VICTORY CONDITIONS

- Aliens win immediately if all 20 Alien Troopers are deployed to the main board.
- Humans win immediately if they reach 100 OP collectively.

ALIEN SETUP REMINDERS

- Cover all 4 of the Extra Action spaces with reusable action tokens, red side down.
- Put the 5th Reusable Action token on the Reusable Action Supply space.
- Place your Alien Scientist and 4 Alien Troopers on the Alien board.
- Take 3 Crystals.
- Place an Alien Shelter on the main board in the middle rightmost hex of the main board.

ALIEN TURN STRUCTURE

On your turn, you must choose one and only one of the following three options:

- Unlock an Action space (spend 2 Crystals to unlock an Extra Action space and an Action token)
- Perform actions (use at least 1 Action token and optionally your Alien Scientist)
- Reset your board (you must have 2 or less open Action spaces, or no Action tokens remaining)

ALIEN BOARD ACTIONS

CONSTRUCT A BUILDING
Build an Alien Shelter or Mine.

OBTAIN BLUEPRINT
Move the Blueprint from the left side of your board to the right and gain reward on card.
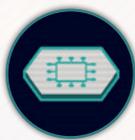
LEARN NEW TECHNOLOGY
Take an Alien Tech tile and place it in your Laboratory. There is no resource cost.

R & D
Only advance the tech tile once.

UPGRADE BUILDING
Use a previously obtained Blueprint to upgrade an Alien Mine or Shelter. There is no resource cost.

ACTIVATE BUILDING
Flip the Blueprint card to show it cannot be used until your next reset.

STEAL 2 CRYSTALS
Crystals must be from the main board, not the supply.

DEPLOY ADJACENT
Place 1 + Deployment level Alien Troopers on empty hexes adjacent to your Buildings.

DEPLOY INSIDE
Place 1 + Deployment level Alien Troopers on any of your Buildings' empty hexes.

MOVE TROOPERS
Move Alien Troopers 1 + Mobilization level times. Can be split between different Troopers.
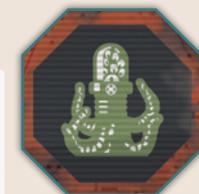
ALIEN SCIENTIST
In addition to using action tokens, the Alien Commander can also move the Alien Scientist to an Alien Blueprint card to activate the Building.

HUMAN SCORING CHANGES

- **When any human player learns a new technology,** immediately gain 1 OP.
- **When any human Tech tile is moved to the right**, immediately gain 1 OP. If it was moved into the final column, score an additional 3 OP as well.
- **When any human Shelter is built,** immediately gain 3 OP.
- **When taking a non-defensive Blueprint card,** immediately lose its OP value.
- **When any human Building is upgraded with a non-defensive Blueprint card,** immediately gain double its OP value.
- **When any human Building is upgraded with a Defensive Blueprint card,** immediately gain 3 OP.
- **When any human Building is upgraded,** if any human player also has the matching scientist for a given Blueprint, immediately gain another 3 OP.
- **When a scientist is hired,** immediately gain 3 OP for each matching Advanced Building already built on the main board.
- **When a human player welcomes a ship,** immediately gain 3 OP. If a human ship is removed from a hangar, immediately lose 3 OP.
- **When a human player takes an Earth Contract card,** immediately lose its negative OP value. When you complete a Contract card, immediately gain the OP back and add the positive OP value.

HUMAN-ALIEN INTERACTIONS

- **If a human player chooses to perform any Executive action**, the Alien Commander gains an Expendable Action token.
- **Any time a human player uses another teammate's Tech tile**, the Alien Commander may immediately advance any of their Alien Tech tiles.
- Alien troopers that are removed from the main board always go back to the Alien Commander's board, and are ready to redeploy on the next Alien turn.
- Active (upright) Alien Troopers stop the hex from being built on or upgraded.
- Sentry Bots, the Defense Exosuit, Bots, and Rovers may all pass through, but not end their turn on, Alien Troopers.

CHAPTER 2: OUTBREAK

CHAPTER GOAL

In a limited number of rounds, collectively achieve the goals on both Mission cards, and keep the outbreak from infecting 12/14 Colonists.

The group loses if any of the following are true:

- 12/14 Colonists are infected at the end of any player's turn.
- The Time Tracker token decreases from 1 (needs to move to 0) on the Time Track overlay.

The group wins immediately if all of the following are true:

- You have collectively achieved both goals on the Mission cards.
- Fewer than 12/14 Colonists are infected.

INFECTION RULES

After the first round, start each player's turn by revealing a card from the Infection deck, and infecting a Colonist at the revealed location. If it is a No Infection card, keep it beside the Infection deck face up. When both No Infection cards are revealed, reshuffle all the Infection cards back into the deck.

After the Infection card is resolved, the active player may immediately rearrange Colonists in their Living Quarters to try to isolate infected Colonists.

At any time during your turn, and as often as you like, you can spend 1 Medicine Resource token to stand any 1 Infected Colonist back up.

Infected Colonists still count towards the cost of a 🔴 action.

At the end of each player's turn, any Colonists sharing an area with an Infected Colonist also become infected.

At the start of each Shuttle phase, decrease the Time Tracker token by 1.

CHAPTER 4: MONOLITH

CHAPTER SETUP

This a solo chapter, but do not use the On Mars base game Solo rules, instead set up according to a standard 2-player game. When setting up the Mission cards, use half the 2-player goal number, rounded up (for example Mission card 3 tracks Discovery tiles taken from the map, the 2-player goal number is 5, so use 3 in this chapter).

Shuffle the Sabotage deck and lay out the first 2 cards from the deck next to it forming a "Sabotage row." If the first two cards have matching letters, place a single Sabotage cube on the leftmost card's first open space.

Take 1 card from each of the 5 Goal decks, randomly picking a card from 2 of the decks, and then choosing which card in the remaining 3 decks. Place all 5 Goals face up in front of you.

CHAPTER GOAL

To win you must complete 4 of the 5 Goal cards selected during setup, before 15 rounds are over.

SABOTAGE

Each round, between the Colonization phase and the Shuttle phase, complete the Sabotage phase. During a Sabotage phase you must increase the Time Tracker token by 1 space, and if that new space has an alien on it, resolve each Sabotage card with 2 cubes on it (from left to right, discarding the cards as they are resolved).

Then, whether or not there is an Alien icon, add a new card to Sabotage row. If any cards in the row match the letter of the newest card, add 1 sabotage cube to the leftmost empty space on a card in Sabotage row with that letter.

CHAPTER 3: BLACKOUT

CHAPTER SETUP

Use the LSS Reward tiles provided in this expansion, NOT the base game, and remove Private Goal cards 13, 15, and Mission card 4. Place the Time Track overlay on top of the Progress cube area of the board, and place the Time Tracker based on the player count: space 6/7/8 for 2/3/4 players respectively.

CHAPTER GOAL

The group **wins** if they complete enough Mission cards and/or Private Goal cards to reduce the Time Tracker token to 0.

The group **loses** if there are 5 Buildings in blackout at the same time, a Colonist is needed to add to a Blackout tile and there aren't any available, or the base On Mars game end is triggered before the group completes their goals.

VANDALISM DECK

Reveal a Vandalism card at the end of each player's turn. If it's an Alien card, reshuffle the deck, otherwise, target the depicted Building type for vandalism.

The Aliens will target hexes that are already vandalized over a normal Building. If all Buildings of that type are unable to be targeted, the Aliens target a Shelter instead.

Chapter 3 Building States

Normal	Vandalized

Vandalism Card

Complete a Mission or Goal

Upgrade Building

Vandalism Card

Complete a Mission or Goal

Upgrade Building

Advanced (cannot be Vandalized)	Blackout (cannot produce)