XENOSHYFT

ONSLAUGHT



RULES OF PLAY

FIVEHOUSES

COOL MINI OR NOT

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First Printing - December 2014
Second Printing - February 2015

GAME CONTENTS



83 "NORTEC TROOP" CARDS



108 "HIVE" CARDS



6 HIVE "BOSS" CARDS



78 XENOSATHEM CARDS



120 "ITEM" CARDS



24 UNIQUE "ITEM TRACKER" CARDS



6 UNIQUE DIVISION CARDS



20 DAMAGE TOKENS



20 ABILITY TOKENS



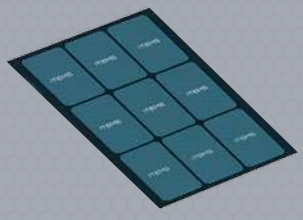
1 SPIN-DOWN HP TRACKER



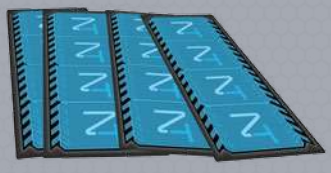
1 RULEBOOK



1 WAVE DASHBOARD



1 ITEM DASHBOARD



4 NORTEC LANE DASHBOARDS



4 HIVE LANE DASHBOARDS

Did You Know? The NorTec Corporation was founded in the year R21A6, and over its glorious 150 year expanse has grown to be one of the wealthiest and most influential corporations in the United Worlds.

Specializing in planetary mining operations, the NorTec Corporation boasts state-of-the-art technologies and the latest in planetary travel, with many of its planetary vessels capable of independently setting up and carrying out full-scale operations on any new planets discovered and claimed via the United Worlds Exploration Charter.

Along with these advanced technologies and sophisticated operations, the NorTec Corporation also hosts one of the premier private militaries in the United Worlds.

-UNITED WORLDS CORPORATION GUIDE

OVERVIEW

XenoShyft is a game for 1-4 players, with each player controlling one of the Divisions of the NorTec Military: The Science Labs, Med Bay, Armory, Weapon's Research, Barracks, and Command Center. Each of these divisions represents one part of the overall NorTec Base, and it is your job as commander of these Divisions to protect the base while its field operations are completed.

You and your teammates will have to work together to survive the continuous onslaught of powerful alien threats and horrors- the goal of the mission is not to wipe out these threats, it is merely to outlast them! Survive through nine rounds of combat with these horrors and the base will have succeeded in its mission, and you and your allies will have survived to fight another day!

WINNING THE GAME

XenoShyft is played over a series of nine rounds, in which you and your allies must protect the Base from harm by defending it against the non-stop attacks of the alien "Hive". Successfully defend the base for the entirety of the nine rounds and the mission will have been a success: NorTec will have completed its goals and you will have survived to fight another day. However, if you and your allies allow the Base to suffer too much damage before these nine rounds are over, the mission is a failure, and the base will have been overrun, dooming everyone and causing all players to lose!

"NorTec has raised you, has trained you, and has prepared you for any and all situations you may encounter while on the battlefield. This training is to protect not only you, but the countless other NorTec employees accompanying us on any new landing. You are responsible for the welfare of these souls, and you are expected to guard them with your life."

-NORTEC FIELD OPERATIONS MANUAL



CARD TYPES

There are 5 Card Types in Xenoshyft: Troop, Enemy, Item, Xenosathem, and Division. They are detailed as follows:

TROOP CARDS

Troop Cards represent the various soldiers you will deploy in order to defend the base against enemy attacks.

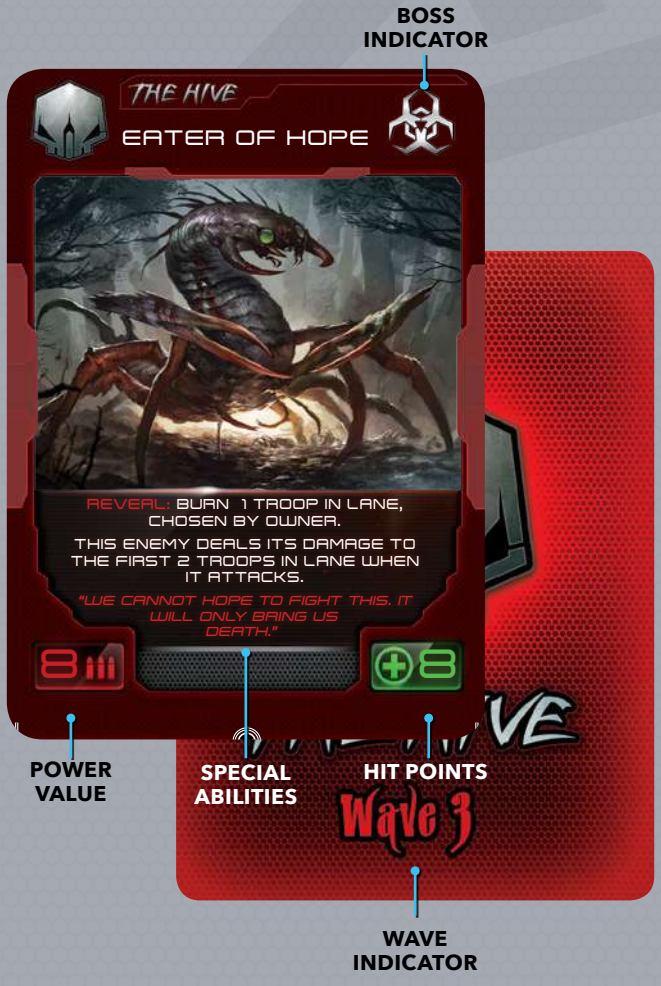
Xenosathem Cost: This number shows the amount of Xenosathem it takes to purchase this card from the Resource Pool.

Power Value: This number represents this Troop's offensive capabilities in combat.

Hit Points: This number represents the amount of damage this Troop can withstand before being killed.

Special Ability: Many Troops in XenoShyft have powerful Special Abilities they can use. These will be explained in their Special Ability box.





ENEMY CARDS

Enemy Cards represent the different aliens besieging the base. Each one has unique ways of hindering or damaging Troops and the Base.

Wave: All Enemy Cards show what Wave they belong to on the back of their card. The Wave an enemy belongs to is a general assessment of how dangerous it is.

Power Value: This number represents this enemy's offensive capabilities in combat.

Hit Points: This number represents the amount of damage this Enemy can withstand before being killed.

Special Ability: Many Enemies in XenoShyft have powerful Special Abilities they can use. These will be explained in their Special Ability box.

Boss Indicator: This symbol indicates the enemy is a Boss.

ITEM CARDS

Item Cards are divided into two types: Equipment Cards and Instant Cards. Equipment cards are added to Troops to give them permanent boosts in their abilities, while Instant Cards provide immediate, but temporary, buffs.

Xenosathem Cost: This number shows the amount of Xenosathem it takes to purchase this card from the Resource Pool.

Item Traits: Items will have different symbols here to denote what Item Types they are, what Divisions they belong to, and other important information.

The symbols included in ***Xenoshyft: Onslaught*** are:

- **Armor**
- **Weapon**
- **Technology**
- **Medical**
- **Instant**
- **Equipment**

Boosts: Equipment Cards may increase the Power Value or Hit Points of the Troops they are equipped to. If an Equipment Card lists a Power Value or Hit Points, they are added to the equipped Troop's Power Value or Hit Points.







ITEM TRACKER CARDS

Item Tracker cards are used to randomly determine which Items will be used in each game of Xenoshyft, as well as to mark when each Item Stack has been depleted.

TOKENS



Damage Token: These red tokens are used for keeping track of damage on a Troop or Enemy. Each time a Troop or Enemy takes damage, 1 Damage Token should be placed on that card for every damage it suffered.



Ability Token: These blue tokens are used to help players keep track of if an ability has been used this round. When a "once per round" ability is used, a player should place a blue Ability Token over the card to show that power cannot be used until the start of the next round.

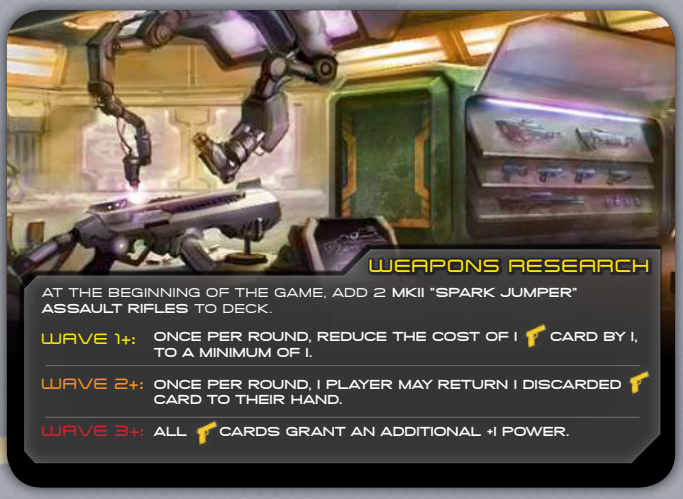
XENOSATHEM CARDS

Xenosathem Cards are the fuel that keeps the Base running. They are used to purchase the myriad of Troops and Item cards you will use to defend yourself and the base.

Xenosathem **Value:** Each Xenosathem Card will list a Xenosathem Value, which is used when purchasing Troop and Item Cards.







DIVISION CARDS

At the start of the game each player is given a Division Card, representing one of the departments of the NorTec Military. Each Division is granted powerful bonuses throughout the course of the game. These are shown on the matching Division Card. Note that a Divison's abilities are cumulative, meaning that during Wave 3 a Division will have 3 unique abilities it can use.

GAME SETUP

THE PLAY AREA

Before the game begins, the players will need to set up the Play Area. The Play Area is composed of the Wave Dashboard, the Item Dashboard, and the NorTec and Hive Lane Dashboards.

Place the Item Dashboard and the Wave Dashboard within reach of all players. Each player places 1 Hive Lane Dashboard and 1 NorTec Lane Dashboard in front of them, side-by-side, with Hive on the left and NorTec on the right. This area is their player Lane.



"It is up to you to protect the Base while NorTec completes its operations on the planet. Many untamed and dangerous elements await us on the fringe worlds we explore, and the protection of the Base's primary facilities are key to our survival. Should the Base be overrun, not only will our mission have failed, but the lives of countless engineers, workers, and soldiers will have been sacrificed for nothing."

-NORTEC FIELD OPERATIONS MANUAL

SET TROOPS AND RESOURCE CARDS

Place the following stacks of cards face-up in their respective slots of the Wave Dashboard: All "Xenosathem" cards and all "Troop" cards.

SET THE BASE HP TRACKER

The Base has a total of 15 Hit Points for each player. Set the Spin-Down HP Tracker to the correct amount at the start of the game (Example: In a 1 player game, the Base would have a total of 15 HP. In a 2 player game, the base would have a total of 30 HP, and so on).

CREATE INVENTORY DECKS

Give each player their own 10 card starting Inventory Deck made up of the following cards:

- 4x "Militia" Cards
- 6x "1 Xenosathem" Cards

Once this is done, each player will also randomly receive 1 of the available Division Cards. This card will give the player up to 2 additional cards to add to their Inventory Deck. Each player should have 1 complete Lane in front of them, composed of 1 Hive Lane Dashboard and 1 NorTec Lane Dashboard. Each player should place their Division Card above their Lane, and their Inventory Deck next to their Lane for easy access. Leave a space next to the deck for a Discard Pile. Each time an effect or rule causes a player to discard a card, it is placed in their Inventory Deck's discard pile.

GENERATE RANDOM ITEM STACKS

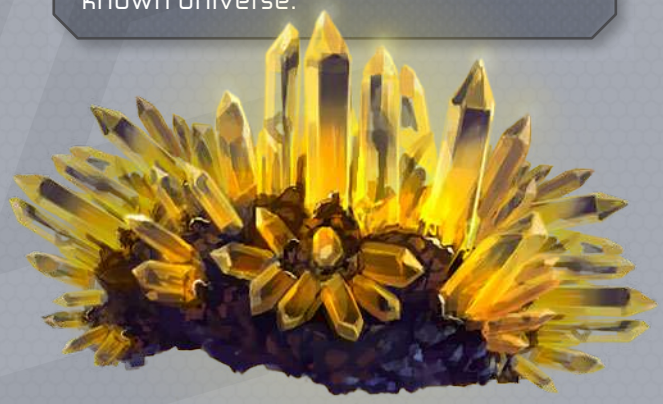
Take the 24 "Item Tracker" cards. If any Division Card lists a specific Item Card to be added to a player's Inventory Deck, take that Item's matching Item Tracker Card and place it on one of the empty Item Card spaces of the Item Dashboard.

Once this is done, shuffle all remaining Item Tracker Cards together to form the "Item Tracker Deck", and then randomly deal out enough cards to fill the remaining Item Card locations on the Item Dashboard.

Once this is completed, you should take the Item Cards matching the dealt Item Tracker Cards and place them on top of the corresponding piles. You should now have nine unique item stacks that represent the various upgrades and equipment available to the Base at the start of this game.



Did You Know?: Xenosathem Crystal is the primary energy source of many technologies in the United Worlds. Dangerous in raw form, Xenosathem has been shown to adversely affect any ecosystem it is naturally found in, often infecting and mutating local flora and fauna, which then develop a severe addiction to the substance, making harvesting and processing of the mineral highly dangerous. Despite this fact, Xenosathem's raw power and efficiency at fuel production make it one of the most valuable substances in the known universe.



CREATE ENCOUNTER DECKS

The last thing to set up is the 3 "Encounter Decks", which are composed of the enemy cards marked Wave 1, Wave 2, and Wave 3. Once all the cards have been separated into their respective decks, it is now time to add a number of Boss enemies to each deck.

Each Wave has 2 designated Boss Enemies, identified with the ☣ symbol on their card.

If playing with 1-2 players, randomly select 1 Boss Enemy per Wave and shuffle it into its respective Encounter Deck. For 3-4 players, add both cards to each deck. After this is completed, set the Wave 2 and 3 decks aside for now and take the Wave 1 Encounter Deck.

Once these steps are complete, you are ready to begin play.

THE GAME ROUND

1. Draw Phase
2. Acquire Resources Phase
3. Deployment Phase
4. Combat Phase
5. Wrap-Up Phase

1. DRAW PHASE

• During this phase, if any player has less than six cards in their hand, they should draw from their Inventory Deck until they have a hand of six cards. If their deck does not contain enough cards to refill their hand, the player should draw as many as they can, then shuffle their Discard Pile to form a new deck, drawing any remaining cards after this until their hand contains six cards.

2. ACQUIRE RESOURCES PHASE

• At the start of this phase each player will receive one Xenosathem Card, depending on which Wave they are facing. For Wave 1, each player receives a "1 Xenosathem" card, for Wave 2, a "3 Xenosathem" card, and for Wave 3 a "6 Xenosathem" card. Once this is completed, each player may then use the available Xenosathem Cards in their hand to purchase Items and Troops. Players do this simultaneously, so be sure to discuss your purchases with your teammates to make the best use of your resources!

Buying Resources

Xenosathem is used to purchase the various Item and Troop cards available to the players. In order to purchase cards, a player must simply discard Xenosathem Cards from their hand to their own Inventory Deck's Discard Pile equal to or exceeding the Xenosathem Cost of the Troop or Item card(s) they wish to purchase.

Example: Spencer has one "3 Xenosathem" card and two "1 Xenosathem" cards in his hand. During the Acquire Resources Phase, he may discard those cards, placing them in his Discard Pile, to buy up to 5 Xenosathem Cost worth of Troops or Items.



A player may buy as many cards as they wish, as long as they have enough Xenosathem to pay for them all. When purchased, cards are immediately added to a player's hand. If, at the end of the Acquire Resources Phase, a player has not used the full value of their discarded Xenosathem to purchase Items or Troops, any remaining is lost.

Example: Spencer has 5 Xenosathem to spend this round. He decides to buy 1 "NorTec Ranger" card, which costs 2 Xenosathem, and 1 "Med Pack" card, which also costs 2 Xenosathem. There is nothing available for him to buy for his 1 remaining Xenosathem, so it is lost at the end of the Acquire Resources Phase.

NOTE: Some Troop Cards can only be purchased once Waves 2 or 3 have been reached. Read each card carefully to see if it has any specific limitations on being purchased!

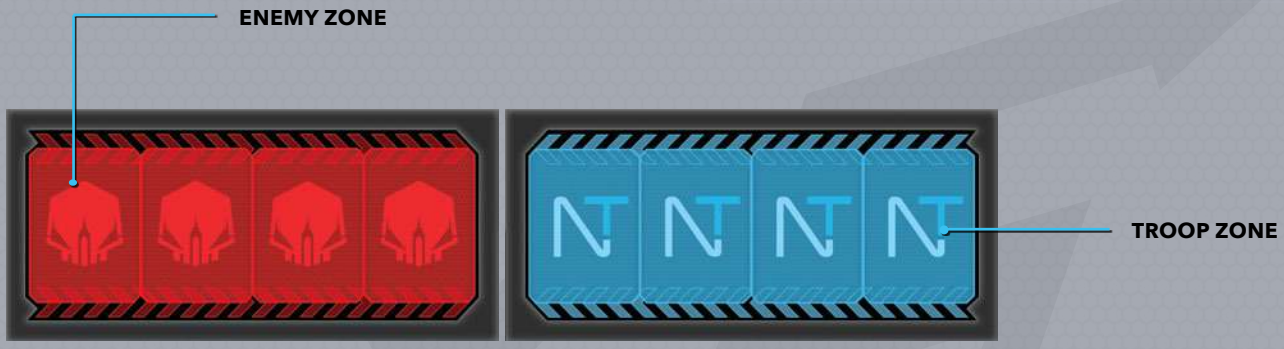
• Once all players have purchased any Item and Troop cards they wanted, the Acquire Resources Phase ends and the Deployment Phase begins.

3. DEPLOYMENT PHASE

ENEMY ZONES (red areas): These are the areas where Enemy cards are deployed.

TROOP ZONES (blue areas): These are the areas where Troop cards may be deployed.

Did You Know?: In addition to being a powerful fuel source, Xenosathem is also a primary component in the creation and manufacturing of many armaments of the NorTec Military. Due to the scarce availability of the resource during travel, much of the creation and development of new weapons and technologies must occur once NorTec has landed on a planet, where steady supplies of Xenosathem allow mass production to begin.



• Once each player has purchased their Troop and Item Cards, it is now time to deploy their troops to the front lines.

• Players complete this phase simultaneously, so be sure to communicate with your teammates to make sure each Lane is properly defended!

• To deploy a Troop Card a player selects the card from his or her hand and places it in an unoccupied Troop Zone in any lane, noting that a lane can never contain more than four Troop Cards (unless a special ability allows it).

• Note that you can deploy a Troop in a lane that is not your own. If you do so, the owner of that lane becomes the owner of that Troop (it goes to their discard pile if killed).

• A player may also at this time equip Troops with the various Equipment Cards they have purchased. To do so simply place the Equipment Card under the Troop you wish to equip it to. It is now equipped to that Troop. A Troop can only have one Weapon Card and one Armor Card equipped at any time.

• Just like with deploying Troops, you may also Equip Troops that you do not own. If you do so, the owner of that lane becomes the owner of that Equipment card (it goes to their discard pile if the equipped Troop is killed).

• Once all Troops and Equipment cards have been deployed, each player has one last chance to arrange their Lane as they wish- changing the order of Troops (only within their own lane), moving Equipment cards around, etc.

• Once all players are satisfied with their setup, draw cards from the current Encounter Deck and place 1 card face-down in each open Enemy Zone on a player's Lane. Note that, unlike the Troop Zone, numerous card effects may cause more than four Enemy Cards to be placed in the Enemy Lane. If there are not enough Enemy Zones to place these cards, place them next to lane, as if there were additional zones.

• After these steps are completed, the Deployment Phase ends and the Combat Phase begins.

4. COMBAT PHASE

• Unlike the Acquire Resources and Deployment Phases of XenoShyft, Combat Phases are done one at a time for each player.

• During Round 1, select 1 player (as decided by the players) to complete their Combat Phase first.

• Once that player has completed their Combat Phase, the player to their left will begin their Combat Phase, continuing in this order until all Combat Phases have been completed.

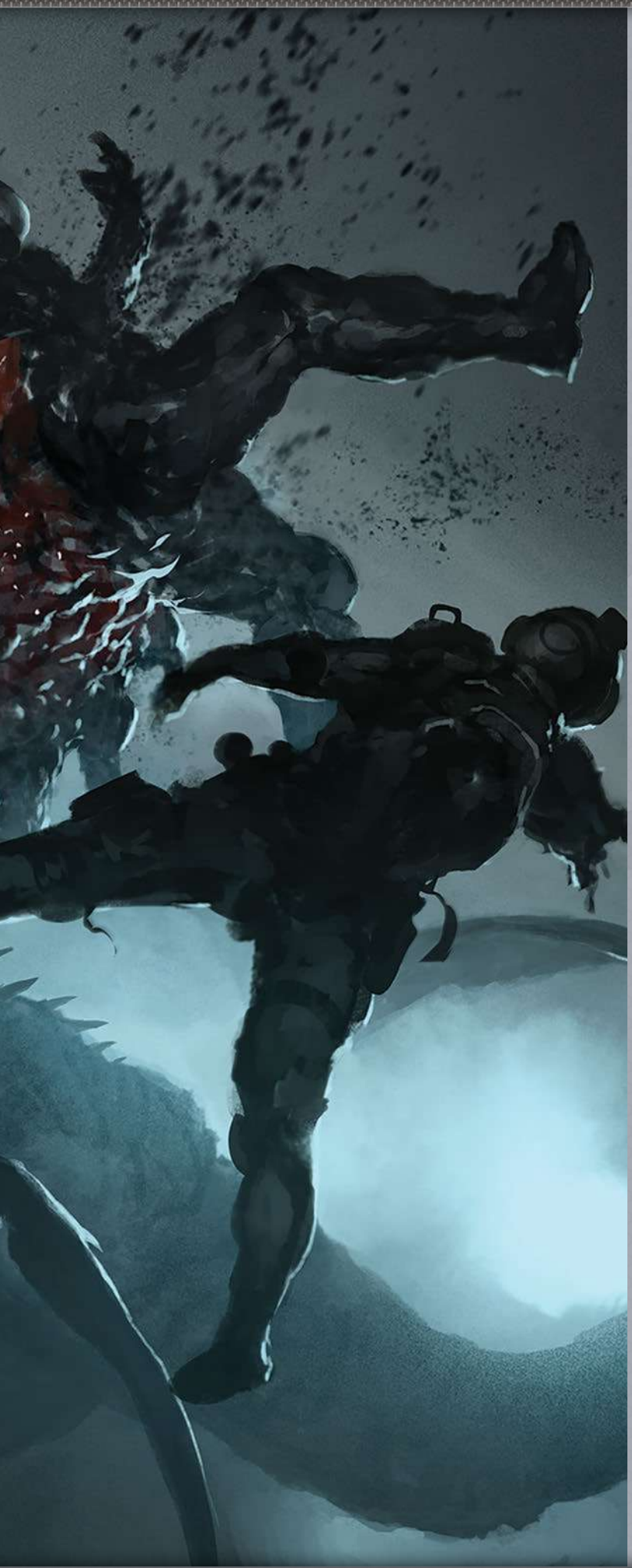
• Each round, the first player to complete their Combat Phase will be the player to the left of whomever started last round.

• The Combat Phase is made up of its own steps. They are detailed further on.

• Once all players have completed their Combat Phases, and assuming the base still has at least 1 Hit Point remaining, the Combat Phase ends and the Wrap-Up Phase begins.







5. WRAP-UP PHASE

• During the Wrap-Up Phase each player may discard as many cards from their hand as they wish to their own Inventory Deck's Discard Pile, and re-arrange any surviving Troop Cards and Equipment Cards in their lane.

Replenish Item Stacks

• At the end of the Wrap-Up Phase, if any of the available Item Stacks are empty, then the players should randomly draw a card from the Item Tracker Deck, replacing the old (now empty) Item Stack with the newly drawn one.

Check for Advancement

• As the fight wages on, enemies become more fierce and desperate, but the available resources of NorTec also advance.

• Advance the Wave Tracker on the play area (next to the Xenosathem Cards) by 1. A blue Ability Token can be used to keep track of this advancement.

• After three rounds have been completed, the game shifts from Wave 1 to Wave 2. Remove the Wave 1 Encounter Deck and replace it with the Wave 2 Encounter Deck.

• Also note that at this point certain Troops and Xenosathem Cards that were previously unavailable may now be purchased. Additional powers for each Division Card are also unlocked.

• Once three rounds have been completed with Wave 2, the game shifts from Wave 2 to Wave 3, repeating the above steps.



COMBAT

Combat is broken up into the following steps:

1. Reveal Enemy
2. Reaction
3. Fight
4. Advancement
5. Aftermath

1. REVEAL ENEMY

• During the Reveal step, a player will flip the first enemy card in their lane (right to left) face-up.

• If the Enemy Card has a REVEAL effect, it will happen at this time.

2. REACTION

• At this time all players have a chance to react to the revealed Enemy. This includes using Special Abilities on their cards or playing Instant cards from their hand.

• Once all players have had a chance to react to the revealed enemy, and all cards played have resolved, the Fight step begins.

3. FIGHT

• During the Fight step, the Troop Card in the first Troop Zone of your lane (left to right) and the Enemy Card in the first Enemy Zone of your lane (right to left) will deal each other damage equal to their Power. If there is no Troop Card in the first Troop Zone, or no Enemy in the first Enemy Zone, immediately proceed to the Advancement step.

• Place a number of Damage Tokens on each card equal to the total damage dealt to it. Troops and Enemies deal each other damage simultaneously.

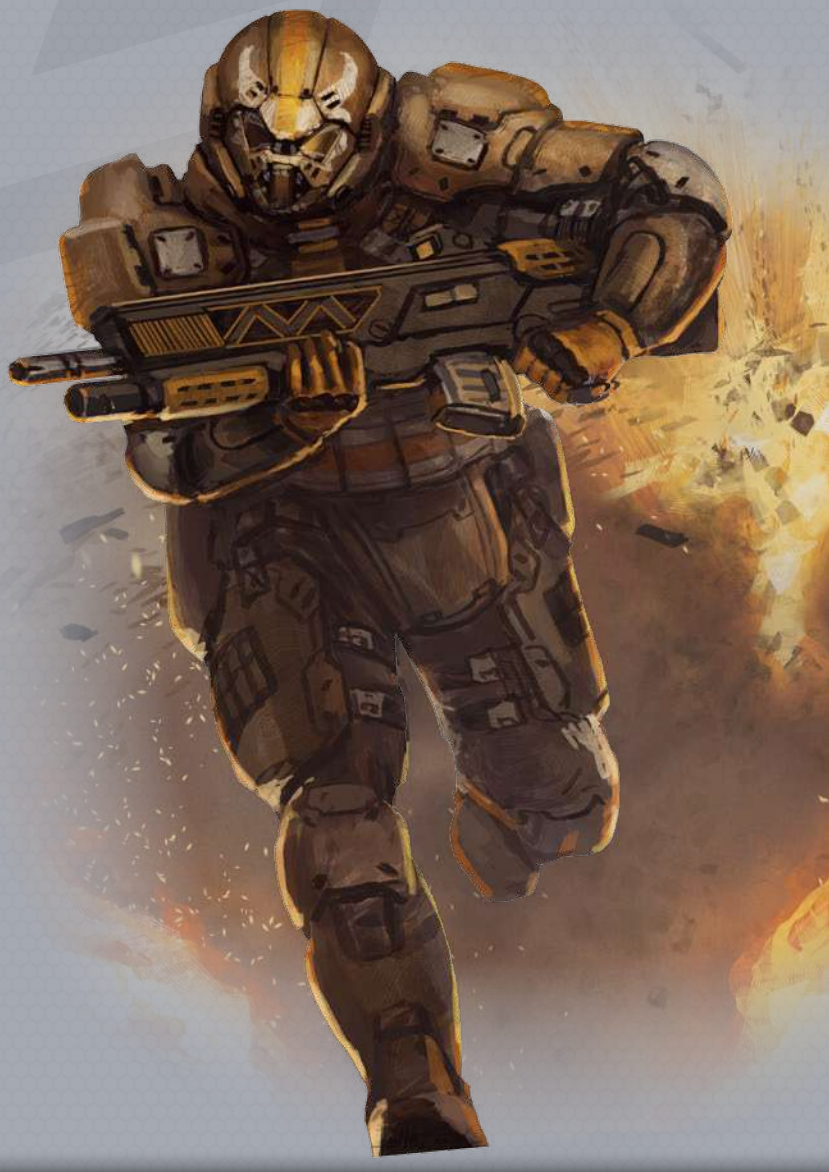
•If the total damage dealt to a card is equal to or greater than its Hit Points, it is killed. It, and any equipped cards, are placed in their appropriate discard pile (the owner's Discard Pile for Troops and Items, the Encounter Deck Discard Pile for Enemies).

• If after this is done neither the Troop or the Enemy is killed, repeat the above steps until one or both have been killed, then proceed to the Advancement step.

4. ADVANCEMENT

• During the Advancement step, if either the first Troop Zone or the first Enemy Zone on the Lane Board are empty, then all cards in those lanes will shift forward until there is both a card in the first Troop Zone and the first Enemy Zone.

• Once there is a card in both the first Troop Zone and the first Enemy Zone, Combat happens again, beginning with the Reveal step. This will continue until either no Troop Cards remain or no Enemy Cards remain. Once either of these happens, proceed to the Aftermath step.



5. AFTERMATH

• If there are no more Enemy Cards in lane (regardless of remaining Troop Cards), then congratulations, your lane has survived the round!

• If there are no more Troop Cards in lane but Enemy Cards still remain on your Lane Board, then you have been **OVERRUN!**

It would appear that "The Hive" may have at one point been low-level insectoids or other various scavenger species before their exposure to Xenosathem. Once this occurred their ferocity increased, along with their size and hunger for the substance. Before long we estimate the raw number of these creatures, along with their diverse interspecies mutations, quickly shot them to the role of apex predator on the planet, until nothing remained. Though initial reports are still inconclusive, the survey crew has indeed found some shocking pieces of evidence that point toward advanced life existing here before the rise of The Hive.

– INITIAL REVIEW OF PLANET DESIGNATION R72A12.

OVERRUN!

• If all Troop Cards in a lane have been killed, but Enemy Cards still remain, the lane has been Overrun.

• Reveal the first Enemy Card in lane and complete (if able) any REVEAL effects it has.

• Each player will then have one last opportunity to react to the Enemy (using Instants or card effects to deploy additional Troops, kill it, etc).

• If, after each player has had a chance to react, the enemy is still alive, the base will suffer damage equal to the enemy's power, and then the enemy will be discarded.

• This will be repeated for each remaining Enemy Card in lane, continuing until all enemies have been discarded or the Base has reached 0 Hit Points.



COMBAT PHASE EXAMPLE

1. It is David's Combat Phase. His lane contains two "**Militia**" Troop Cards and one "**Ranger**" Troop Card.

2. He reveals the first Enemy Card in his lane to be a "**Prowler**" Hive Card, which has a Reveal Effect that deals 3 damage to the first Troop in lane when the card is revealed! This unfortunately is enough to kill the lowly Militia.



3. Because there is now no Troop Card in the first Troop Zone David moves to the Advancement step, moving his second **Militia** into the first zone and his **Ranger** to the second zone.



4. Since the Enemy Card in the first Enemy zone has already been revealed, it immediately moves to the Reaction step. David chooses to play a "Hi-Ex Grenade" Instant Card from his hand, dealing the Prowler 3 damage. This is enough to kill the Prowler and stop its threat!



5. The next enemy will now advance and be revealed.

6. The enemy is revealed to be a Panic Spider, which unfortunately will deal 2 damage to Militia, killing it. The Ranger will advance up and attempt to fight off the threat!.



7. All players get a Reaction at this time, but unfortunately no one can help poor David!

8. Damage is dealt, with the **Ranger** dealing his Damage Value of "2" to the **Panic Spider** (a 5 Hit Points monster!) and the **Panic Spider** dealing the **Ranger** "3", enough to kill the **Ranger**.



9. David now has no Troops left in his lane, while there are Enemies still in his Enemy Zones. He has been Overrun!

10. All the remaining Enemy Cards are flipped face up, revealing another Prowler (4 Damage) and a Quill Beast (2 Damage). Combined with the already revealed Panic Spider (3 Damage) the Base is going to suffer a total of 9 Damage! Hopefully David's teammates fare better in their Combat Phase!



GENERAL GAMEPLAY RULES

BURNING CARDS AND DISCARDING CARDS

- When a card states to "discard" it, place in the owning player's discard pile.
- When a card states that it is "burned", it is returned to the associated Resource Stack. If no such stack exists (such as the case for NorTec "Militia" cards,) then the card is instead returned to the game box.

DAMAGING A FACE-DOWN ENEMY

- Sometimes a card or effect will allow you to damage an enemy that is not face-up. When this happens, immediately turn the enemy card face-up and resolve any Reveal effects they may have. If multiple enemies are damaged by a card effect, they are all turned face-up and their effects will resolve simultaneously.

RESOLVING SIMULTANEOUS EFFECTS

- If multiple effects from Enemy Cards would trigger and/or resolve at the same time, the players may decide the order in which these effects resolve.
- If multiple effects from Troop and/or Item Cards would trigger and/or resolve at the same time, the players may decide the order in which these effects resolve.

"The Hive", as the survey crews have dubbed them, are only the latest in enemies that the NorTec Military has faced. Each planet that has been saturated with Xenosathem brings its own host of hostile, indigenous xenomorphs for us to deal with, and this one is no different.

Remember when issuing the deployment orders that our loyal soldiers are like any other resource we gather- there is an acceptable loss/gain ratio that must be cross-referenced with the bottom line.

-INITIAL REVIEW OF PLANET DESIGNATION R72A12





XENOSHYFT ONSLAUGHT

SETUP

- ASSIGN DIVISIONS
- CREATE INVENTORY DECKS
- GENERATE RANDOM ITEM STACKS
- CREATE ENCOUNTER DECKS
- DRAW 6 CARDS

PRE-COMBAT

- DRAW UNTIL HAND CONTAINS 6 CARDS
- ACQUIRE 1 XENOSATHEM CARD
- BUY ITEMS AND TROOPS
- DEPLOY ITEMS AND TROOPS
- DEPLOY ENEMY CARDS

COMBAT PHASE

- FLIP THE FIRST ENEMY IN LANE FACE-UP
- RESOLVE ANY REVEAL EFFECTS THAT ENEMY HAS
- ALL PLAYERS GET ONE PRE-COMBAT REACTION
- COMBAT BEGINS AGAINST 1st ENEMY & 1st TROOP IN LANE
- COMBAT CONTINUES UNTIL ENEMY OR TROOP IS DEAD
- MOVE NEW TROOP AND/OR ENEMY TO 1st COMBAT ZONE
- REPEAT UNTIL NO ENEMIES OR NO TROOPS REMAIN

WRAP UP PHASE

- ADVANCE THE WAVE TRACKER
- CONTINUE TO THE NEXT ROUND'S PRE-COMBAT PHASE