
RULEBOOK – Sole Survivor – Prototype_Vers-04

Objective

Avoid the Xenos hunting you, and collect 3 Transporter Modules: this will immediately end a scenario and move you to the next one. Survive 3 scenarios, then escape the final Boss.

Components

- 3 scenarios
 - 16 Resource cards
 - 1 Xeno movement table
 - 1 Xeno sheet
 - 2 D6 dice
 - 4 Xeno tokens
 - 1 Survivor token
 - 3 Module tokens
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Setup

Select 3 scenarios to play in order. Place the first one.

Place the Xeno tokens in the starting positions marked on the scenario.

Place the Survivor token in the center, on the starting symbol.

Place one D6 die on the Hit Point slot, with 6 face up (6 starting HP).

Place the 3 Module tokens on the spaces marked with a square and a cross.

Place the Xeno movement table next to the scenario, and on top of it, centered, place the Xeno sheet.

Shuffle the resource cards, place the deck face down near the scenario and draw 3 cards.

Survivor Turn

Action Die Roll

Roll 1 D6:

- On a result of 2–6, you gain Action Points equal to the result.
- You may spend them as you wish on:
 - Movement (1 space per AP)
 - Playing a resource card (if it requires AP)

You are not required to spend all Action Points, but Action Points expire by the end of the turn.

- If you roll a **1**, you make noise → your turn immediately ends and passes to the Xeno.
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Survivor Actions

1. Move

Spend AP to move your token orthogonally for as many spaces.

You may never move through a Xeno token unless a resource card allows it.

2. Play a resource card

- If the card has no AP cost, you may play it at any time (e.g. right before a Xeno would deal damage to you).
- If it requires Action Points, you must spend them to play it, so you can only play it during your turn, before or after your movement.

Core Rule: If a resource card contradicts the rulebook, the card always takes precedence.

Xeno Turn

Move the Xeno sheet (placed on top of the Xeno movement table) based on the space where the player ends their turn:

- Grey space: move one column to the left
- White space: move one column to the right



The sheet can only move within the borders of the movement table. E.g, if it's already all the way to the left, with no column visible on the left side, and the Survivor ends the turn on a grey space (which would normally mean another step to the left), the sheet will simply stay in place.

Note that once the game starts, the Xeno sheet can't be lifted from the movement table, so it will always hide 4 columns.

Determine the Aggression level of the Xenos:

- You picked up no Modules yet=0 Aggression
- You picked up 1 Module=1 Aggression
- You picked up 2 Modules=2 Aggression

Xeno Movement on the Board

The 4 Xenos move in turn, starting from the top left (the red one), in a clockwise order.

For each Xeno, check the number next to its current Aggression level in the first visible column of the Xeno movement table. This is the distance in spaces that can be covered by that particular Xeno.



If a die icon is shown, roll a die:

- Results 1–4 = number of spaces the Xeno moves
- Results 5–6 = the Xeno does not move

The - symbol means that the Xeno does not move this turn. Xenos that don't move can still attack at the end of turn: the red Xeno (Runner) will do it if the Survivor is in their line of sight at the end of the turn; and the yellow Xeno (Reacher) will do it if the Survivor is in an adjacent space at the end of the turn.

If the Xeno sheet is placed at the extreme left or extreme right of the Xeno movement table, the two Xenos on that side will always move 3 spaces.

Each Xeno moves orthogonally and always takes the shortest path to the Survivor. In case of a tie, choose the path that is the nearest to a Transporter Module.

A Xeno cannot stop on a space occupied by a Module token or another Xeno. If that would happen, it stops in the previous space instead.

Xeno Attack

After movement:

- If no Xeno reaches the Survivor → new player turn.
- If one or more Xeno reach the space where the Survivor is:
 - The player suffers damage as indicated on the Xeno Card.
 - The attacking Xeno is reset to its starting position.

If the player survives all attacks, a new turn begins.

Some Module Cards or abilities allow you to push Xenos back to their starting position (e.g. Flamethrower, Taser), but they cannot be permanently eliminated.

Modules and Resource Cards

Each time you reach a Module Token:

- Remove it from the map and place it in the Transporter track
- Draw a Resource card

Your Survivor doesn't have to stop to pick up a Module; for example, if you have 5 APs, you can move 2 spaces, pick up the Module, then move 3 spaces. When you collect all three Module Tokens, immediately teleport to the next scenario.

There is no limit to the Resource cards you can have. If you have unused Resource cards at the end of a scenario, keep them for the next one.

Xeno Sheet – Enemy Types

Each Xeno sheet includes 4 enemy types. All Xenos reset to their starting position after attacking.

- **Runner (RED)** → Deals 1 damage; at the end of its turn, it immediately reaches and attacks the Survivor if they are in its line of sight, whatever the distance.
 - **Alpha (BLUE)** → Deals 2 damage.
 - **Reacher (YELLOW)** → Deals 1 damage; it can attack the Survivor from any space adjacent to them (including diagonals).
 - **Soldier (GREEN)** → Deals 1 damage.
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Scenario 3 – Final Boss

In scenario 3, the final Boss comes into play. Like other Xenos, it cannot be fought.

- It begins 4 spaces away from the Survivor's starting position (you choose the space).
- It always moves 3 spaces, and like other Xenos, it takes the shortest path to the player.
- It is immune to Taser and Flamethrower.

If the Boss reaches the player → immediate defeat.

End of the Game

Defeat

- You lose all Hit Points
or
- You are reached by the Boss

Victory

- You survive all 3 scenarios
and
- You escape the final Boss