

INVADERS FROM DIMENSION X!

Invaders From Dimension X! is a solitaire game depicting battles between the crack 124th **Galactic Marine Raider Battalion** (nicknamed “The Old Reprobates”) of the **Unified Space Alliance Defense Force** and the invading “pods” of a mysterious alien race, commonly known as the **Kay’otz** (roughly translated as “The Cosmic Mother’s Infestation Containment Bureau”). These invading aliens crossed from another dimension (christened “Dimension X” by the military) after a wormhole research team from **Outpost Skylar**, located on the volcanic planet of **Brea 7**, accidentally “drilled” into their world. Oddly, Kay’otz laws of physics and mental logic are not the same as those of the human races inhabiting the Milky Way galaxy. Thus, this dimensional confluence causes the aliens to seemingly move and fight in a random and chaotic manner. The only consistency Marine generals have discerned is one strange tendency: the Kay’otz use the same set of battle tactics in the same frequency in nearly every engagement. This is akin to them following a scrambled-up playbook of strategies and is the only factor that makes them somewhat predictable. One other recent discovery (based on an intercepted and translated communiqué) is that the Kay’otz are absolutely determined to eradicate the human race from this dimension. When the aliens discovered that human weaponry can actually *kill* Kay’otz warriors, they became frenzied. It turns out that Kay’otz warfare is comparatively “civilized” on their home world of **Nela’mit**. Enemy warriors are rarely killed but are instead “neutralized”. Stunned and paralyzed prisoners are gathered up and kept in huge enclaves, to be used as slave labor or for scientific research. Ironically, humans naturally consider such practices to be even more barbaric than death on the battlefield! Therefore, the war has become a truly desperate struggle between two very different and very determined foes.

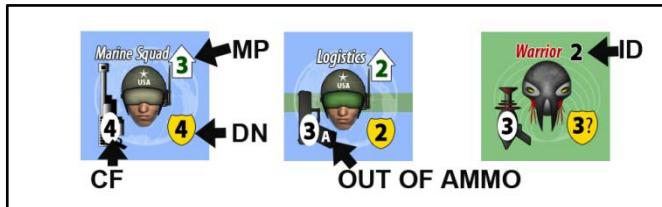
A. GAME COMPONENTS

1) **Map:** Two 12.5” x 18.5” hex maps (Mapzone Alpha and Mapzone Beta) on one back-printed sheet. Two-hundred-sixteen hexes on each map are numbered 111 to 666, with the remaining Lava Flow hexes not numbered. There are different terrain features represented on the map – Rough, Forest, Buildings, Road, Lava Flow and Wormhole - each of which have some effect(s) on gameplay. These features are each explained in detail in the appropriate rules section.

2) **Counters:** There are 88 counters representing Unified Space Alliance squads and Kay’otz pods along with various chits and markers.

a) **Unified Space Alliance (USA)** units are collectively known as “Marine” units in the rules. Each Marine unit has one of the following distinct types listed on the top of the counter – *Marine Squad*, *Scout*, *Special Ops*, *Heavy Weapons*, *HQ* or *Logistics*. Each unit has its Movement Points (MPs) shown in an arrow in the top right of the counter, its Combat Factor (CF) in the bottom left and its Defense Number (DN) in the bottom right. The front of all Marine units show the unit with full ammunition allowance and the back indicates a unit that has run out of ammo (indicated with its CF in a red circle) for its main weapon (exception – see rule E8).

b) **Kay’otz units** (also called “alien” units in these rules) have an ID number in the top right corner of their counters with their CF in the bottom left and their DN in the bottom right (alien units always start with a DN of “3” or “4”, which may change after they are hit but not destroyed, represented by the “?”). The front of the counter shows the unit “Active” and the back is when it is “Dormant”.





Special Note - Alien Monolith: The alien **Monolith** unit may never move once placed on the map. If an **Active Marine HQ**, **Logistics** or **Special Ops** unit is in a hex adjacent to the Monolith unit, **the Monolith is immediately shut down** and becomes **Inactive**. Flip the Monolith unit over to its "Inactive" side. As soon as there is no Active eligible Marine unit adjacent to the Monolith unit, it is immediately flipped back to its "Active" side. The Monolith unit cannot conduct Combat nor may it be targeted or otherwise damaged.

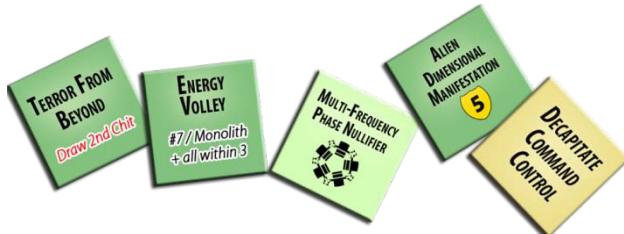
c) **Chits and markers** are explained in greater detail in the relevant section of the rules. **Kay'otz Activation Chits** are drawn from a cup and determine what the alien units will do this turn. **Kay'otz Mission Goal Chits** are drawn randomly either during the game (to eliminate them) or at the end of the game (to determine possible alien victory). Markers are used to indicate the status of a unit.

Important: A Marine unit that does not have a "Paralyzed" marker with it is said to be "Active". A Stunned unit is still an Active unit.

3) **Dice:** The player needs to supply at least three six-sided dice, but the more the better. Dice can be read in three different ways, depending on the activity that is being resolved:

- A single die to achieve a number from 1 to 6.
- Two dice added together to achieve a sum from 2 to 12.
- Three dice rolled separately (or three dice of different colors that are rolled together and read in a pre-determined order). The first die is the first digit of a hex number, the second die is the second digit of a hex number and the third die is the third digit of the hex number, resulting in a number from 111 to 666 (example: a "2", a "3" and "1" is hex number "231").

4) **Chit Cups:** The player also needs to supply two opaque containers (coffee cups or bowls will do), one to hold the **Kay'otz Units** and the other to hold the **Kay'otz Activation Chits**. Optionally, a third and fourth cup can be used for the **Alien Dimensional Manifestation** markers and **Kay'otz Mission Goal** chits if the player is not bothered by so many cups on the table (just keep an especially attentive eye on that other cup that has the hot coffee in it!).



B. SEQUENCE OF PLAY

The player assumes the role of the **Chief Regional Commander** of the **USA Defense Force** and thus controls the **Galactic Marine** units in the game, playing against the alien "system". Begin each scenario (there are two Battle scenarios and a small Campaign scenario) by setting up the units on the map as indicated in the scenario instructions. Any remaining Kay'otz units are placed in one of the two cups. All twenty **Kay'otz Activation Chits** are placed in the other cup, the ten **Alien Dimensional Manifestation** (ADM) markers are placed **face-down** on the table in a random pile and the six **Kay'otz Mission Goal** chits are also placed **face-down** on the table in a random pile. All other unused markers and units are placed aside in a convenient place. They will be needed later in the game as it proceeds. A full game consists of **18 or 19 Game Turns** (depending on the order of the Kay'otz Activation Chit draws), with each **Game Turn** made up of a number of **Phases**. Each Phase is completed to conclusion before moving to the next one. Phases are conducted in the following order:

1. Marine Action Phase

The player may conduct **one Action** per **Marine unit** in any order he chooses, completely resolving the Action for a particular unit before proceeding to the next one. After a unit conducts its chosen Action, its counter is turned 45 degrees to indicate it has acted this phase. An Action is **one** of the following:

- Full Move**
- Full Fire**
- Shoot and Scoot**
- Special Action**, which is **one** of the following:
 - Recon** (Scout and HQ units only)
 - Build Strongpoint** (Squad, Special Ops and Heavy Weapons units only)
 - Rally** (all Stunned and Paralyzed units)
 - Re-Supply** (Logistics unit only)
 - Request Reinforcements** (HQ unit only)

2. Kay'otz Activation Phase

If a **successful** Recon action was done this turn, draw **two Kay'otz Activation Chits** from the cup and choose one to be active this phase (throw the other one back into the cup). Otherwise, draw **one Kay'otz Activation Chit** from the cup. In either case, follow the indicated procedures to resolve the activated chit (see the **Kay'otz Activation Chit Description** sheet for details).

3. End Phase

Check for any **Instant Victory** condition based on the scenario instructions. If no Instant Victory is achieved and there is at least **one Kay'otz Activation Chit** remaining in the cup, play continues to the next Game Turn (with Phase 1). If there are no chits left in the cup, check to see who wins the game.

C. MOVEMENT

1) Regular Marine Unit Movement: Marine units move during the Marine Action Phase and the maximum number of **Movement Points** (MP) they can use in a phase is listed in the top right of their counter (green number inside an arrow). Units may normally move from one hex to an adjacent hex, expending **1 MP per hex entered**. However, **Forest** and **Rough** terrain hexes **cost 2 MP each**. Also, moving from a **Road** hex into a *directly connected* Road hex (i.e., moving along the road) counts only as **½ MP for each** such hex. Note that Building and Bridge hexes are considered to be Road hexes as well. Units may *never enter a Lava Flow hex* unless moving along a Road through that hex. A unit with a “Stunned” marker **reduces its printed MP by one (-1 MP)** and a unit with a “Paralyzed” marker **may not move at all**. If a unit does not have enough remaining MP to enter the next hex, it may not do so. Marine units may never be stacked together in the same hex at the **end** of their movement (passing *through* a hex with another Marine unit is permitted). A Marine unit may never voluntarily enter a hex with an alien unit.

- a) A unit choosing a **Full Move** action allows the unit to use all its MP to move (but it may not do anything else);
- b) A unit choosing a **Shoot and Scoot** action allows the unit to use only **half of its MP** (rounded down and **after** any other adjustments to its MP) but does allow it to also conduct Combat (but at lower effectiveness). The unit may conduct all its movement first and then perform Combat or vice versa;
- c) A unit choosing a **Full Fire** action *does not allow any movement at all* but the unit can conduct normal Combat.

2) Marine Jump Packs: Marine **Scout** and **Special Ops** units may, as a normal move action, instead conduct a “Jump Pack” move (designated on the unit counter with a “JP” notation under the MP). The player announces the desired destination hex (any hex on the map that it is not otherwise prohibited and regardless of its distance from the jumping unit) and rolls one die on the table below. Reinforcement units may jump in from off-map. **Deduct one (-1)** from the die roll if the jump is being done with a **Shoot and Scoot** action and **deduct one (-1)** if the unit has a “**Stunned**” marker. Apply the die roll as follows:

1 = Malfunction! Roll three dice to get a random hex, place the jumping unit into that hex and give it a “**Stunned**” marker. If it lands on another Marine unit or a Dormant alien unit, move it to the highest-numbered eligible adjacent hex. If it lands on an Active alien unit, the jumping Marine unit is **eliminated** from the game.

2-3 = Scattered! The unit lands next to its destination hex. Place the unit in the highest-numbered eligible adjacent hex.

4-6 = Safe Landing! Place the unit in its destination hex.

3) Kay'otz Unit Movement: Kay'otz units can move during the Kay'otz Activation Phase if instructed to do so by the **Kay'otz Activation Chit** that is in effect. Alien units can move through *an unlimited number of hexes* but may not stack with another Kay'otz unit at the **end** of their movement (they may pass *through* another alien unit). They also can never **end** their move stacked with a Marine unit (unless a chit action forces them to attack the Marine unit after landing on it) though they **may pass through** a Marine unit with no effect. An alien unit on its **Dormant** side **may not move**. A Dormant unit that would normally be activated by a chit is *instead simply flipped back over to its “Active” side (only)* and does nothing else for that turn.

4) No unit of either side may leave the map unless allowed to by scenario instructions or forced off by a chit's action. If forced off, it is eliminated.

Note that there are no Zones of Controls in this game.

MOVEMENT EXAMPLE: A Scout unit is in hex 263 (Map A). It conducts a **Full Move** action and thus has 4 MPs. It moves to 326 for **½ MP**, to 352 for **1 MP** (*it is not following a connected Road*), to 353 for **½ MP** and then to 415 for **2 MP**s. Thus it has spent its entire total of **4 MP**s. If the unit had opted for a **Shoot & Scoot** action, its total allowed movement would be reduced to **2 MP**s (half of 4). It could then move to 326 for **½ MP**, to 325 for **½ MP**, to 352 for **½ MP** and end at 353 for **½ MP**. It then can conduct Combat against an alien unit at hex 421 (*it would have been blocked from that shot from hex 263 by the Forest hexes*) but with a **reduced Combat Factor**.

D. COMBAT

1) All Combat in the game represents “*plasma gunfire*” (from the Marine units) and “*laser energy fire*” (from the Kay'otz units, though humans don't yet really know technically what kind of weapon it is). Since these warring units are from different physical dimensions, traditional melee or hand-to-hand combat cannot be conducted – *humans and the Kay'otz are not able to physically grapple with one another (other than by being accidentally landed on by jumping/warping units)*.

2) All units issue fire when allowed to do so by their chosen/assigned Action for the turn. A firing unit refers to the **Combat Factor** (CF) listed on the bottom left of its counter (the number in the white or red circle). This is the **number of dice normally rolled** to resolve Combat. Each unit conducts combat *individually* – units firing at the same target unit **do not** add their CF's together. There is no “range” limitation (exception: see the BUMP gun below) and thus most units may fire *any distance*. However, Marine units (only) must be able to “see” their intended target. Draw an imaginary “line of fire” from the center of firing unit's hex to the center of the intended target unit's hex. If that line crosses **inside** or **on the hexside** (edge) of any intervening hex containing “blocking” terrain (a **Forest**, **Building** or **Lava Flow** hex) or another unit (Marine or alien), then the combat *cannot be conducted against that target* (exception – see the BUMP Gun below). Note that targets merely *occupying* a blocking terrain hex may be fired upon if not otherwise blocked. A

Marine unit with a “**Paralyzed**” marker **may not fire at all**. The alien **Monolith** unit can never be targeted or destroyed.

3) Marine Combat: A Marine unit using a **Full Fire** action rolls a number of dice equal to its Combat Factor. The unit **reduces its CF by one (-1)** in **each** of the following qualifying cases:

- a) The unit chooses the **Shoot & Scoot** action using regular gunfire (such units may move first and then conduct Combat or vice versa);
- b) The firing unit is **Stunned**;
- c) The targeted alien unit is in a **Forest, Rough** or **Building** terrain hex.

A Marine unit **increases its CF by one (+1)** in **each** of the following qualifying cases:

- a) The unit is **adjacent** to an Active Marine HQ unit when it conducts combat;
- b) The targeted alien unit is **Dormant**;
- c) The targeted alien unit is in an **adjacent** hex.

Note that *all the above adjustments to a unit's CF are cumulative. If the modified CF is less than “1”, no Combat can be conducted.*

4) The player rolls the net number of Combat dice and compares each die to the targeted alien unit's **Defense Number** (DN). The DN is in the bottom right of a unit's counter (black number in a yellow shield). The player may voluntarily *reduce* the number of dice rolled prior to combat. If the alien unit **does not have an Alien Dimensional Manifestation (ADM) marker**, **its DN is automatically “3” or “4”** (as printed on the counter). Each combat die that is **greater than the unit's DN is a Hit**. If **three or more** Hits are scored, the alien unit is **eliminated** from the game and removed from the map (do not put it back into the pool of units). If **less than three** Hits are scored, there is **no effect** (however, see ADM markers below).



5) ADM Markers: If the alien unit receives **one or two Hits**, and the unit does not currently have an ADM marker, randomly draw an available ADM marker from the pile and place it under the targeted Kay'otz unit. This represents that unit's **new DN** for the remainder of the game. If **no Hits** are scored on the unit, do not place an ADM marker (the alien unit's DN remains “3” or “4”). If an alien unit is removed from the map while carrying an ADM marker, the marker is returned to the pile of unused ADM markers. If you run out of ADM markers, the alien unit's DN remains unchanged and the unit is assumed not to have been hit (and is thus eligible for an ADM the next time it is hit).

6) Special Ops BUMP Gun: The Marine **Special Ops** unit is armed with a new, still-experimental weapon called the **Bionic Ultraviolet Multidimensional Phaser (BUMP)** gun. It is extremely deadly, but also unpredictable. The BUMP gun can fire through **any kind of terrain or units** (i.e., it is **never blocked**) but it can only fire at an alien unit that is **within six or fewer hexes** of the firing unit. If a unit fires, it rolls one die on the **BUMP Gun Table** below for the results.

Deduct one (-1) from the die roll if the unit is doing a Shoot & Scoot action and deduct one (-1) if the firing unit has a “**Stunned**” marker. Apply the net roll as follows:

1 = Misfire! No effect on the targeted alien unit plus flip the Special Ops unit over to its “**Out of Ammo**” side.

2 = Energy Recoil! No effect on the targeted alien unit plus give the Special Ops unit a “**Stunned**” marker.

3 = Beamed! The targeted alien unit is blasted to a random hex. Roll three dice to determine the hex number and place the alien unit in that hex. If it lands on an Active Marine unit, the alien unit is eliminated. If it lands on a “**Paralyzed**” Marine unit or another alien unit, place it on the highest-numbered eligible adjacent hex.

4-6 = Vaporized! The targeted alien unit is eliminated.

7) Kay'otz Overlord Unit Elimination: If the player eliminates an Overlord unit (a #7 unit), he also randomly draws one of the face-down **Kay'otz Mission Goal** markers, looks at it and removes it from the available pool of markers (unless there is only one marker remaining, in which case nothing happens). Note that this allows the player to narrow down the ways the Kay'otz can possibly win the game.

8) Out of Ammo: If any normal Marine unit Combat die roll (not when firing a BUMP Gun) yields **two or more “1’s”** on the dice, the unit resolves the Combat normally but is then flipped over to its “**Out of Ammo**” side. “Out of Ammo” units may only use their kinetic-damage sidearms (a fancy name for their pistols), which can only target an alien unit **in an adjacent hex** and have a Combat Factor of “3” (designated “3A” on the unit counter). Note that **Logistics** units have pistols on their **front side** and if they run out of ammo, **they may not fire at all**. Units that are already on their “**Out of Ammo**” sides ignore any further “Out of Ammo” results. Units remain on their “**Out of Ammo**” sides until Re-Supplied (see E5).

9) Kay'otz Unit Combat: Kay'otz units are instructed when to conduct Combat by the drawn **Kay'otz Activation Chit** and do so using the same basic procedure as Marine units. Alien units use their full CF unless modified by a number of conditions. If the net Combat Factor is then “0”, no fire is conducted. In addition, Kay'otz Combat is **never blocked by terrain** (except **Lava Flow** hexes or hexsides) or **other units**— their “line of fire” may freely pass through non-Lava Flow obstacles. **“Dormant”** Kay'otz units and the **Monolith** unit **do not conduct Combat**.

A Kay'otz unit **reduces its CF by one (-1)** in **each** of the following qualifying cases:

- a) If the targeted Marine unit is **located in** or the alien's “line of fire” **crossed through** a **Forest, Rough** or **Building** terrain hex or hexside;
- b) If the targeted Marine unit is **located in** or the alien's “line of fire” **crossed through** a **Strongpoint** hex or hexside (this can be cumulative with the above modifier).

A Kay'otz unit **increases its CF by one (+1)** in the following qualifying case:

- If the target unit is in an **adjacent hex**.
- 10) The player rolls the net number of Combat dice and compares each die to the targeted Marine unit's **Defense Number** (DN). Each die roll that is *greater than* the targeted Marine unit's DN scores **one Hit**. If the Combat scores **one or two Hits**, the Marine unit becomes "**Stunned**" – place a "Stunned" marker on the unit. If the combat scores **three or more Hits**, the Marine unit becomes "**Paralyzed**" – place a "Paralyzed" marker on the unit. If a previously "Stunned" unit gets another "Stunned" result, it becomes "Paralyzed". Multiple "Paralyzed" results have no additional effect. Kay'otz units do not become "Out of Ammo".

COMBAT EXAMPLE: Using the previous Movement Example, the Scout unit conducts Combat against an alien unit in 421. The alien unit does not have an ADM marker. The Scout unit starts with a CF of 3, which is reduced by a -1 for the Shoot & Scoot action but also increased by +1 for firing at an adjacent target. Let's say there is also an HQ unit in hex 331 and therefore is adjacent to the Scout when it does the combat. Thus, it adds another +1 to its CF, giving a net total CF of 4. The player rolls four dice and rolls a 1, 4, 1 and 3. Each die greater than the alien's DN of 3 would score a Hit, so only one Hit is scored. Since three Hits were not scored, the alien unit is not destroyed. However, because one Hit was scored, the player would draw a random ADM marker and place it under the Kay'otz unit. The player draws an ADM 5 marker and thus for the remainder of the game, that Kay'otz unit has a nearly impervious DN of 5. Also, because the player rolled two 1's, he must flip the Scout unit over to its "Out of Ammo" side. Not a great result overall!



E. SPECIAL ACTIONS

- Some Marine units may conduct a **Special Action**. No Special Actions can be taken if the unit is not "Active".
- Recon:** Only a **Scout** Marine unit may conduct this action. An Active **HQ** unit anywhere on the map can also "assist" that Scout unit with the Recon action (this counts as a Special Action for the HQ unit). The player rolls **one die per Active Scout unit**. Add **one to the die roll (+1)** if he assigns an **Active HQ** unit to assist that action (a maximum of one HQ unit per Scout unit) and **deduct one (-1)** if the Scout unit is **Stunned**. Note that each Scout/HQ combo conducts its own separate Recon Action. If the net die roll is **"4" or more**, the **Recon** is successful. The player *immediately* places the "Successful Recon" marker by the **Kay'otz Activation Chit** cup as a reminder. During the subsequent **Kay'otz Activation Phase**, the player may draw **two** random **Kay'otz Activation Chits** from the cup (instead of the normal one chit) and chooses the one he wants the aliens to use this turn. The other chit is returned to the cup. Play then proceeds normally with the selected chit as the active chit. If the net Recon die roll total is **"7"** the player additionally randomly draws one of the available Kay'otz Mission Goal chits (*but only if not the last one*), looks at it and removes it from the game (thus narrowing down the ways the Kay'otz could win the game).
- Build Strongpoint:** Marine **Squad**, **Special Ops** and **Heavy Weapons** units may attempt to build a "**Strongpoint**" marker in their hex. The player rolls one die and a score of **"4" or more** successfully builds the Strongpoint. Add **one to the die roll (+1)** if the unit is adjacent to an Active **HQ** unit and **deduct one (-1)** if the unit is **Stunned**. If a Marine unit with a "Strongpoint" marker in its hex is targeted, or the alien's "line of fire" passes through a Strongpoint hex, **reduce the Combating alien's CF by an additional one (-1)**. Once deployed, the "Strongpoint" marker never moves from that hex and can never be destroyed. Alien units can enter a hex with a Strongpoint marker but get no benefit from it. A Strongpoint marker itself *does not block LOS*. A maximum of three Strongpoints can be in the game at one time.
- Rally:** All types of units may attempt to Rally. A Rally action allows a "**Stunned**" or "**Paralyzed**" unit to attempt to remove/downgrade that marker. Roll one die for each such unit – on a roll of **"5" or more**, remove the "Stunned" marker or flip the "Paralyzed" marker over to its "Stunned" side. **Add two** to the die roll **(+2)** if an Active **Logistics** unit is adjacent to the Rallying unit. **Add one** to the die roll **(+1)** if the Rallying unit is **adjacent** to an Active **HQ** unit. **Subtract one** from the die roll **(-1)** if the unit is **adjacent** to any **Active alien unit(s)**. These die roll modifiers are cumulative.
- Re-Supply:** An Active **Logistic** unit may re-supply **one** (only) **adjacent** Marine unit (in any condition) that is on its "Out of Ammo" side. If this action is selected, the player immediately flips the eligible Marine unit back over to its front side (but retains any marker).

6) **Request Reinforcements:** An Active **HQ** unit may request that **one** additional Marine unit of any type be brought onto the map. **Deduct one (-1)** if the HQ unit is **Stunned**. The player rolls one die and on a roll of “**3” or more**, he may take any one Marine unit **from the available pool of units** (not from those that have been eliminated from the game due to a Combat or Event result) and place it on the map per the scenario instructions. This newly arriving unit may activate immediately and perform an eligible action.

conducts a *Combat* against the Marine unit, which is resolved normally. If the Marine unit were *Paralyzed* by that combat, alien unit #12 would not move at all, since there is then no Active Marine unit on the map. However, if the Marine unit is not *Paralyzed* by the attack, unit #12 is moved directly to hex 245 (the nearest eligible adjacent hex since 313 is already occupied by an alien unit). Alien unit #12 then also conducts *Combat* against the Marine unit.

F. KAY'OTZ ACTIVATION

1) During the **Kay'otz Activation Phase**, the player normally randomly draws one **Kay'otz Activation Chit** from the cup. If a **successful Recon** Special Action was conducted during the preceding Marine Action Phase, the player instead randomly draws **two** chits and picks the one he wishes to enact. The other is placed back into the cup.

2) The drawn/enacted Kay'otz Activation Chit will describe which alien units are affected by the chit and these **must** conduct the indicated action. Consult the separate **Kay'otz Activation Chit** sheet, find the entry for the relevant chit and proceed as instructed. The actions and procedures indicated for the drawn/enacted chit must be conducted immediately and to conclusion with each affected unit.

Note the standard procedure rules on the Kay'otz Activation Sheet regarding in what order to activate alien units and how hexes are selected.

3) When all the eligible Kay'otz units have completed their actions, the phase is over and the used chit is placed to the side. It behooves the player to keep track of which chits have been drawn and used and which remain in the cup. **The player should use this information to help him/her determine what to expect from the evil Kay'otz for the remainder of the game!**

4) Two of the Kay'otz Activation Chits (*The Overlord's Command* and *The Terror From Beyond*) instruct the player to draw another chit upon conducting all the necessary procedures from the first chit. In this case, the next chit is drawn immediately and acted upon as if it was just normally drawn from the cup.

Note that because two such chits are in the cup, this means that the player actually only gets 18 or 19 Game Turns worth of activity, despite the 20 chits in the cup!

KAY'OTZ ACTIVATION EXAMPLE: The player draws the Alien Rush/Units #8 through #12 Kay'otz Activation Chit. Alien unit #8 is in hex 321, unit #10 is in hex 421 and unit #12 is in hex 416. The only Active Marine unit currently on the map is a Marine Squad in hex 314 (all the other Marine units are *Paralyzed*). The player first moves unit #8, but notices that there may be a *Lava Flow* in the way. An invisible straight line is drawn between hex 321 and 246 (the nearest eligible hex adjacent to the Marine unit) and it's obvious that the move would be blocked by a *Lava Flow* hex. Thus, alien unit #8 does nothing. Next, unit #10 is moved directly down the row of hexes and stops in hex 313, the nearest hex adjacent to the Marine unit. It then immediately

G. END PHASE

1) The player checks the **Instant Victory** conditions of the scenario being played. If he hasn't won per the scenario's conditions and there are still Kay'otz Activation Chits left in the cup, then he straightens-out all his activated Marine units and begins the next turn's Marine Action Phase.

2) If there are no Kay'otz Activation Chits left in the cup, the player randomly draws one of the remaining **Kay'otz Mission Goal** chits and looks at it. *Note that there must always be at least one Mission Goal chit remaining to draw at the end of the game.*

3) The Kay'otz Mission Goal chits are each explained as follows:

- a) **Inter-Dimensional Portal:** A secret inter-dimensional Portal is located in the same hex as a Monolith unit. If no Monolith is present, then it is located in the hex with the Overlord unit in the highest-numbered hex. If there is no Active Marine unit within three or fewer hexes of the Portal hex, the Kay'otz win. If there is no Monolith or Overlord unit, the Kay'otz cannot win with this chit.
- b) **Enslave:** If half or more of the Marine units on the map are “*Stunned*” or “*Paralyzed*”, they are captured and enslaved and the Kay'otz win.
- c) **Decapitate Command Control:** If there are no Active HQ units on the map, the Kay'otz win.
- d) **Pillage:** If there are no Active Logistics units on the map, the Kay'otz win.
- e) **Possess Sleeper-Agent:** If there is at least one Active alien unit adjacent to a “*Stunned*” or “*Paralyzed*” Marine unit, the Kay'otz win.
- f) **Summoning:** If there are at least **eight** Active Kay'otz units on the map, the Kay'otz win.

4) The player checks the drawn Kay'otz Mission Goal chit conditions against the situation on the map. If the Kay'otz have achieved their mission goal, they win a **Major Victory**. If not, check the scenario instructions to determine how the game ends.

TWO-PLAYER VARIANT

If you'd like to play the game with two-players, the second player can take the part of the Kay'otz side. Play the game normally in all respects except as follows:

- The Kay'otz player makes all the necessary die rolls for the alien units.
- When drawing Kay'otz Activation Chits from the cup, the Kay'otz player will draw two chits and pick the one he wants. The other is tossed back into the cup. If the Marine player has conducted a successful Recon however, normal rules apply and the Marine player selects the chit used.
- The Kay'otz units can be activated in any order desired by the Kay'otz player (ignore the "lower-numbered units active first" rule).
- When any decision is needed as far as eligible hexes that are equidistant or equally eligible for targeting, etc., the Kay'otz player makes the choice (ignore the "highest-numbered" hex rule).

DESIGNER'S NOTES

Thank you for purchasing and playing *Invaders from Dimension X!* The basic concept for this insane game – a system based on ***total random chaos*** - came to me one afternoon while enjoying a nice Shipyard Monkey Fist IPA. The idea to do an irreverent chaos game design had been percolating away in my warped brain for quite a while. I've designed a number of historical games that use a kind of "chaos theory" to reflect the truly confusing fog-of-war nature of historic battlefields. And applying that theory a step further into a science fiction realm always intrigued me. I didn't do anything with the idea until I got the thought of presenting it to Mark Walker as a unique design for his new company. I felt it was just the kind of fun little game that Mark would really enjoy publishing. When he immediately gave a big "thumbs-up" to the proposal, my trusty developer Fred Manzo and I got to work and we banged out the basics of the game in one weekend! We had so much fun putting the design together that we didn't want to stop playing. And once Fred came up with the awesome idea of framing the game as a 1950's-era sci-fi pulp fiction game, it was even more thematic and enjoyable. There is so much possible "story" in this game's narrative that if things go well we already have two or three expansions in mind. So thank you again for purchasing the game and please enjoy! Have a blast and embrace the Kay'otz universe. Good gaming!

CREDITS

Designer: Hermann Luttmann

Developer: Fred Manzo

Artist: Tim Allen

Playtesters: Chris Hansen, Colby Duerk, Mark Walker, David Spangler, John Buck, Mary Russell, Tom Russell, Ed Mostowicz

HISTORICAL REFERENCES

[Killing Schnitzelblitz](#) by Will O'Reilly

[A Wormhole Too Far](#) by Tomas Ermhay

[The Bridges of Nela'mit](#) by Anton Noje

[Kram Marteuse: The Butcher of Oznam'Derf](#) by David Tendari

[The Art of Chaos War: Kay'otz Battle Tactics](#) by Kris Nesnah

[Saving Sergeant Skinner](#) by Scott Denney

[The Rise and Fall of the Kay'Otic Empire](#) by Kerry Ganall

[All Quiet on the 12th Dimensional Front](#) by Jon Alisa

