

EARTH SIEGE

A R R I V A L



EARTH SIEGE: ARRIVAL

For years the signals had been there - odd bursts of radio static, silent lights skipping across low orbit, reports of strangers who vanished before security teams arrived. Intelligence agencies whispered of infiltration, but no nation wanted to be the first to admit the unthinkable.

Then the veil slipped.

Surveillance satellites caught the same craft over three continents in a single night. Hidden facilities were uncovered in remote regions. People began to disappear. And when the first intercepted transmission was finally decoded, every government on Earth reached the same conclusion: *They are already here.*

Yet the world hesitated.

Some leaders believed the visitors could be reasoned with. Others saw opportunity - miracle technology, medical cures, strategic alliances. Secret treaties were drafted behind closed doors. Diplomatic missions prepared statements of "mutual cooperation." The world did not act, and we squandered what little time we had while fooling ourselves into submission.

But a few understood the truth.

The aliens were not our guests. They were preparing. They were hostile, entirely without mercy, and cruel in their calculations. Over generations they had travelled to Earth with a single purpose.

In the shadows, a coalition of nations formed *Human Defense Command* a small, covert organisation with a simple mandate: ***detect the invaders, uncover their plans, and defend the planet by any means necessary.***

HDC operates in the grey zone - mobilising troops, intercepting alien signals, and rallying resistance movements as evidence of the threat becomes impossible to ignore. But the enemy is already embedded across the globe, harvesting resources, manipulating governments, and constructing hidden bases for purposes no one fully understands.

Open conflict is inevitable.

The only question is whether humanity can unite in time - or surrender piece by piece.

The siege has begun.

Good luck, Commander.

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PART 1 - OVERVIEW

THE WAR FOR EARTH

Earth Siege: Arrival is a one to two-player strategy game about a hidden Alien invasion and humanity's attempt to stop it, lasting around 90 minutes and played over three years.

One player commands the Alien invasion, infiltrating Earth, building hidden bases, and manipulating governments while gathering resources for their ultimate objective.

The other player commands Human Defense Command, a covert global network working to expose the threat, rally resistance, and prevent Alien control of the planet.

The conflict unfolds over three years representing the first phase of the invasion.

If the Aliens gain enough Domination before time runs out, Earth falls.

If humanity can delay them long enough, the invasion fails.

ALIEN VS. HUMAN

Alien Player

The Alien strategy is subtle yet ruthless.

Aliens operate from orbit and hidden installations, deploying forces anywhere on Earth while building secret bases and harvesting resources.

Their goal is to place Domination tokens across the planet, representing political control and resource extraction.

If the Alien has placed ten Domination tokens by the end of Year three, the Alien wins.

If all twelve are placed, the Alien wins immediately.

However, Alien actions may increase Threat, gradually revealing their presence to humanity.

Human Player

Humanity begins largely unaware of the invasion.

Human Defense Command must:

- Deploy military forces
- Build bases
- Fund research
- Uncover Alien activity
- Rally resistance

As Threat rises, humanity unlocks stronger actions and can begin actively dismantling the Alien presence.

The Human player cannot win through combat alone.

Their goal is to delay the Alien plan until the end of Year three.

If the Aliens have not secured enough Domination by then, humanity wins.

New Players & People Teaching Earth Siege

This two-page spread is everything a new player needs to know to start playing with a friend who knows the rules.

HOW THE GAME FLOWS

The game lasts for three years, each containing many turns:

In a turn:

- The Alien plays one Action card.
- The Human plays one Action card.

Play continues in this way until all regions are funded by Human card play. Then, the year ends and both players reshuffle their action decks.

This creates an important tension:

Aliens want time to expand and dominate, Humans control how quickly the clock advances.

THE BATTLEFIELD

The game map represents the entire planet.

Each region contains:

- Resources the Alien can harvest
- Economic value for Human funding
- Resistance forces that the Human can use to perform Threat actions
- Spaces for Domination tokens

As the Alien places Domination tokens, Human income and influence decline.

If a region becomes fully dominated, it surrenders, giving the Alien additional resources and increasing global panic.

ESCALATION

Three systems drive the conflict.

Domination – Alien control spreads across the map, weakening humanity's position.

Threat – As humanity becomes aware of the invasion, stronger countermeasures become available.

Crisis – Major global disasters triggered by Alien progress increase pressure on both sides.

COMBAT

Combat occurs when opposing forces meet in a region.

Combat strength is determined by:

- Forces present
- Bases in the region
- Combat cards played by each player

Players secretly select combat cards and reveal them simultaneously.

Cards may add strength, absorb damage, or allow additional card-plays.

The Alien may sometimes evade combat entirely, retreating to orbit.

GAME MAP

A Domination Track



B2 Resources
B3 (Alien Alloys & Genetic Samples)



B4 Regional Space

B5 Dollars & Bonus
B6

B10 Placement Order

Region Border

B1 Region Name

D Holding Box

C Threat Level & Track





Earth Orbit **E**

The Moon **F**

Region has nuclear weapons **B8**

Connections **B11**

Surrender & permanent surrender spaces **B7**

Funded Status **B9**

Resistance **B8**

Water Region

Combat Track **G**

Year Track **H**

Combat Helper **J**

MAP ELEMENTS

A Domination Track

To win, the Alien must dominate the Earth. If they have placed ten Domination tokens on the map at the end of Year three, they win the game. Otherwise the Human player wins. If the Alien places all twelve Domination tokens, they win the game immediately. The Alien can place Domination tokens into regional spaces, and under Alien bases by terraforming.

B Regions

- B1 Region Name.
- B2 Alien Alloys.
- B3 Genetic Samples – always taken following the arrows.
Blue colored Samples are worth two samples. Green are worth one.
- B4 Regional Spaces – these are where Alien Domination & Destruction tokens are placed.
- B5 Human \$ - earned based on regional spaces free of Alien Domination or Destruction.
- B6 Regional bonus for full human control & presence (no Domination and Human presence).
- B7 Surrender space & permanent surrender space.
- B8 Military Resistance & Nuclear Capability.
- B9 Funded Status - the region has been funded if a funded token covers this space.
- B10 Placement Order - shows the order in which to place new Domination tokens, starting at one square icon. The last space is always the space with the surrender icon (the flag).
- B11 Connections - regions are connected. The human requires connections for movement, moving from one connected region to another

C Threat Track

Shows the Threat humanity believes the Aliens represent - this track starts at zero. Each time the Threat level rises, the Human player gains further options as the Alien's true purpose is revealed. Threat actions are activated by card play, but the Threat track limits available options. Each delegation in a region raises the Threat level in that region by one.

D Holding box

Holds spare Resources and Water that have been used or not yet collected.

E Earth Orbit

The Alien's pieces generally start in Earth orbit and return here when evading combat. They are safe here and cannot be attacked by the Human. They can move from Orbit to anywhere on the map.

F The Moon

The human player can travel to and from the moon if they have researched improved fighters. To do so, a move must start at a base and go to the moon or start at the moon and go to a base. Note that the Alien player can always travel to the moon.

G Combat Track

Helps to calculate combat – both players track combat value here.

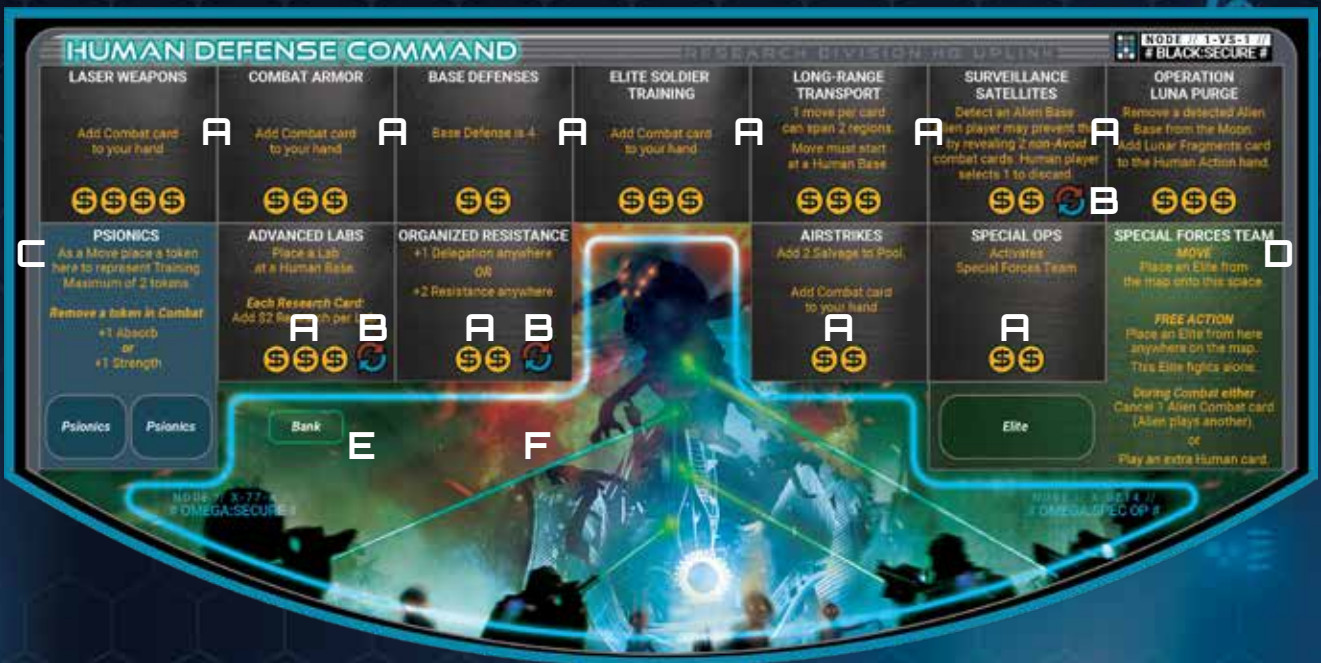
H Year Track

This track shows the current year. The game lasts for three years. The Alien player receives one new Alien Leader piece at the start of the second year.

J Combat Helper

The amount each piece is worth in combat is shown on the combat helper. Combat value at the top, and hits required to kill at the bottom.

PLAYER MAT - HUMAN



Human Player Mat

A Available Technologies

Each box on the Human mat is an available technology with the cost to complete research shown in Dollars. When researching, place Dollars directly onto the technology. Research has been completed when you have the number of Dollars shown - take the reward for that technology.

B Repeatable Technology

The arrow icon shows that this technology is never marked as complete. Once researched, it is cleared so that it can be researched again. Note that means it can only be researched once on each research action, because it is not cleared until the end of an action.

C Psionics Special Ability

Shows the capability and has a space for tokens.

This can be researched through either the Alien captives or the Human Evolution Salvage tokens.

D Special Forces Special Ability

Shows the capability and has a space for tokens.

This can be researched through the Special Ops technology shown to its immediate left.

E The Bank

A space for holding dollars in the bank.

F Future Technologies

Salvage obtained should be kept here.

It can be sold or traded (via card play), or researched just like the technologies from A.



PLAYER MAT - ALIEN



Alien Player Mat

A Available Technologies

A description of each available technology with the cost to complete research shown in resources. For Combat Mods, the cost is shown on the Combat Cards.

B Repeatable Technology

The arrow icon shows that this technology is never marked as complete. Once researched, it is cleared so that it can be researched again. Note that means it can only be researched once on each research action, because it is not cleared until the end of an action.

C Unlocked Alien Tableau

These two abilities are unlocked and can be used instead of an action card in your hand. This means the Alien always has access to Incurion, Extract, Cloning and Research. Each red box is an action.

D Locked Alien Tableau

These two abilities are locked and cannot be used until researched via Alien Politics and Collaboration. There is a tile which can be placed on top of each showing an open padlock.

E Alien Base Special Abilities

Each Alien Base gives the Alien one special ability selected from these options. The numbered base tokens are used to show which base represents which technology. Each ability can be selected once.

F Forces Bank

Unused (out of play) pieces can be kept here.

G Resources Bank

Resources obtained by the Alien can be stored here for future use.

ACTION CARDS

INFRASTRUCTURE

With our new construction tech, this place will be up and running in a week.

BUILD A BASE

Spend \$3 to place a Human base anywhere on Earth. Then you may add one Troop there for \$1.

RESEARCH

Research new technologies from the tiles available to you – place your dollars directly onto technologies to research them. *A repeatable technology can be researched and is then cleared.*

RAPID DEPLOYMENT

Place 1 Troop anywhere at no cost. *Only 2 Forces are allowed in a region if no base is present (then unlimited).*

NEFARIOUS PLANS

UFOs arrive unseen, and disappear before the Humans can react.

NO ACTION

This card has no action but can be discarded to play an unlocked tableau action as normal.

ALIEN REINFORCEMENT

Play Before combat. Place one Alien Troop from Orbit into this region.

EXTRACTION

Play Before combat. Return one Alien Leader in this region to Orbit.

ASIA FUNDS

MUST BE PLAYED IF 5 regions are already marked Funded.

CHECK Presence

TAKE Dollars and Bonus

SELL Salvage - \$2 - Trash/Return

ADD One Resource

PLACE Funded Token

IF ALL REGIONS FUNDED

Turn Ends • Gain \$1.

Keep one card & RESHUFFLE.

OTHERWISE

Play another non-Fund card.

Action Cards

The game is driven by action cards. Each turn a player must play one action card, resolving its effect. Where cards have multiple possible effects, only one effect is selected to be used.

The Alien player may discard any card and instead select an available action from their unlocked tableau actions shown on their player mat.

The Human player may pass their turn and gain \$1.

Cards with instant effects can be used during an action for that effect. They are discarded after use. Multiple instant effects can be used during a player's action, with the only limit being available cards to play. An instant effect can be played at any point during your turn, there is no set time to play them. Some effects can be played during the other player's turn.

A Possible Effect One

B Possible Effect Two

Only one can be selected when a card is played.

C Instant Effect

D Funding Card.

Funding cards have a fixed sequence, which is always resolved top to bottom.

The Year always ends with a Human Funding card and so the human player will always end each Year. This is because Human funding cards determine the Year end – when all regions have been funded, the Year is over.

COMBAT CARDS



Combat Cards

Combat cards are played during combat to generate hits, avoid combat and absorb hits. New technology adds cards to your deck allowing you to customise it, and to trash cards you don't want to keep.

When you research a technology and gain a combat card, it is placed into your hand. Whenever a player adds a combat card to their hand via research or a base effect, they may trash a combat card in their hand or their discard pile. Trashing a card removes it from the game.

A Combat Value

The value added to the combat track for that player.

B Special Effect

Some cards have special effects. Above, the Human card allows an extra card to be played if the Alien evades, while the Alien card does nothing - it is a bad card, demonstrating early game Alien disadvantages.

C Flavor Text

The top bar text has no effect on game play.

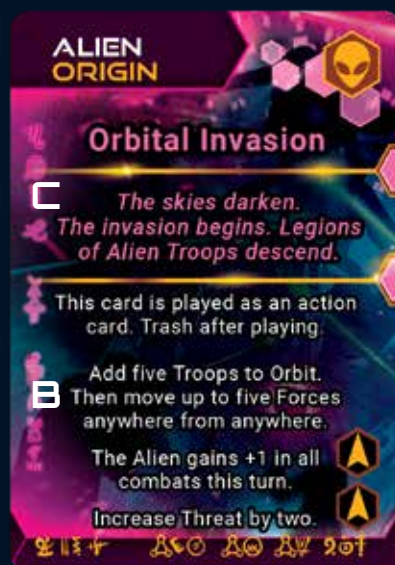
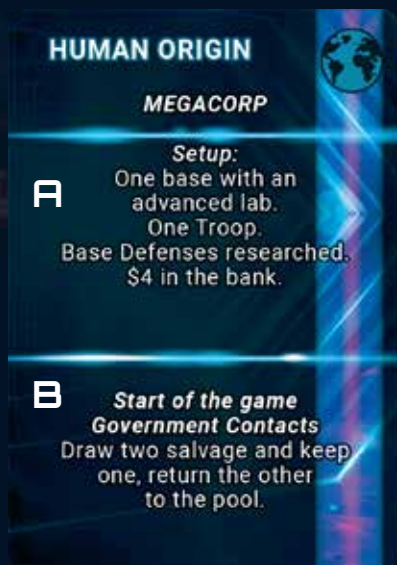
D Trash Cost

Two Alien cards have an Alien Alloy cost to trash them, which must be paid to trash the card.

E Alien Research Resource Cost

Alien research cards can be added to the game through the Combat Mods technology. The cost to add each card to the game is indicated on the card.

ORIGIN CARDS



Origin Cards

Each player has a set of cards which give their side unique characteristics and setup instructions. Each player selects one of these cards to use for the game during setup.

A Human Setup Instructions

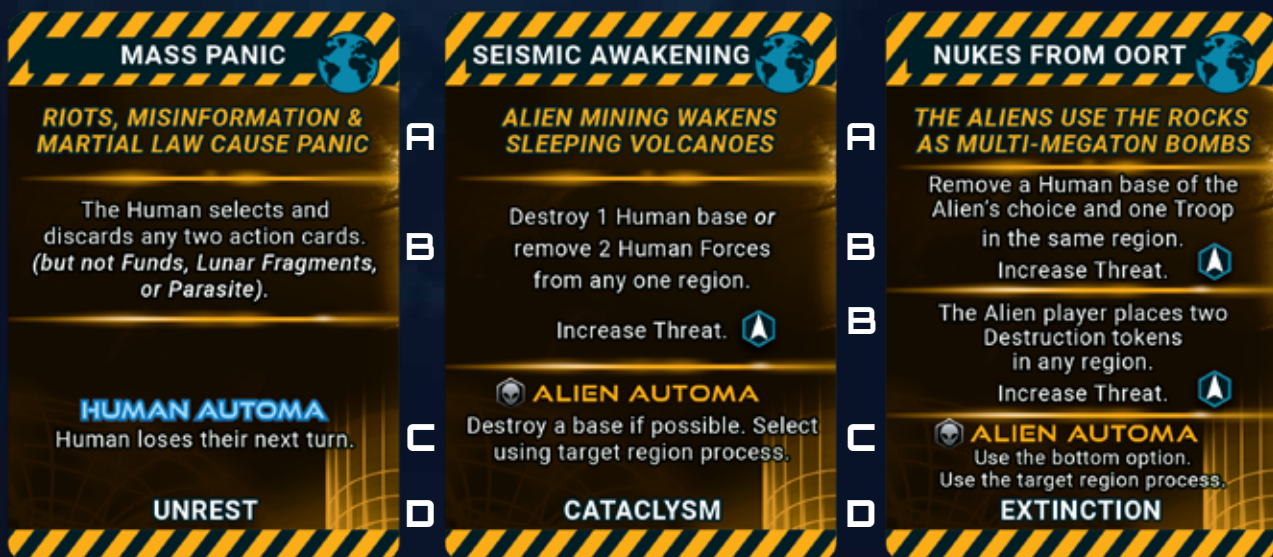
B Special Abilities

Most Origin cards grant special abilities in the following categories:

Passive abilities	Are always in effect.
Start of the game	These are performed once at the start of the game.
Combat Card	Can be used instead of a combat card in your combat hand.
Played as an action	Instead of playing an action card in your turn, you can play this card.
Free Action	Can be played in your turn like an instant effect.

C Flavor Text

CRISIS CARDS



Crisis Cards

There are three Crisis tokens - Unrest, Cataclysm and Extinction. These start the game on the Domination track. When a Domination token is removed from the Domination track in the same space as a Crisis token, the Alien player draws one card from the matching deck and resolves it.

A Flavor Text

The top bar text has no effect on game play.

B Event

When the crisis happens, the Alien player performs the effect. If there is a choice, the Alien player makes all selections. One card - Nukes From Oort, allows the Alien to select the top or bottom event.

C Solo Alteration

How to resolve the crisis when playing solo.

D Deck

The Crisis cards are from either the Unrest, Cataclysm or Extinction decks.

PLAYING PIECES

FORCES

Both sides military pieces are collectively referred to as *Forces*.

Human and Alien Troops

The basic Troop of each side.

Human Elites

Human soldiers can become Elite.

Alien Leaders

The Aliens have a small number of Leaders.

Leaders & Elites are more effective in combat than Troops but can be killed if fighting. When not fighting, some cards are improved by Leaders.

Note that Forces are placed anywhere in a region - there is no set place to put them. The regional spaces are for Domination and Destruction tokens to occupy, so they can be placed within one if you wish - all that matters is that both players know which Forces are in which regions.

Red Alien Troop



Yellow Alien Leader



Green Human Troop



Blue Human Elite



HUMAN RESISTANCE

Represents the Human (non-player) militaries around the world.

They are used to take actions from the Threat track by using a Human action card.

You can place Resistance into a region above the starting amount.



RESOURCES

Alien Alloys - Raw materials the Alien player can use to construct ships & build weapons.

Genetic Samples - Human and animal DNA the Alien player can harvest for their own use.

Both resources are used by the Alien player only - the Human uses Dollars.

When a Resource is used, spent or discarded, place it in the holding box on the map.



DOMINATION TOKENS

Domination Tokens are placed into regional spaces by the Alien player - they represent control that the Aliens have achieved. As the Alien achieves more control, funding from that region reduces. Eventually the region will agree to cooperate with the Aliens and will surrender.

When the Alien places a Domination token, it must be placed in placement order:

First
One Symbol



FREE TROOP
ANY LOCATION

Second



Two Symbols

Always Last

Surrender & Permanent Surrender



Regional Surrender

When the final regional space (the one with the surrender flag) is filled with a Domination token, the region surrenders. Place an additional Domination token in the permanent surrender space. This means a surrender places two Domination tokens from the Domination track instead of one.

Then increase Threat by 1, and the Alien player may take one Alien Alloy or one Genetic Sample from that region as though they had taken an Extract action.



PLAYING PIECES

DESTRUCTION TOKENS

Some game effects place Destruction tokens in regional space. They are placed in placement order, exactly like Domination tokens. A Destruction token is always placed underneath a Domination token if present. A space with a Destruction token provides no economic benefit to the Human player. The Alien player ignores Destruction tokens and may place Domination tokens on destroyed spaces. Destruction tokens have no impact on when a region surrenders.
In Summary; Destruction tokens and Domination tokens ignore one another.



BASES & HUMAN LABS

Both sides have bases which can be constructed within a region.

Human bases are the centre of their operational efforts to fight back – their Troops are recruited at bases. Bases also make it harder for the Alien player to evade combat in that region.

Alien bases are hidden facilities each containing a secret weapon the Alien hopes to use to further their plans. Alien bases can also collect resources in a region and help to place Domination tokens.

Additionally, both players' bases help in a combat within that region - adding one combat point (representing local supplies, repairs, and extra forces).



DELEGATIONS

Delegations represent Human player outreach to local governments and resistance in the region. Each token increases Threat level in that region by one. Eg: if the Threat level is zero, but two Delegations are present in a region then the Human player may use a Threat one or Threat two action in that region.



DOLLARS

Dollars are used by the Human player to buy Bases, Troops and technology. They are earned by playing funding cards and keeping regions free of Alien Domination tokens. Dollars not in play are kept near the Human player in a supply. Used, spent or discarded Dollars are returned to the supply.



ALIEN SALVAGE

When the Human has a measure of success against the Alien player, they may draw Salvage tiles. Each tile is either a new technology or an immediate effect. If it is a technology, place the Salvage tile on your player mat as a new research project. It must be researched before it can be used. If it is an immediate effect, resolve the effect immediately. This may grant Dollars or allow progress on a research project. If the Human should draw Salvage but none remain, gain \$1 instead.



FUNDED TOKENS

Funded tokens show which regions have had their funding card played this Year. The Year ends when the Human player plays all six funding cards.



ALIEN BASE DETECTED



Only Alien bases which have been detected can be attacked by the Human player. The Alien Underwater base requires **two** detection tokens in order to attack it.

CRISIS



There are three Crisis tokens - Unrest, Cataclysm and Extinction. These start the game on the Domination track. When a Domination token is removed from the Domination track in the same space as a Crisis token, the Alien player draws one card from the matching deck and resolves it. The Crisis token is trashed and has no further effect on the game.

ALIEN TABLEAU COVERS

When the Alien player unlocks a tableau ability or improves one, these can be added to their player mat to cover a previous effect.

UFO ASSAULT	
INCURSION Place 2 of your Forces anywhere. (from anywhere)	EXTRACT Gain 1 resource from any two locations with your Forces.
ATTACK A HUMAN BASE With up to 3 of your Forces taken from anywhere. Place in a region with a Human Base, which must be included in the combat.	

ALIEN POLITICS	
ALIEN CONTACT CLINICS Place a Domination token in a region with two or more Troops or a Leader.	ALIEN POLITICAL REPRESENTATIVES Place a Domination token in a region with your Forces. Increase threat.

THREAT LEVEL



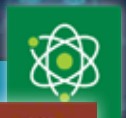
This token tracks the current Threat level on the Threat track, granting the Human player access to better and more effective Threat actions. See Delegations (page 16).

WATER TOKENS



Water tokens are used with the Alien Base - Water Pump. The Alien can collect and store fresh Water. When they have four Water tokens, one Domination token is removed from the track, making it easier for the Alien to win.

TRACKING TOKENS



Tracking tokens are used whenever something needs to be tracked such as research completion, a card which has limited uses, psionics, etc.



COMPONENT LIMITS

Other than tracking tokens, all components are limited by the number included in the game. If there is no component available of the type you need and you should place one, you may remove one already on the board to use.



PART 2 - SETUP & GAMEPLAY

GAME SETUP

CARDS

Human Action Deck

Remove 2 yellow resistance cards from the human action deck & place each near the Threat track. Remove the Lunar Fragments and the 2 Alien Parasite cards from the Human action card deck.

Alien Base Helper

Ensure the Alien base helper card is in front of the Alien player.



Combat Cards

Remove all of the cards from both sides' combat deck marked: Research, Alien Base, Combat Psyche, Alien parasite. **Both sides will each have 8 cards** marked Alien/Human Combat.

TOKENS

1. Place one **Alien Alloys** on each Alien Alloys icon. There will be two spare tokens which the Alien player starts the game with - place on the Alien player mat.
2. Place one green (value one) **Genetic Samples** token on each value one Genetic Samples icon. There will be two spare tokens which start the game in the holding box.
3. Place one blue (value two) **Genetic Samples** token on each value two Genetic Samples icon.
4. Place one **Resistance** token on each Resistance icon. There will be two spare tokens which start the game in the holding box.
5. Place one **Domination** token on each space of the Domination track. It does not matter which (the icons are Alien glyphs / language and have no effect on play)
6. Place the **crisis** tokens on the Domination track on the following positions: Unrest 2, Cataclysm 5, Extinction 8.
7. Place the **Threat** token on the zero space of the Threat track.
8. Place the two **combat tokens** near the combat track.

TOKENS (CONTINUED)

9. Place the **Year** token on Year one.
10. Place the **Human base defense** token on two.
11. Remove from the salvage tiles the two tokens marked *added by airstrikes* and the one token marked *added by alien explosives*. Place those three to the side of the map. Shuffle the remainder of the tiles and place somewhere convenient.

HUMAN PLAYER SETUP

1. Shuffle the Action deck and combat deck and draw four cards from each deck into separate hands, which can be inspected now (by the Human player).
2. Choose a Human Origin card & perform the setup instructions. Ensure the Alien player is aware of any special abilities you have.
For your first game, we suggest using *Government Funded*.
3. Place one Human Troop in any empty region where you have no presence (Forces or a base).

ALIEN PLAYER SETUP

1. Place one Leader and two Alien Troops in Orbit.
2. Place one Leader on Year two.
3. Take two Alien Alloys and put them on your player mat.
4. Shuffle the Action deck and Combat deck and draw four cards from each into separate hands, which can be inspected now (by the Alien player).
5. Choose an Alien Origin card & setup the pieces from it. Ensure the Human player is aware of any special abilities you have.
For your first game, we suggest using *Orbital Invasion*.
6. Place one Alien Troop from Orbit anywhere except the Moon.

GAME SETUP

This is the setup immediately before the Human Player Setup, which depends on the Origin card selected.

Domination & Crisis tokens

Alien Alloys

Genetic Samples

Resistance

Alien Alloys

Genetic Samples

Water

Resistance

Combat Value



Threat



Alien Alloys

Resistance

Alien Alloys

Genetic Samples

Alien Alloys

Genetic Samples

Resistance

Year

Human Base Defense

HOW TO PLAY

SEQUENCE OF PLAY

Earth Siege is IGO-UGO: The Alien plays one action card and then the Human plays one action card. Each chance to act is your turn. The Alien player always goes first in each Year.

The Year always ends with a Human card. This is because Human funding cards determine the Year end – when all regions have been funded, the Year is over: both players may keep one action card in their hand, discarding the others and then both players reshuffle their action deck to form a new deck from which they draw their new hand. Combat cards are not altered.

CARDS

Both players have two hands of cards: action cards and combat cards. Hands are kept separate. Action cards drive the turn and combat cards are used for combat.

Each hand has a maximum size of four, so at the end of your turn you will draw back to having four action cards. At the end of combat, you will draw back to having four combat cards. It is possible to go over your maximum hand size due to game effects, this is fine – you will retain more cards than you should until you again drop below your hand size.

If you run out of combat cards to draw, shuffle your discard pile to form a new deck and draw from it. If you need to shuffle your discard pile during combat, all the combat cards that have been played in the combat are not yet in your discard pile and so are excluded from the reshuffle (in other words, cards played in the current combat are not discarded until the end of the combat – they are played face up on the table while combat is resolved).

Action cards are only reshuffled at the end of a Year. If there are none to draw, you can no longer draw new cards until the Year ends.

Almost every action in the game comes from cards. Rules reference the general framework, but the card text always takes precedence.

Trashing Cards

Whenever a player adds a combat card to their hand via research or a base effect, they may trash a combat card in their hand or their discard pile for each new card added. Some cards state requirements on them. For example, some Alien cards require spending an Alien Alloy to trash them. Trashing a card removes it from the game.

PLAYING ACTION CARDS

On your turn, choose an action card to play and follow the instructions written on it. Choose one of the possible effects from it if several are listed (see page 11 for a card overview).

The active player may also play immediate actions, denoted with lightning bolts. Any number of immediate actions can be played during your turn. Note that there are a few which can be played at any time - these are clearly worded.

Instead of playing an action card the Alien may discard any action card to play an unlocked tableau action from their player mat. Each red box on the mat is an action, so Incursion and Extract are both actions and you can choose only one to use by discarding an action card.

The Human may choose not to play a card and gain \$1, passing their turn back to the Alien.

HUMAN FUNDING CARDS

When a funding card is played, perform this sequence in order:

1. Check Presence

If the Human player has any Force or a Human base in the region, they are present.

2. Take Dollars and Regional Bonus

Take the dollars shown from the highest space in placement order which does not have either a Domination or Destruction token. Use the second highest space if you are not present (no force or base). The Human also gains the regional bonus from the highest space if it was used to gain dollars.

3. Sell Salvage for \$2 - Trash or Return to pool

The Human may sell one or more salvage they own. Each is worth \$2. Each may be returned to the salvage pool or trashed (removing it from the game).

4. Add one Resource

The Human must fill one empty Resource in the funding region with a matching Resource available in the holding box.

5. Place Funded token

Place a funded token over the region's funded icon to show this region has funded.

VICTORY

The Alien wins immediately if they ever place all twelve Domination tokens. The Alien wins at the end of Year three if they have placed ten Domination tokens. Otherwise, the Human wins.

The Alien player must therefore win the game before time runs out, while the Human player decides how long the game lasts, depending on the cards they draw and the speed at which they play their funding cards.



HOW TO PLAY

MOVEMENT AND BASES

All movement is initiated by play of action cards.

Human Movement

Humans move from region to connected region. For example, from Europe to Africa.

A Force can move multiple times in an action if you have multiple moves available to use.

The enemy has no effect on movement. Any force which moves can start combat. A force which is able to move does not have to actually move to another region (but can still start combat).

Human Force Limits

A region without a Human base may contain only two Human Forces.

Regions with a Human base have no limit.

If a region ever has more than two Human Forces and no base, the Human player chooses which excess Forces to lay face down. Face-down Forces take no part in the game.

Return those Forces face up once the region can legally contain them again.

Human Access to the Moon

Once the Humans have researched *Improved Fighters* they can go to and from the Moon. Moving to the Moon starts at any Human base. Moving from the Moon ends at any Human base.

Alien movement

The Aliens move from anywhere to anywhere. Typically this might be from Orbit to anywhere on Earth or the Moon, but an Alien move could be from South America to the Moon or to Oceania.

There is no limitation on the number of Alien Forces which can occupy a region.

ALIEN BASES

Detection

Only Alien bases which have been detected can be attacked by the Human player. Bases can be detected by Human research (*Surveillance Satellites*), taking a Threat level three action in a region with an Alien base, or by drawing and then researching the *Alien Captives* salvage tile.

The Alien Underwater base requires **two** detection tokens in order to attack it.

Alien Base Special Abilities and Destruction

Each Alien Base gives the Alien one special ability selected from the options on the Alien player mat at the moment of construction. The numbered base tokens are used to show which base represents which technology (place one on the map and one on the player mat with the same number).

If an Alien base is destroyed, remove its selected ability. For most, this means losing a bonus capability that you no longer have. The following two require special clean-up if destroyed:

Supercomputer: your action hand size is reduced back to the normal 4 cards. Discard right away if you have more than four cards in your hand. The Alien player selects the cards to discard.

UFO Factory: You can no longer play the two combat cards granted by this base. When drawn, trash them and redraw. If in your hand, trash immediately and redraw. If you rebuild this base, untrash them (this is the only time in the game an item is ever untrashed).

ALIEN BASES (CONTINUED)

Alien Base Occupancy

An Alien base can be occupied by one Force. If a Troop, the base has a combat value of two. If a Leader, the value is three. Place the occupying Force on top of the base token. If unoccupied and detected, a base is destroyed if the Human has any Force in the same region.

An occupied Alien base 'counts as' a Troop for Alien action card requirements.

Alien Base Regional Support

Each occupied Alien base provides +1 combat value to any combats in its region which do not include it. The base must be occupied to claim this bonus. If assaulted (which requires detection) an Alien base instead uses its combat value as described above.

Alien Base Destruction Reward

If the Human player destroys an Alien base they may draw an extra salvage token or the *Alien Captives* token.

HUMAN HIDDEN BASE

One Human Origin grants the Human a hidden base, but it is not as effective as the Alien version. A hidden Human base functions normally but cannot be targeted, or attacked until revealed. The Alien may reveal it by having any Force in the region and discarding an action card as a free action.



HOW TO PLAY

THREAT LEVEL

The Threat level represents the Threat that Humanity perceives from the new arrivals. At the start of the game, the Humans are unaware of Alien intentions, and Threat is zero.

Threat level is advanced by one when any region surrenders and by card play or technology effects. Human Delegations increase the Threat level in the region they are in by one per Delegation.

The Threat level determines which action the Human player can use when playing resistance cards. The actions available are described below and shown in iconography on the Threat track. The Human may use all actions equal to and below the current Threat level.

Threat One Awareness

Spend \$1. Add one Resistance. Resistance can go beyond the starting amount.

When reached: Add yellow card Resistance-1 (R1) to the Human action deck and reshuffle.

Threat Two Resistance

Remove an Alien Domination token if the region has not surrendered. Then remove one Resistance token from the region. Tokens are removed in reverse placement order.

When reached: Add yellow card Resistance-2 (R2) to the Human action deck and reshuffle.



Threat Three Conflict

Remove one Alien Force (Troops first) and one Resistance token from the region if the region has not surrendered.

OR

Detect an Alien base and remove one Resistance, if the region has not surrendered.

Threat Four Uprising

Remove one Domination token from a surrendered region's surrender space (with the flag)
- the region is no longer surrendered.

Then remove two Resistance tokens from the region.

Note that the Domination token occupying the permanent surrender space is not removed.

Threat Five Nuclear Weapons

Usable only by nuclear-armed nations that have not surrendered. Remove any two Alien Forces or detected Alien base(s) in this region and place a Destruction token in this region's highest value space. Then remove one Resistance.

OR

Remove one Alien force or detected Alien base in *any* region and place a Destruction token in the region's highest value space. Then remove one Resistance.



Overflow

If Threat should increase but is already at five, the Human may add one Resistance to the map each time in any region of their choice.

HOW TO PLAY

COMBAT

Combat may take place whenever a Force moves into a region with enemy Forces or is placed into a region with enemy Forces. To fight, a Force does not actually need to move. All friendly Forces (and enemy Forces) in that region are then activated for a combat. The active player may choose not to initiate combat, if they wish.

Sequencing

All combat takes place at the end of a turn.
Combat can be completed in any order, chosen by the active player.

Combat does not end the turn - the active player can play immediate effect action cards after combat has completed if they wish to do so.

How to Fight

First, all forces in the region contribute their combat value:

Troops	2
Human Elite	3
Alien Leader	3
Each base in the region	1 (even if hidden)

Base Combat Value (Base Assaults)

A base being assaulted is worth its combat value but does not add +1 for being in the region.
Alien base: 0 if no Force present, 2 if a Troop is present, or 3 if a Leader is present.
Human base 2 to 6, depending on technology - tracked on the Human Base Defense track.

Note that a Human base has a value without Force present, but Alien bases only have the value of their occupying Force.

Combat Track

Use the combat track to calculate the total combat value for each side.

Select a Card

Both players select one combat card secretly. When both have chosen, reveal the cards.

Cards may:

- Add combat value to the total - adjust the track.
- Absorb enemy combat value - reduce the enemy track total.
- Allow another card play.
- Alien player: evade from combat.

Play Another Card

If one or both players can play another card, it is again performed in secret with both players revealing them simultaneously. Most additional card plays are not 'may' - if the card says play another card you **must** play another card unless the word 'may' is present.

COMBAT - EVADE

An avoid combat card is any card with an avoid combat condition on it, even if not used.

If the Alien evades combat, return all Aliens to Orbit. Neither side can lose any Forces, but other effects can happen. This can happen even after both sides have played multiple cards.

A Human base counts as two Forces for avoiding battle, so a Human base with any Human Force is a total of three pieces – difficult to evade from.

- The Alien cannot evade if Humans assault an Alien base.
- The Alien can evade from an Alien assault on a Human base, even one they initiated.

WINNER

The winner is the player with the highest combat value once all cards have been played. The winner reduces the loser's total hits scored on the combat track by two. Humans win draws, unless cards change this.

LOSSES

Combat track hits are 'spent' to kill enemy Forces – each kill costs the combat value of the killed Force plus one - this is shown on the map combat helper.

You assign damage caused to enemy Forces by your Forces, meaning that it is perfectly fine to target specific enemy pieces for elimination. *Note that in Earth Siege both sides can take losses.*

A base that was not assaulted cannot be affected in any way by a combat in its region. It is quite typical for combat to end with both sides still having Forces in the region.

BASE ASSAULTS

Either player may 'add' enemy bases into the combat. The Alien may do this at will.

The Human can only do this if an Alien base is detected. Each base added contributes its combat value to the combat (but not the free point) and can then be selected to take losses.

COMBAT REWARDS

After all hits have been allocated and losses removed, the Human gains one salvage draw if any Alien piece is removed from the board.

The Alien takes one green Genetic Samples if any Human piece is removed from the board, so long as there are spare Genetic Samples in the holding pool to take (if not, gain nothing).

If an Alien base is destroyed, the Human may select *Alien Captives* from the salvage tile pool or a random extra salvage token (for a total of two salvage tiles gained).

The Alien player gains no additional bonus from the destruction of a Human base.

>> FILL YOUR COMBAT HAND





Remember to draw back up to your hand size at the end of each combat.



PART 3 - EXAMPLES, SOLO, CO-OP

COMBAT

The Human moves into a region, which triggers combat after the Human completes the action card. It is not mandatory but the Human wants to clear out the Alien and so elects to start combat.

Green Human Troop	Blue Human Elite	Red Alien Troop	Undetected Alien Base
			
Combat value 2	Combat value 3	Combat value 2	Combat value 1
= 5		= 3	

Both players select a card in secret and then reveal once selected. The human player adds one for a total of 6.

The Alien avoids combat.

The Alien Troop is moved back to Orbit, and no combat values are applied to kill Forces on either side.

All card effects still fully resolve before the combat ends.

The Alien base cannot be affected as it has not been detected.

Because the Human card allows another play if the Alien evades, the Human plays Green Troops.

One Troop anywhere is promoted to Elite. The card is Trashed and removed from the game.

While it may seem that the Human didn't win, the objective of clearing the enemy was completed.

ALTERNATE RESULT

If the Alien played a one value card instead of evading the totals would be 6 to 4.

Because the Human won, the Alien total is reduced by two for a final 6 to 2.

2 Kills nothing, but the Alien would be killed and the Human would draw one salvage token.



COMBAT II - ALL GUNS BLAZING

The Alien plays a card which allows an assault on a Human base with up to three Forces. The Alien has good cards and commits a Leader. However, both sides have some technology.

Green
Human Troop



Combat value
2

Human Base



Combat value
2

vs.

Red
Two Alien Troops



Combat value
 $2 + 2 = 4$

Yellow
Alien Leader



Combat value
3

= 4

= 7

First Play

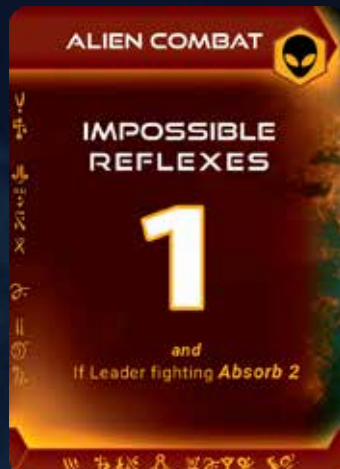


Alien adds 1 = 8

Human absorbs 2, removing them from the Alien total. Alien total = 6

Both sides can play another card so both select in secret.

Second Play



Human adds 2 = 6

Alien adds 1 = 7

It would be a dead Leader, but with astonishing speed, the Alien absorbs 2. Human total = 4

The Alien wins on 7, killing the Human Troop for 3 hits and the base for 3 hits. (one point more than their combat value)

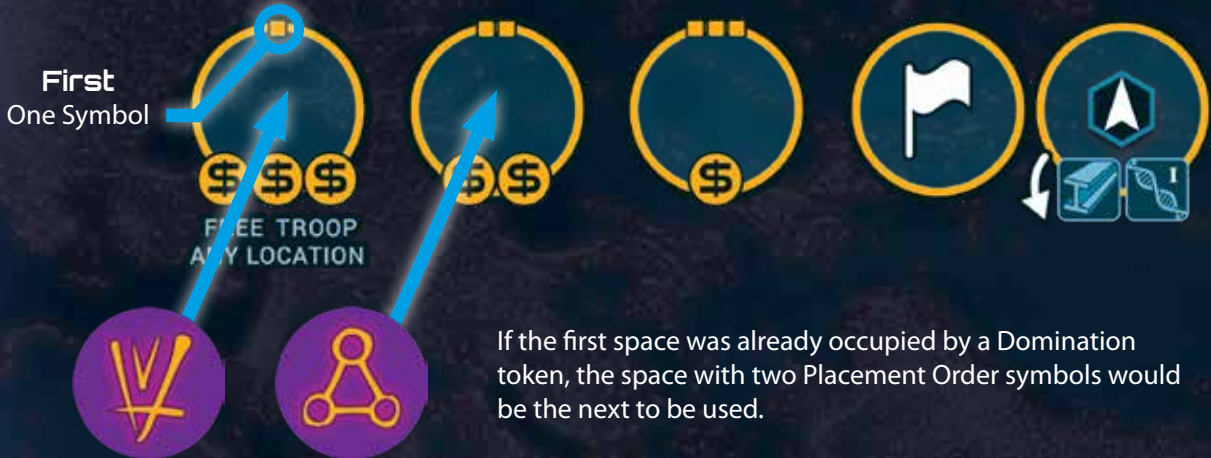
The Human total is reduced by two to 2. 2 points is one short of killing a Troop.

The Alien claims a green DNA sample from the holding box as the spoils of victory.

EXAMPLES

DOMINATION

The Alien plays a card in North America which allows them to place a Domination token. They are always placed in Placement Order - the regional space with one Placement Order symbol is empty, so this is the space it is placed into.



SURRENDER

If the space in a region with the surrender flag is the only remaining space, then it is used as above. But then the region surrenders to the Alien - an additional Domination token is placed into the space with the Threat and resource symbols (*the permanent surrender space*).

Threat is increased by one, and the Alien can take a resource from the region. This extra Domination token can never be removed, even if the surrender space is cleared.



DESTRUCTION

Destruction tokens are placed into a region in Placement Order the same as Domination tokens except that they are placed underneath existing Domination tokens. Further Domination, when added, ignores the presence of Destruction tokens.



HUMAN FUNDING CARD

The Human plays North America Funds, but did not have to because 5 regions were not marked funded. However, the Human needs money!

NORTH AMERICA FUNDS

MUST BE PLAYED IF
5 regions are already marked Funded.

CHECK Presence
TAKE Dollars and Bonus
SELL Salvage - \$2 - Trash/Return
ADD One Resource
PLACE Funded Marker

IF ALL REGIONS FUNDED
Turn Ends • Gain \$1.
Keep one card & RESHUFFLE.

OTHERWISE
Play another non-Fund card.

We now conduct a series of checks in order down the card.

Does the Human Have **presence**? This means any Force or base.
Yes - there is a Troop in North America.

Take Dollars and Bonus:

With no Domination or Destruction and with presence, the Human will gain \$3 and a free Troop. If there was no presence, the Human would gain the next space along - \$2.



Sell Salvage: the Human may gain \$2 for each salvage returned to the pool or trashed.

The Human returns one salvage that doesn't seem too useful right now, and chooses to trash it - removing it from the game. The Human takes \$2.

Add one resource: the Human adds one Alien Alloys or Genetic Samples to an empty space in the region. To do so, one resource must be available in the holding box. If there is a choice, the Human can choose but only add **one**. Ignore the step if no resource can be added.



Place funded token: a funded token is placed on the North America funded space.



Since all regions are not funded, the Human then plays another action card and continues the turn.

EXAMPLES

ALIEN BASE DETECTION

The Alien has a hidden base in Europe. The human has a few options:

1. Play a research card and spend \$2 to research *Surveillance Satellites*. If the Alien cannot reveal two combat cards in their hand without Evade conditions, then the base is detected (if they can, the Human can force a discard, so still gets something for the money).
2. If the Threat level is three or more, the Human can play a card which gives a Threat action, take the action in Europe, spend a Resistance in that region and place a detected token. A Threat level of 3 or more is required because at 2 or less, the Threat track does not allow detection of an Alien base.
3. Research *Alien Captives*. To do so you must have drawn it from the salvage pool, and then research it through an action card play - so the other two options are more reliable.

An undetected Alien base **cannot** be attacked.



BASE ASSAULT

The Human has detected the enemy base. Two Human Troops move to Europe. If the Alien base does not have an Alien Force within it, it is immediately destroyed.

Otherwise, the Human can start a combat and include the detected base. The base will fight with the strength of the Force within it.

If destroyed, the Human can draw an **extra** random salvage or *Alien Captives*, for a total of two salvage tiles drawn (or one random draw and *Alien Captives*).



THREAT LEVEL

Generally the Alien chooses to increase the Threat level by performing improved actions with fewer requirements. The Human has some cards that can increase Threat but they are based on Alien actions. Examples Below:

<p>INFRASTRUCTURE</p> <p><i>Prefabs & cargo planes. Base in a box - anywhere, anytime. Sign here, sir.</i></p> <p>BUILD A BASE Spend \$3 to place a Human base anywhere on Earth. Then you may add one Troop there for \$1.</p> <p>RESEARCH Research new technologies from the tiles available to you - place your dollars directly onto technologies to research them. <i>A repeatable technology can be</i></p> <p>SHIP THOSE JOURNALISTS IN! Play any time when a Human base is destroyed to add one threat.</p>	<p>TACTICAL DEPLOYMENT</p> <p><i>Wolf one, Bigeye - bug fast mover bearing 015, angels 60, engage, over.</i></p> <p>RECRUIT Spend \$1 to place one Troop with any base.</p> <p>DEPLOY Move one Force one region. <i>Only 2 Forces are allowed in an area if no base is present (then unlimited)</i></p> <p>THE TRUTH Play when a Domination token is removed to add one threat.</p>	<p>ALIEN POLITICS</p> <p><i>Whispers spread through governments; leaders dream the same strange visions.</i></p> <p>ALIEN CONTACT CLINICS Place a Domination token in a region with two or more Troops or a Leader.</p> <p>ALIEN POLITICAL REPRESENTATIVE Place one Domination token in a region with your Forces. Increase threat.</p>
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Delegations

The best way for the Human to increase Threat is with Delegations. These increase the Threat level only in the region they are placed by one each. Thus, three delegations placed into a region when the Threat is zero results in a regional Threat level of three.



To place delegations, the Human can research *Organized Resistance*, or play resistance action cards.



SOLO PLAY

OVERVIEW & CORE RULES

Earth Siege: Arrival includes a solo mode in which one player controls either faction while the opposing side is managed by an automated bot. If you play the Human, use the Alien bot and vice versa. Use the AI cards for the selected bot and the back of the player mat for that side.

Each time the bot acts, reveal the top card of its AI deck and resolve it, then discard it. Cards may have multiple effects; only the one matching the current aggression level applies. Aggression starts at one and only ever increases, advancing at the start of each Year. It is tracked on the bot mat.

If a card cannot be resolved, the bot takes a default action instead.

In combat, the player always plays all of their cards first. The bot then reveals the top card of its deck for its combat value and any special effects.

THE ALIEN BOT

The Alien bot represents a relentless extraterrestrial force gradually tightening its grip on Earth. The bot does not use the Moon or Antarctica, and Alien Origin cards are ignored. The bot does not use resources - it is assumed to be collecting what it needs.

Components

The bot can have only two Leaders in play.

If components are unavailable, take from orbit.

Otherwise, skip part of the card which cannot be completed.

Setup

Setup as per pages 18-21. Do not use resources (Alien Alloys, Genetic Samples) as per steps 1-3.

Ignore the Alien player setup and instead, after Human setup: Place an Alien Leader and two Troops in Orbit. Discard the first Alien card and place one Alien Troop in the named region from Orbit.

Aggression

Some Alien cards have multiple aggression levels. Aggression level determines which effects on a card will take place. For example the Attack card to the right has a different effect at Aggression 2+.

AI Target Region

Use the region printed on the topmost card of the discard pile (kept face-up).

If no card is in the discard pile, use the region on the drawn card.

Several cards use a region closest to the face-up target region.

Distance is counted by number of region connections (adjacent = 1).

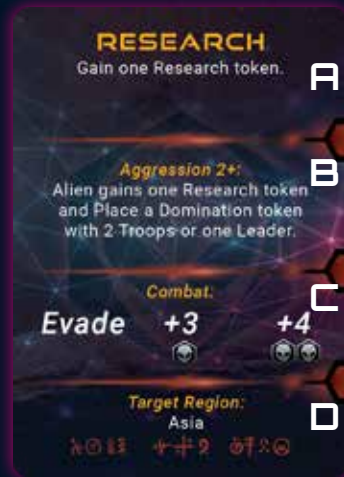
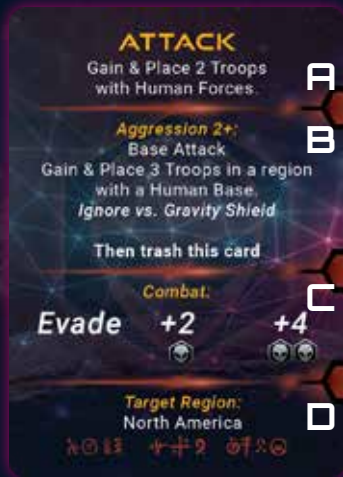
If multiple choices could be made, select the closest one with the fewest Human Forces.

If still tied break in order of up, right, left, down. (Up is towards the UFO image on the map).

If still tied, use the region with the longest border in that direction.

A base attack must select a region with a human base present (Attack card).

Cards with requirements (eg: Domination) must select a region where the requirements are met.



Alien AI Cards

- A** Possible Effect One
- B** Possible Effect Two
- C** Combat Values (on the first two cards the first value is: *Evade*)
- D** Target Region

If a card does nothing

If a card does nothing (eg: Domination with no eligible region):

First, if the active effect cannot apply, try to implement a lower aggression effect if present on the card. Otherwise, implement the default action:

Default Action:

- 1) At Aggression 1: Place one Alien Troop from Orbit on Earth in the target region.
- 1) At Aggression 2+: Place up to two Troops together.
Leaders are only placed if no Troops remain.

2) If there are no Troops / Leaders in orbit: move one Alien Troop on Earth that is alone into a region containing another Alien Troop (use the target region to determine which), forming a group of two. This move ignores distance.

3) If still not possible. Place two troops in orbit.

Alien AI Research

There are three research tokens (use tracking tokens). They are used to make some actions more effective - the cards will tell you when to discard one and what they do.

They are also discarded in combat to add combat value. This is not a choice - the AI will follow the list below, always discarding the most tokens they have available at that time.

Combat Research Use:

1. If the bot has two tokens, spend & discard two. Use the third value on the card for combat.
2. If the bot has one token, spend & discard one. Use the second value on the card for combat.
3. If the bot has no tokens use the first value on the card for combat.

SOLO PLAY

THE ALIEN BOT

Combat

The Alien bot will start combat when it places Forces if Alien Forces outnumber Human Forces. Count each Human base as one Human Force and add the number of research tokens held by the bot to the bot's total (maximum of +2). Example: With one Alien Troop plus two held research tokens the bot will start combat against one or two enemy Forces

Combat Evade

If the bot's combat card says Evade, move all bot Forces to Orbit. There are no checks and no requirements. If the bot would have won combat, treat an evade as +0 instead and do not evade.

Combat Adjustments

At resolution the bot will spend the Maximum number of hits possible.

On a base assault it will always kill the base if possible, but will otherwise ignore Human bases. The Alien will never evade from base assaults by either side. Treat an evade result as +0.

Human Technology: Surveillance satellites

When used, the Alien bot reveals the top card.

The base is detected if the card does not have an evade present.

Trashing Cards

Never trash a bot card. Instead, discard the card.

ALIEN BOT DIFFICULTY LEVELS

Harder Game:

- Start with one Domination token placed in the region with the starting Alien Troop.
- Alien bot starts with one research token.
- Alien bot starts at aggression level two (hard!).


Easier Game:

Pick one. Much easier: pick two

- Human starts with additional \$3.
- Human starts with additional two Troops at any base

THE HUMAN BOT


The Human bot uses one card per turn like the Alien but does collect and spend Dollars. These are obtained by killing Aliens, funding regions and owning labs and are used to purchase better technology for combat, represented by the research track, and to build new bases and Troops.

FUNDING  **A**
South America

RECRUIT **B**
Place 1 Troop with each Human base. Discard \$1 if possible.

ALSO: **C**
If threat 1+ in target region, place one Resistance there.

COMBAT **D**
1
Promote a Force after combat.

FUNDING  **A**
Europe

BUILD BASE **B**
Spend \$2 to build a base and a Troop in the target region.

ALSO: **C**
If threat 3+ in target region, kill an Alien Force there and remove a Resistance.

COMBAT **D**
4 +1

FUNDING **A**

RESEARCH (II) **B**
1) Gain \$1 per lab.
2) Spend \$2, build a lab at a base without one.
3) Spend x\$ to unlock the next research tier.

ALSO: **C**
Place a Delegation in the target region.

COMBAT **D**
3

Human AI Cards

- A** Funding Region & Resource
- B** Effect
- C** Possible Effect "ALSO"
These are possible effects because they typically have a requirement in order to take effect.
- D** Combat, Modifier & Special Effect

Setup

Setup as per pages 18-21. Ignore the Human player setup and instead:
 Draw until an AI card has a funding region: Place a base plus two Troops there.
 Draw again until an AI card has a different funding region: Place a Troop there.
 Take \$2.
 Reshuffle the entire AI deck.

If a card does nothing (or can only partially take effect)

If the card effect cannot trigger, the bot takes a default action **after** performing the possible effect.

If it can perform some of the effect, it has completed the action and does not take a default action (but it does perform the possible effect).



SOLO PLAY

THE HUMAN BOT

Default Action (In Order)

- 1) If the target region has Alien Forces move two Human Forces into the target region from adjacent regions (Elites first).
- 2) At Aggression 2+: If threat level 2+ in the target region and Resistance is present: Remove a Domination & a Resistance.
- 3) At Aggression 3 ignore this entry, otherwise: Move one Force from a region with the most Forces to an adjacent region with none. Never leave the origin region empty. If multiple destination regions are available use region order.
- 4) Build a Troop and place one Resistance in the target region cost \$0.
- 5) Build a base in the target region. Discarding up to \$2 (no minimum, if the bot has no \$).

Target Region

- 1) A detected Alien base
 - 2) The region with the most Domination tokens. A surrendered region is ignored.
 - 3) The region with the most Alien Forces.
 - 4) A surrendered region.
- All ties are broken by region order.

Region Order

North America, Europe, Asia, South America, Africa, Oceania.

Human Force Limits

Force limits are enforced normally – if the bot cannot act because it would have too many forces in a region, it performs as much of the action as it can. If it cannot perform the action, it takes a default action.

Component Limits

Component limits may prevent bot recruitment – it performs as much of the action as it can. If it cannot perform the action, it takes a default action.

Movement Order

When the bot could move forces from several possible locations to satisfy a requirement to move, it moves in reverse region order. When there is a choice, move Elites first.

Aggression Level

Aggression level is the same as the Alien bot – increasing by one at the start of each year.

THE HUMAN BOT

Funding

Funding appears on some Human AI cards.

Funding can also be triggered by revealing a combat card.

Ignore Funding entirely if that region is already marked with a funding token.

Resolve funding **first** before a bot action and before combat.

- 1) Place a funding token in the specified region.
- 2) Gain \$1 if there are 0 or 1 Domination / destruction tokens present.
- 3) North America:
Additionally, gain \$1 if there are 2 or less Domination / destruction tokens present.
- 4) Place the resource shown on the card into the region if possible (from the holding box).

When all funding tokens are placed the year ends – the bot completes its full action as normal, combats are resolved and then the year advances. Remove the funding tokens from the map.

End of year reshuffle

The Human bot takes all its cards and reshuffles them to form a new deck at the end of the year.

Human Research

Humans get gradually better in combat, unlike the aliens who “burst” and spend research tokens. However, not every combat card gives the full bonus available to the Human player which means combats have variable outcomes.

Humans have a research track on the reverse of the Human player mat. It only moves to the right, making them more effective in combat. Moving to the right costs dollars as shown on the track, and can only be performed through card effects.

Dollars are gained through: Owning labs; killing Aliens (\$1 each); Funding.

Each move to the right moves a token to a higher combat number, for example from the start space to combat one. When revealing a Human combat card, the card will list combat X.

X is the highest column that can be applied to the combat.

Example: if the token is in combat 4 on the track but a card allows only combat 2, then you use the bonuses from the combat two box, giving +2 combat and +1 absorb.

In addition, some cards have a modifier like +1 or -1. This modifier is applied to the final combat value reached. Lastly, some cards have special effects.

Combat

The Human bot will start combat when it places / moves Forces if Human Forces outnumber Alien Forces. Add the Kill value underneath the current research track box to this calculation.

When resolving, the player plays all cards first then the Human AI reveals one card to resolve, even if the Alien evaded. Remember Humans win draws unless Alien combat cards says otherwise.

Some combat cards modify the Human combat total after calculation eg: +1 or -1.

The Human bot gains \$1 per Alien it kills regardless of type.

SOLO PLAY

HUMAN BOT DIFFICULTY LEVELS

Harder Game:

- Human bot starts with base defence 4, one extra Troop with the main base at setup and \$1 extra.
- Human bot starts one box to the right of the start space on the research track at combat one.
- Human bot starts at aggression level two and threat level one (hard!)

Easier Game:

Pick one. Much easier: pick two

- Alien starts with one Domination token on the map – place it anywhere.
- Alien starts with one Alien base of any type. Place it anywhere - occupied or not.

A FEW NOTES ON SOLO

The Human bot reshuffles its cards at the end of the year.

The Alien bot reshuffles its cards when its cards tell it to, but not otherwise.

The Human (whether bot or player) drives the end of the year by placing all of the funding tokens, and still loses funding opportunities if Domination or Destruction tokens are placed in its regions. The Alien (whether bot or player) will continue to act until the Human ends the year.

Neither bot uses all of the rules - origin cards, etc. But it should still provide an entertaining and often difficult opponent.

For your first solo game, we recommend you play the Human and the bot plays the Alien - it's a simpler bot with fewer moving parts to learn.

COOPERATIVE PLAY

2 - 4 PLAYER OPTIONS

Earth Siege can be played cooperatively with two players sharing one faction. One player takes the role of strategic authority, the other takes tactical control. Core rules, turn structure, and victory conditions are unchanged.

Both players win or lose together.

You can play like this with two players against the bot of your choice, or even two players vs two other players for a cooperative vs. cooperative deathmatch.

How to Play

The rules are unchanged from a typical game except as described below. Draw your cards, discuss the options and decide on a course of action. The player with authority then makes the move and resolves the action. Immediate actions can be played - again, the action result determines authority. The responsible player moves the pieces.

Authority

When an action crosses both domains eg: recruiting troops as part of a base build, timing an offensive around funding - both players must agree before proceeding. If you can't agree, the player whose domain the primary action falls in has authority and decides.

Playing as the Humans

Player A: Military Command - controls all Force movement, combat, base assaults, and combat cards.

Player B: The Government - controls funding cards, spending dollars, research, Delegations, and Resistance placement.

Playing as the Aliens

Player A: The Hive - controls resources, research, base construction, Domination token placement, and tableau abilities.

Player B: The Spear - controls Force movement, Leaders, combat, combat cards, and evade decisions.

And if you can't agree?

Well, then play it two player instead!

COMPONENT LIST

EARTH SIEGE GAME

Earth Siege Game

Two Piece Box
 Map Board
 Tiles (markers) sheets x 3
 Player Mat x 2
 This rulebook
 Meeples x 29
 (Green x 10, Blue x 5, Red x 10, Yellow x 4)
 Cards x 136, as detailed to the right.

Cards

	Cards
Deck	
Alien Action Cards	17
Alien Automa Cards	16
Alien Base Helper	1
Alien Combat Cards	17
Alien Origin	6
Unrest Cards	4
Cataclysm Cards	4
Extinction Cards	4
Human Action Cards	27
Human Automa Cards	16
Human Combat Cards	18
Human Origin	6
Total	136

ADDITIONAL EARTH SIEGE PRODUCTS

Wooden Token Pack *(additional product)*

Token	Number of
Alien Alloys	24
Genetic Samples blue	6
Genetic Samples green	12
Water Drops	4
Delegations	6
Domination Tokens	12
Destruction Tokens	6
Resistance	12
Dollar	15
Funded Green dollar	6
Green circles (tracking)	15
Red circles (tracking)	15
Crisis tokens	3
Detected tokens	4
Human Base	6
Human Lab	4
Alien Base	8
Salvage Tiles	16
Player Mat Covers	4
Threat Marker	1
Year marker	1
Human base defense	1
Green combat	1
Red Combat	1

Total 183

Origin Pack *(additional product)*

Alien Origin (Origin Pack)	5
Human Origin (Origin Pack)	4

Neoprene Game Mat *(additional product)*

Card Holders x 4 *(additional product)*



Visit us:

www.plagueislandgames.com

We have a regular newsletter for early news, polls on what we should make and designer diaries. You can also see our lineup of games - come and see what we're making and join in. All our rules are online so you can take a look before you buy.

You can also find us on BoardGameGeek by searching for any of our games.

DESIGNER NOTES

Welcome to Earth Siege!

This is our first smaller game aiming at 90-120 minutes playtime. Don't worry if you don't get close to that the first time around - the nature of an asymmetric game like this is you need to learn what both players can do first. But once you're into it, you should be able to get roundabout there.

Being our most compact design so far doesn't mean this thing isn't jam full of content. We have included *Origin cards* for both players which can really change the game up.

Even if you play without the Origin Pack (separate product) there are still 36 combinations to play! You'll find some are better against others and some have a tough time - but part of the fun is in the discovery.

If you setup and start to stumble on what you should be doing or why, read the following and just play a card to move the game along:

The Earthling is defending Earth, that doesn't mean sitting in a corner researching everything! Take the fight to the enemy and you can't go far wrong.

As the Alien, there's a famous quote about not dying for your country - but making them do it instead! Be mischievous, be bold, but run away when necessary.

And remember, where you stand is Alien territory - place those Domination tokens when you can.

So, I hope you enjoy the game - we had a lot of fun making this. Please come along to the BoardGameGeek site (search Earth Siege) and subscribe there, and our website www.plagueislandgames.com for info on our next games.

Right now, it's looking like either Apollo - Race to the Moon or A Dangerous Peace, the Cold War. In between, we're going to spread our wings to multiplayer with a game about the Mongols or running your own Banana Republic.

We are going to try to do one game a year, so keep your eyes peeled and hopefully we will make something you love.

All the best & thanks for your support.

Stuart Tonge @ Plague Island Games, June 2026, Rotherham, UK.





REFERENCE

SEQUENCE OF PLAY

Alien plays one Action card (or discards to use a tableau ability)

Human plays one Action card (or takes \$1 and passes)

Repeat until the Human has played all six Funding cards this Year

Year ends:

Both players may keep one Action card in their hand, discard the rest

Shuffle Action deck

Draw back to 4

Start of Year 2: Alien gains 1 Leader

SOLO: Add one aggression

COMBAT QUICK REFERENCE

1. Add combat values of all Forces + Bases
2. Both players choose 1 Combat card, then reveal
3. Apply values & effects (add / absorb / evade / card text)
4. Repeat steps 2-3 if instructed to "play another card"
5. Determine the winner

The losing player reduces their combat value by two

6. Assign your Hits scored to kill enemy Forces

7. Rewards (*green Genetic Samples & Salvage*)

8. Redraw up to 4 cards

Note: Humans win draws, unless an Alien card alters this.

Note: The Alien cannot Evade if Humans assault their base.

			
Combat Value	2	Combat Value	3
Hits to Kill	3	Hits to Kill	4

THREAT LEVEL ACTIONS

Threat One Awareness

Spend \$1. Add one Resistance.

Resistance can go beyond the starting amount.

When reached: Add yellow card Resistance-1 (R1) to the Human action deck and reshuffle.

Threat Two Resistance

Remove an Alien Domination token if the region has not surrendered.

Then remove one Resistance token from the region.

When reached: Add yellow card Resistance-2 (R2) to the Human action deck and reshuffle.

Threat Three Conflict

Remove one Alien Force (Troops first) and one Resistance token from the region if the region has not surrendered.

OR

Detect an Alien base and remove one Resistance, if the region has not surrendered.

Threat Four Uprising

Remove one Domination token from a surrendered region (the space with the flag) - the region is no longer surrendered. Then remove two Resistance tokens from the region.

ICONS



Alien Alloys



Resistance



Genetic Samples



Domination

Threat Five Nuclear Weapons

Usable only by nuclear-armed nations that have not surrendered. Remove any two Alien Forces or detected Alien base(s) in this region and place a Destruction token in this region's highest value space. Then remove one Resistance.

OR

Remove one Alien Force or detected Alien base in any region and place a Destruction token in the region's highest value space. Then remove one Resistance.