Humans vs. Aliens Rules:

Aliens from the planet ƒåüç†øðé¡ have come to earth and forged themselves into tectonic plates with the goal of killing all humans. The UNSOC (United Nations Space Operating Committee) is tasked with protecting earth. Who will win in the ultimate battle between Humans and Aliens?

Two or four players only.

Set up:
1. Choose roles (alien or human) Aliens are attackers and humans are defenders.
2. Shuffle both decks of cards.
3. Deal each player three of their own team's cards
4. Place one population token onto each of the capture points.
5. Place ten of each disaster tokens as well as the twenty four mountain tokens on the

How to play:
1. The attacker(s) go(es) first. They can spawn whatever card they want that is in their hand.
2. They roll the die based on what it says on the card that they decide to play.
3. If they succeed in creating the disaster then they place a token of the thing they created on the point and wait until the next turn.
4. Repeat for the rest of the cards they wish to play.
5. They then collect their cards biased on the number they roll.
6. The defender(s) goes next. They play any cards in the same manor of the attacker to try to defend the people.
7. After that turn the defender(s) collect(s) their card(s).
8. At the end of both turns the attacker(s) collect all of the kill points they achieved. The defender(s) collects all of the disaster tokens they diverted.
9. This is repeated until one of the teams wins.

Winning the Game:

The attacker(s) must collect all 24 of the people tokens.

The defenders(s) must collect all 20 disaster tokens for them to win.

Important Notes:
• You may choose to not play any cards during your turn
   • You may not show anybody your cards, even your teammate
   • You may not tell anybody what you are planning to play, even your teammate
   • Cards are added to a discard pile after they are played.
      • When there are no more cards in the deck you may shuffle the discard pile and continue playing.
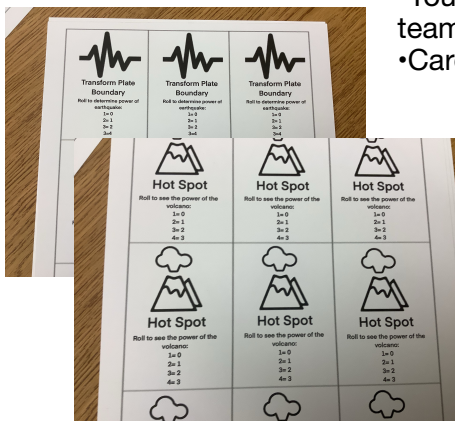
Disaster Cards:
• Consists of earthquakes and volcanoes.
• Do not take effect until the round after the round in which they
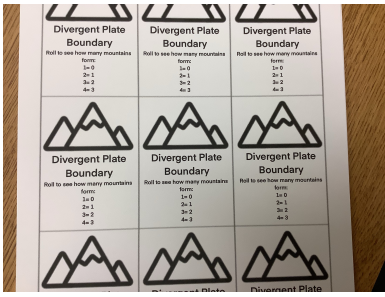
are played.
•The power of the disaster is represented by power points. 1 power point destroys 1 population point
•The disaster can stay on the board for 2 rounds and the same amount of power points can be reused on the second turn if there are still people there.
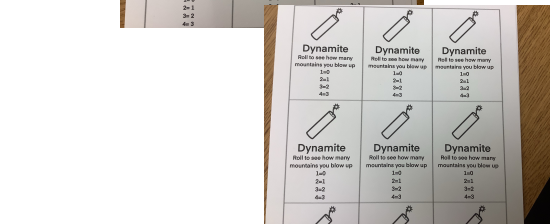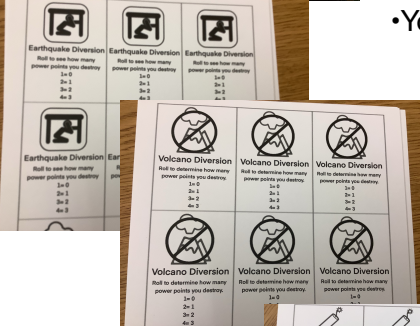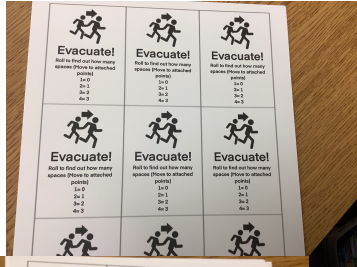
Mountain:
•Mountains are placed on the capture point connection lines.
•They block any population point from evacuating along that line until destroyed.
•Multiple mountains can be placed on one line.

Evacuation
•You may evacuate anywhere that is not blocked by a mountain.
•You may pass through a capture point that has a disaster but if you end on one you will die.
•You may split your number of evacuations between two population points.

Stopping a Disaster:
•When a disaster has remained on the board for over 2 rounds without destroying population points it is given to the defender(s).
•If a disaster remains on the board for over 2 rounds even after it destroys people points it is given back to the attacker(s).

Probability:

Probability to pick up a volcano, a mountain, and an earthquake.
1/3 x 1/3 x 1/3 = 1/9 x 1/4 = 1/36 2.8%

Get a full powered disaster.
1/4 = 25%

Get three full powered attacks or defences in a row.
1/4 x 1/4 x 1/4 = 1.6%