDER

The Fleet Commander character card features a character with a large, grey, dome-shaped head and a red cape, holding a large gun. The card includes a yellow star icon in the top left. On the right side, there are three red arrow icons pointing left, a black circle with a blue dot, a black circle with a red and white arrow, a black shield icon, and four red heart icons. At the bottom left, there are four red arrow icons pointing left.

HIGH SPOT

Your troop carrier was shot in the middle of nowhere by a gigantic UFO. The crew was able to save themselves with parachutes, but now they are surrounded by Aliens. Keep the position as long as you can. Even if you cannot expect any reinforcement, you can carry some of the grey with you to the other side.

SETUP

Build up the game as you think it is the most strategic for your purposes. Use the country map as an underlay and set up the following things arbitrarily: houses, coverings and trees of every kind, craters and streets.

Place 4 spawn points for the Aliens, one in each quarter.

SPECIAL RULES

Pause: Whenever you have eliminated an enemy wave, you can completely heal one unit. This also applies to a unit lying in a COMA.

MISSION GOAL

Make sure you are in the best strategic position, possibly in a well-covered place with a free shooting line in all directions.

Per kill you receive one point for the high score.

HIGHSCORE NIGHTMARE

PLACEMENT OF THE EARTH FORCES

Select from all CHIBICOM and Merc units:

4x LV1 units.

3x LV2 units.

1x LV3 unit.

Place these units where ever you want them.

PLACEMENT OF THE INVADERS

The Invaders attack in waves. Once a wave has been eliminated, the following starts in the next Alien round. All Invaders are in the NORMAL mode and are not blipped, so they attack immediately. While spawning, you may select the respective spawn point freely for each Invader, however, only one point per wave may be left unused.

Wave 1: 2 Birdy and 3 Serpent Man

Wave 2: 2 Birdy, 2 Harakiri and 1 Agressor

Wave 3: 2 Harakiri, 1 Galbert, 2 Hitman and 2 Gorgan

Wave 4: 2 Larva, 1 Gray, 1 Ledoc and 1 Ufo

Wave 5: 2 Taura, 2 Tauri, 2 Tentacle and 1 Exo Alien

Wave 6: 1 Exo Alien, 1 Arotron, 1 titan and 1 Omega

Wave 7: 1 PSI, 1 Alpha Gorgan, 2 Hitman, 1 Muhl and 1 Assasine

Wave 8: All LVL3 Reaper units

Wave 9: All LV3 Alien units

Wave 10: All LV3 Reaper and Alien units

Count the waves with a stroke list or use a dice as a counter.

END OF THE MISSION

Once your last unit has been eliminated.



SUPER HERO

You're the only survivor of a genetic test of the Earth Forces to create an absolutely superior super-soldier. Your skills put everything in the shadow of what humanity and the Aliens have ever seen. Unfortunately, the project was betrayed by a spy, and the greys have sent a hole mother ship to destroy everything. They will try to destroy you with all available means...

SETUP

Build up the game as you think it is the most strategic for your purposes. Use the country map as an underlay and set up the following things as you wish: houses, coverings and trees of every kind, craters, the UFO and streets.

Place 2 animals in each quadrant.

MISSION GOALS

Eliminate as many Aliens as possible.

Per kill you will receive one point for the high score.

SPECIAL RULES

Choose 3 super powers:

Veteran: You generally have 3 actions.

Booby trap: You managed to equip all the animals with booby traps. You may let them run 2 fields per round and you can blow them up at any time. All adjacent units will suffer 2 damage cubes, all units with a distance of at least 2 fields will suffer 1 damage cube point.

Super powers:

Chose 3 of the following super powers:

Faster than light: Dice a W6 if you suffered damage. For a 5 or 6 you can ignore the damage.

Warrior: Like Dodge, however, only in melee.

Unbreakable: If you are KO and it is your turn again, you regenerate your HP by one point and you have the usual two actions.

Gunman: Depending on the situation, add a dice to the test hit of range weapons or remove one.

Hitman: Range weapons cause +1 damage point.

Running man: +2 MP on your standard movement.

Regeneration: Heal 2 HP at the start of your turn.

Blood Lust: Regenerate 2 HP per kill.

Extra Life: If you die, you will resurrect at your next activation with full life energy.

HIGHSCORE NIGHTMARE

PLACEMENT OF THE EART FORCES

Chose one LV3 unit, it doesn't matter if it's a CHIBI COM or a Merc unit.

PLACEMENT OF THE INVADERS

Place 3 Invaders randomly, either on the edge of the map, in a house or in an UFO, but with a distance of at least 5 fields to the animals.

All Invaders are in the NORMAL mode and are not blipped.

As soon as you eliminated one enemy, place him on a victory point stack and place two new units according to the placement rule. Like this, there will be more and more enemies in the game. The choice of the level of the enemies is up to you, you may also start against LV3 units to eliminate them before they attack in large squads.

END OF THE MISSION

Once your last unit has been eliminated.



EVIL DREAMS

You and your best friend were put undercover to create maximum chaos on the earth. As a master of the PSI forces, this should be easy for you. But be warned, people will sooner or later throw everything they can mobilize at you. Make sure, that your death is honourable and take as many earthlings into death as possible.

SETUP

Build up the game as you think it is the most strategic for your purposes. Use the country map as an underlay and set up the following things arbitrarily: houses, coverings and trees of every kind, craters, the UFO and streets. Additionally to this, you may place 2 civilians in each quadrant. Place 6 spawn points as you wish.

MISSION GOAL

Eliminate as many Earth forces and civilians as possible.

Per kill you will receive one point for the high score.

SPECIAL RULES

Civilians: Controlled civilians have a melee attack with 1 dice damage that you can use via an action. Alternatively, they can run 4 fields per action.

Veteran: You Invader units generally have 3 actions.

Pause: Whenever you have eliminated an enemy wave, you can completely heal all of your units.

HIGHSCORE NIGHTMARE

PLACEMENT OF THE INVADERS

You may place a PSI and an OMEGA where ever you wish.

PLACEMENT OF THE EARTH FORCES

The Earth forces attack in waves. Once a wave has been eliminated, the following starts in the next Alien round. While spawning, you may select the respective spawn point freely. You may spawn more than one unit or all units at one point.

Wave 1: Chose 3 LV1 units of the Earth forces or Mercs

Wave 2: 3 LV1 + 1 LV1

Wave 3: 3 LV1 + 2 LV2

Wave 4: 2 LV1 + 1 LV2 + 1 LV3

Wave 5: 2 LV1 + 2 LV2 + 1 LV3

Wave 6: 2 LV1 + 1 LV2 + 2 LV3

Wave 7: 2 LV1 + 2 LV2 + 2 LV3

Wave 8: 3 LV2 + 2 LV3

Wave 9: 3 LV2 + 3 LV3

Wave 10: 4 LV2 + 3 LV3

Wave 11: 4 LV2 + 4 LV3

Wave 12: 5 LV2 + 5 LV3

Wave 13: Spawn all LV3 units.

Count the waves with a stroke list or use a dice as a counter.

END OF THE MISSION

Once your last unit has been eliminated.



BLOOD POOL

This attack will go into history forever and you will be immortalized as a hero at the invasion of the earth. The city is unprotected in front of you, use the time until the Earth Forces react and cause the maximum chaos.

SETUP

Build up the game as you think it is the most strategic for your purposes. Use the country map as an underlay and set up the following things arbitrarily: houses, coverings and trees of every kind, craters, the UFO and streets. Additionally to this, you may place 2 civilians in each quadrant. Place 6 spawn points arbitrarily.

MISSION GOALS

Eliminate as many Earth Forces and civilians as possible.

Per kill you will receive one point for the high score.

SPECIAL RULES

Hatchery: If you are able to kill an enemy or civilian and role a 4-5 with a dice, you can either replace him with a Larva, Harakiri or Galbert (if you do not already have all units of this type in the game) or you level the unit that eliminated it from LV2 to LV3 according to the units' overview. If you role a 1-3 nothing will happens.

HIGHSCORE NIGHTMARE

PLACEMENT OF THE INVADERS

Choose a Titan, Beast or Crey as leader, which you will be. As entourage you will have 1 Larva, 1 Harakiri and 1 Galbert.

PLACEMENT OF THE EARTH FORCES

The Earth Forces attack in waves. Once a wave has been eliminated, the following starts in the next Alien round. While spawning, you may select the respective spawn point freely. You may spawn more than one unit or all units at one point.

Wave 1: Choose 6 LV1 units of the Earth Forces or Mercs

Wave 2: 4 LV1 + 2 LV1

Wave 3: 4 LV1 + 4 LV2

Wave 4: 2 LV1 + 2 LV2 + 2 LV3

Wave 5: 2 LV1 + 4 LV2 + 2 LV3

Wave 6: 2 LV1 + 4 LV2 + 4 LV3

Wave 7: 6 LV2 + 4 LV3

Wave 8: 4 LV2 + 6 LV3

Wave 9: 6 LV2 + 6 LV3

Wave 10: All LV3 units

Count the waves with a stroke list or use a dice as a counter.

END OF THE MISSION

Once your last unit has been eliminated.

