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 send 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 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.

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.

SPEED TRAINING

Don't have much time and would you like to play a quick game in competitive mode? Then here are some minor game adjustments for you that will allow you to play competitive mode in parallel, so that all players play the individual game phases at the same time so there is no starting player in the game.

CHANGED RULES

1. Players do not execute Additional Setup

Since there is no starting player in this game mode, no player performs additional preparation (adding spare parts (⚙) as compensation for the player playing second).

2. All game phases are played by all players simultaneously

Players play each game phase simultaneously.

3. Execution of effects

All effects (in any phase of the game) are resolved immediately after they are executed (after playing a card, activating stored resource action, etc.), with the exception of effects that affect opponents, which are resolved in any order after all other effects have been resolved.

What are effects affecting the opponent?

These effects are various card abilities that target opponents, or any of their zones, cards in their hand, etc. These are mainly effects that discard cards from the opponent's deck, effects that put cards from the opponent's deck into the Garbage Dump, effects that destroy the opponent's stored resources, etc.

Sometimes it is necessary to note which effect affecting the opponent should be resolved. To do this, you can use colored screws that you place on your leader card when executing these effects (a yellow screw for putting a card into the Garbage Dump, a red screw for discarding a card, and a blue screw for destroying a stored resource), these screws then act as a reminder so that you don't forget to resolve these effects.

In rare situations, a defined Turn Order may be required. If play cannot be performed simultaneously (e.g., both players wish to train a card from Starting Card Supply Deck, or both players are pausing to react to their opponent's next deicision), order is determined as follows: Each player reveals a card at random from the Recruitment Deck. The player drawing the card with the higher Training Cost gets to choose who must complete the whole of the current Phase first. (If Training Costs are tied, both players redraw until a tie does not occur). Then destroy all revealed cards.