# MUTOID ENCOUNTERS

| Title: | MUTOID ENCOUNTERS |
|---|---|
| Genres: | Thematic, Role Playing, Action, Strategy |
| # of Players: | 1-4 players |
| Duration: | 2-3 hours |
| Age Range: | 13+ |
| Description: | A tile based run-and-gun action game in which you play as a squad of Marines storming a mysterious off-world mining base. |

In an era when our Earth has been depleted of its natural resources, corporations have taken to the stars to mine desolate planets for precious materials. You are a member of a squad within the Privatized Marine Corps. (PMC). The PMC is tasked with protecting the colonies sprinkled across our quadrant of the galaxy. Your squad's latest mission: make contact with the colony on 16CygniBd, a mining base that has gone completely dark on all PMC stat-link nodes. Mission control believes unknown non-corps forces may be at play. There has never been official confirmation of Extra-Terrestrial activity within our galaxy, but it feels like Mission Control isn't telling us everything. I guess we'll just have to find out the hard way...

| Designers: | Noah Yates, Ibrahim Shum and Brian Da Costa |
|---|---|
| Facebook: | www.facebook.com/MutoidEncounters |
| Instagram: | www.instagram.com/mutoidencounters |
| Email: | boardmonkeygames@gmail.com |

# Symbols

| | | |
|---|---|---|
| | **Attack** | The number which determines the success of an attack |
| | **Defence** | The number which must be exceeded by the Attack Value before damage can be dealt to the target |
| | **Intelligence** | The number required to perform certain mission objectives, or to determine the outcome of certain encounter cards |
| | **Targets** | The number of enemies a single weapon can target during an attack ( all targets must be on the same hex ) |
| | **Range** | The distance ( counted in hexes ) at which a weapon can target an enemy |
| | **Damage** | The number of health points removed by a successful attack |
| | **Movement** | The number of hexes an enemy can move during Mutoid Progression |
| | **Health Points** | All players and Mutoids have health points (HP). Players have a maximum of 5 health points. Any player or Mutoid with zero health points is immediately removed from the board. |
| | **Vent** | A Player may move between rooms with a vent icon even if they are not adjacent to each other |

# Getting Started

- Separately shuffle the Encounter Deck, Gear Deck, Room Deck and Mission Deck and set them on the table ( try to leave space to place your tiles! )
- Place the hallway tiles face up in 3 randomized and equal stacks
- Set the Infestation Meter to zero
- Pick a character or deal out the character cards randomly to each player
- Each player receives 3 XP tokens
- Reveal 3 gear cards per player and set them face up on the table. Starting with the lowest character rank, each player chooses one gear card and adds it to their hand. The last player to choose, chooses again and the picking continues in reverse until all the gear cards on the table are gone
- Players may equip gear cards or LV Perks before the game starts by paying the gear cost using XP tokens ( or paying LV Cubes in the case of Perks )
- Place the landing pad on the table and each player's character piece on the landing pad
- Draw a Mission Setup card

# Turn Sequence

1. Gain XP tokens equal to the number of characters on your hex at the start of your turn ( minimum 1 XP for yourself )
2. Draw an Encounter Card and resolve any immediate effects
3. Action Phase
4. Mutoid Progression
5. Discard down to 5 gear cards in hand

# Mission Cards

**There are 3 different types of Mission Cards:**

1. **Mission Setup -** The first mission to be activated. This mission is revealed randomly from the Mission Setup deck before the game begins

2. **Mission Twist -** The second mission to be activated. This mission is revealed randomly from the Mission Twist deck once the Mission Setup has been completed, or if the Infestation Meter reaches 10

3. **Mission Climax -** The last mission to be activated. This mission is revealed randomly from the Mission Climax deck once the Mission Setup and Twist have been completed. The corresponding Boss Card must also be activated when the Mission Climax is revealed

# Experience Points (XP)

- Various costs are paid during the game using XP tokens ( equipping Gear Cards, buying LV Cubes, room actions etc. )
- XP tokens can be earned in the following ways:

  1. Each player receives 3 XP tokens before the game begins
  2. Each player receives 1 XP token for each character on their hex at the start of their turn ( minimum 1XP for your own character )
  3. Certain Gear or Encounter cards award XP tokens
  4. Certain Rooms award XP tokens when discovered
  5. Killing an Exopod ( This counts for killing any mutoid, but not if they survive in a devolved state)
  6. You may discard 2 Gear Cards for 1 XP during your turn
  7. Completing mission objectives

# Actions

- Players have 4 actions per turn (certain characters get extra actions of a specific type - indicated on the Character Card)
- The following actions can be performed in any order:
  - **Move Action -** moving the character by one hex through hallways or into rooms
  - **Attack Action -** attacking an enemy using an equipped weapon
  - **Gear Action (GA) -** an action performed using a gear card (ie. equipping gear)
  - **Location Action (LA) -** An action that must be performed in a specific room
  - **Special Action (SA) -** Any special abilities the character can perform using an action

# LV Perks and LV Cubes

- LV Perks are permanent stat boosts and special abilities that can be acquired using LV Cubes
- LV Cubes can be purchased with 5 XP tokens or are awarded to all surviving players for completing a mission
- Each LV perk has a cost indicated with blue dots, each dot is one LV Cube (ie. 3 dots means the Perk costs 3 cubes to acquire)
- Purchasing LV Cubes using XP is a free action, acquiring LV Perks using cubes requires using a Special Action
- Each LV Perk acquired must fit into an LV box on the player's character sheet, if all the character's LV boxes are full when adding a new LV Perk, the player must choose to return an LV Perk to make space for the new one. The returned LV Perk can be acquired again by any player

# Character Card



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| **Character Title** | Character's role |
| **Rank** | Determines turn order, the lowest ranked player goes first followed by the next in ascending order ( ie. 1 through 6) |
| **Health Point Wheel** | Keeps track of the player's health points. Each character starts at a maximum of 5 health, if any player reaches 0 they are removed from the game |
| **Combat Stats** | The base values for Attack, Defence and Intelligence. These stats are combined with the values of equipped gear cards and may also be affected by LV Perks, Encounter Cards or other characters (Defence is always +1 for each other character on your hex) |
| **LV Boxes** | Slots used to add LV Perks to the character |
| **Special Abilities** | Abilities unique to a specific character |
| **Actions Queue** | A reminder list of actions available during each turn |

# Encounter Cards
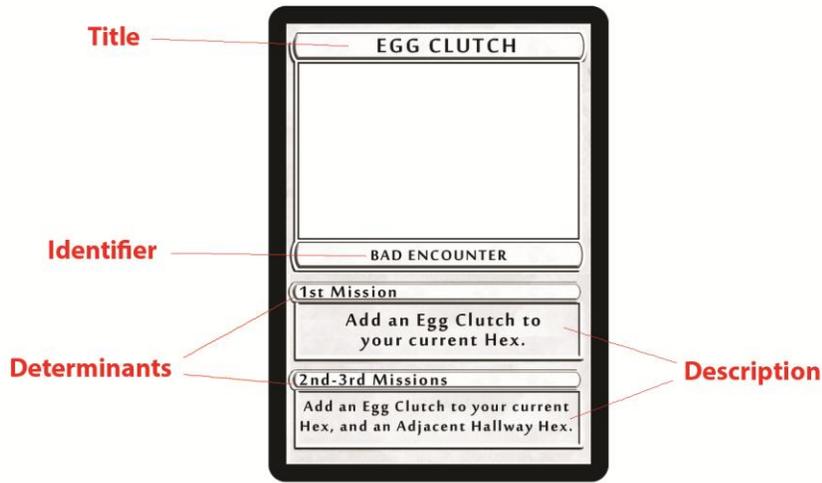


| Title | The name of the encounter |
|---|---|
| Identifier | There are 3 types of Encounter Cards - Good Encounters, Bad Encounters and Survivors |
| Determinant | An encounter may have different outcomes depending on your current mission, your character's stats or other game conditions |
| Description | The outcome of the Encounter Card |

- An Encounter Card must be drawn every turn before the Action Phase. The effects of the Encounter Card are resolved before continuing the turn
- Encounter Cards only affect the player during their turn, unless otherwise specified on the card
- Once an Encounter Card has been resolved it is placed in the discard pile, unless it is a Survivor Card
- There are 5 Survivor Cards in the Encounter Deck, they all reward player the player who found them and are kept in front of the player instead of going to the discard pile
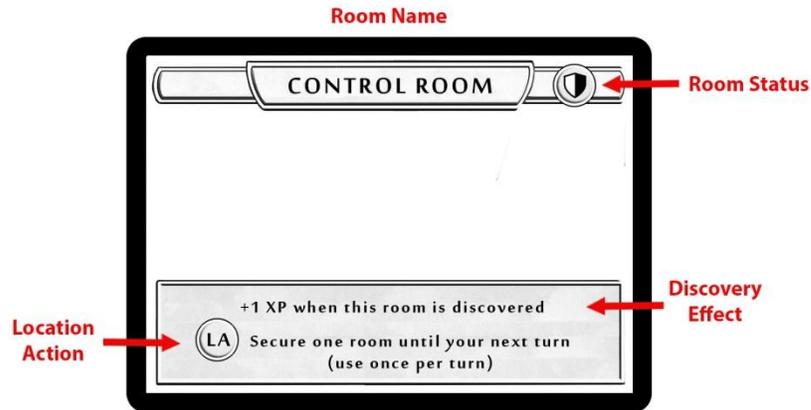
# Hallways, Doors & Rooms
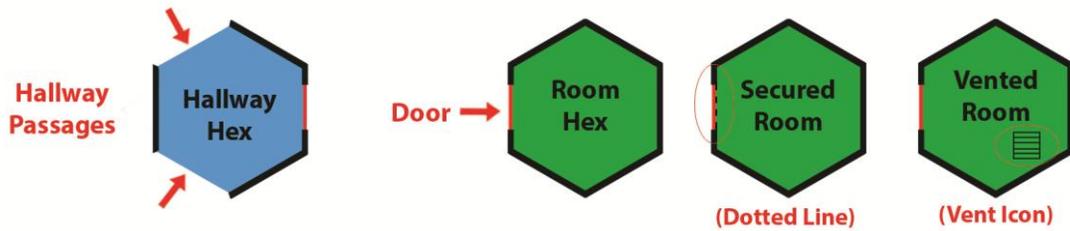


- When entering an undiscovered hallway hex, declare the direction you're moving in, choose a hallway hex from the top of one of the three randomized piles and place it connected to your current hex

- To progress through a door or hallway passage, room doors must connect to hallway doors, hallways passages must connect to other hallway passages
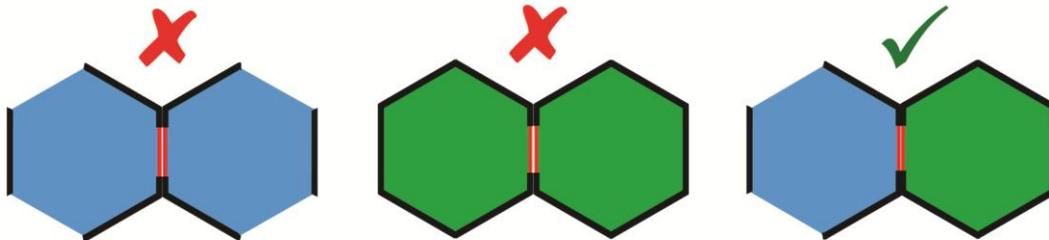


- Doors and hallway passages can be placed without connecting, however they will be considered blocked and cannot be used

- When entering an undiscovered room ( through a hallway with a door ) declare the door you're using and draw a card from the Room Deck, then find the corresponding room hex and place it connected to the door. Resolve any Discovery Effects of the room before continuing with the turn

# Room Cards



| Room Name | The name of the Room Card and the corresponding hex |
|---|---|
| Room Status | The Room Status can be blank or one of the following two:<br><br>1. **Secured Room (Defence Icon) -** Rooms with a dotted line over the door. Mutoids can't progress into Secured Rooms. Players can't target enemies in secured rooms or enemies outside a secured room from within one<br><br>2. **Vented Room (Vent Icon) -** Players may move from one vented room to another using a single move action. Mutoids can't use vents |
| Discovery Effect | The immediate effect caused by discovering the room |
| Location Action | A specific action that can be used while on the room hex |

# Gear Cards



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| **XP Cost** | Every Gear Card has an XP cost which must be paid in order to equip the Gear Card from your hand to your character |
| **Title** | Name of the Gear Card |
| **Gear Identifier** | There are several types of Gear Cards: Heavy Weapon, Light Weapon, Head Gear, Body Gear, Instant and Permanent |
| **Combat Values** | Each weapon has an Attack, Target, Range and Damage icon with a numerical value used during combat |
| **Gear Rules** | Specific rule pertaining to the Gear Card while it's equipped |
| **Boost XP Cost** | May be paid once each turn before attacking with the Gear Card. The Boost provides extra capabilities or stats to the weapon |
| **Boost Title** | Name of the Boost ability |
| **Boost Description** | The effect of the weapon boost. Boost abilities last for a single turn and the Boost XP cost must be paid each time it is used |

- To play a gear card (ie. equip it from your hand to your character) you must pay the XP cost and use a Gear Action
- Instant Gear Cards take effect immediately after being played and are put into the discard pile after they have resolved
- Each character may equip 1 Heavy Weapon, 1 Light Weapon, 1 Head Gear, 1 Body Gear. Players may choose to equip two Light weapons instead of a Heavy and Light Weapon. A character may have any number of Permanent Gear cards equipped
- If a player chooses to replace an equipped Gear Card, that card is returned to their hand
- Players may give Gear Cards from their hand to other players during their turn, if they are on the same hex (this is a Free Action)
- Players may discard 2 Gear Cards from their hand for 1 XP during their turn (this is a Free Action)
- Each player must discard down to 5 Gear Cards in hand at the end of their turn

# Player Combat

- Attacking enemies uses an Attack Action, other characters can't be attacked
- Declare the weapon being used and the target(s), then decide if you will use the Weapon Boost and pay the Boost XP Cost if necessary



- Roll the 2 Attack Dice and add the result to your character's base attack value, also adding the attack value of the weapon and any LV Perks or Special Abilities that increase your character's attack

- If the combined Attack Value is greater than the target(s) Defence Value damage is dealt (equal to the Damage Value of the Weapon including any Boosts, LV Perks or Special Abilities that effect damage)
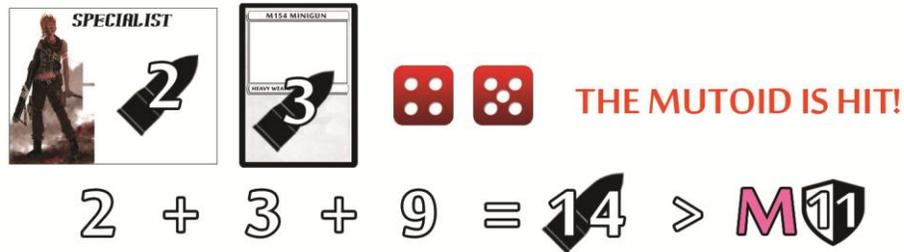


- A weapon can only be used once per turn, however different weapons and weapons played that turn can be used (Each different weapon uses an Attack Action)

**Critical Hit -** If a double 6 is rolled on the Attack Dice during combat, this counts as a Critical Hit and double the damage is dealt if the attack is successful

**Critical Miss -** If a double 1 is rolled on the Attack Dice during combat, this counts as a Critical Miss and all targets immediately move up to two hexes closer to the attacking character. Any enemy targets that move onto the same hex as the attacking character perform an attack before continuing with the rest of the turn

# The Mutoids

- Mutoids are spawned by certain Encounter Cards and Room Cards
- There are 3 Classes of Mutoid:

**Exopod -** The base class of Mutoid. Their primary function is to find a host body. These Mutoids can hatch out of Egg Clutches

**Drone -** Exopods that have bonded to a human host for added protection and mutation opportunities. Drones are spawned by Infestation Encounter Cards and are the most numerous Mutoids

**Titan -** Drones that have mutated into hulking monstrosities. Titans are very powerful and luckily the rarest class of Mutoid

**Drone Mutations -** Certain Encounter Cards can add or change Drones on the board into new sub-types with special abilities. Replace the mutated Drones on the board with the new pieces (mutations are still considered Drones but can't be changed into Titans ). The new abilities will be described on the Encounter Card

**Egg Clutches -** Spawned by certain Encounter Cards or by the Queen Mutoid. Egg Clutches act like a proximity mine once planted on a hex, the next player to enter that hex triggers the Egg Clutch. When the Egg Clutch is triggered it is destroyed and 3 Exopods are added to the hex. Egg Clutches are limited to one per hex.

**Mutoid Stats -** Mutoids have the following base Combat Values:

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|---|---|---|---|---|---|---|
| EXOPOD | 1 | 10 | 0 | 1 | 2 | 1 |
| DRONE | 2 | 11 | 0 | 1 | 2 | 2 |
| TITAN | 3 | 12 | 0 | 2 | 2 | 3 |

- A Maximum of 3 Mutoids of the same type can occupy a hex (ie. max 9 Mutoids - 3 Titans, 3 Drones, 3 Exopods)
- If Mutoids need to be placed on a hex with the maximum of their type already on it, they must displace one of their same type to an adjacent hex
- Each point of damage dealt to a Mutoid causes it to devolve into a lower form until it is killed (Titan > Drone > Exopod > Dead)
- Replace devolved Mutoids with the new lower level Mutoids on the board (ie. Drone takes 1 damage, Drone piece is removed from the hex and replaced with an Exopod piece)

**Rewards -** Players are rewarded for killing or devolving Mutoids as follows:

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| Killing an Exopod | 1 XP |
| Killing a Drone | 1 XP + 1 Gear Card |
| Killing a Titan | 1XP + 1 Gear Card |
| Drone into Exopod (ie. 1 damage dealt) | 1 Gear Card |
| Titan into Drone (ie. 1 damage dealt) | No Reward |
| Titan into Exopod (ie. 2 damage dealt) | 1 Gear Card |
| Killing a Boss | 5 XP |
| Killing Androids | 2 XP + 1 Gear Card |

# Mutoid Progression

- Once a players Action Phase has ended Mutoid Progression begins (if a player chooses not to use all their actions during the turn, they must announce that the Action Phase is over)
- All Free Mutoids move up to two hexes towards their closest player
- If a Mutoid is on a hex with a character it is considered Engaged, otherwise it's a Free Mutoid
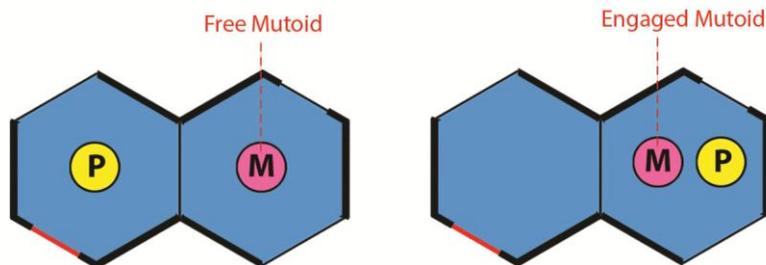


- Mutoids do not progress towards players in Secured Rooms, but they can potentially spawn within a Secured Room

# Mutoid Combat

- After Mutoid Progression, if any Mutoids are on the current players hex, that player is attacked
- When a Mutoid attack occurs, the two Combat Dice are rolled, the result is added to the Mutoid's Base Attack Value
- The attacked player will take damage from the Mutoids if the player's Base Defence Value (plus any modifiers like LV Perks or Gear Cards) is lower than the Mutoids total attack value



- Each Mutoid class attacks together in a single Group Attack, Titans first, then Drones and finally Exopods. For example, if two Drones and an Exopod are on the current players hex after Mutoid Progression two attacks will occur, first the two Drones attack together then the Exopod attacks
- During a Group Attack the Mutoid's Base Attack Value is increased by 1 for each Mutoid of that class beyond the first. For example, if one Drone attacks its Attack Value is 2, however if two attack together the Attack Value is 3, if three attack together their Attack Value is 4
- The defending player gains +1 Defence for each other character on their hex

# Boss Mutoids

- When the Mission Climax is revealed, find the corresponding Boss Card and board piece. The Boss Card's effects take place immediately



# Infestation Meter

- The Infestation Meter starts at Zero and moves up by one every time an Infestation Card is revealed from the Encounter Deck
- The Infestation Meter also dictates the number of Mutoids to be placed on the hexes from Infestation Cards (maximum of 3 of any type per hex)
- Mutoids generated by Infestation Cards must be placed on a Hallway Hex with an unconnected Hallway Passage, if there are multiple such hexes choose the one closest to the current player's piece
- When the Infestation Meter reaches 12, the game is over

# Character Death

- If a character's health wheel reaches zero, that character is dead. The character piece is removed from the board and the player is politely asked to take the stink of failure with them as they leave
- If there are any Exopods on the same hex as a player who just died, replace one of them with a Drone. If that dead player also had a survivor, add an extra Drone to the hex
- If a removed player wants to rejoin the game, they may choose a new character (if one is available) and place the character piece on the Landing Pad. That player restarts the game with 3 new Gear Cards in hand and 3 XP tokens, none of their previously equipped gear or XP remain

# Victory / Game Over

**Victory -** Occurs when all mission objectives have been met and all surviving players return to the Landing Pad

**Game Over -** Occurs when:

- All Characters are dead
- Every hex contains a Mutoid
- All the Mutoid pieces are on the board
- The Infestation Meter reaches the end