# MAX WIKSTROM
# SPACE FREAKS
## ARENA OF ANNIHILATION

## COMPONENTS

**1 wooden round marker**

**5 Activation markers**

**24 Figure bases**

**6 Alien Figures**

**12 Freak Figures**
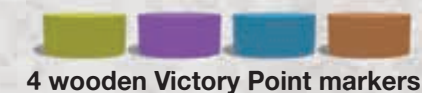
**6 Droid Figures**

**4 wooden Victory Point markers**

**24 Player tokens**

**8 Turret tokens**

**4 Bunker tokens**

**12 wooden Hit Point markers**

**10 Wormhole tokens**

**4 Force-field tokens**

**Double-sided Game board**

**Score Track for recording Victory Points and rounds**

**4 Player boards**

**92 Freak cards**

**18 Head cards**

**60 Sponsor cards**
**35 Arena-Master cards**
**70 Mission cards**

# SPACE FREAKS

Welcome my friends to the 34th thrilling season of Space Freaks — the most violent and destructive game in the galaxy!

We're gearing up for a classic year ahead. Will the Orion Hegemony continue their amazing comeback, or will the Talar Barony crush their hopes? Is the the master of the Arena strong enough to control the Zeraxis, or will they take yet another step forward with their mission to plunder the human genome? Will we finally "Feel the Power" of the Ion Brotherhood? One thing is certain: whether you are a Knights, Peril, Zealots or Elders fan you are in for an awesome series of confrontations in the Arena of Annihilation as Freaks, Aliens and Droids fight for honor, fame, or the sheer joy of… well… annihilating.

I hear that the master of the Arena will have a new bag of tricks to baffle and enrage the contestants. His fans will surely remember that Myron has shared the same body for 26 consecutive years now, and they are delighted that he is as dishonest and corrupt as ever!

But that's enough talk, the Freak stats have flashed up on the board, the Zones are lighting up — Let's Freak out with a new season of Space Freaks!

## GAME OVERVIEW

In Space Freaks each player designs their own team of Freaks, with its own unique characteristics, and deploys it into an Arena, where they must defend their Home Bases while trying to score Victory Points by attacking their opponents, completing Missions, and securing certain locations on the Game board.

The object of the game is to collect the most Victory Points during 6 rounds of play. At the end of the final round, the player with most Victory Points wins the game.

# SPACE FREAKS

FOR THOSE VIEWERS JUST TUNING IN, WE ARE COMING AT YOU LIVE FROM A SECRET LOCATION ON XAR-77. A BIG, BOULDER SIZED WELCOME TO THE 34TH SEASON OF SPACE FREAKS!
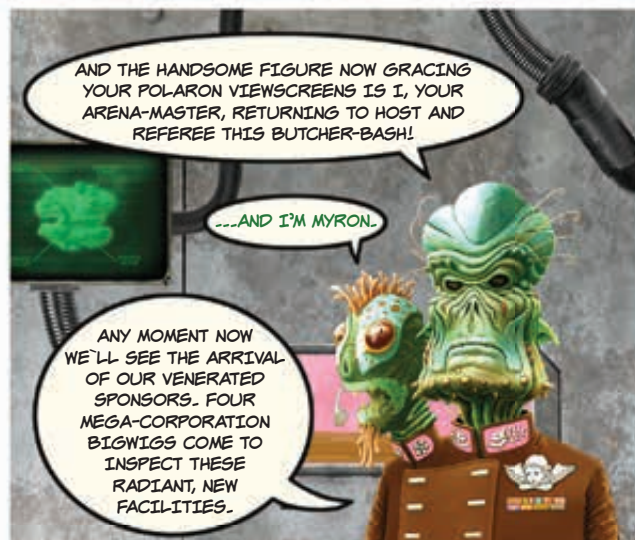DO NUMBERS MATTER?
TWO BRAND NEW ARENAS, SIDE BY SIDE ON THIS BARREN, ALIEN-INFESTED ROCK.
WHAT A DUMP!

AND THE HANDSOME FIGURE NOW GRACING YOUR POLARON VIEWSCREENS IS I, YOUR ARENA-MASTER, RETURNING TO HOST AND REFEREE THIS BUTCHER-BASH!

...AND I'M MYRON.

ANY MOMENT NOW WE'LL SEE THE ARRIVAL OF OUR VENERATED SPONSORS. FOUR MEGA-CORPORATION BIGWIGS COME TO INSPECT THESE RADIANT, NEW FACILITIES.

AND THERE YOU HAVE LIVE PICTURES OF THE TALAR BARONY TOROIDAL-CLASS 2X500 DIPLOMATIC CRUISER LANDING... JUST BEAUTIFUL!
LAST YEAR'S MODEL.

INTRODUCING HIGH DRONE MX-3 FROM THE ION BROTHERHOOD, OVERLORD ZHEGTU FROM ZERAXIS, DOCTOR TITUS COPPERBONE FROM ORION HEGEMONY AND CARDINAL IOSEPHUS FROM TALAR BARONY... OLD FARTS. ...THE OWNERS OF THE TEAMS THAT HAVE DOMINATED SPACE FREAKS FOR THE LAST DECADE.
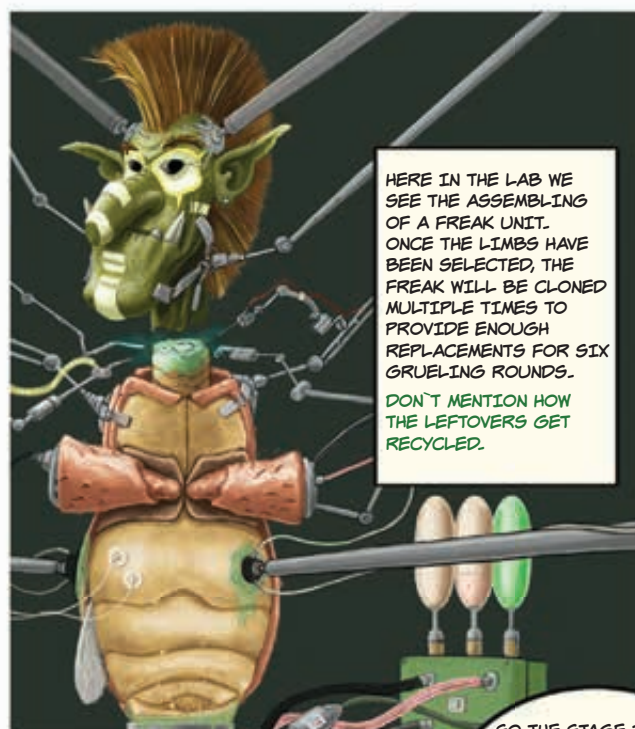GENTLEMEN, IF YOU WOULD FOLLOW ME....

HERE IN THE LAB WE SEE THE ASSEMBLING OF A FREAK UNIT. ONCE THE LIMBS HAVE BEEN SELECTED, THE FREAK WILL BE CLONED MULTIPLE TIMES TO PROVIDE ENOUGH REPLACEMENTS FOR SIX GRUELING ROUNDS.
DON'T MENTION HOW THE LEFTOVERS GET RECYCLED.

AT ARENA ONE AND TWO, THOSE BUBBLING RADIATION POOLS ARE JUST WAY TOO DANGEROUS TO ACCOMMODATE ANY KIND OF LIVE AUDIENCE.
NOT TO MENTION THAT COUPLE FROM TAUSIA-9 WHO GOT SLICED LAST YEAR WITH THE ALIEN SCYTHE.... GENTLEMEN, WHAT QUALITIES ARE YOU LOOKING FOR WHEN YOU SELECT COACHES FOR THIS YEAR'S COMPETITION?

BINARY QUALITIES.... LOGIC, DISCIPLINE, MORE LOGIC....

CHUSH XZHA, ADJUSTABLE GENES, XYCHS SCHY....

UNERRING WISDOM OVERLAID WITH EVERLASTING STAMINA....

CUNNING.... THAT'S IT.

SO THE STAGE IS NOW SET FOR A THRILLING CONTEST ON SPACE FREAKS. WHO WILL BECOME THE NEXT CELEBRITY COACH TO SHOWCASE THEIR BRAVERY?

OR BECOME A BODY PART FOR NEXT WEEK'S BROADCAST?

# SETUP

1. Place the Game board on the table.
2. Each player chooses a corporation (color) and takes the Player board, Freak Figures, Freak cards, Player tokens, three Hit Point markers in colors that match their Freak bases, Bunker tokens, and Turret tokens of that color.
3. Shuffle the deck of Head cards and deal one to each player. Players secretly create their own Freak template for the game using the Head card they have been dealt, and then choosing a Torso, Left Arm, Right Arm, and Legs from their Freak cards. All players then reveal their templates at the same time. Each Freak in the game takes on the characteristics of its player's Freak template. Note that the Head cards have numbers. The player with the lowest number will be the starting player, and the other players follow in clockwise order.
4. Each player places their three Hit Point markers (each is color coded to match the base on one of their three Freaks) on their Player board to show the total Hit Points ♥ of each Freak. The Torso card determines the majority of a Freak's ♥, but some Leg and Head cards provide additional ♥.
5. Deal to each player the number of Sponsor cards stated on that player's Leg card 🂠.
6. Deal 3 Mission cards to each player as their starting hand.
7. Place the Score Track near the board, and place on it the
   A. Victory Point markers
   B. Arena-Master cards
   C. Round marker
8. For games with 3 or 4 players, starting positions at the corners of the Game board are chosen at random. In 2-player games, players start from opposite corners. Each player places one of their Player tokens on their corner hexagon of the Game board to represent their Home Base. A corner hexagon without a Player token does not count as a Home Base.
9. Beginning with the starting player, and then in turn clockwise, each player places all three of their Freaks on empty hexagons within their Home Base Zone.

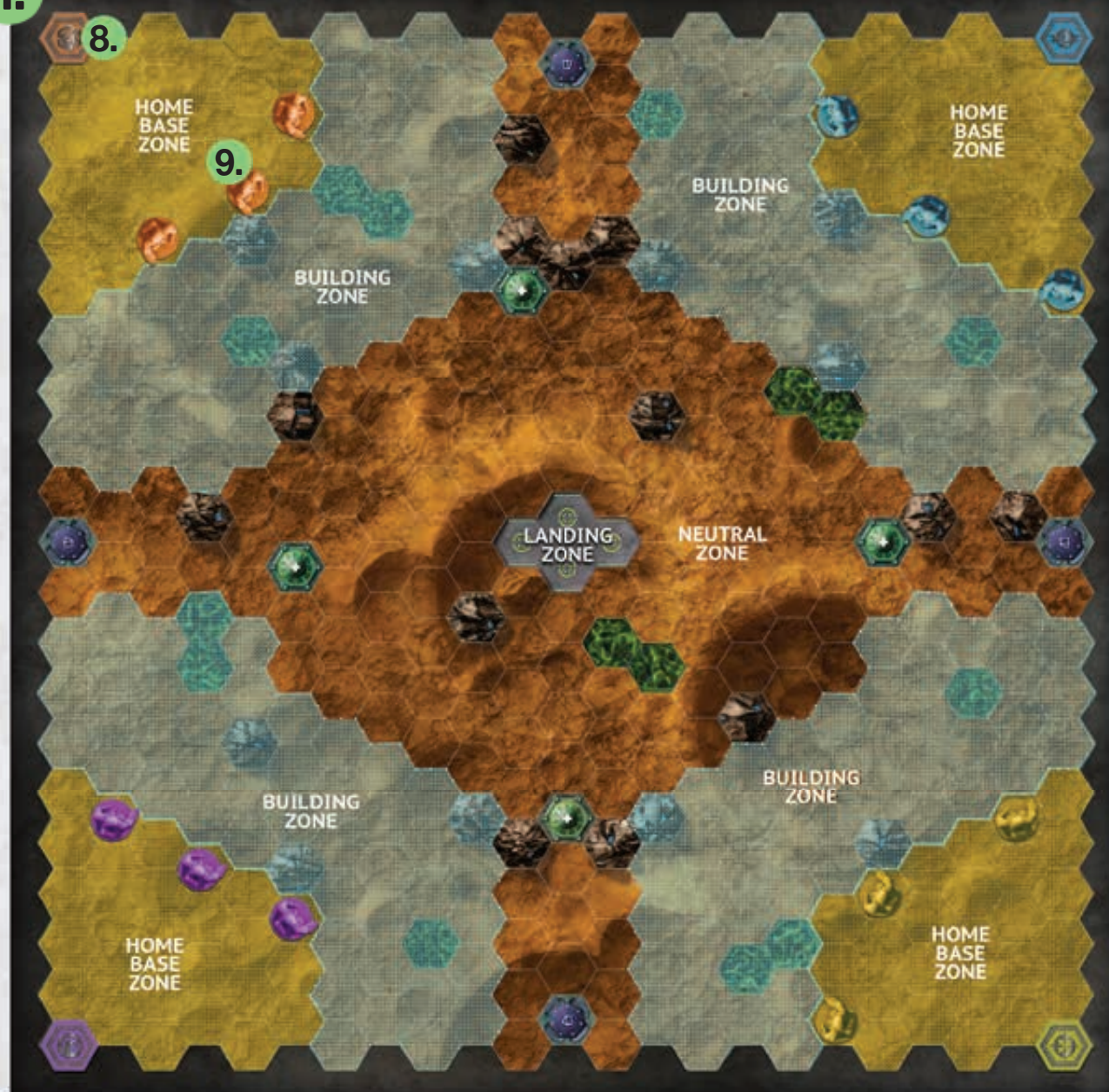**Note:** No Freak can ever occupy the same hexagon as another Freak.

**Home Base**

**Laboratory**

**Healing Center**

**Landing Zone**

**Rock**

**Radiation**

**Sand**

**Floor**
(Game board, side 2)

**Energy Wall**
(Game board, side 2)

## CONCEPTS AND DEFINITIONS

**Home Base Zone** – the area extending up to 5 hexagons from a player's Home Base and marked by a line of lights.

**Building Zone** – the larger area extending up to 9 hexagons from a player's Home Base and marked by a line of lights.

**Neutral Zone** – all hexagons outside the players' Building Zones (including the Landing Zone). In a 2- or 3-player game, the unused Home Base Zones are considered part of the Neutral Zone.

**Landing Zone** – the 4 hexagons in the middle of the Game board.

**Figure** – there are 3 different types of Figures: Aliens, Freaks, and Droids.

**Empty hexagon** – a sand (orange-brown), or metal floor (grey) hexagon, or Landing Zone hexagon that has no Figure or building in it.

**Discard piles** – keep different types of used cards in separate discard piles face down. Keep the discard piles 'messy' to tell them apart from the draw decks. If a deck runs out, reshuffle the appropriate discard pile to form a new deck.

**Line of Sight** – a straight unobstructed line of hexagons along one of the six grid directions outwards from the hexagon occupied by the activated Figure. Figures, buildings, energy walls, and rocks block Line of Sight.

**Player token** – used to mark relevant locations on the Game board, such as target hexagons that a Mission requires the player to enter.

**Round** – a round consists of two Phases: the Setup Phase, followed by the Player turns Phase.

**Turn** – A player's turn consists of **5** steps: Play a Mission card, Fire Turrets, Activate Figures, Build Turrets and Bunkers, and Clean up

## VICTORY POINTS ★

**Victory Points can be gained as follows:**

- **1 ★** for destroying an enemy Freak
- **1 ★** for each strike to an enemy Home Base
- **1 ★** for each Landing Zone hexagon occupied by a player's Freak at the end of that player's turn
- **1 ★** for each completed Mission
- **2 ★** for completing an advanced Mission
- **2 ★** for each enemy Home Base Zone occupied by a player's Freak at the end of that player's last turn of the game

Indirect actions, such as destroying an enemy Freak by moving it into a radiation hexagon, or attacking an enemy Home Base with a controlled Freak, grant ★ to the player causing the action.

**SPACE FREAKS**

# GAME PLAY

Space Freaks is played over 6 game rounds.

## Game round

Each game round consists of the following two Phases, carried out in this order.

1. **Setup Phase**
2. **Player turns Phase**

## Setup Phase

At the start of the Setup Phase, move the Round marker to show the current round.

Turn the top card of the Arena-Master deck face up. The new card is now in play, and its text immediately takes effect. Starting in Round 2, put the previous Arena-Master card on the bottom of the deck before revealing the new one.

**Note:** If a player's Freak has Manipulation they may change the card immediately after it is turned over, and before any of its effects trigger.

Some of the Arena-Master cards have instant effects which are resolved at this time. The starting player acts first and the other players continue in clockwise order. Other Arena-Master cards have effects that apply for the entire round.

**Note:** There may be other cards that affect the Setup Phase and they can be used at this stage.

THE CONTESTANTS HAVE NO IDEA WHAT I'M ABOUT TO DO IN THE ARENA!

COME TO THINK OF IT, YOU HAVE NO IDEA MOST OF THE TIME.

**★ Victory Point** – these points are recorded on the Score Track and determine the winner of the game.

**♥ Hit Point** – reduced when a Freak takes damage. When a Freak's Hit Points reach zero it is destroyed.

**⬛ Armor** – reduces the damage taken by Freaks.

**✹ Damage** – lowers your Freak's Hit Points, marked on your Player board with Hit Point markers.

**✹ Armor-piercing Damage** – attacks made with ✹ ignore Armor. If an attack is made with ✹ all bonuses to the attack also have ✹.

**⚡ Strike** – damage dealt to Aliens, Droids, Bunkers, Turrets, and Home Bases is recorded as Strikes instead of Hit Points.

**↖ Retaliate** – attacks against a Freak with Retaliate cause the attacking Freak to take the number of ✹ determined by the Freak's Ret value, and cause other attackers to take 1 ⚡. Having Retaliate does not reduce the amount of damage taken by the original target.

**⚡ Attack** – Sponsor cards containing ⚡ may be used to attack instead of the Freak's Right Arm.

**✚ Heal** – recovers your Freak's Hit Points. When a Freak is healed, it cannot gain ♥ above its starting ♥.

**⊕ Range** – determines the distance (ie. the number of hexagons) from which a Figure or a Turret can attack.

**⊗ No Line of Sight** – the ability or attack does not require Line of Sight: it can target any hexagon within range even if it is not in one of the six Line of Sight directions or is behind a Figure, building, rock, or Energy Wall.

**⬤⬤ Movement** – the maximum number of hexagons a Figure can move during its turn.

**☺ Enemy Freak** – a Freak that is under another player's control.

**⊙ Move through Rock** – Your Freaks can enter rock hexagons. A Freak cannot end its movement on a rock hexagon, and cannot attack while on a rock hexagon.

**⬜ Sponsor cards** – the number of Sponsor cards received at the beginning of the game.

**⊖ Attack through obstacles** – obstacles (e.g. rocks and buildings) do not block Line of Sight. Figures do still block Line of Sight.

**✼ Luck** – whenever you receive a Sponsor card from a completed Mission, draw extra cards corresponding to the total value of your Luck. Choose one card to keep and discard the rest.

**? Help** – cards with ? have some additional rules that are explained in the Detailed Card Summary at the end of the Rules Booklet.

## Player turns Phase

The starting player takes their turn, followed by all other players in clockwise order.

**Note:** A player can only take actions during their own turn.

However, it is advisable to both plan your turn and watch what is happening while others are playing.

A player's turn consists of the following **5** Steps, performed in this order.

**Player turn**
1. **Mission card**
2. **Fire Turrets**
3. **Activate Figures**
4. **Build Turrets and Bunkers**
5. **Clean up**

### Step 1: Mission card

At the start of your turn, you must choose a Mission card from your hand and place it face up in front of you. You can complete a Mission at any time during your turn, even in the middle of a Figure being activated. To complete a Mission, the Mission card must be face up in front of you and its requirements must have been met. When you complete a Mission, immediately score 1 ★ and take 1 Sponsor card. Then discard the Mission card. Some Mission cards have an advanced Mission option. When you complete an advanced Mission, immediately score 2 ★, take 1 Sponsor card, and discard the Mission card

### Step 2: Attack with a Turret

Each of your Turrets can attack once during this step. Turrets attack using the statistics listed on the Player board (5 ⊕, 7 �_, ⊗). For the full rules of attacking, see the section on Figures attacking in the next Step.



*Example: You could use your turret to attack an enemy Freak as shown in the diagram. Turrets can shoot any one target in their range, regardless of line of sight.*

### Step 3: Activate Figures

Each of your Figures (Freaks, Aliens, and Droids) may be activated only once per turn. Aliens and Droids can only Move and Attack, while a Freak may also use Freak card abilities, use Sponsor cards, and use Laboratories, Healing Centers, or Wormholes.

When you activate a Figure, it can perform a limited number of Move and Attack actions in any order.

Freaks can also use any number of Sponsor cards, Freak card abilities, Healing Centers and laboratories.

**Note:** Wormholes are an exception: they may be used only once per turn and only by one Freak.

For example, you can choose to activate a Freak. You can Move, then Move again, then Attack, then play a Sponsor card, then Move again, then use a card ability, then use a Healing Center. Remember that Missions can also be completed at any point on your turn, even in the middle of a Figure taking its actions.

*TURRETS BAH! I LIKE TO GET UP CLOSE AND PERSONAL WHEN FIGHTING...*

*EASY FOR YOU TO SAY, I'M THE HEAD THAT GETS PUNCHED.*

## Move

You are limited to performing a number of Move actions equal to the Figure's Movement Points 👣. Your Freak's 👣 are shown on its Legs card. Aliens and Droids both have 5 👣.

Each 👣 spent allows you to move the Figure to an adjacent empty hexagon, or a Healing Center, Laboratory, Wormhole, or Radiation hexagon, provided that these hexagons are not already occupied by another Figure. A Freak may also enter a Bunker belonging to its owner not currently occupied by another Freak. Figures cannot move into Home Bases, Turrets, Rock hexagons, or Energy Walls, although the latter two may be crossed by a Freak with a Jet Pack.

## Attack

A Figure may perform one attack at any point during its activation. Attacks may be targeted at any hexagon within range ✛ and in Line of Sight, even an empty hexagon. A Figure may attack its own allied Figures, Bunkers and Turrets, but cannot attack itself.

Freaks may attack with their Right Arm or with a Sponsor card that contains ⚡. An attack deals damage 💥 to Freaks or one Strike ⚡ to other targets. If the target is a Freak, any damage dealt is reduced by the target Freak's armor value (unless the damage is 🛡).



*Example: Move your activated Freak, Attack, and then Move again.*

Aliens and Droids always attack using the statistics listed on the Player board.

Destroyed targets (ones reduced to 0 ♥ or ⚡) are removed from the board immediately.

**Use Freak card abilities** – Some Left Arm cards have abilities that can be used once each turn. These abilities cost nothing, and can be used at any time during a Freak's activation. Some Head cards also have abilities that are usable by Freaks (as opposed to usable by the player). Some of them work once per turn for each Freak, while others can be used only once during the player's turn.

**Play Sponsor cards** – A Freak can use any number of Sponsor cards at any time during its activation. Since it may attack only once, playing multiple Sponsor cards with ⚡ is not normally advisable as additional attacks are wasted.
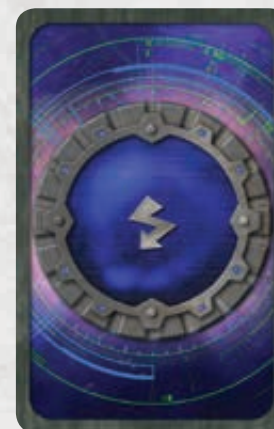
**Use Laboratories, Healing Centers, and Wormholes** – Laboratories and Healing Centers can be used when the Freak is on the appropriate hexagon. Each Freak can only use an individual building's ability once per turn, but there is no limit to the number of buildings a Freak can use. Using these abilities does not cost 👣. The exception to this is the Wormhole, which can only be used once per turn (**i.e.** by only one Freak out of three), and using it costs 1 👣.



### Step 4: Build Bunkers and Turrets

To build a Bunker or Turret, you must discard any one Sponsor card as payment. The new building can only be placed in an empty hexagon located within your Building Zone (**i.e.** where there are no rocks, buildings, Wormholes, radiation, etc.). You may build a Bunker in a hexagon containing one of your own Freaks, but not a Droid or Alien Figure.

You can build multiple Bunkers and/or Turrets in your turn, but you may have a maximum of 1 Bunker and 2 Turrets. If a Bunker or Turret is destroyed, the token is removed from the Game board and returned to its owner, who may build it again on their turn.

### Step 5: Clean up

**During this step, resolve any start of Clean up effects, and then carry out the following in order:**

1. Gain 1 ★ for each of your Freaks that occupies the Landing Zone.
2. Draw new Mission cards until you have 3 in hand.
3. All of your destroyed Freaks are put back into play with full Hit Points ♥. Place these Freaks inside your Home Base Zone in empty hexagons, or into an empty Bunker.

**Note:** Freaks belonging to another player do not return to play until the Clean up step of that player's turn.

4. You should then declare that your turn has finished.

### Game End

After the sixth round the game ends and the player with the most Victory Points is the winner. If there is a tie, the tied player with the fewest Mission cards in play wins. If the number of Mission cards is also tied, all the tied players win.

*DO TRY TO WIN. THE CORPORATIONS DON'T LIKE LOSING.*

*LOSE TOO OFTEN AND YOU'LL BE DEMOTED TO A HELPING HAND... OR MAYBE A FOOT.*

## CARDS

**All text on cards takes precedence over the base rules of the game found in this rulebook.**

### Arena-Master Cards

At the beginning of each round, the top card of the Arena-Master deck is turned face up, and its text immediately takes effect. Some cards affect the game immediately, others have an effect for the duration of the round.

### Freak cards and Head cards

A random Head card is dealt to each player at the beginning of the game. Each player also receives a deck of Freak cards to generate their Freak template. The Freak cards and Head cards used to construct the Freak template give Freaks different abilities that can be used during the game. Some of the abilities are usable once each turn while others are active all the time.

### Mission cards

At the beginning of each turn, the active player plays a Mission card from their hand. Mission cards offer players objectives that yield Victory Points ★ and Sponsor cards if they are completed. If the player meets the Mission requirements they declare the Mission completed. The Mission card is discarded and the player is awarded ★ and Sponsor cards accordingly.

Missions can only be completed by a player if the Mission card is in play in front of them. Missions in a player's hand cannot be completed until they are played. A player cannot run out of Mission cards during the game, at the end of each turn they draw new Mission cards until they have 3 in hand.

When a player completes a normal Mission they receive **1** ★ and **1** Sponsor card.

Some Mission cards have an advanced Mission option. When a player completes an advanced Mission they receive **2** ★ and **1** Sponsor card.

In order to complete a Mission, all the requirements must be met within the same turn.

If a player has two or more identical Mission cards in play, they may be completed together. For example, two Assassinate Missions can both be completed when a single enemy Freak is destroyed.

Players may complete any of their Missions that are in play in any order. There is no limit to the number of Mission cards that a player may have in play.

**Note:** Aliens and Droids cannot complete missions.

### Sponsor Cards

Sponsor cards are always held in a player's hand. Sponsor cards are often pieces of equipment that give Freaks instant abilities or bonuses. A Sponsor card can only be played during the activation of a Freak. There are two main groups of Sponsor cards – those with the attack symbol ⚡ and those without. Freaks may use any number of Sponsor cards, although using more than one with an attack symbol ⚡ is not recommended as a Freak can attack only once per turn. There is no limit to how many Sponsor cards a player can have in hand. Sponsor Cards can also be discarded to build Bunkers and Turrets.
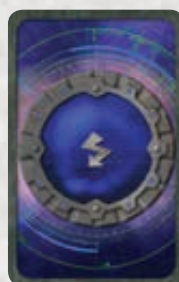
**Note:** Every time a player reaches a multiple of 10 ★ on the Score Track they can draw a Sponsor card. These points are marked on the Score Track with a symbol 🂠.

## BUILDINGS

**Note:** Figures can attack and use abilities while occupying hexagons that contain buildings. They can also be targeted while occupying buildings, with the exception of Bunkers. All buildings block Line of Sight to the hexagons beyond them.

**Healing Center –** Any Figure may move into a Healing Center hexagon. Freaks that either move into a Healing Center, or start their activation from a Healing Center, may choose to Heal ✚ and recover up to 3 Hit Points. Each Healing Center may Heal each Freak only once per turn.

**Laboratory –** Any Figure may move into a Laboratory hexagon. Freaks that either move into a Laboratory, or start their activation from a Laboratory, may swap a Sponsor card. First draw a Sponsor card and then discard one. The discarded card may be the one just drawn. Each Laboratory may be used by each Freak only once per turn.

**Home Base –** Figures may not move into a Home Base hexagon. Attacking an enemy Home Base awards the attacking player 1 ★ for each ⚡. Some attacks may deal more than one ⚡ for extra ★.

**Bunker –** Bunkers are built by players. Only the Bunker owner's Freaks may move into a Bunker hexagon. A Freak that is inside a Bunker is protected and cannot be targeted. Instead, attacks directed at this hexagon target the Bunker instead. Arena-Master cards that have instant effects on Freaks don't apply to those inside a Bunker. During a player's Clean up step, one of a player's destroyed Freaks can be placed in an empty Bunker when it is returned to the Game board.

**Turret –** Turrets are built by players. Figures may not move into Turret hexagons. A player's Turret may attack once during that player's turn. A Turret may target any hexagon within range but cannot target itself. A Turret's statistics are 5 ⊕, 7 ✷, ⊗.

**Note:** Bunkers and Turrets take 2 ⚡ to destroy. Their tokens are two-sided, when the building takes its first ⚡ turn the token over to the striped side.
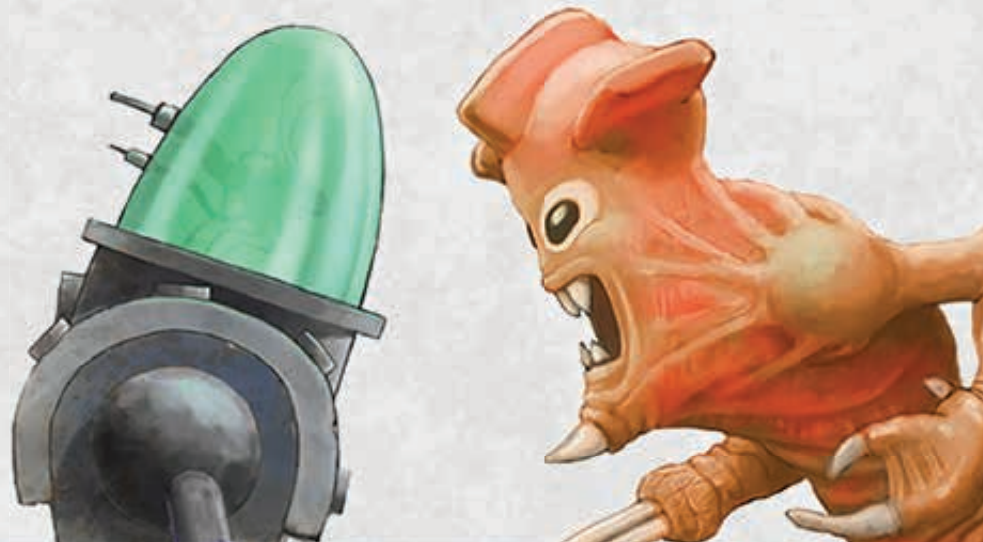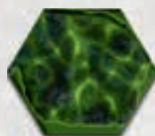
## HEXAGONS

**Landing Zone –** Each Freak standing in a Landing Zone hexagon at the end of a player's turn is awarded 1 ★. A Landing Zone does not block Line of Sight.

**Radiation –** A Freak that enters a radiation hexagon takes 3 🂠, and Aliens take 1 ⚡. Radiation has no effect on Droids. A Freak or Alien can only take damage once each turn even if it enters multiple radiation hexagons or the same radiation hexagon multiple times. Stopping on the radiation hexagon doesn't incur further damage. Radiation hexagons do not block Line of Sight.

**Rock –** Rock hexagons cannot be entered, and they block Line of Sight.

**Energy Wall –** Energy Walls cannot be entered and they block Line of Sight. Attacks can be made through energy wall hexagons using the ⊗ ability, but not by using ⊖.

> **Note:** Rock hexagons and Energy Walls can be crossed using a Jet Pack.

**Wormhole –** Wormholes can be created with the Static Wormhole Sponsor card. A Wormhole is marked by Wormhole tokens (one at each end). Wormholes do not block Line of Sight. Using a Wormhole costs 1 🌀 and it teleports a Freak from one Wormhole token to its partner token. A Wormhole can only be used once each turn (**i.e.** by one Freak out of three) and a Freak is not obliged to use the teleport function on entering a Wormhole hexagon. A Wormhole cannot be used if a Figure is standing on the exit point. A Wormhole hexagon can be entered and occupied by any Figure, but only Freaks may use its teleport function.

## ALIENS AND DROIDS

A player may gain control of Alien and Droid Figures during the game. Mark the controlling player by placing a Player token, non-striped side face up, underneath the Figure. When they come into play, Aliens and Droids may be placed on any empty hexagon within the range specified on the Sponsor card. Aliens and Droids cannot be activated during the turn in which they come into play.

Aliens and Droids cannot use Sponsor cards, heal in Healing Centers, swap Sponsor cards in Laboratories, enter Bunkers, use Wormholes, complete missions, or gain ★ by standing on a Landing Zone. They can, however, score ★ for the controlling player by destroying enemy Freaks and attacking enemy Home Bases.

> **Note:** Aliens and Droids take 2 ⚡ to destroy. Their tokens are two-sided, when the Figure takes its first ⚡ turn the token over to the striped side.

**Alien and Droid statistics are:**

| | |
|---|---|
| **Alien:** | 2 ⊕, 7 🍂 or 1 ⚡, 5 🌀 |
| **Droid:** | 5 ⊕, 5 🍂 or 2 ⚡, 5 🌀 |

### Freak cards

**TORSO**
Chitin Carapace 14 ♥, 1 🛡
Crystal Body 12 ♥, 2 ⤢
Energy Armor 10 ♥, 2 🛡, +1 ⊕
Alien Armor 10 ♥, 2 🛡, 1 ⤢
Corporate Armor 12 ♥, 2 🛡
Undead Torso 14 ♥, +1 ⊕

**LEGS**
Alien Legs 7 🌀, +2 ♥, 5 🗋
Armored Legs 8 🌀, +2 ♥, 3 🗋
Beast Hooves 9 🌀, 3 🗋
Crawler Track 8 🌀, +1 ✿, 3 🗋
Nanotech Limbs 8 🌀, 5 🗋
Tentacles 7 🌀, +2 ♥, +1 ✿, 3 🗋

**RIGHT ARM**
Antimatter Flail 1 ⊕, 9 🍂
Plasma Gun 6 ⊕, 6 🍂
Sludge Pistol 4 ⊕, 7 🍂
Tentacle 2 ⊕, 8 🍂
X-Ray Rifle 7 ⊕, 4 🛡, ⊖

**LEFT ARM**
Anti-Gravity Modifier 3 ⊕, ⊗, ⊞. Move enemy Freak **1** hexagon
Energy Shield +1 🛡
Biomech Drill ⟳
Disruptor Shield +1 ⤢
Healing Kit 2 ✚
Poison Needle +1 🍂

## CARD CLARIFICATIONS ❓

### Head Cards

'Once/turn' abilities can be used only once during a turn, as opposed to once by each Freak.

**Symbiosis –** Each Freak within 3 ✛ applies the bonus. Thus it is possible to achieve a total of +2 ✹ and +2 ✛.

**Toxic –** Each Freak may gain the Heal bonus from each radiation hexagon only once/turn.

**Manipulation –** If the player chooses to change the Arena-Master card, this change must be done immediately in the beginning phase of the round as soon as the new Arena-Master card is turned face-up. If the change is done, the original Arena-Master card has no effect. Manipulation cannot target Arena-Master cards brought into play by Full Moons.

**Demolition –** The ⚡ bonus only applies when attacking with the Right Arm.

**Acid Tongue –** The damage bonus only applies when attacking with the Right Arm.

### Freak Cards

Some of the abilities are usable once each turn while others are active all the time.

**Undead Torso –** The range bonus only applies when attacking with the Right Arm.

**Energy Armor –** The range bonus only applies when attacking with the Right Arm.

**Healing kit –** Heals occur during the start of a player's turn.

**Poison Needle –** The damage bonus only applies when attacking with the Right Arm.

### Arena-Master Cards

When any Arena-Master Card requires all players to act immediately, players act in current turn order. Freaks in Bunkers are not affected by the instant effects of Arena-Master cards.

**Aggressive Mutation –** All players secretly choose their new Freak arm card. When all players have chosen, they reveal their choices. Players must make a change.

**Alien Marauder –** If a player has no Freaks on the Game board, that player places the Alien on a sand or floor hexagon in their Building Zone instead. These Aliens cannot move or attack during the current round.

**Alien Mines –** The effect occurs at the very start of the Clean up step. This means that if any Freak dies from the ☠, they will not earn ★ for occupying the Landing Zone. However, they will return to play later in that step.

**Alien War –** When a Freak enters a Wormhole hexagon it takes 1 ☠ and if the Freak teleports it will also take 1 ☠ from the destination Wormhole hexagon. Being swapped with another Figure does not count as moving.

**Corporate Support –** These Droids and Turrets cannot move or attack during the current round.

**Cosmic Radiation –** As with radiation damage, Freaks may receive the 3 ✚ from Cosmic Radiation only once per turn, even if they enter more than one radiation hexagon.

**Earthquake –** The player controlling a moving Turret or Bunker may decide which hexagon it moves into if there are two hexagons equally close to the landing zone. Both ends of a Wormhole move. If there is a choice of hexagons that a Wormhole token can move into, randomize the result.

**Full Moons –** Leave the Full Moons card on top of the deck, but take the next two cards and place them face up nearby. At the end of the round, put the two additional cards on the bottom of the deck with the Full Moons card.

**Magnetic Field –** The player controlling a moving Freak may decide which hexagon it moves into if there are two hexagons equally close to the landing zone.

**Mainframe Breakdown –** Because the cards are passed around simultaneously, players cannot pass on the Mission card they have just received.

**Necrotic Fog –** When a Freak is destroyed, use a Player token to mark that hexagon. At the end of the turn, the Freak is returned to that hexagon with full ♥. If the hexagon is occupied by another Figure, that Figure's owner chooses which nearest possible hexagon the returning Freak is placed into.

**Repulsion Rifle –** Move the target Figure away from the attacker along the Line of Sight until it reaches a hexagon it cannot move into.

**Robotic Factory –** The new buildings must be placed in empty hexagons. If a player already has a Bunker and both their Turrets in play, they cannot place one.

**Sponsor Flag –** Players may not collect their own Player token.

**Sudden Evolution –** When the Head cards are changed, the player with the lowest number on the new Head cards becomes the new starting player.

**AI Breakdown –** Droids and Turrets cannot attack themselves. The attacks are carried out simultaneously. If any Droid or Turret is destroyed by these attacks, it is destroyed only after all the attacks have been completed.
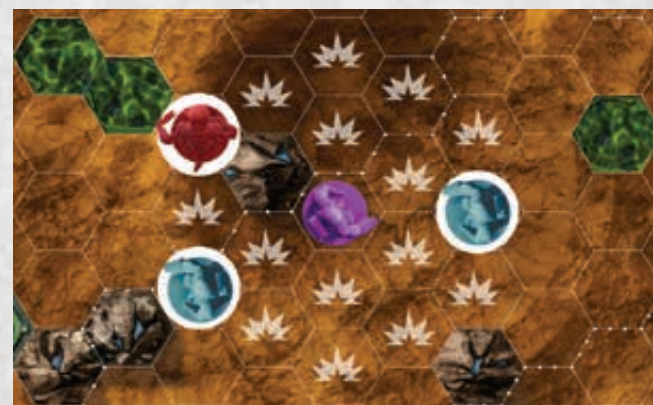
## Sponsor Cards

A Freak can use any number of Sponsor cards at any time during its activation.

**Acid Thrower –** Damage is dealt to the target hexagon and 2 other hexagons in contact with each other. Only the initial target hexagon needs to be in Line of Sight.



**Antimatter Detonator –** Everything within ⊕ 2 is damaged, friends and enemies.



**Field Surgery –** Swap out either your Left Arm card or your Right Arm card for a different one from your Freak cards.

**Force Field Generator –** The Freak can attack or play Sponsor cards with ⚡ before Force Field Generator is played. Mark the force field by placing a force field token underneath the Freak.

**Fusion Rifle –** Damage is dealt to all targets in a straight line of 10 hexagons from the attacking Freak. Only energy walls block the path.



**Jet Pack –** The flying ability applies to the Freak's next 5 movements 👣 immediately after the card is played. The Freak can fly over any hexagon regardless of its contents, but it cannot end its movement in a hexagon it could not normally move into. Freaks do not suffer damage when flying over radiation hexagons, but they will be damaged if they end their flight in one.

**Plasma Grenade –** Retaliate ⇙ is not triggered when an attack is made using a grenade.

**Program Droid –** The Droid must be placed in an empty hexagon. Droids cannot be activated during the turn in which they come into play.

**Psionic Domination –** Targeted Freak attacks with its Right Arm. It can only attack targets in its ⊕ and ☣.

**Static Wormhole –** Place one Wormhole token in the hexagon occupied by the Freak, and its partner token in an empty hexagon up to 7 hexagons away.

**Electromagnetic Bomb –** All buildings, Aliens, and Droids within 3 hexagons of the target take 2 ⚡.



**Summon Alien** – The Alien must be placed in an empty hexagon. Aliens cannot be activated on the turn they come into play.

# GAME SUMMARY

## Set up

- Deal a random Head card to each player (keep it hidden until the Freak templates are revealed).
- Build Freak templates from the Freak cards, then all players simultaneously reveal their completed templates.
- Deal each player 3 Mission cards and the number of Sponsor cards shown on the Legs card of their Freak template.
- Place Hit Point markers on the Player board, the Round marker and Victory Point markers on the Score Track, and Player tokens on the Home Base hexagons.
- Place Freaks inside their owners' Home Base Zones.
- The player with lowest number on their Head card starts.

## Game Round

| Phase 1 | Turn the top card of Arena-Master deck face up and put it into play. |
| Phase 2 | The starting player takes their turn, then the other players follow clockwise. |

## Player Turns

| Step 1 | Play a Mission card. |
| Step 2 | Fire Turrets. |
| Step 3 | Activate Figures in any order. |

Once a Figure is activated, all its actions must be completed before the next Figure can start.

**Figures take actions in any order:**
- Move (limited to number of 👣 the Figure has)
- Attack (limited to once per Figure per turn)
- Use Freak card Ability (Freak only)
- Use Sponsor cards (Freak only)
- Use Healing Centers, Laboratories, and Wormholes (Freak only)

| Step 4 | Build Bunkers and Turrets. |
| Step 5 | Clean up |

Draw new Mission cards, then place destroyed Freaks back into play inside your Home Base Zone or one of your Bunkers.