

AMASS

RULES



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Battle for Resources on Planet XS

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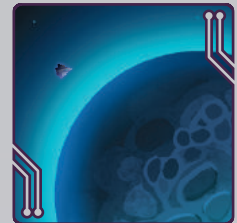
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Game Contents

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| 1 Rule book | 36 Action cards |
| 48 Crew meeples | 12 AI cards |
| 120 Resource cubes | 12 Resource cards |
| 1 Planet map | 6 Player screens |
| 18 Battle dice | 6 Crew sheets |
| 1 Alien raider | |

Aim of the Game

The goal of the game is to complete your mining contract while collecting the most valuable resources on a hostile alien planet. Mining crews must fight for resources scattered across the planet, raid resources from other crew encampments and avoid the Nefar alien raiders.



Overview

Each turn, new resources appear across the planet and the players secretly plan their crew's actions. After all the crew placements are revealed, mining crews fight each other for resources. Defeated crew members are placed on the wound tracker, where, in time, they will recover. Hostile alien raiders roam around the map, stopping players mining locations and attacking crew encampments. Crew can fight these aliens to gain new action cards, which they can use in future battles. The game ends when one player has succeeded in filling their base with resources or the planet's resources run out.

The resources are counted, and the mining crew with the highest value of resources wins.

Game Setup

The Planet XS map contains Resource Mines, Space Miner Bases and an Alien Raider Camp. Top left of the map you will find the Med Bay Wound Tracker and at the bottom of the map, areas for Action and Resource cards.

The Planet XS map is divided up into 8 Zones



Set Up



Place the game board in the middle of your playing area. Each player takes a Player Screen and the Crew Sheet of the base nearest to them. Each player then takes a number of crew member meeples in their colour, depending on the number of players:

- 1, 2, 3 players (see AI) - 8 Crew meeples
- 4 players - 7 Crew meeples
- 5 players - 6 Crew meeples
- 6 players - 5 Crew meeples

Place your crew sheet behind your player screen, along with your crew and matching crew coloured dice.

AI: When playing with 1 or 2 players see the AI section on page 8.



Shuffle the Action Cards and Resource Cards and place them on the map. The Resource Cubes are placed next to game board. Take the Alien meeple and place it on the Alien starting point  (to the right of the Alien Camp  Alien)

The planet map is divided up into 8 Zones, each zone has either a mine or a player encampment and mine. On the left side of the map, you'll find the Wound Tracker.

Game Play

The game is played over several rounds. Each round is made up of 7 phases, carried out in order. The youngest player starts as the First Player.



1- Distribute - The first player picks 2 resource cards and chooses 1 to play. They then move the Alien Raider and then distribute resources



2- Planning - Behind your player screen, assign miners to your crew sheet



3- Deploy - Place crew on the planet map



4- Command - Play action cards with the Command icon



5- Combat - Fights and Raids: first player picks first combat.



6- Deposit - Resources are stored in the base and crew return to the player's hand



7- Restore - Move crew up the Wound Track






Distribute


The First Player picks up 2 Resource Cards and chooses one to play, returning the other to the top of the resource deck. The chosen Resource Card is placed face up on the table, the first action to resolve on the card is to move the Alien Raiders.

The Nefar Alien Raiders

The Alien Raiders roam the planet halting mining operations and stealing resources. The top left of a Resource Card  will tell you how many zones the Aliens move each turn. The Aliens **only ever move clockwise** around the map, from zone to zone, removing any remaining resource cubes from each **mine** (not player base) in a zone that they enter and/or pass through. **The Aliens only remove resources in the Distribute phase.**

Crews cannot raid, mine, or fight one another in zones occupied by Aliens (unless a card effect allows them to). Crew in a zone with the Alien Raiders are returned to the players hand at the end of the round.

Distribute Resources

Next the First Player distributes Resource Cubes at the various mines as instructed on the card. Cubes marked with a cross  are only placed in a 5 to 6 player game.



Planning

All players place their crew in secret, on the desired locations on their player Crew Sheet. Each Crew Sheet features the same locations as shown on the planet map:


- 8 mining locations
- 5 rival encampments with raidable base facings (sides you can attack)
- Your own player base
- Alien Raider camp

Mining: Each player can place up to 3 crew on any mining location (**U8 F2** etc.), here crew will mine and fight for valuable resources.

Raid (attack): Up to 3 crew in total, can be assigned to Raid another crew base, but only 1 crew member can be assigned to attack at each base facing: North, South, East or West.

Defend: Up to 3 crew can be placed in the centre of your base, defending you from crew raiding from any direction.



Assault Alien Raider camp: Up to 3 crew can attack the Alien camp, for each attacker, roll a D6 and collect the number of indicated Action Cards (1 or 2). Player mining crews do not fight each other when assaulting the Alien Raider camp .




Deploy

After all players have finished placing their crew on their crew sheet, all the player screens are removed at the same time. Each player then transfers their crew to the matching locations on the planet map game board.



Command Cards

Starting with the First Player, moving clockwise around the board, each player can choose to play one Action Card marked with the Command Card symbol , repeat this process until no one wishes to play any more cards. Form a discard pile next to the board for used Action Cards, then shuffle and reuse if the action deck runs out.

There is no card hand limit.



Mining, Combat & Raiding

Depending on how the resources are distributed at mining locations, mining, or combat then mining, may happen. Combat will happen during Raids at defended bases. Alien Raiders moved into a zone halt all mining, combat and raids (but crew are returned to the player hand at end of the round).



Only Mining

Each crew member can only carry 1 cube. There is no combat at a mining location if there are the same number of resource cubes, or more, than there are crew members. Example: location F2 has 2 cubes, Alpha and Echo both have a single crew at the location, they take 1 cube each.

Combat

Combat occurs when there are not enough cubes for each crew member to take one. Example: location F2 has 2 cubes, Alpha has 2 crew and Echo has a single crew at the location - they must fight.

Raid

A Raid is a fight between the raider (an attacking player) and defender of a player base. A defender is never allowed to initiate an attack on the raider. If multiple player crew members are raiding the same base facing direction, they must first fight each other, before they can attempt to raid the defenders base. If the base is undefended, opposing player crews must first attack one another before they can Raid.

Combat Order

The First Player picks the first combat (a combat or Raid must involve their own crew) then moving clockwise, each player picks a combat to resolve until all combats and Raids have been played out. Combats and Raids are always only between 2 opposing Crews.

Conducting Combats and Raids

The player whose turn it is, chooses a combat to resolve against 1 other player's crew. Both players roll a D6 for each crew member they have at the location, dice results are paired off highest to highest, and the highest numbers win each pair. The difference between the rolled numbers determines the losing crew member damage and their place on the Wound Track.

Conducting Combats and Raids Cont...

If the damage is 3 or more, place them on Major Wound, 1-2 Moderate Wound. **If the die results are tied, it's a draw, and both crew meeples are placed in Minor Wound on the Wound Track.**

Example: Location 'U8' has 2 resource cubes, Alpha has 2 crew and Xray has 2 crew. Alpha rolls 2 D6 and Xray also roll 2 D6. Alpha rolls 6 & 1, Xray rolls 3 & 2. The 6 & 3 are paired, Xray loses by 3 so one of their crew are moved to the Major Wound area. The 1 & 2 are paired, and Alpha loses by 1, moving to the Moderate Wound area. Combat now stops as there are enough resources for each crew to take 1 each.



Raids

A raiding player may attack a defender with all crew members that are alone at a base facing direction.




Example: Alpha is raiding Echo's base with 3 crew (North, East & West). Echo has 3 defenders in his base. This raid would be 3 D6 Vs the 3 D6 of the defender's crew. If for example Echo was also being raided by 1 of Delta's crew (West). Alpha would only be able to attack with 2 crew unless they successfully defeated Delta first.

Raid Resolution

If the attacking player wins the Raid, they will be able to steal Resource Cubes from the defender's base in the Deposit Phase (see P7).

Combat Cards

Action cards marked with crossed swords  are Combat Cards, and any number of them can be played in the combat phase.



Combat Cards can be played after dice have been rolled in combat. Example: Alpha has 1 crew, Echo has 2. Alpha rolls a 2 on a D6, Echo rolls 3 & 6, the 2 & 6 rolls are paired. Alpha plays 'Hvy Assault' card, automatically winning that dice pairing, defeating one of Echo's crew. In the next combat, they will both have 1 crew each.

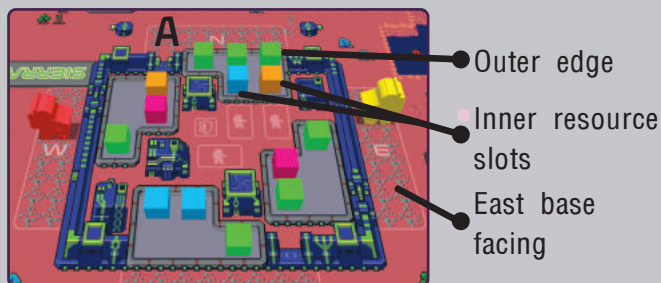


Deposit

Simultaneously, captured resources are deposited in all player bases and unwounded crew are returned to the players crew sheet.

Each player base can hold 20 Resource Cubes, 5 in each base facing (A). Resource Cubes can be stored in any free slot within your base, but once placed they cannot be moved again.

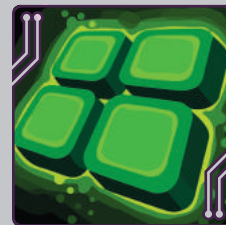
Remember, when being raided, cubes must be taken from the outer edge first, so your bases inner most resource slots are very valuable.



Raid Resolution

Raiding players (at the undefended base), roll a D6 for each raiding miner, and may take resources from that base facing up to the value rolled. No matter the D6 roll, 1 Resource Cube can always be taken. Resource Cubes must always be removed from the outer edge first. Example: If Alpha rolls a 1 on a D6, and the North side only contains a pink 3 point resource, they can still steal it. Alternatively, if the North side contained 2 pink Resource Cubes, Alpha could take them both if they rolled a 6 on a D6.

When a player's base is full (with 20 Resource Cubes), the game ends, and all crews total up their resources (see 'End of the Game').



Restore

Now all the wounded crew members move up one place on the Wound Tracker. Any that move into the 'Mobilize' section are returned to the respective players crew sheet, ready for action in the following round.



Wound Tracker

During combat, the difference between the rolled D6 numbers determines the losing crew member damage and their place on the Wound Track. The Wound Tracker is composed of 4 sections; Mobilize, Minor, Moderate and Major Wounds. If a player has 2 crew in the Moderate wound section, they gain an Action Card (as indicated). For each crew member in the Major Wound section, the player gains an Action card.

Note: AI are never placed in the Major Wound section, just place them in Moderate Wound instead. The AI never gains or uses Action Cards.

End of the Game

The game ends when one or more players manages to fill all their base resources slots at the start of the Restore phase - fulfilling their mining contract OR as soon as the planets resources run out (no resource cubes left to mine). Players then receive points for each Resource Cube claimed:



-  Green - 1 point
-  Blue - 2 points
-  Pink - 3 points
-  Orange - 4 points

For each 5 base facing slots filled with the same colour Resource Cube, players receive 3 extra points.

The player with the highest score wins! In the event of a tie, any extra, undeposited resource cubes held by a player are counted (and only then).

Alternate End of the Game

If you have limited game time, play with a set number of Resource cards, when the set number has been played, the game ends:

- 5 Resource cards - 30mins
- 8-9 Resource cards - 45mins
- 12 Resource cards - 1hour

AI Deck

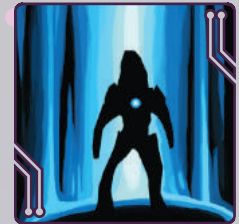
The AI deck allows you to play solo with automated crew and is also recommended for 2 player games. The AI deck can be used with any number of players up to 5.

- Solo Play - When playing solo, we recommend you pick 2 other AI Crews to play against.
- 2 Players - We recommend adding 1 AI Crew.

In either case you can play with any number of AI if you choose.

Solo play

Place AI crew cards near their respective bases, off the board along with their Crew meeples. When playing solo you don't need any player screens and you are always the First Player.



Distribute Phase: Instead of drawing 2 Resource Cards in the Distribute phase, draw and play 1 card.

Planning Phase: Distribute your crew around the planet map (you don't need to use your crew card). Once you have finished your deployment, draw an AI card for each AI player. The AI card will tell you how to deploy their crew.

2+ Player AI

When adding AI players to a game with 2 or more players, the First Player resolves any AI actions each round.

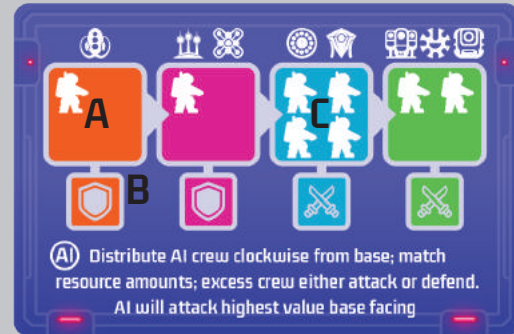
The Distribute & Planning Phases are the same as a normal game (players pick 2 Resource Cards and chose 1 to play and use hidden crew placement on player crew sheets).

AI General Rules

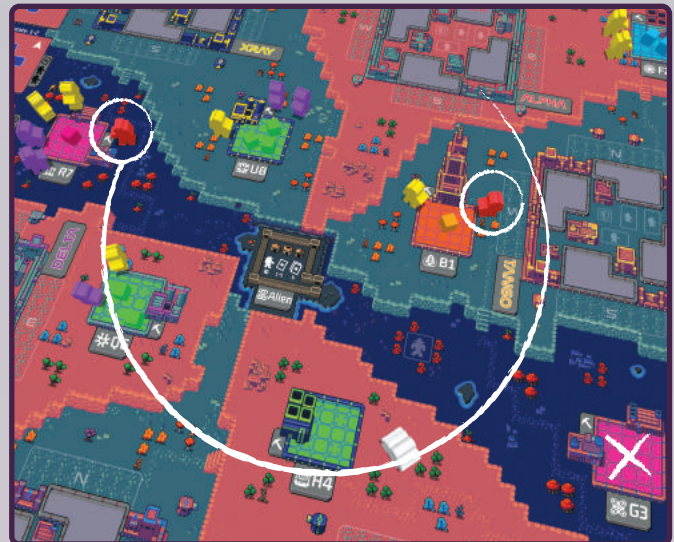
Draw a new AI card for each AI's planning phase. When its an AI crew turn, a player will roll and resolve actions for them. AI will always resolve combats moving clockwise around the map starting from their base. In combat, AI will always attempt to attack the First Player, or the next crew colour moving clockwise from their base.

AI Cards

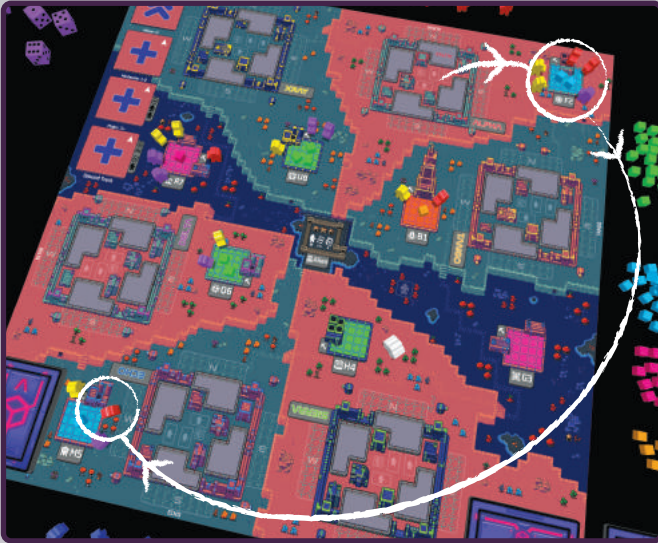
From left to right, a number of AI Crew are placed at each mine location (**A**) shown on the card, distributed clockwise from their base. Crew are only placed if there are equal resource cubes at the mine, any excess crew (from each box) will then take the action below that box (**B**), either defending or Raiding. When defending, crew are placed in their base in defence, when Raiding, the AI will Raid the highest value base facing on the map, whether that is another AI or player. If the AI cannot perform either of these actions (A or B), move them down the queue to join the next row and continue performing actions.



Example: The AI card above is drawn for the AI player Alpha. They place 1 crew at the Orange B1 mine (because there is 1 Resource Cube at the mine, if there were no Resource Cube at B1, they would take the lower action and defend their base). Next place 1 crew at a pink mine, so moving clockwise around the map from their base, we place 1 crew at R7 (because there is no resource to mine at G3).



Moving to the next row (**C**), we try to place 4 AI crew at the blue mines. On the planet map, the F2 mine has 2 blue Resource Cubes, and M5 has 1 cube. Moving clockwise around the map, starting from Alpha's base, we place 2 crew at F2, then 1 crew at M5.



The remaining 1 crew member from this blue section would now take the lower action and Raid a base facing containing the highest value of resources. If there is a tie in value, they will Raid the first player or the nearest base moving clockwise from their base. If the AI cannot perform this lower action, move them along the queue to join the next row (green) and continue performing actions.



AI Raid Example: When raiding a base, the AI will raid a base facing containing the highest value of resources, so below we see Alpha would Raid from the North side of this base as the total value of resources at the base facing are 5 points.



Co-Op Variant

In Co-op, two players face off against 4 AI crew. The rules are the same as a standard game with AI (the AI crew will still attack each other) but the 2 players do not roll attacks against each other in combat. In a situation where they are the remaining 2 crew at a Mine or base facing, they simply choose which of them takes the resource from the location.

The 2 players win if both of them fill their base with resources, before any one of the AI opponents manages to.

FAQ:

- Moving Alien Raiders: If Alien Raiders are moved into a zone, all mining or raiding in that zone stops, crew are returned to the players unharmed at the end of the round. Alien Raiders also only remove Resource Cubes from mines in the Distribute phase (so Action Cards that move them do not cause them to remove resources).
- Players take it in turns to play Action Cards, one at a time, until all pass.
- There is no card hand limit.
- If you tie in combat, tied crew move to Minor Wound on the Wound Track.

Action Cards

- Secure: can move ANY one miner. Raiding a base, one facing direction (N,E,S,W).
- Droid Guard: can be used in the Command Card or Combat phase.
- Recover: Returned crew member is placed in defence of your own base (up to a maximum of 3 crew).
- Automatic Win: These cards are played after dice are rolled and count as a win for one dice pairing, not the entire combat. Crew defeated by this action are placed in Minor Wound (0) on the Wound Track.
- Stimulant: Re-roll ANY one die result (your own or an opponent's).
- Power Blade: Crew defeated by this action are placed in Minor Wound on the Wound Track.
- Armour: This card is played in the Command Card phase; all of your crew can then Raid or mine in an Alien occupied zone.
- Toxin: Move any active crew member on the board to Moderate Wound.



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Credits

Designer - Richard Davis

Producer - Robert Wingrove

Graphic Art - Richard Davis

Card Art - REXARD

Map Art - Richard Davis & Buch

Box Art - Richard Davis, inspired by DPicso



