Invaders from Galaxy X

Waves of aliens are attacking the planet. After the last spaceship of the invaders arrive you have limited time to destroy all your enemies or they will manage to send a message to their home planet to send more reinforcements. You must build your defense so it will hold until the last spaceship is destroyed.
The difficulty level of the game is set by the invaders wave layout. Changing the layout two can change the whole game flow and make it more challenging.

Setup
Select aliens attack profile.
Place aliens Entry point marker on entry point 1 on board.
Place the 3 colored 'City Hit' next to the City hit table.
Place all the player reinforcement units facedown (white color up).
Place 'Turn marker' on turn 1

Aliens invasion profile
The invasion profile sets the difficulty of the game. The profile is defined by two factors: the number of the invaders and the stage of their arrival. The arrival of the aliens is defined by 10 turns of arrival as marked on the arrival table. The table is defined by a 10 columns by 5 rows grid. Each column defines a turn in the game. After 10 turn only newly constructed aliens arrive to the game (see aliens invade phase).

Arrival profile:
There are 30 aliens attacking the planet. The earlier the aliens arrive the harder the game is. The player decide how many invaders will arrive each turn for the first 10 turns, these create the invasion profile. Each turn there has to be at least 1 invading aliens
Here are some example profiles.

The easiest profile: 1,1,1,1,1,5,5,5,5,5 The players have 5 turns, with minimal invading force, to build up their defense and factories.	The hardest profile: 5,5,5,5,5,1,1,1,1,1 Most of the forces are invading in the first five rounds.
Medium profile: 3,3,3,3,3,3,3,3,3,3 A constant steady stream of invading forces.	Medium profile: 1,2,3,4,5,5,4,3,2,1 Small number of forces invading at the beginning then several turns of high number and then small numbers again.

The player can set the profile according to the difficulty he prefer. The profile is set at the beginning of the game and cannot be changed. At each turn the invading forces of that specific turn enter the game on the “Aliens invade” phase.
Any profile can be defined as long as it obey the two rules mentioned above: 30 aliens and at least one invading alien every round and a maximum of five invading aliens every round.
The aliens are placed face down and will be turned face up only when the “Aliens Invade” phase is played.

The player units are placed with the color faced down and their color will be known when they enter the game.

Game Flow
The turn is constructed from the following phases
Activate aliens : Activate the current turn invading aliens by turning this turn aliens and placing them on board.
Reinforcement: The player receives reinforcements points that can be used to buy units that will be placed on the board.
Activate: The player receives energy points that will be used to move the units that are already on board, activate factories and launch defend satellites.
Move aliens: Move the aliens based on their attributes.
Combat: If there are adjacent aliens forces to the defending forces then combat occurs. Between them.

Game phases in detail
Activate aliens
In the first ten turns the aliens have reinforcements coming to invade your planet.
Flip all the alien tiles of the current turn. Place this turn alien tiles starting where the 'Entry point' marker and move to next entry point, If the last entry point is reached then return to entry point 1. After placing the last alien place the 'Entry point' marker on the next entry point. (example of placing aliens)
After this phase you can see what aliens are going to invade the planet and prepare accordingly.

Reinforcement
In the first 10 rounds the player gets will receive reinforcement.
At the beginning of the phase the players receives Four (4) reinforcements points (plus factory reinforcements points, see factories) for each city that is still active. These points are used to buy units. Points that are not used **cannot** be saved for later turns.
The cost of the units and their description is shown in table 1.

Name	Description	A-D-M	Cost
Fighter	Move fast, light attacker		1
Combat	Heavy fighter		2
Defender	Heavy defender, used to prevent enemy from passing		2
Light satellite	Does not move, used for light defense		1
Heavy satellite	Does not move, used for heavy defense		2

A – Attack, D – Defense, M – Movement.
(The cost is also noted in the upper right corner of the unit)

Units that are bought are place on board adjacent to one of the construction satellites that are on the map.
There is a stacking limit of 2 moving units per hex + one satellite per hex.

Satellite are not placed on map when they are bought. They will be launched in the activate phase. In case the player does not have enough energy to launch them or does not want to launch them, satellites can be launched in later turns.
Units that are entered to the game are flipped and their color is revealed

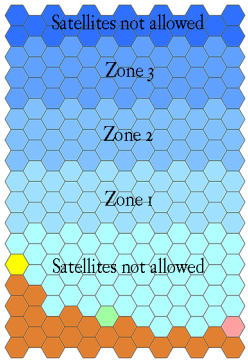
When placing a reinforcement unit take the appropriate unit and before placing it turn it face up so you can see the color of it. Only at this point you'll be able to know which of the aliens will target this unit.

Factories
There are two type of factories: Reinforcements & Energy.
You can expend reinforcement points to build factories or upgrade currently built factories.
You can have up to three factories that are built off board next to the reinforcement/energy points table. This means factories are never attacked by aliens!
Building a factory cost 3 reinforcement points and each upgrade cost 3 reinforcement points + current factory size.
Factory can be upgraded up to the size of three.
Reinforcement factories give 1 reinforcement per size.
A factory can not be upgraded in the turn it was built in.
A factory can only be upgrade once per turn.

Activate
At the beginning of the phase the players receives Four (4) energy points for each city that is still active.
Energy factories give 1 energy per size. These points are used to move units, launch satellites and energies units in combat. Unlike reinforcement points, up to Five (5) energy points that are not used **can** be saved for next turn.

Moving a unit:
Pay one energy point and move a unit up to the unit maximum range.
A unit must stop if it moves adjacent to an alien. If it starts its movement adjacent it can move to any hex that is not adjacent to an alien. (movement example)

Launch a satellite:
The cost in energy points of launching a satellite depends on the height it is launched to.
The sky map is divided into three colored height zones. Each zone height cost one energy point to launch the satellite to that zone. The Satellite must be launch to a place that is at least one hex away from **any** unit, yours or the enemy and at least 2 hexes away from any other satellite. (example of launching satellite)



Energies a unit:
Pay one energy point and place an energized token on a unit. If an energized unit participates in combat it will fight with some benefits (see combat). Energized combat moves normally with another energy point.

Move aliens
The aliens move ALL their forces on board that can move if not already engaged in combat.
An alien will move toward the nearest target with the same alien color but at a lower sky

height.
Once an alien moves adjacent to a player unit it must stop, even if it did not reach its colored target unit.
If a city is at a reach distance the alien will always try to reach the city. it might be stopped on the way because of a unit (doesn't matter the color of the unit), but it will try to reach the city.
If the alien is adjacent to a player unit than it will not move and continue to fight that unit.
If there is no enemy in the alien maximum moving distance then the alien will move as much as it can toward its target city if it is still active, if not it will move to the closest city.
(example of moving toward a player unit)
(example of moving toward the city)

Combat
Each unit that is adjacent to an enemy unit must attack it. First conduct the player attacks and then the aliens attack and only after all attacks are conducted remove casualties. This simulates the fact that all attacks are happening simultaneously.

In case a player unit is adjacent to more then one hex that has enemy units it must declare which hex it attacks.
In case an alien unit is adjacent to more then one hex that has player units, the aliens will attack hexes that have units with its color target. If there are more then one hex with such unit, then the hex that is closer to the ground will be attacked. If there is still a tie, the hex with the weaker target unit. If there is still a tie, roll a die

The attack power defines the number of d6 dice the unit roll to attack the enemy. A hit is a roll of 5-6. Mark a hit on the unit. When the number of hit markers reaches the defense level of unit, it is destroyed and removed from the game.
An Energized unit get an extra die or to hit with 4-6. A unit can be energized for combat only once and place an energized marker.
Hits to the city are marked on the city hit table. When a city hit marker reaches 10, the city is destroyed and stop supplying reinforcements and energy and the hit marker is placed on the city to indicate this.
(example of alien with several adjacent units)
(example of energized player attacking a unit)
(example of alien attacking city)

End of Turn
Advance the turn marker to the next turn and a new turn start.
After the tenth turn the game ends in two conditions:
1: If after tenth turn there are no alien units on board the player won.
2: The 'Turn marker' passed turn fifteen. Then player lost.