# XENOSHYFT

## DREADMIRE



# RULES OF PLAY

Cool Mini or Not

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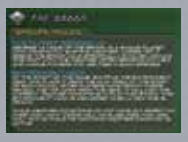
# GAME CONTENTS



88 "NORTEC TROOP" CARDS



156 "BROOD" CARDS



1 BROOD REFERENCE CARD



84 XENOSATHEM CARDS



100 "ITEM" CARDS



20 "ITEM TRACKER" CARDS



6 DIVISION CARDS



16 WEATHER CARDS



30 DAMAGE TOKENS



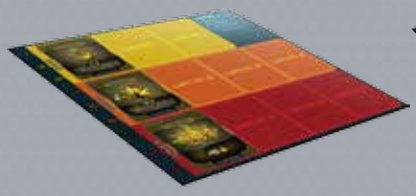
30 ABILITY TOKENS



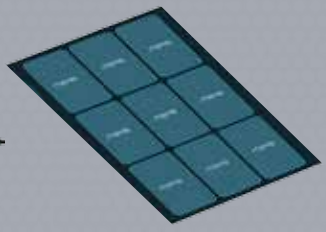
1 BASE HP DASHBOARD



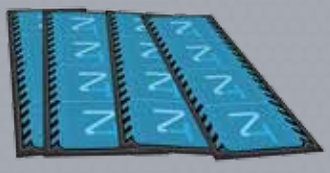

1 RULEBOOK



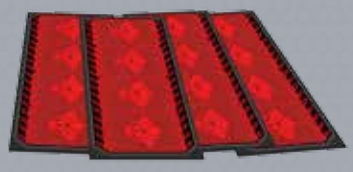
1 WAVE DASHBOARD



1 ITEM DASHBOARD



4 NORTEC LANE DASHBOARDS



4 BROOD LANE DASHBOARDS

# OVERVIEW

Welcome to the world of Xenoshyft, the Strategic Defense Deckbuilding Game. In Xenoshyft, you take control of the NorTec military, tasked with defending their mining outpost from horrific alien threats that seek to butcher its inhabitants. Survival is all that matters, and only you stand in the way of total annihilation.

In this cooperative game for 1-4 players, each player represents a Commander of a different division of the NorTec Corporation's private military. Each player has their own deck of cards, representing the various soldiers and resources at their division's control. At the start of each turn players will buy Troops, as well as various Items to aid those troops in their fight. Once this is done, players will deploy their new Troops and equip them with the various Items they have purchased. Now those troops will fight against the oncoming hordes of alien threats, hoping to fight them all off and protect the Base at all costs!

Whenever your deck runs out of cards, you will shuffle your discard pile to make a new deck, including all the new Troops and Items you have purchased, meaning your deck will become stronger over time. In addition to this, as the game advances, better Troops will become available! But be warned, these Troops are only unlocked due to the increased threats coming from the alien hordes as they become more ravenous and desperate!

In order to secure the greatest profit margins during each campaign, the Board of Directors has created the Resources Allocation Act. The R.A.A. mandates that our Security Divisions may only make use of advanced troops and munitions should the currently allocated troops and munitions be found ineffectual against current threats. Some have questioned the issue of increased loss of military lives as a result of the R.A.A., but to that we say the current profit margins speak for themselves.

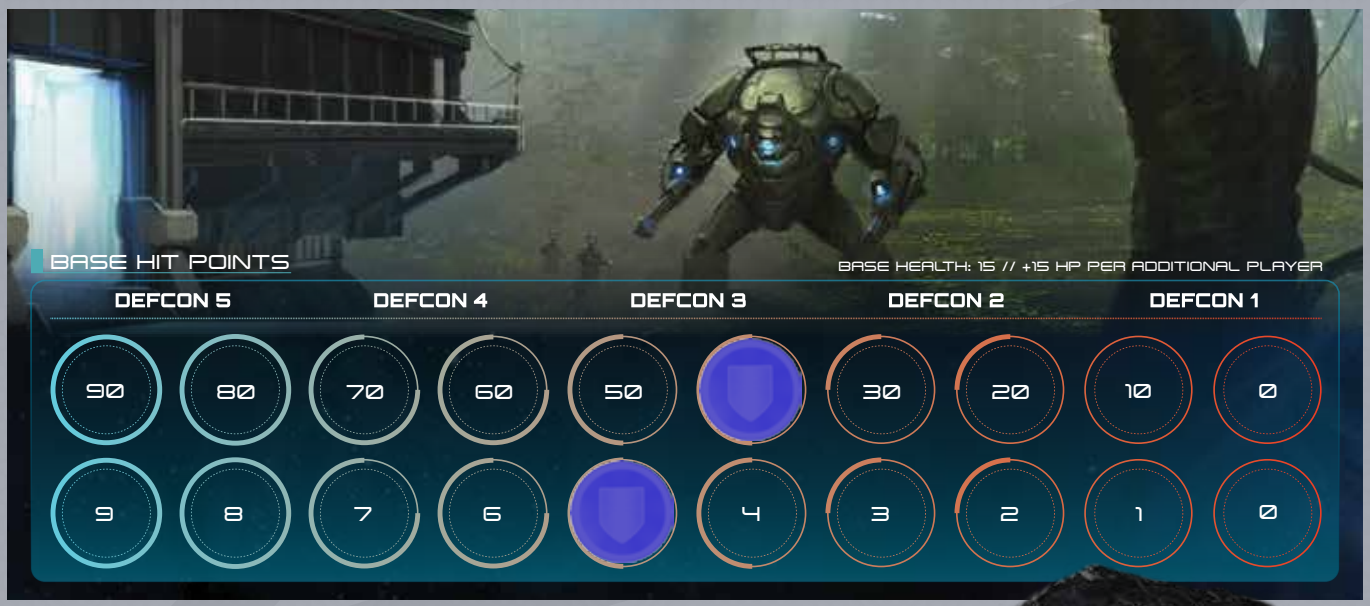


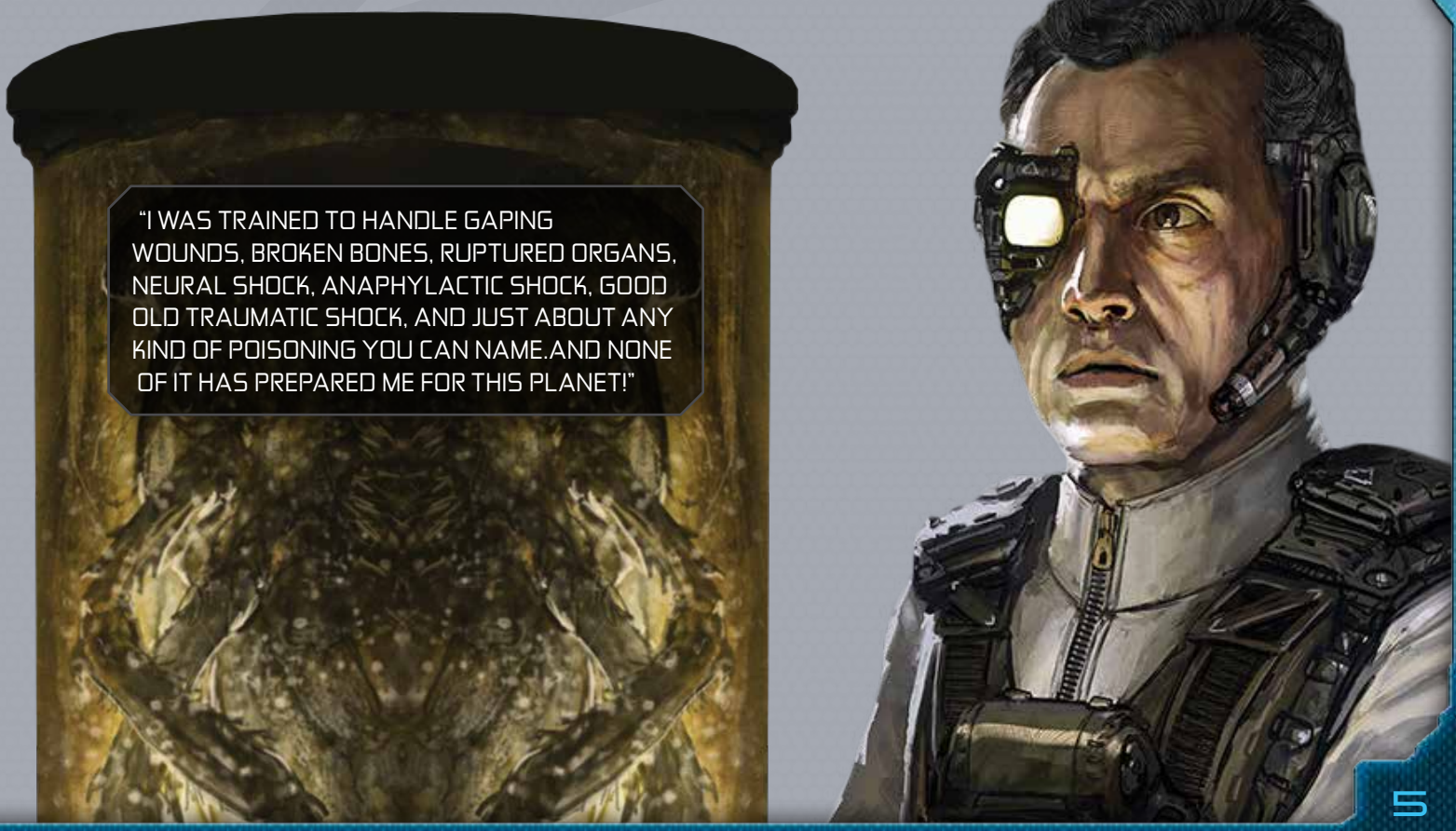
## HOW TO WIN

Players must work together to successfully defend the Base from increasingly dangerous hordes of alien threats. Should the players manage to hold off their enemies for 3 Waves of attack, then NorTec will have successfully completed its mining operations on the planet, signaling the All Clear order and allowing ground forces to evacuate.

## HOW PLAYERS LOSE THE GAME

The Base can only suffer so much damage before its defenses collapse entirely. The amount of damage the base can suffer is represented by its Hit Points, which is determined by the number of players. If the Base's HP reaches 0 at any point before the 3 Waves have been completed, the players lose the game!



# SET-UP

## PLAYER DECKS

Give each player their own 10-card deck, comprised of the following cards:

- **6 "1 Xenosathem" Cards**
- **4 "Militia" Cards**
- Next, give each player 1 **NorTec Lane Board** and 1 **Enemy Lane Board**.

## ASSIGN DIVISION

Each player will then be randomly given 1 Division Card. Each Division card lists additional rules that take place during Set-Up. Usually this will be generating a specific **Item Stack** and/or adding 2 additional cards to that player's deck, so that all players begin the game with a 12 card deck.



## GENERATE RESOURCE STACKS

- First, take the 20 **Item Tracker** cards and shuffle them together, forming the Item Tracker deck.
- Now, check to see if any Division lists special rules for generating Item Stacks, as listed under **Set-Up** on that Division card. Usually, a Division will list a specific type of Item Card. Reveal cards from the Item Tracker deck until a card with the matching symbol has been found, placing that **Item Tracker** card on an empty Item Zone on the Item Dashboard.
- Once this is done, randomly shuffle the Item Tracker cards and reveal enough to fill out the remaining empty Item Zones on the Item Dashboard. There should be 9 in total once this is done.
- Now, take the Item Cards matching the Item Tracker cards and place them on top of the Item Tracker cards, generating your Item Stacks.
- Take the various **Troop Cards** and place them in their matching **Wave Zones** on the Wave Dashboard. You can see which Wave the Troop belongs to on its card. *Xenoshyft: Dreadmire includes 2 "Wave 1" Troops, 3 "Wave 2" Troops, and 3 "Wave 3" Troops- enough to fill each Wave Zone. If you have additional Troop cards from other expansions, please see the "Expansion Rules" section on page 21 of the rulebook for how to select Troop Cards.*
- Finally, take all the **Xenosathem Cards** and place them in their matching zone of the Wave Dashboard.



## PREPARE ENCOUNTER DECKS AND TOKENS

- Remove all Enemy Cards with the ☣ symbol from their respective Encounter Decks and set them aside. Then, shuffle each Encounter Deck and place them near the game board.
- Place the Red Damage Tokens and Blue Ability Tokens within reach of all players.

## SET THE BASE HP TRACKER

- Use to track the HP on the Base HP Tracker tile. The Base has a total of 15 Hit Points per player. *Example: in a 3 player game, the Base would have a total of 45 Hit Points.*

## SELECT FIRST PLAYER

- Now, choose 1 player who will become the First Player. The selection of the First Player will determine who will start the Combat Phase later in the game.



# CARD TYPES

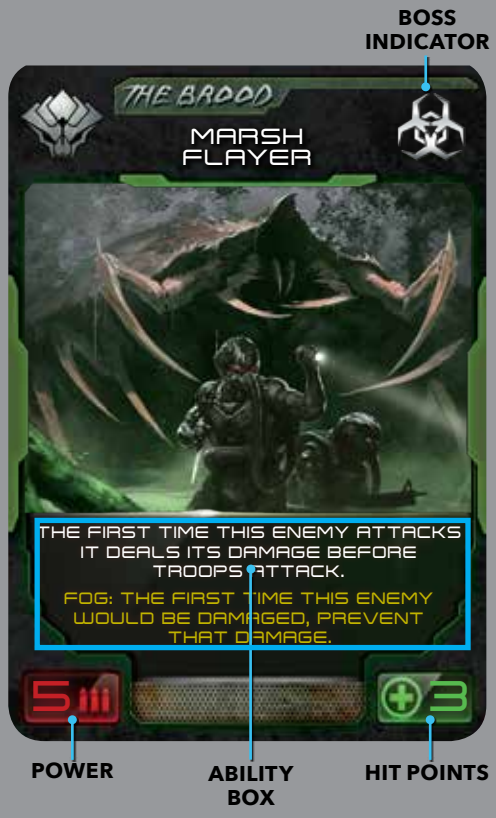
There are 7 different types of cards in Xenoshyft: Dreadmire, each with their own information and use:

### TROOP CARDS AND ENEMY CARDS

Troop cards represent the various soldiers you will use to defend the Base. Each has their own unique abilities, strengths, and weaknesses. Enemy cards represent the various alien threats that seek to destroy the NorTec Base. While different, these 2 card types share the following traits:

- **Power:** This represents the offensive capabilities of the Troop.
- **Hit Points (HP):** This shows the amount of Damage the Troop/Enemy may suffer before it is killed.
- **Ability Box:** This box lists any special rules or abilities the Troop has. Each Ability will explain its specific use and effect.




### TROOP CARD ONLY:

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

### ENEMY CARD ONLY:

- **Boss Indicator:** Unlike Troop cards, Enemy cards do not have a Resource Cost. In most cases, this area will be empty. In some cases, however, there will be a **Boss Indicator** symbol here. These enemies represent powerful and unique threats to the Base. Use extreme caution when a Boss appears!

## ITEM CARDS

Items represent the various weapons and equipment that you can make use of to defend the base and protect your Troops. All Item Cards have the following information:

- **Resource Cost:** This number shows the amount of Xenosathem it takes to purchase this card.
- **Ability Box:** This box lists any special rules or abilities the Item has. Each Ability will explain its specific use and effect.
- **Item Type Box:** This box lists various symbols which denote the type of Item the card is, such as a Weapon or a piece of Armor. By themselves, these symbols have no effect, but other rules and cards will interact with Items based on the symbols appearing in this box *(Example: a Division Card might reduce the cost of Item Cards with a specific symbol).*
- The exception to this are cards with the symbol and symbols, each of which have additional rules associated with them.






**Equipment** : These cards represent pieces of gear that can be placed on Troops to enhance their fighting abilities (this will be explained in further detail later). It is important to note that **a Troop may only have 1 of each Item Type equipped at any time** *(example: A Troop couldn't have 2 cards equipped at once).*

- **Ability Box:** Equipment cards may also grant new Abilities to the Troop they're equipped to. This new ability is in addition to any existing Abilities that Troop may have. **Abilities on Equipment are always considered to originate from the Troop they are equipped to.**
- **Power/HP Boosts:** Some Equipment Cards will also grant boosts to the equipped Troop's Power and/or HP. This number is added to the existing Power and/or HP of the equipped Troop *(Example: A Troop with 4 Power equips an Item that has a Power Boost of +2. That Troop's total Power is now 6.)*

**Instant** : These cards usually are not placed on the game board and are instead held in a player's hand, waiting for the opportune time to be played. Each Instant card has a unique effect, which can range from powerful damaging items to protective healing items. Instant cards may be played at any time. *Instant items, including when they can be played, will be covered in more detail later.*







## ITEM TRACKER CARDS

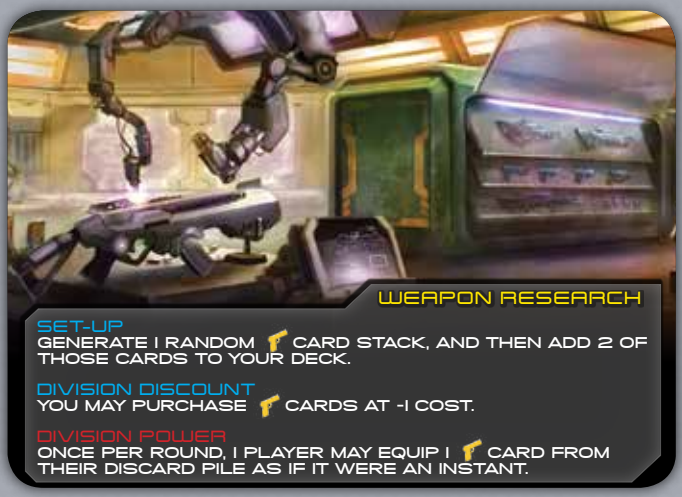
These cards are used to randomly generate Item Stacks during Set-Up, as well as indicate when a particular Item Stack has been emptied.



## XENOSATHEM CARDS

Xenosathem is the reason NorTec has arrived on the planet, and also serves as the primary fuel that keeps the Base in operation. These cards represent the in-game currency used to purchase additional Troops and Items for your deck.

- **Resource Value:** This number represents the amount of Resources the card generates (more on this later).
- **Ability Box:** As the game progresses, Xenosathem Cards can be upgraded. This box will explain the specific rules on how this is done.
- It is important to note that, unlike most other NorTec cards, Xenosathem Cards have **no Resource Cost**. ***If a card or Ability references a card's Resource Cost, treat Xenosathem Cards as having 0 Resource Cost.***







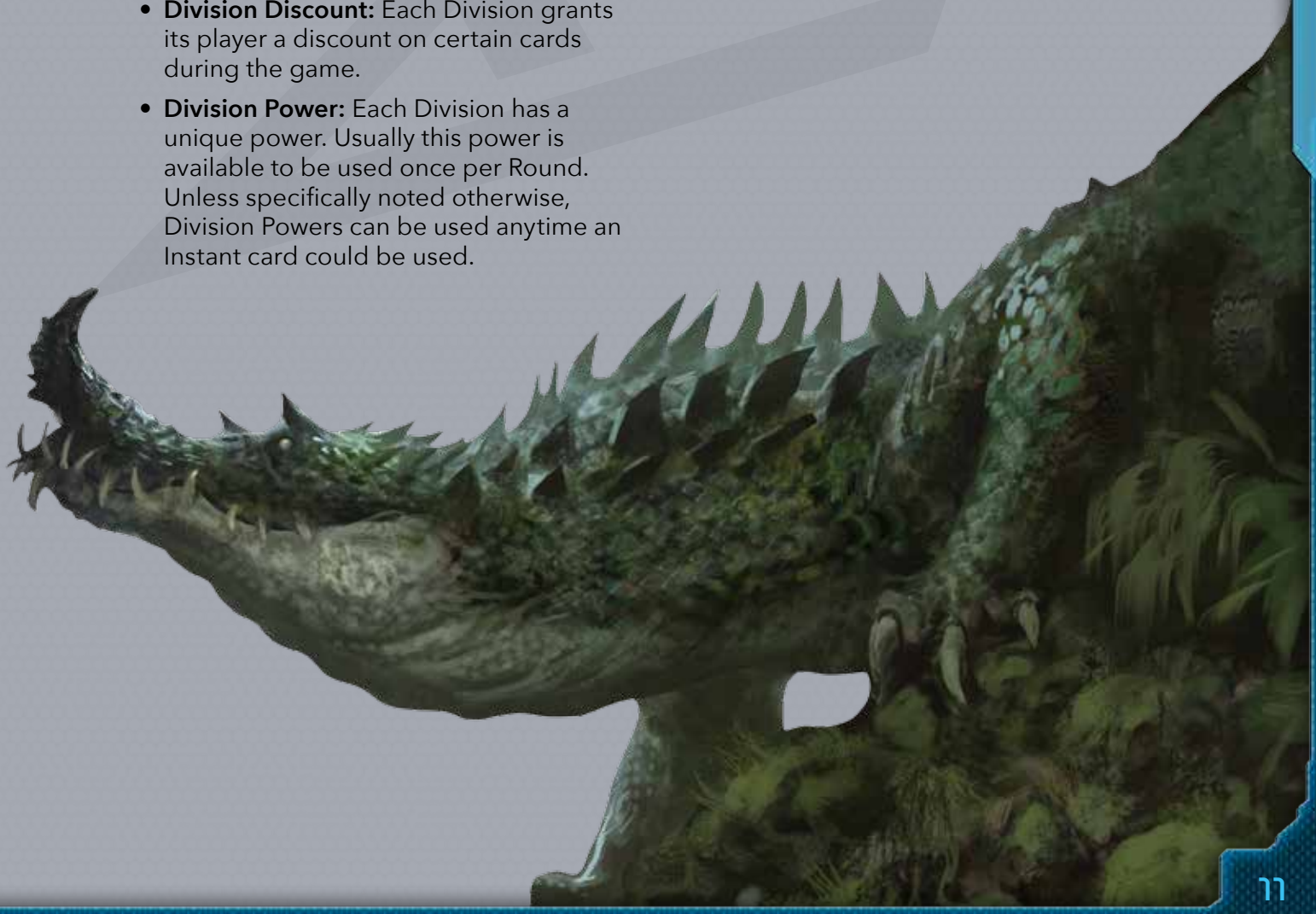
## DIVISION CARDS

These cards represent the various departments of the NorTec Military. At the beginning of the game, each player is assigned 1 Division Card. These cards all list the following benefits:

- **Set-Up:** Each Division lists additional rules to follow during game set-up.
- **Division Discount:** Each Division grants its player a discount on certain cards during the game.
- **Division Power:** Each Division has a unique power. Usually this power is available to be used once per Round. Unless specifically noted otherwise, Division Powers can be used anytime an Instant card could be used.

## WEATHER CARDS

Weather Cards are unique to Xenoshyft: Dreadmire and the enemy forces of The Brood. They should not be incorporated when playing against other enemies. See the Additional Rules section for more information about Weather Cards on page 20.



# THE GAME ROUND

Xenoshyft is played over a series of **3 Waves** of increasing difficulty. Each **Wave** is composed of **3 Rounds**. Each Round is made up of the following Phases:

1. **Draw Phase**
2. **Purchase Phase**
3. **NorTec Deployment Phase**
4. **Enemy Deployment Phase**
5. **Combat Phase**
6. **Wrap-Up Phase**

### 1. DRAW PHASE

The Draw Phase marks the start of each Round, and is the first thing to happen during each Round.

- On the first round of the game, each player will start by drawing 6 cards from their deck.
- At the start of later Rounds, if a player has less than 6 cards in their hand, they should draw cards from their deck until they have a hand of 6 cards.
- If their deck does not contain enough cards to refill their hand, that player should draw as many cards as they can, and then shuffle their discard pile to form a new deck. They will then draw any remaining cards so that their hand contains 6 cards.
- Finally, each player will then receive 1 additional **Xenosathem Card** to add to their hand from the stack on the Wave Dashboard. The type of Xenosathem Card received depends on the current **Wave**.
    - o **Wave 1:** Each player will receive 1 "1 Xenosathem" Card.
    - o **Wave 2:** Each player will receive 1 "3 Xenosathem" Card.
    - o **Wave 3:** Each player will receive 1 "6 Xenosathem" Card.

### 2. PURCHASE PHASE

During this phase players will use the **Xenosathem Cards** they have to purchase additional **Troop Cards** and **Item Cards**. This is done simultaneously among all players. It is worth noting that players should take the time to discuss their plans during this phase, so that the defense of the Base can be better planned!

- First, each player should select any number of Xenosathem Cards in their hand and add up their Resource Value. This is the total amount of **Resources** that player has to spend during this phase. Note that Resources are **not** sharable between players. Each player must make their own purchases!
- If a player does not wish to use a Xenosathem Card this round *(intending to hold it for the next round, for example)* they may do so. These cards do not contribute toward that player's available Resources this round.
- Once this number is generated, any Xenosathem Cards that player used are placed in that player's discard pile.

> ***Example:*** *Tom has one "3 Xenosathem" and two "1 Xenosathem" cards in his hand. During the Purchase Phase, he chooses to use all three cards. He will discard them all and gain a total of 5 Resources to use this Round.*

- Players will then purchase Items and Troops using these Resources. When a player purchases an Item or Troop, they must spend a number of Resources equal to that card's **Resource Cost**.
- Once this is done, that Item or Troop card is **immediately added to that player's hand**.
- Players may purchase any number of Troops and/or Item Cards each Round, provided they have enough Resources for each of those cards. **It is important to note, however, that some Troop Cards are only available if the players have reached a**

**certain Wave. These troops may NOT be purchased before the Wave listed on their card has been reached!**

> ***Example:*** *The "Demolitionist" is a* ***Wave 2 Troop****. It cannot be purchased during Wave 1.*

- Once all players have made any purchases they want, the Deployment Phase begins.

**Note that any unspent Resources are lost at the end of the Purchase Phase.**

> ***Example:*** *As before, Tom has 5 Resources available to him. He chooses to purchase one "Ranger" card, which costs 2 Resources, and one "Stalker's Blade" Item card, which also costs 2 Resources and adds them to his hand. Tom then notes there are no 1 Resource Cost Items and/or Troops available, so the leftover Resource will be lost at the end of the Round.*




### 3. NORTEC DEPLOYMENT PHASE

During this phase players will take the various Troops and Item cards they have in their hand and place them onto the game board, positioning them to defend the Base against assault. Deployment is done simultaneously by all players, but it is important to coordinate with your allies so that all Divisions are well protected!

- Each player has 1 **Nortec Lane Board**. This area is where that player will Deploy their Troops, along with their Equipment, to defend the base. Each player also has 1 **Enemy Lane Board**, which is where various Enemy cards will be placed.

- The Nortec Dashboard is made up of four Zones, which are spaces where players can Deploy Troops. **Each Zone may only contain 1 Troop card at any time.**
- To deploy a Troop, a player simply takes a Troop card from their hand and places it in an empty Zone on **any player's** NorTec Lane Board. This means that players may assist each other by deploying Troops into their allies Lanes to help them defend themselves.
- Players may also equip Troops with various Item Cards at this time. These Items will have a red Equipment symbol ✕ under their Item Type box. To equip that card to a Troop, place it under that Troop card to signify it is equipped.



- **A Troop may never have multiple equipment cards with the same Item Types equipped. Please note that some cards may have multiple Item Types.** *(***Example:** *A Troop may not have 2 Item Cards equipped that both have the*  *symbol).*
- Like Troops, you may also choose to play equipment cards onto Troops in another player's lane.
- If you deploy a Troop or Item card into another player's lane, that player becomes the owner of that card, meaning that if the card ever leaves the lane (from being killed or discarded) it will go to **that player's discard pile**.
- Players do not have to Deploy Troops or Items they do not wish to, but it is strongly recommended to use all available measures to defend the Base each round!
- Once all players have deployed the cards they wish to, players should then **arrange their lane** to prepare for the attack. The Troop to the left-most of the lane is at the front of the Lane, and the Troop at the right-most is at the back of the Lane. Troops closer to the front of the Lane will fight the Enemy first (in most cases), whereas the Troops in the back will usually only fight once all Troops in front of them have been killed.
- Players may re-arrange the position of all Troops in their Lane, as well as move any equipped Items around (but not to other player's Lanes!) as they see fit.
- Once all players are satisfied with the arrangement of their lane, the NorTec Deployment Phase ends and the Enemy Deployment Phase begins.

"Xenosathem, the greatest super-fuel in the known universe. Sure, it has that small side effect of causing everything around it to become a living nightmare, but that's why we have a job!"





## 4. ENEMY DEPLOYMENT PHASE

- During this phase each player will be dealt a number of Enemy Cards, face-down, depending on the **Round**.
- Take the **Encounter Deck** belonging to the current **Wave (1, 2, or 3).** Deploy a number of Enemy Cards (face-down) into each player's **Enemy Lane Board** depending on the current **Round** of the Wave.
    - **Round 1:** Each player is dealt **3** Enemy Cards.
    - **Round 2:** Each player is dealt **4** Enemy Cards.
    - **Round 3:** In this Round one or more **Bosses** will appear. Draw **4** Enemy Cards per player. In games with 1-2 players, randomly discard **one** of these Enemy Cards and replace it with **one** random **Boss Card** belonging to that Wave. In games with 3-4 players, randomly discard **two** of these Enemy Cards and replace them with random Boss Cards. Shuffle these Enemy Cards and then deal **4** to each player.

***Example:*** *In a 2 player game, 8 Enemy Cards are drawn. 1 is then randomly discarded and replaced with 1 random Boss Card. These Enemy Cards are then shuffled and 4 are dealt to each player.*

- Once each player's Enemy Lane contains the correct number of Enemies, the Combat Phase begins.



## 5. COMBAT PHASE

- The Combat phase is broken down into individual steps, which will be explained in the Combat Section of the rulebook on page 18.
- Unlike the Purchase and Deployment phases, which are done simultaneously, each player, beginning with the **First Player**, will instead resolve their own Combat Phase one at a time, so that their teammates may assist them when needed.
- During the Combat Phase, players will fight off the various aliens assaulting the Base, utilizing the Troops and Items at their disposal to make sure no Enemy makes it through to damage the Base.
- The goal of each Combat Phase is to annihilate all attacking enemies. It does not matter if any Troops survive this engagement- only that no enemies were left alive!
- Assuming that by the end of the Combat Phase the Base still has at least 1 HP remaining, the Wrap-Up Phase will begin.





## 6. WRAP-UP PHASE

During the Wrap-Up Phase, players will have a chance to recoup, clean up their lanes, and prepare for the next onslaught of enemies.

- At this time a player may discard any Troops and/or Item Cards they wish from their lane. These cards are placed in their discard piles.
- **Troops DO NOT remove damage they have suffered,** though they may be discarded to open up zones for new Troops to be deployed.
- **Pass First Player:** The player to the left of the current First Player becomes the new First Player for the next Round's Combat Phase.
- Players may also choose to discard any cards from their hand that they wish to at this time.
- **Replenish Items:** If any Item Stacks are **empty**, players should draw a **new Item Card** from the Item Tracker Deck and replace the depleted Item Stack with that Item.
- **Upgrade Xenosathem:** Xenosathem cards can be upgraded as the game progresses. This is done during the Wrap-Up Phase. See the specific Xenosathem Card for more details.
    - *It is important to note that Xenosathem Cards are upgraded **before** the Wave Tracker is advanced, which might limit Xenosathem Cards from being upgraded! **Example:** You **cannot** upgrade 2 "3 Xenosathem" cards to a "6 Xenosathem" card during Round 3 of Wave 2. The earliest the "3 Xenosathem" could be upgraded is the end of Round 1 of Wave 3!*
- **Advance the Wave Tracker:** At this time the Wave Tracker should be advanced 1 space. If this moves the tracker into a new Wave, remove the current Encounter Deck and replace it with the Encounter Deck belonging to the new **Wave**. If this marks the completion of the third Wave then the players have won the game!

# THE COMBAT PHASE

During the Combat Phase, your Troops will attack, and be attacked, by the various enemies assaulting the Base. This is also the time that you may play the various Instant cards in your hand to assist your Troops in their fight! The Combat Phase is broken down into the following steps, each taken, in order, by each player one at a time:

1. **Reveal and React**
2. **Fight**
3. **Advance**
4. **Aftermath**



## 1. REVEAL AND REACT

- To begin the Combat Phase, flip the first Enemy Card *(the card farthest to the Right on the Enemy Lane Board)* face-up.
- If it has a **Reveal Ability** it will be resolved at this time.
- Players may react to the Enemy at this time by using **Abilities** and/or playing **Instants** from their hands.
- There is no limit to the amount of Abilities and Items used at this time.
- Abilities and Items may deal **Damage** to enemies. When an Enemy suffers damage, place a number of red Damage Tokens on its card equal to the amount of damage it suffered. **If an Enemy ever has damage tokens on it equal to its Hit Points, it is killed and immediately discarded. Note that this is the same for Troops as well!**
- **Enemy Reveal Abilities cannot be prevented unless a card specifically states it does so**. That means, for example, even if you kill the revealed Enemy with an Ability or Item, its Reveal Ability will still resolve.



## 2. FIGHT

- Once all players have reacted to the revealed Enemy, that Enemy, and the first Troop in that lane *(the Troop farthest to the left on the NorTec Lane Board)* will **Attack** each other.
- Both the Troop and the Enemy will deal each other Damage equal to their Power. Place a number of Damage Tokens on their card equal to the amount of damage they suffered.
- If the total damage on the Troop card or the Enemy card is equal to or greater than its Hit Points, it is killed and immediately discarded. Killed Enemies are placed in the Encounter Deck discard pile, while killed Troops (and any Items they had equipped) are placed in their owner's discard pile.
- If neither the Enemy or the Troop were killed, all players will have another chance to React (with as many Abilities or Cards as they wish), and then the Troop and Enemy will attack each other again. Continue this step until the Troop, Enemy, or both have been killed.

## 3. ADVANCE

- If the Enemy was killed, but the Troop survived, immediately move the next Enemy in lane to the first zone of the Enemy Lane Board and begin a new **Reveal and React** step.
- If the Troop was killed, but the Enemy survived, immediately move the next Troop in lane to the first zone of the NorTec Lane Board. All players will have another chance to React (with as many Abilities or Cards as they wish), and then the Troop and Enemy will Attack each other.
- If both were killed, move the next Troop and Enemy to the front of their lanes and begin a new **Reveal and React** step.
- If there are ever Enemies remaining while all Troops have been killed, immediately move to the **Aftermath: Overrun** step.

## 4. AFTERMATH

- **Success:** If there are no Enemies left in lane (regardless of whether any Troops survived or not), then congratulations, your lane has survived the round!
- **Overrun:** If there are ever Enemies left in lane, while all Troops have been killed, then the lane is Overrun. If there is a revealed enemy in lane, all players will have one last chance to react to it before it attacks the Base. If it is still alive, it will deal damage to the Base equal to its Power, and is then discarded.
- If there are additional face-down Enemies in the lane, a **Reveal and React** step will be taken for each remaining Enemy, allowing the players a chance to respond before it damages the Base. Continue this for each remaining enemy, discarding them after they deal their damage to the Base.
- Once all Enemies have been discarded from lane (by either being killed or Overrunning the lane) the player **to the left** of the active player will now resolve their Combat Phase, continuing until all players have done so.



# GENERAL GAMEPLAY RULES

## ADDITIONAL RULES

- **Weather Cards:** When playing against The Brood Encounter Deck, the featured enemies in Xenoshyft: Dreadmire, you will incorporate Weather Cards into your game. Weather Cards have no effect on their own, but both Enemy and Item cards may have powerful abilities that only trigger if a certain Weather Card is in play.
    - Weather Cards are only used when playing against The Brood.
    - At the start of the game, shuffle all the Weather Cards together to form the Weather Deck.
    - At the start of each **Draw Phase**, discard any Weather Card in play (if any) and reveal the top card of the Weather Deck. This card will list the Weather Conditions that are active during this round.
    - Note that some Weather Cards might list multiple conditions, in this case **all listed Weather Conditions are in effect for the round.**
- **Burn:** Sometimes an Ability will say to "Burn" a card. When this is done the card is placed back in the game box. It cannot be used or interacted with for the remainder of the game.
- **(W):** Some Abilities have a (W) symbol on them. This symbol represents the current **Wave**.

**Example:** An Ability says to deal (W) damage. During **Wave 1** it would deal 1 Damage, during **Wave 2** it would deal 2 damage, and so on.

- **Advance:** When a card states to "Advance" a Troop/Enemy card, that card is moved toward the front of its lane, pushing all Troops in front of it back.
- **Damaging a Face-Down Enemy:** If an Enemy would ever be dealt damage while face-down, it is first flipped face-up, and any Reveal Ability it has is resolved. Once this is done the damage is applied to the enemy as normal.
- **Simultaneous Effects:** If multiple Abilities would resolve at the same time, first resolve any Enemy Abilities before resolving any Abilities from Troops or Items. If multiple Abilities from Troops and/or Items would resolve at the same time, the players may decide the order.
- Sometimes Abilities might cause additional Enemy Cards to be placed in the enemy lane. Unfortunately for NorTec, there is no limit to the number of Enemies that can be placed in the enemy lane. If there is no room for these Enemies, simply place their card behind the last Enemy on the enemy board.
- Sometimes an Ability might cause a Troop to be deployed outside the Deployment Phase. When this happens, Troops may be moved backwards in the lane to make room for the new Troop. Note, however, this does not allow the lane to exceed the 4 Troop maximum!
- Sometimes an Ability might cause a Troop to become an Enemy. In this case, it loses any Abilities printed on its card. When that Troop is killed, or if it would be discarded for any reason, it goes to its owner's discard pile.



## EXPANSION RULES

To incorporate numerous expansions of Xenoshyft together, use the following rules to determine your configuration for that game:

- Randomly select 3 "Wave 2" Troops from all those available. These will be the Wave 2 Troops available this game.
- Randomly select 3 "Wave 3" Troops from all those available. These will be the Wave 3 Troops available this game.
- Randomly shuffle all available (or desired) Items together when forming the Item Tracker Deck.
- Select which enemy type you wish to play against.

***Example:*** *The Hive, The Brood, etc., this will determine which Encounter Decks are used. Note that* ***only*** *the Encounter Decks featuring these enemies will be used!*

## INTEGRATING XENOSHYFT: ONSLAUGHT

- Replace the Onslaught "Ranger" Troops with the Dreadmire "Ranger" Troops.
- Replace the Onslaught Division cards with the Dreadmire Division cards.
- If desired, one can play using the Dreadmire method of Enemy generation instead of the static "4 per Round" of Onslaught. If this is done be sure to remove all Bosses from the Hive Encounter Deck, as you would in Dreadmire.
- Ignore all "May be played in response to reveal effects" text on cards, as this rule has been removed in Dreadmire.



## ADJUSTING DIFFICULTY

- For an EASIER game, we suggest the following options. You may incorporate one or both, depending on preference:
    - o Start the Base with 20 HP per player
    - o Reduce the number of Enemies per round as follows:

      **Round 1:** 3 Enemies per player.

      **Round 2:** 3 Enemies per Player.

      **Round 3:** 4 Enemies per Player, including Boss (as per normal rules).
- For a HARDER game, we suggest the following options. You may incorporate one or both, depending on preference:
    - o Start the Base with 10 HP per player
    - o Increase the number of Enemies per round as follows:

      **Round 1:** 3 Enemies per player.

      **Round 2:** 4 Enemies per Player.

      **Round 3:** 5 Enemies per Player, including Boss (as per normal rules).
- **Training Mode:** Instead of setting the Base at 15 HP per player, set the Base HP Tracker to 0. Each time an enemy Damages the Base, **increase** the tracker by the amount of damage suffered. At the end of the game, check the total Damage done to the Base, using this as a "scoring" system for later games (Attempt to lower your score each game!).







# XENOSHYFT
## DREADMIRE

## SETUP

- ASSIGN DIVISIONS
- GENERATE RESOURCE STACKS
- PREPARE ENCOUNTER DECKS AND TOKENS
- SET BASE HP TRACKER
- SELECT FIRST PLAYER

## PRE-COMBAT

- DRAW PHASE
- PURCHASE PHASE
- NORTEC DEPLOYMENT PHASE
- ENEMY DEPLOYMENT PHASE
- COMBAT PHASE
- WRAP-UP PHASE

## COMBAT PHASE

- REVEAL AND REACT
- FIGHT
- ADVANCE
- AFTERMATH