

ADDITIONAL GAME MODES

EQUAL CHANCES

Is the base game too easy, too difficult, or do you just want to add some variety to your gameplay? Here are some minor tweaks to make the game more stable for different player counts. These rules can be applied to any campaign.

CHANGED RULES

1. Adjusted starting Invasion deck size

The Invasion starts with 22 Invasion starting cards (👁️) in its deck.

2. Deploy Invasion cards phase changes

This phase is split into 3 steps as follows:

I. Exploration step:

The Invasion sends (4 - number of players in the game) cards to exploration. For each card sent to exploration reveal the top card from the Invasion deck, execute its reward, and then place it on top of the Invasion Discard Pile.

Note: In 4 player game, no cards are sent to exploration.

II. Deployment step:

The Invasion deploys (X + number of protocols in the game) Invasion cards, where X depends on the player count.

III. Defense step:

The Invasion places X Defender cards on top of the Deployment stack formed in Step II. For each Defender card to be placed: take the top card from the Invasion Deck, place it on top of the deployment stack, and execute the card's reward.

Note: As these cards are placed during the Defense step, they do not trigger any "When deployed" effects. Once placed, however, they are considered to be "deployed cards" for all intents and purposes.

1 player game

- I. The Invasion sends 3 cards to exploration.
- II. The Invasion deploys (1 + number of protocols in the game)
- III. The Invasion places no Defender cards.

2 players game

- I. The Invasion sends 2 cards to exploration.
- II. The Invasion deploys (2 + number of protocols in the game)
- III. The Invasion places no Defender cards.

3. End of the scenario changes

When any scenario ends, shuffle all Invasion cards from the Invasion's Discard Pile and Garbage Dump into its Deck, then the Invasion destroys (4 - number of players in the game) top cards from its Deck.

3 players game

- I. The Invasion sends 1 card to exploration.
- II. The Invasion deploys (2 + number of protocols in the game)
- III. The Invasion places 1 Defender card.

4 players game

- I. The Invasion sends no cards to exploration.
- II. The Invasion deploys (2 + number of protocols in the game)
- III. The Invasion places 2 Defender cards.