

INVASIVE SPECIES



A. INTRODUCTION

Invasive Species is a two-player game about a crisis aboard the CFS Quicksilver, a Terran Commonwealth scout corvette on an exploration mission. During a routine close survey of an unexplored garden planet, the crew is attacked by ferocious local fauna. Some crewmembers are killed before the survivors make it back to the ship and boost into orbit.

One player controls the human crew of the Quicksilver and the other player controls an alien predator loose aboard the ship. The game is played in a series of turns, each composed of activity taken by the human crewmembers and the alien.

A.1 COMPONENTS

The game components include this rulebook, a large display of the Quicksilver's floorplan, and a sheet of die-cut playing pieces.

Players need a six-sided die, a pencil, and a photocopy or printout of the Quicksilver floorplan. The alien player will use the floorplan to plot the position of the alien creature when moving secretly (pipe-running).

The floorplan may be duplicated freely provided the copies are only for players' personal use. Players may also download a PDF of the floorplan from the Ares Magazine (www.aresmagazine.com) website.

A.1.1 DISPLAY

The display is a large floor plan of the CFS Quicksilver and includes some other game-related information. You can call it a "map" if you really want to.

The ship is composed of three decks. Each deck is divided into squares, called grids, that are used to regulate movement and range.

Walls segregate each deck into numerous rooms, each accessible through one or more doors.

Two turbo lifts permit movement between decks. There are also a few maintenance hatches that allow such movement under certain conditions.

An Air Lock and six Life Pods provide means for humans and aliens to escape from (or be removed from) the ship while it is in orbit.

We provided a large version of the Quicksilver's floorplan on the back of the display for players to use with miniatures in science fiction RPGs, if desired.

A.1.2 PLAYING PIECES

The playing pieces are die-cut cardboard and printed on both sides.

Square pieces are called counters and represent humans, aliens, life pods, and doors. Counters that represent humans, aliens, or humoids are referred to as units.

Round pieces are called markers and represent select pieces of gear, human skills, conditions of organisms, and alien abilities.

B. SETUP

Decide who will play the Quicksilver's crew (humans) and who will play the alien. If the counters and markers have not yet been punched out of the sheet, gently punch them out now.

B.1 SELECT AND DEPLOY FORCES

B.1.1 BOTH PLAYERS

Place one Life Pod counter face-up on the each of the six Life Pod grids. Turn the the six System nexus markers face-down and shuffle them. Place one face-down on the six nexus grids.

Place one Dunsel marker and the AidKit marker face-down in the Infirmary's Locker. Place one Dunsel marker and the SciKit marker face-down Lab's Locker. Place the ToolKit face-down in the Workshop's Locker. Place the TacKit face-down (Body Armor side down) in the Assembly Area's Locker.

Place a Door Closed marker on each of the Air Lock's two doorways.

B.1.2 HUMAN PLAYER

Place the Role markers face-down and shuffle them. Randomly select four of them and place one face-down in the middle of each of four human portraits of your choice on the display. These four humans are dead — killed by aggressive creatures on the surface of an alien planet.

Take the unit counters associated with the four deceased humans and turn them deceased side-up. Place one in each of the obstructed grids in the Lab Quarantine and the Infirmary Quarantine rooms. These counters represent the cadavers of the four slain crewmembers. The crew can conduct research on them to discover alien weaknesses. The alien can consume them to grow larger and more powerful.

Select two of the surviving human counters and place one in each of the two bed grids in the Infirmary. Place an injured marker on each. These two humans survived the encounter with the alien creatures, but with injuries, and made it back to the ship for medical treatment.

Place the remaining eight Roles, one each, adjacent to the eight surviving human portraits on the display, as desired.

Place the skills markers face-down and shuffle them. Place one at random on each of the eight surviving human portraits. Remove the remaining skills markers from play. The human player may examine face-down skill and role markers as desired. Each surviving human now has one role and one skill marker assigned to it.

Place each of the remaining six human counters in any grids desired. Place no more than three units on any one Deck and no more than one human in any one room. The two injured humans don't count against these limits.

Turn the nine supplies markers face-down and shuffle them. Place one each in any six grids in the Cargo Hold and in any three grids in the Store.

B.1.3 ALIEN PLAYER

Take the Larva counter, an energy store marker, a pencil, and a copy of the Quicksilver floorplan sheet.

Select and take one ability marker. Keep your Ability secret until you use it. Flip the rest of the ability markers face-down and shuffle them.

Alien unit counters have two sides. One side is printed with a sensor blip. The other side has a scary silhouette of the creature. The side displayed has no effect on play. Place your Larva counter in any grid in the Loading Bay or on any one of the four deceased humans. The game is now ready to begin. The alien side goes first.

C. HOW TO PLAY

The game is played in a series of turns. Each turn is composed of an *alien action phase* followed by a *crew action phase*. During each action phase, the phasing player earns and spends actions to move forces and engage in various activities.

There is no limit to the number of turns in a game. The game is played until all units on one side have been killed, all surviving units on one side have escaped the ship in life pods, or the Quicksilver is destroyed.

C.1 SEVEN PLUS

Most activity in Invasive Species requires a successful die roll. The die used is any standard six-sided die. The target result for any roll is seven. Rolling a seven is impossible with one die, so the phasing player needs positive modifiers.

If a human possesses a skill for what he or she is doing, such as Medical when trying to Heal or Engineer when trying to Repair, the owning player adds the number of those skills possessed to the die result.

A unit may add any quantity of remaining, unused actions to any effort that requires a die roll. Add one to the die result for each action committed. Declare all actions applied before the die is rolled. Actions so applied are used for the turn.

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When a human attempts an activity that requires a die roll, the owning player announces the details of the effort, specifying all modifiers. The player rolls the die and adds the sum of all of the modifiers.

If the result is seven or greater, the effort is successful. If the result is six or less, the effort fails.

C.2 ACTIONS

At the beginning of each action phase, all of the units belonging to the phasing side earn actions. Every human unit earns four actions. Alien units earn six actions.

During an action phase, the phasing player selects a unit he or she owns and spends all of its actions. The process is repeated until the phasing player has no more units with action points that he or she wishes to spend.

All of a unit's actions must be spent before the owning player can spend any actions for another unit. A player may choose to not spend all of a unit's actions.

Actions are spent to move and conduct various activities. Refer to the Actions Table on the last page for a comprehensive list the actions units may undertake.

C.3 SECRECY

Role, skill, gear, improved device, ability, supply, and nexus markers are normally face-down on the display, concealing their front sides.

The human player may examine the concealed side of any role, skill, gear, and successfully fabricated improvised device markers possessed. The human player must reveal the concealed side of role, skill, gear, or fabricated improvised device markers when used.

The alien player may examine any ability markers possessed. The alien player must reveal the concealed side of an ability marker when used.

A player may examine a supplies marker by moving a unit into the same grid as the marker. No die roll required. The supplies marker is revealed only to the examining player.

A nexus marker is only revealed when an alien unit successfully attacks it. It is then revealed to both players.

C.4 MOVEMENT

Players maneuver their units to prosecute their respective strategies. Certain activities can be performed only in specific grids, and those locations are scattered throughout the ship.

C.4.1 GRIDS

The Quicksilver is divided into squares called grids. Each unit counter and gear marker must occupy exactly one grid. A unit may move from one grid to an adjacent grid as long as it has the actions to spend.

A human unit must spend one action to enter an adjacent open grid and two actions to enter an adjacent obstructed grid. An alien unit spends one action to enter an adjacent open or obstructed grid.

Diagonal movement is forbidden. All movement is restricted to horizontal and vertical — and up and down when moving between decks.

When calculating the range between two units, count the shortest combination of horizontal and vertical grids. Never count diagonally.

A unit may pick up gear and supplies from the grid it occupies. A unit that drops gear or supplies does so into the same grid it occupies.

Most grids are *open*. Open grids contain no furniture or equipment. Grids containing light blue shaded equipment or furniture are *obstructed*. Hatches, lifts, nexuses, lockers, and text do not obstruct a grid. Beds, chairs, tables, engines, and weapons do obstruct a grid.

C.4.2 WALLS & ROOMS

Walls are solid metal bulkheads represented by thick white lines. Units may not move across wall lines separating grids.

Walls separate each deck into rooms. Ingress into and egress from a room must be made through a door.

Some rooms, such as the Lab, Infirmary, Command Deck, and Workshop, have special capabilities explained later.

C.4.3 DOORWAYS & DOORS

Each room has one or more *doors*. A door is a black break in the white line that composes the wall that defines the perimeter of the room.

Players may place Door Closed markers on doors to show that a door is closed. If the door is later opened, remove the Door Closed marker. Units may not move through closed doors.

At the start of the game, only the Air Lock has Closed Doors. All other doors are open, and no other Closed Door markers begin in play.

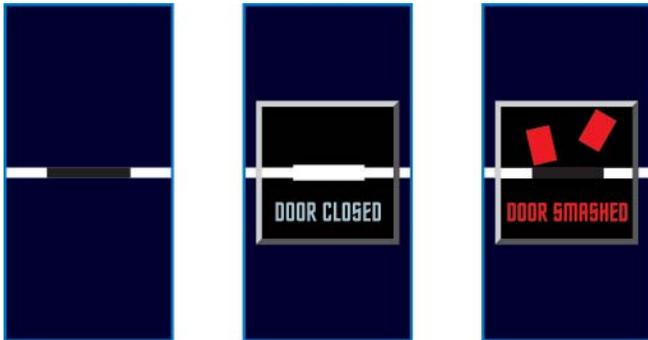
The two grids that sit on either side of a door are called *doorway* grids.

A human opens or closes a door by moving to one of the door's doorway grids

and spending one action. The Cargo Hold is defined by two large doors. These doorways are six grids each, and are marked closed with one Closed Door marker.

The alien cannot open or close doors unless it has the Clever ability. If the alien has this ability, it may operate doors as if human.

The doors in front of Life Pods may not be closed. When a Life Pod is launched, the doors seal automatically. Flip Life Pod counters when launched to show the door's and pod's current states.



C.4.4 DECKS

The Quicksilver has three decks. Units move on the deck they currently occupy. Units may only move from one deck to another through hatches and turbo lifts.

C.4.5 TURBO LIFTS

The Quicksilver has two turbo lifts to move personnel and material between decks. Each lift grid has a letter designation to show which lift on adjacent decks the unit moves to when using the lift. A unit in a lift grid may spend one action to move to the corresponding lift grid on an adjacent deck.

C.4.6 HATCHES

The ship has several maintenance hatches that also can be used to move between decks. Each hatch contains a printed arrow to show the deck that a unit may move to when moving through the hatch. Each hatch grid has a letter designation to show which hatch on the adjacent deck the a unit moves to when using the hatch.

Humans can drop down through hatches to the corresponding hatch on the next lower deck by spending two actions, or may spend four actions to move up a deck through a hatch to the corresponding hatch.

Aliens can move up or down through hatches by spending one action, regardless of direction.



C.5 STACKING

C.6 Each grid is two to three meters across. Up to four human units can occupy a grid, along with any number of gear markers and any number of alien units.

C.7 PIPE-RUNNING

Alien units can perform hidden movement. This is called pipe-running because it is usually movement smaller aliens perform behind the omnipresent pipes, wire harnesses, and structural features that cover the physical walls and ceilings in most areas of the ship.

The alien has incredible agility. This allows it to easily scramble out of sight when there is close clutter it can insinuate into. On a small scout vessel like the Quicksilver, every grid on the ship contains panels, pipes, and other hardware to slip behind.

To pipe-run, the alien player announces his or her intention, spends the required actions (one action for a Larva), and removes the pipe-running alien counter from the display. The cost increases as the alien Mutates. No die roll is needed.

The location and movement of the alien unit is recorded using a pencil on the floorplan copy. The entry grid recorded corresponds to the grid occupied by the alien unit at the time it commenced the pipe-run. The player marks the starting and ending grids and path taken. Players are free to use any desired symbols, arrows, and notes to record the path and ending grid locations.

C.7.1 DETECTION

There are things the alien can do while pipe-running that will reveal its location to the human player. These activities do not end the pipe-run, but they will indicate to the human player where to look.

The alien player must announce when it is using a hatch or lift and the specific hatch or lift entered.

If a pipe-running alien is in a lift or hatch grid, the alien player may spend an action to pretend to operate the hatch or lift without actually passing through it. This allows the alien player to mislead the human player as to whether the hatch or Elevator was used.

The alien also demonstrates its location by opening or closing a door (see Clever ability), launching a life pod, consuming a deceased human, examining a supplies marker, or consuming a food supplies marker. These activities change markers and counters on the display, revealing the alien's location, but do not end a pipe-run.

The alien player must announce its location if it moves into a grid containing a human unit. This does not break the pipe-run, and the creature can continue hidden movement out of the grid.

C.7.2 ENDING A PIPE-RUN

A pipe-run ends when a human tallies (spots) the pipe-running alien, the alien player chooses to stop the pipe-run, a crew unit enters a grid containing the pipe-running alien, or the pipe-running alien unit makes an attack.

When a pipe-run ends, the alien player shows the creature's present location on the floorplan, and places the counter back on the display in the associated grid.

The alien is tallied automatically if at any time a human unit moves into the same grid or when a human unit successfully searches. See Searching, below.

C.7.3 DECLARATIONS

When the alien is pipe-running, the alien player announces how each action is used. The player calls out each action, one at a time, using the following terms:

- "Move" if the alien is Moving one grid or doing nothing.
- "Hatch XX" or "lift XX" if the alien is entering the hatch or lift or just banging against it to fool the human player.
- "Mutate" if the alien is making an effort to Mutate.
- "Spawn" if the alien is attempting to spawn.
- "Forage" if the alien is consuming a food supplies crate or deceased human.
- "Bonus" if the alien is adding actions to an activity that requires a die roll.
- "Heal" if the alien is trying to heal after an injury.
- "Character Name" if the alien moves through a grid containing a human unit.



C.7.4 EXAMPLES

Using this diagram, the alien is already pipe-running. The counter is present only to show the alien's initial position. It moves to the dead human to its left and consumes it for three energy store markers, and then turns to move up to the supplies marker. The alien player would declare "Move, Forage, Forage, Forage, Move, Move." The alien takes three energy store markers and removes the deceased unit from the display. The alien player records its path on the floorplan copy.

Alternatively, the alien moves to Lift B2, shakes the door (to suggest to the human player that the alien has moved to deck 01), and then hides in the Head. The alien player would declare "Move, Okeke (the name of the human unit), Move, Move, Lift B2, Move." The alien player records its path on the floorplan copy.

C.8 SEARCHING

Searching is an activity performed by human units if the alien is pipe-running. To search, a human spends actions at any point during its movement. The number of actions spent equals the range of the search.

If an alien is conducting a pipe-run, the human player should apply any unallocated actions at the end of every human's action phase.

Moving slowly and declining activities improves the human player's ability to find pipe-running aliens.

The human player announces the expenditure of the actions and the alien player checks against the pipe-running alien's current position on the floorplan. Any pipe-running alien within that range of the searching human is automatically tallied, ending the pipe-run. The alien player shows the floorplan and places the alien counter on the display at the alien's current position as marked on the floorplan.

C.9 SABOTAGE

The Quicksilver has thousands of signal concentrators, power conduits, and control junctions distributed throughout the ship. Some of the ship's hardware emits sounds or scents that may confuse or enrage the alien, inciting direct attacks. The alien may snag or tear through cables or smaller pipes as it moves through the ship. These are represented by six nexus markers placed throughout the ship.

The Quicksilver has six system nexus grids, each hosting a system nexus marker.

A nexus marker that is successfully attacked by the alien is flipped over, revealing the system affected by the damage. Three of the systems are critical systems and three are unimportant to the safe operation of the Quicksilver. If one of the critical systems is damaged, the crew must move out to Repair it before the damage destroys the ship or kills the crew.

There are three Systems that, while important for the crew's morale, are not essential to the safe operation of the ship. These include the Holo Display, the Treadmill, and the Coffee Maker.

The three remaining Systems are critically important to the safe operation of the Quicksilver and the safety of her crew. These include the G-Core Drive, the Reactor Coolant, and Life Support.

If a critical system is damaged, a countdown begins. The crew must repair the system in four turns or less or suffer grievous consequences.

When a damaged system marker is revealed for the first time, the alien player orients it so that the top of the marker's face is toward the top of the display. At the beginning of each subsequent alien action Phase, the alien player rotates the marker 90° clockwise. If the marker completes one complete rotation, the ship and her crew suffer the effect described below.

Repairing a system requires that an Engineer with a ToolKit reach the damaged system and roll a modified seven or better. Actions and Engineer skills add to the roll. If a system is Repaired, the danger ends. Remove the System marker from play.



C.9.1 G-CORE DRIVE

The ship is in orbit around a planet designated Lupi V2-4. If the G-Core Drive is Damaged, the humans have four turns to Repair it or the ship will crash onto the planet's surface. All humans will be killed by the crash or the fauna. The alien will survive both. Game over, man!

C.9.2 REACTOR COOLANT

If the Reactor Coolant System is Damaged, the Reactor will overheat and eventually explode. If the Reactor Coolant is not Repaired in four turns, all humans and aliens on board are killed. Game over, man!

C.9.3 LIFE SUPPORT

If the Life Support System is Damaged, the crew has four turns to complete Repairs, or toxins, low temperatures, and radiation will kill all humans onboard. The alien will enter a hibernation state and survive. Game over, man!

C.9.4 NON-CRITICAL SYSTEMS

If the Holo display, Treadmill, or Coffee Maker is not Repaired, there is no effect on the game or victory.

C.10 MUTATING

If the alien has stored up enough nutrients, it can *mutate*. When an alien unit mutates, it leaves one life stage and enters another, larger and more advanced. Mutating requires the alien to accumulate four energy store markers. An energy store marker represents some excess nutrients that the alien has consumed. You might relate energy store with "fat." We don't use the word "fat" around the alien. It hurts the creature's feelings.

Mutating costs one action and requires a modified die result of seven or better. Additional actions may be committed to improve the effort.

An unsuccessful effort costs only the actions. A successful effort consumes all four energy store markers and all actions committed.

If the alien is successful, replace the alien with the next larger alien life stage unit counter. (A Larva becomes a Hunter. A Hunter becomes a Guard. A Guard becomes a Royal.)

The mutating alien unit draws one additional ability marker.

If a Royal successfully mutates, it does not become bigger and more powerful. It does, however, leave spores and secreted resin all over the ship, scoring the alien player one victory point for each success.



C.10.1 ENERGY STORES

If an alien occupies the same grid as a deceased human or a supplies marker containing food, it may spend up to four actions gaining energy store markers. Each action spent yields one energy store marker that is carried by the alien.

Energy store markers have no totage, and any number may be carried. They cannot be dropped or picked up. They cannot be carried by human units.

If an alien gathers one or more energy store markers from a supplies marker or deceased human, the supplies marker or deceased human unit counter is removed from the game, regardless of the number of energy stores collected.

D. COMBAT

The alien's voracious appetite and humans' fear and hatred of anything new and interesting will bring the forces of both sides into conflict.

D.1 RESILIENCE AND FEROCITY

Each human begins the game with a ferocity value of one. The alien begins with a ferocity value of two. Humans and alien units begin with resilience values of zero.

Certain gear, skills, and abilities will modify the owner's ferocity or resilience. Committing actions to an attack increases the attack's ferocity by one for each action committed.

To attack a target, the phasing player declares the attacking unit and the target. The player then calculates the modifiers that will affect the die roll. Add the attacking unit's ferocity and subtract the target unit's resilience. The attacking unit's ferocity and target's resilience are improved by possession of certain gear, abilities, and skills. The phasing player may add additional actions if any remain.

If the modified die result is less than seven, the attack has no effect. Otherwise, the target of the attack is *injured*. Place an injured marker on an injured unit to record its condition. If an injured unit is injured again, it dies.

D.2 TARGETS

When human units conduct attacks, they select a specific target unit within range of their gear. The ferocity of the attack, adjusted for range, target resilience, and other factors, is calculated and the die is rolled.

Aliens are a mass of thrashing clawed limbs, vicious jaws, and stinger-tipped appendages. Even a larva is a whirling tornado of horror that can slash, hack, and bite everything within a two-meter radius.

Each alien attack affects all hostile units in the entire target grid. The ferocity is calculated for the grid, and an attack die roll is made against each enemy unit in the target grid calculated for its respective resilience. If the attacking alien unit has the Acid Spit ability, it may attack all of the units in any grid within two of its current position. Otherwise, the attacking alien unit may only attack enemy units in the same grid.

Door Smashed is printed on the back of the Door Closed markers. The alien can attack closed doors. A closed door has a resilience of six. A successful attack flips the Door Closed counter to its Smashed Door side.

A smashed door is considered to be open for movement purposes. An engineer with a ToolKit can *repair* a smashed door. A repaired door can be set open (no marker) or closed (marker) at the option of the human player.

An alien unit may attack system nexus markers. Nexus markers have a resilience of zero. Flip a successfully attacked nexus marker face-up.

D.3 RANGE

Every attack must be made against a target human or alien in the same grid as the attacking unit unless the attacker has gear or an ability that allows it to conduct an attack at range.

See the rules for each ranged weapon for descriptions of what their ferocity modifications are at each range.

D.4 LINE-OF-SIGHT

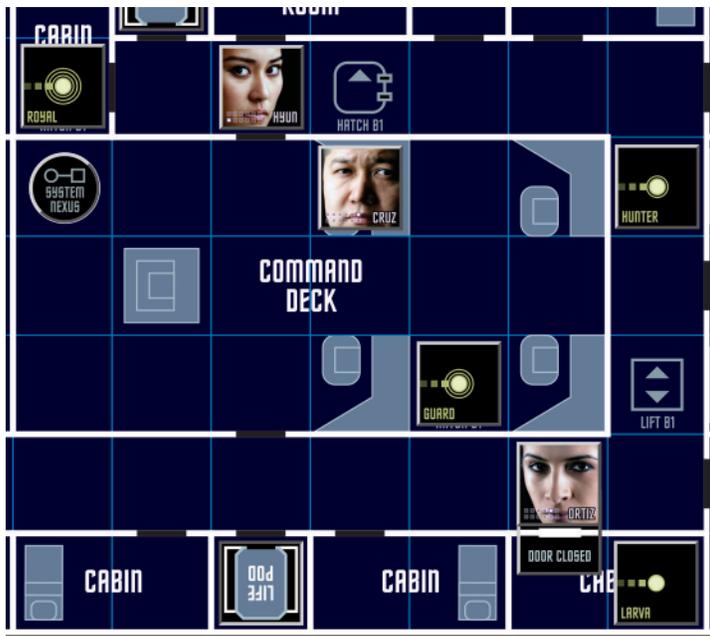
In order to attack or search for a target, the acting unit must have a Line-of-Sight (LOS) to the grid the target occupies.

The acting unit has an LOS to every grid in the same room or corridor.

If the acting unit is in a doorway grid adjacent to an open door, the unit has an LOS to every grid in the adjacent room through that open door.

Obstructed grids, markers, and counters have no effect on LOS.

The acting unit does not have an LOS to grids that are around a corner from the acting unit, unless the acting unit occupies a grid adjacent to the corner.



D.4.1 EXAMPLES

Hyun has LOS to the Guard (she is in the Command Deck's doorway) but not to the Royal (she is not in the Cabin's doorway) or the Hunter (it is around the corner). The Hunter and Royal both have LOS to Hyun, but the Guard does not until it moves to the doorway adjacent to Hyun or Hyun enters the Command Deck. Ortiz has LOS to the Hunter but not the Larva (the door is closed).

D.5 INJURY & DEATH

When a unit makes a successful attack roll, place an injured marker on the target's counter. If a system nexus is attacked successfully, flip the nexus marker face-up.

An injured unit may not carry any gear. When a unit is injured, it drops all gear, supplies, and humans in the grid it is in.

An injured human loses two actions per turn.

An injured alien may not use any of its ability markers.

An injured human is healed, and the injury marker and effects removed, by a successful healing roll made by a human in the same grid. The healing human must have Medical skill. The injured human must be on one of the beds in the Infirmary and the healing unit must also be in the Infirmary. Alternatively, if the healing unit possesses an AidKit, then both units must be stacked in the same grid anywhere on the ship. A modified roll of seven or higher is successful.

An injured alien is healed during its action phase by making a successful healing effort. The injured unit may apply any unspent actions, adding one to the roll for each action applied. It must roll seven or higher.

An alien may expend an energy store marker rather than suffer an injury if the attack result equals seven exactly. An attack against an alien with a modified die result of eight or greater still injures the alien.

If an injured unit suffers another injury, it dies. Flip a dead human counter to its deceased side. Removed a dead alien from play. If all aliens or humans aboard the Quicksilver are killed, the game ends.

E. NUTS AND BOLTS

E.1 ROLES

The game has 12 role markers. One role marker is assigned to each human and is used to describe the human in terms of his or her respective authority and function onboard the Quicksilver.

The roles are used mostly for flavor, but each does impart a skill and perhaps gear to the owning human.

Eight of the roles, determined randomly, are used each game. The remaining four are out of play, possessed by the humans who died before the events in the game begin. The human player may examine any of the role markers during the game. The alien player may only examine a role marker, and know which human possesses that role, when the human player uses the role's skill. The alien player knows which human unit is the MCPO because that unit begins with a handgun.

E.2 QUICKSILVER FEATURES

E.2.1 INFIRMARY

The infirmary is the Quicksilver's sick bay. A human with Medical skill in the Infirmary can attempt to heal an injured human in an obstructed Infirmary or Infirmary Quarantine grid.

A portable AidKit for remote healing efforts is located in the Infirmary, allowing a unit with Medical skill to heal a unit in the same grid anywhere on the ship.

Each healing effort costs one action and requires a die roll with a modified result of seven or higher. Medical skills and actions may be applied to improve the roll.

E.2.2 LAB

The Lab is replete with research equipment used to examine the geology and life forms on exoplanets. A human with Science skill in the Lab can attempt to autopsy a deceased human in an obstructed grid in the Lab or Lab Quarantine.

A portable SciKit for remote autopsy efforts begins the game located in the Lab. Each autopsy effort costs on action and requires a die roll with a modified result of seven or higher. Science skills and actions may be applied to improve the roll.

An autopsy effort involves dissection, harsh chemicals, and high-powered scans which will destroy much the cadaver. The deceased human counter is removed from play if successfully autopsied.

E.2.3 WORKSHOP

The Workshop contains spare parts and machine tools used to repair damaged equipment and fabricate replacement parts. With the correct materials, humans with the engineering skill may fabricate certain improvised devices in the Workshop.

A portable ToolKit for remote repair efforts is located in the Workshop.

Each repair or fabrication effort costs on action and requires a die roll with a modified result of seven or higher. Engineer skills and actions may be applied to improve the roll.

E.2.4 LIFE PODS

The Quicksilver is equipped with six Life Pods, two per deck. Up to four crewmembers, plus any amount of gear, supplies, and aliens may board a single Life Pod. A Life Pod may be fired into space, with the hope of saving the people aboard the pod from some sort of disaster.

A Life Pod may be launched by any human spending one action to launch the pod from inside the pod itself or from the grid adjacent to the Life Pod's entrance. When a Life Pod is launched, flip the Life Pod counter over. Any personnel, aliens, or gear onboard it are removed from play.

For purposes of victory, aliens and humans removed from play this way are alive. If both aliens and humans are onboard the same Life Pod, resolve turns until only aliens or humans are alive in the Pod.

E.2.5 AIR LOCK

The Air Lock is the only room with doors closed at the start of the game. The Air Lock has two doors. Both doors may be controlled from the grid outside of the inner door. This grid contains the words "Air Lock Controls."

Safety protocols on the ship prevent anyone from opening both doors at the same time. To open the outer door, first close the inner door.

If the outer door is opened, anything inside the Air Lock is blown out into space and removed from the game. This will kill any human or alien unfortunate enough to be subjected to it. (The alien will actually survive the vacuum and radiation of space, but will be drawn down into the planet by gravity, and die during reentry.)

E.2.6 LOCKERS

The Quicksilver has four lockers placed throughout. Lockers are represented on the display by circles. Each locker contains one of four kits — a SciKit, an AidKit, a ToolKit, and a TacKit. The SciKit, AidKit, and ToolKit can be picked up and carried around. Opening a locker costs one action.

The TacKit is stationary. When it is opened, it is replaced with a clutch of body armor and firearms. These items can be picked up and carried around, but one cannot pick up or move the TacKit itself. The TacKit may only be opened by a unit with Command or Tactical skill.

E.3 GEAR

The Quicksilver is replete with gear that her crew can use to help find and defeat the alien. Gear can be carried by humans and is represented in the game by markers.

E.3.1 TOTAGE

Each gear marker has a totage rating of zero dots (for an item that does not encumber the human), one dot (for a small item), or two dots (for a large item). A human may carry up to three items with a total of no more than three Totage dots.

An alien can't use gear but it can carry it. A Larva can carry a one dot item. A Hunter may carry one item of up to two dots. A Guard can carry one or two items of up to three dots total. A Royal can carry up to two items and up to four dots total.

A deceased, unconscious, or injured human counts as a two dot piece of gear, as does a supplies crate. Aliens and uninjured humans may not be carried.

E.3.2 PICK UP/CARRY/DROP OFF

Any amount of gear can be picked up from the floor or exchanged with another willing unit in the same grid for one action.

A unit may drop gear at any point during the carrying unit's turn at no action cost. Dropped gear is placed in the grid with the dropping unit.

E.3.3 AIDKIT

An AidKit is a portable collection of emergency surgical equipment and diagnostic tools that allow a human with Medical skill to heal a human in the same grid.

E.3.4 TOOLKIT

A ToolKit is a portable collection of tools, parts, and floorplans that allows a human with Engineer skill to repair a damaged system in the same grid.

E.3.5 SCIKIT

A SciKit is a portable collection of scanning equipment and scientific databases that allows a human with Science skill to autopsy a deceased human.

E.3.6 TACKIT

Unlike the other three kits, the ship's TacKit contains gear. The gear is one suit of body armor, two carbines, and two handguns.

Only a human unit with Tactical or Command skill can open a TacKit. Opening a TacKit costs one action. When opened, flip the TacKit to its body armor side and add two carbine and handgun markers to that grid.

E.3.7 BODY ARMOR

Body armor is worn and costs no totage. It adds one to the wearer's resilience.

E.3.8 CARBINES AND HANDGUNS

A carbine allows a human to attack at range and adds one to a human's ferocity. Add one to the target's resilience for every three grids range.

A handgun allows a human to attack at range and adds two to the human's ferocity. Add the range from the attacker to the target to the target's resilience.

Four of the five firearms included in the game begin inside of the TacKit. The fifth firearm, a handgun, begins in the possession of the Master Chief Petty Officer. If the MCPO Role does not enter play associated with a living human, the MCPOs handgun does not enter play.

E.3.9 DUNSEL

A dunsel is science fiction term. A dunsel is a piece of ship equipment with no purpose. In the game, dunsel markers are used to confuse the alien as to which human units possess which pieces of gear. Place one dunsel marker gear side-up under both the ToolKit and SciKit. Dunsels have no totage cost, but are otherwise picked up, dropped, and carried by humans as if they were real gear.

INVASIVE SPECIES

E.4 IMPROVISED DEVICES

Improvised devices (ID) are pieces of gear the Quicksilver's crew hobbles together from parts found around the ship.

E.4.1 BLUEPRINTS

When a deceased human is successfully autopsied, the human player randomly draws an improvised device marker from the pile of face-down improvised device markers, and places it near the display.

This marker is a blueprint for a device. Possession of a blueprint allows the human player to fabricate the associated device if the player can assemble the ingredients.

Each ID requires three ingredients to fabricate. Ingredients for an ID include one specific skill, one specific type of supplies, and one specific room. For example, building a Scanner requires an *engineer* with an *electronics supplies* marker in the same obstructed grid in the *workshop*. All of the blueprint formulae are listing on the back cover of the rules.

E.4.2 FABRICATION

The fabricating human unit must be in an obstructed grid in the correct room, possess the correct skill, and must be carrying the correct supplies marker. Supplies include food, electronics, and chemicals.

The human must roll a modified seven or higher to complete a fabrication. Skills and actions applied add to the die result.

A successful roll creates the piece of gear in the same grid as the fabricating unit. Successful fabrication consumes all actions applied and the required supplies.

Unsuccessful fabrication efforts consume only the committed actions. The fabricated ID is no longer a blueprint. Its marked placed on the display in the grid with the unit that carried out the fabrication effort.

If a fabrication effort fails, humans may try again on the same or subsequent turn, if they have the skills and actions available.

E.5 NATURE OF THE ALIEN

The alien is an protean apex predator from a world replete with dangerous and hostile life forms. This world, Lupi V2-4, is used by another space-faring species — the Opari — as a training ground for their elite soldiers.

The alien is drawn from the deepest nightmares of HP Lovecraft or HR Giger. It is a horrific mass of horror — fearless, powerful, fast, and relentless.

In the context of the game, the alien has four life stages. The first alien life stage is Larva. This is the stage of the alien at the start of the game. A Larval alien masses about five to ten kilograms and can move almost 50 kph in short bursts. Its ferocity rating is two, its resilience is zero, and it begins the game with one ability selected by the alien player.

The alien is called a Hunter during its second life stage. A Hunter masses about 50kg. Its ferocity increases to three, its resilience increases to one, and it randomly draws a second ability.

A third life stage alien is called a Guard. A Guard approaches 150kg, its ferocity increases to four, its resilience increases to two, and it draws a third random ability.

An alien that reaches its fourth life stage is called a Royal. It now is at least three meters long/tall and masses over 400kg. Its ferocity increases to five, its resilience increases to three, and it draws a fourth random ability. If it's any consolation, if the alien reaches this stage, you have our sympathies.

F. END OF GAME

The game plays until all aliens or humans onboard the Quicksilver are dead, or the Quicksilver is destroyed. When one of these events occurs, consult the table below to assess which side wins and with what scale of bragging rights.

F.1 DETERMINE VICTORY

The human Player adds up points according to the following schedule:

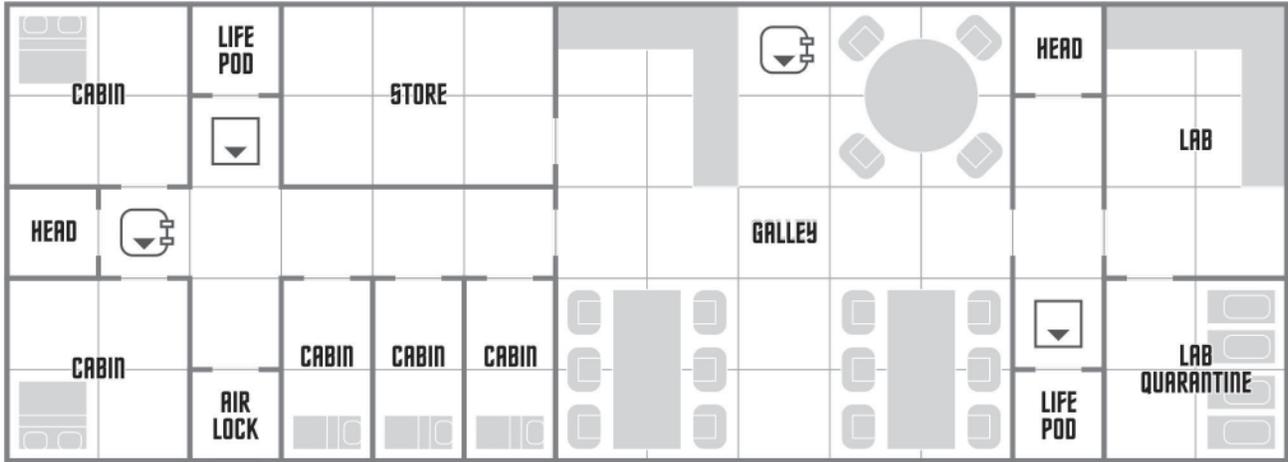
+2	Per human who survives onboard the Quicksilver.
+1	Per human who survives onboard a Life Pod.
+1	Per successful autopsy of a deceased human.
-1	Per successful mutation of Royal alien.
-4	If a human with the Agent skill is not killed by an alien.

When a total is reached, compare the score to this schedule:

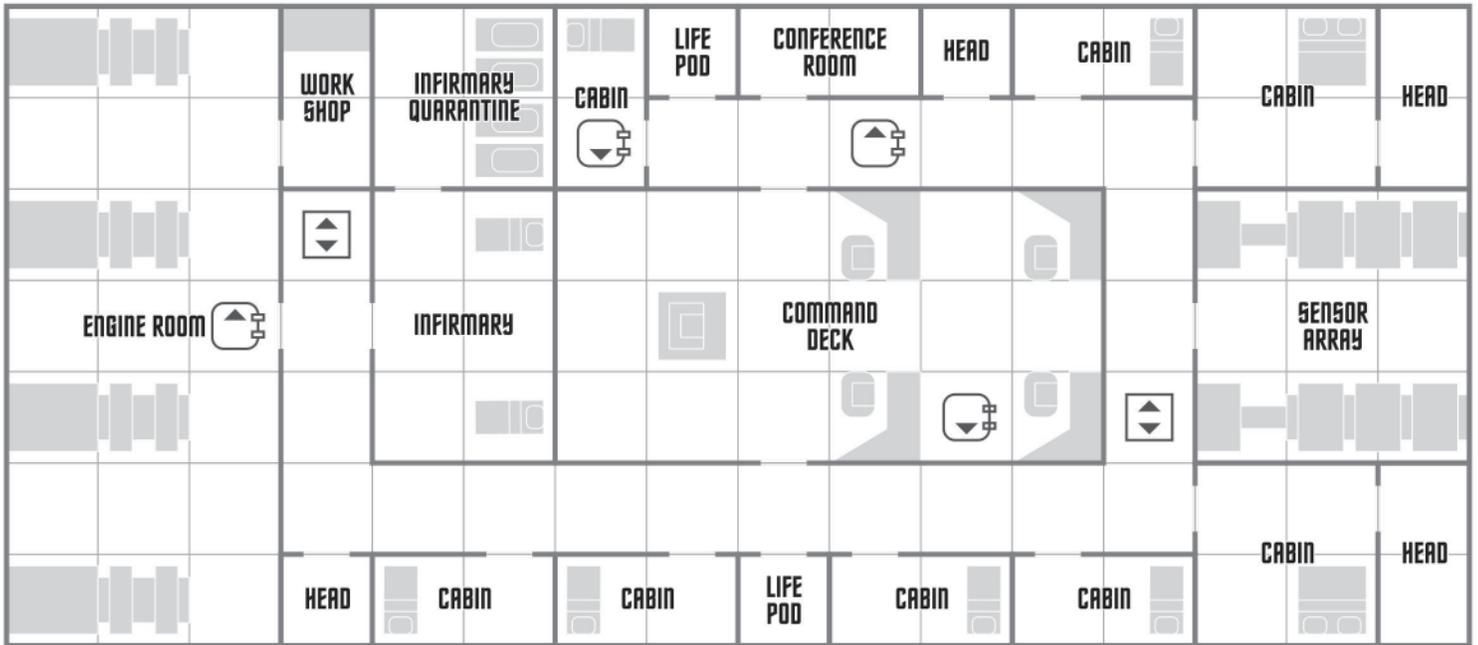
>16	Decisive Human Victory
12-15	Marginal Human Victory
8-11	Draw
4-7	Marginal Alien Victory
<4	Decisive Alien Victory

CFS QUICKSILVER

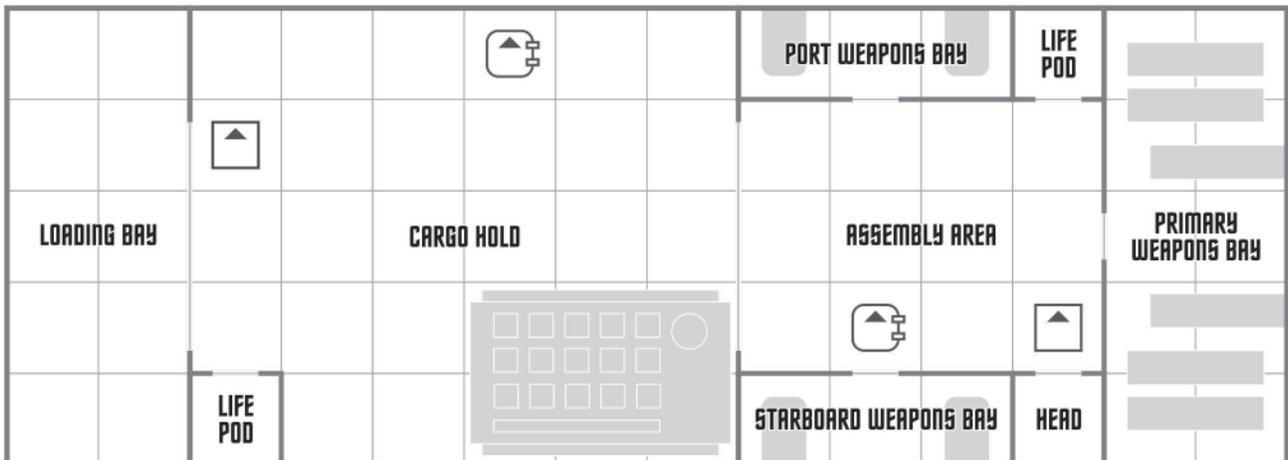
DECK 00



DECK 01



DECK 02



G. CHARTS AND TABLES

G.1 ACTION COSTS

Activity	Human	Alien
Pick up gear, supplies, or human	1	1
Drop gear or supplies	0	0
Boost one effort by one	1	1
Move into Open grid	1	1
Move into Obstructed grid	2	1
Open/Close door from adjacent grid	1	1 (If Clever)
Open/Close door from Command Deck (Ops)	3	-
Launch Life Pod from adjacent grid	1	1 (If Clever)
Launch Life Pod from Command Deck (Ops)	3	-
Shift up/down one Deck w/lift	1	1
Shift up one Deck w/hatch	4	1
Shift down one Deck w/hatch	2	1
Initiate a Pipe-Run	-	0-4 (Mutation, Agile)
Search (Radius equals # of actions spent)	X	-
Heal unit (AidKit or Infirmary for human)	1	1 (Self for alien)
Attack unit	1	1
Attack nexus	-	1 (Resilience 0)
Attack closed door	-	1 (Resilience 6)
Repair nexus (Toolkit)	1	-
Autopsy deceased human (SciKit/Lab)	1	-
Mutate	-	1 (4 energy store)
Fabricate Improvised Device (See below)	1	-
Spawn Larva	-	1 (4 energy/Queen)

G.2 IMPROVISED DEVICE BLUEPRINTS/EFFECTS

Place the ID marker in the same grid as the fabricating unit if the fabrication effort is successful. The required supplies are consumed.

G.2.1 FLAME CASTERS

Flame Casters are fabricated by a human with Engineer skill with chemicals in the Workshop.

A Flame Caster adds six to a human's ferocity and allows the human to attack at range. Add the range to the resilience of all targets. Flame Casters attack every unit in the grid containing the target.

G.2.2 POISON BAIT

Poison Bait may be fabricated by a human with Cooking skill with chemicals in the Galley. A human unit picks up the Bait from the Galley and drops it in any grid desired. Bait does not affect Pipe-Running aliens.

If the alien begins its phase within six grids of the bait on the same deck, and no human is within six grids of the alien or the Bait on the same deck, the alien must spend all actions to move to the Poison Bait. If the alien stacks with the Bait, it must spend an action eating it. If the alien eats the Bait, it suffers an attack with a ferocity of six. If the attack fails, the alien is injured. If the attack succeeds, the alien dies.

G.2.3 SCANNERS

Scanners are Fabricated by a human with Science skill with electronics in the Lab. Scanners add two to the range of all Searches made by a human so equipped.

G.2.4 TOXIC AMMO

Toxic Ammo is fabricated by a human with Medical skill with chemicals in the Infirmary.

Add two to the ferocity of all carbine and handgun attacks made by the human carrying the Toxic Ammo.

G.2.5 ULTRASONICS

Ultrasonics are fabricated by an Engineer with electronics in the Workshop.

The possessing unit may activate (reveal) or deactivate (conceal) the Ultrasonics gear as desired at no action cost. Ultrasonics do not work on Pipe-Running aliens.

If the alien begins its phase within six grids of a human carrying active Ultrasonics, the human player spends a number of alien's actions equal to six minus the range between the two at the start of the alien's phase.

These actions may only be spent to move the alien farther away from the unit carrying the Ultrasonics. The human player chooses the route, but each action spent must move the alien farther away if possible.

The alien player spends any remaining points, but may not move closer to the unit carrying the Ultrasonics. This device allows the human player to force the alien into an ambush, air lock, life pod, or other unfortunate position.

G.3 SKILL DESCRIPTIONS

Some of these are not technically skills but we group them together because they function as skills in the context of the game.

A human with **Command** skill gives a +1 die roll boost to any human unit, including itself, engaging in a die-roll involving activity in the same or adjacent grid. All adjacent human units earn the bonus with all activities attempted.

A human with **Cooking** skill adds one to the ferocity of all attacks it makes against a target in the same grid and may fabricate the Poison Bait ID.

A human with the **Engineer** skill who is also equipped with a Toolkit can conduct repairs on the ship. A human with engineer skill may fabricate certain IDs in the Workshop.

A human with the **Medical** skill who is also equipped with an AidKit can heal injured and unconscious humans. A human with the Medical skill in the Infirmary can heal injured and unconscious humans occupying beds in the Infirmary or Infirmary Quarantine. A human with Medical skill may fabricate certain IDs in the Infirmary.

A human with **Operations** skill is an expert at operating ship systems. A human with Operations skill can spend three actions to open or close any door or launch any Life Pod if that human occupies an obstructed grid on the Command Deck.

A human with **Science** skill who is also equipped with a SciKit can autopsy deceased humans. A human with the Science skill occupying a grid in the Lab can also autopsy deceased humans who occupy obstructed grids in the Lab or Lab Quarantine. A human with Science skill may fabricate certain IDs in the Lab.

A human with **Tactical** skill is an expert with firearms and at hand-to-hand combat. A unit adds its Tactical skill to the ferocity of all attacks it makes.

A **Humoid** is an android or gynoid. A humoid ignores unconscious effects and cannot be healed by Medical personnel. The Humoid is healed by a successful repair effort directed against it. The humoid, if deceased, is removed from the game. It may not be used by the alien to Spawn and does not provide energy store tokens.

An **Athlete** human earns one additional action per turn.

The **Agent** has instructions to return to Earth with the alien alive and intact for study. If the Agent survives the game, the human player loses four victory points.

A **Powerful** human may be a GenMod or just a body builder. A Powerful human adds one to his or her resilience.

G.4 ALIEN ABILITIES

The alien is a life form whose nature and capabilities are unknown to the crew. The alien grows as the game progresses. During this growth, the alien Mutates which gives it new capabilities.

Acid Spit allows the alien to attack at full strength at a range up to two.

Agile reduces the action cost of initiating a Pipe Run by one.

Carapace increases the alien's resilience by one.

Clever aliens may open and close doors and launch Life Pods.

Immunity allows the alien to ignore the effects of Ultrasonics, Toxic Ammo, and Poisoned Bait.

Queen allows an alien to Spawn a Larva instead of Mutating. This effort is performed in the same grid as the Queen and succeeds on a Spawn roll of seven or better. Add one to the roll for every action applied.

Surge allows an alien to burn one energy store token to gain two bonus actions during its turn. Only one energy store token may be consumed per turn.

Venom renders a human that is injured by the alien unconscious. Mark an unconscious human with the unconscious side of an injured marker. Unconscious units earn no actions each turn. The unit is healed normally. An unconscious human can be consumed.

G.5 ALIEN LIFE STAGES

At every Life Stage an alien earns six actions per turn. When an alien mutates, swap the alien counter with one from the next life stage, and draw another random ability to add to any abilities the alien already possesses.

	Ferocity	Resilience	Pipe Run	# Abilities
Larva	2	0	1	1
Hunter	3	1	2	2
Guard	4	2	3	3
Royal	5	3	4	4

H. CREDITS

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INVASIVE SPECIES