

# Interloper



***"WHAT DO YOU mean, "IT CUT THE POWER"? HOW COULD IT CUT THE POWER?! IT'S an animal!"***

Total Players - 3-6

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## **Setting Up**

1. First, decide which player is the Alien. Each other player is a Colonist. If you cannot decide, each player draws a card from the Xeno Deck. The player with the highest card is the Alien.
2. The Colonists each pick one of the eight character cards available, or they could be distributed randomly. The Alien gets the “The Cosmic Interloper” card.
3. The Alien draws a card from the Xeno Deck for each player in the game, including themselves. The Alien does not reveal these cards to the players at the start of the game. These are their traits, and they affect certain stats or allow the Alien to do interesting things.
4. The Colonists place NPCs onto their indicated spaces on the board, and then place their characters into the “Control Room”.
5. The Alien places their figure in an empty room on the ship. If one of their traits allows them to place more than one “alien” onto the board, they must reveal that trait now. Those aliens may be placed alongside the original alien, or can be placed in another empty room.
6. Once the board is set up and you’ve read through the rules, you’re ready to play!

## **Winning the Game**

### **As the Alien:**

If you are the Alien, you win the game when all the Colonists are dead. Some of your traits may alter your win condition. If they do, you may fulfill the objective on the card to win *or* kill all of the Colonists.

### **As the Colonists:**

The Colonists have two win conditions. The first of the two is simple: Kill the Alien. When all characters controlled by the alien player are removed from the board, the colonists win.

Another way to win is by escaping the ship completely. To do this, all living Colonists and an NPC of each color (NPCs are described in the “Inhabitants of the Ship” section) must be in the Loading Bay. As soon as these conditions are met, the Colonists win.

## Inhabitants of the Ship

### The Cosmic Interloper



The Alien gets a number of trait cards at the start of the game which can modify its stats or give it abilities. The alien's trait cards are kept face down until the Alien makes use of them or they are revealed in a different manner (ex. Gale Hildom's Ability).

None of the trait cards' changes apply until they are turned face up, which can be done at any point EXCEPT in the middle of a check. For example, if a physical check is being made, the Alien must flip any trait cards that modify combat BEFORE the check is actually made for its traits to apply. The Alien does not have to flip up their trait cards if they do not wish to do so, but they will not get the bonus the trait provides.

By default, the Alien cannot make Tech Checks, hold Items, or activate the abilities of most rooms. Instead of a Technical Prowess Stat, they have a Xenomorph stat. Some abilities allow the alien to make checks using a Xeno stat. The only room that the alien can use without any special traits is the Engine room.

The Cosmic Interloper (or "Alien") has the **Stalk** ability. At the start of the Alien's turn, if there are no enemies in the room, they may spend an action point to move to another room with no enemies.

## The Colonists

**Abigail Ruth, War Hero**



 <b>4</b> + 3	 <b>3</b> + 2	 <b>3</b> + 2
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**Battle Hardened**  
Abigail can hold 2 Weapons, and ignore one Penalty of 2 or less.

**Combat Training**  
Abigail counts as a **Guard** when using a room's ability.

**Derek Kent, Physician**





 <b>4</b> + 1	 <b>4</b> + 2	 <b>4</b> + 0
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**Healing Hands**  
Derek gets an extra card on any Tech Checks to Heal and counts as a **Doctor** when using a room's ability.

**Deft Touch**  
Derek can use a room's ability a second time each turn.

**Elen Ruth, Child Prodigy**



 <b>3</b> + 2	 <b>4</b> + 3	 <b>4</b> + 2
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**Small and Quick**  
Elen gets an Extra Action Point.

**Through the Air Ducts**  
Elen can Move through a Wall on a Physical Check of 12+. This check doesn't benefit from items.

**Unit A238 - Android**

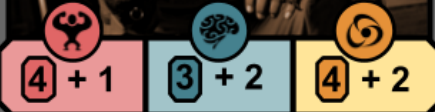


 <b>4</b> + 0	 -	 <b>4</b> + 0
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**Who Needs to Breathe?**  
A238 is not killed by ending its turn in a Breached Room.

**Mind of a Machine**  
A238 cannot fail or pass Mental Checks.

### Tym Brock, Mechanic



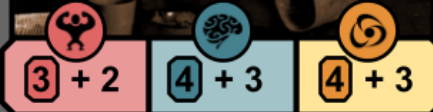
#### Try Kicking It

Tym automatically passes any Tech Checks when Repairing.

#### Academy Certified

Tym counts as a **Technician** when using a room's ability.

### Gale Hildom, Xenologist



#### Strange Insights

At the start of the game, the Alien must reveal 1 trait card.

#### I'll Know It When I See It

Whenever Gale ends his turn in the same room as the Alien, the Alien must reveal 1 trait card.

### Qoeth Y'nul, Ambassador



#### Alien Biology

At the start of the game, Y'nul gets the top card of the Xeno Deck.

#### Projectile Tongue

Y'nul can make a Distance Attack with a +2 bonus. This attack doesn't benefit from items.

### Shadow, Bounty Hunter



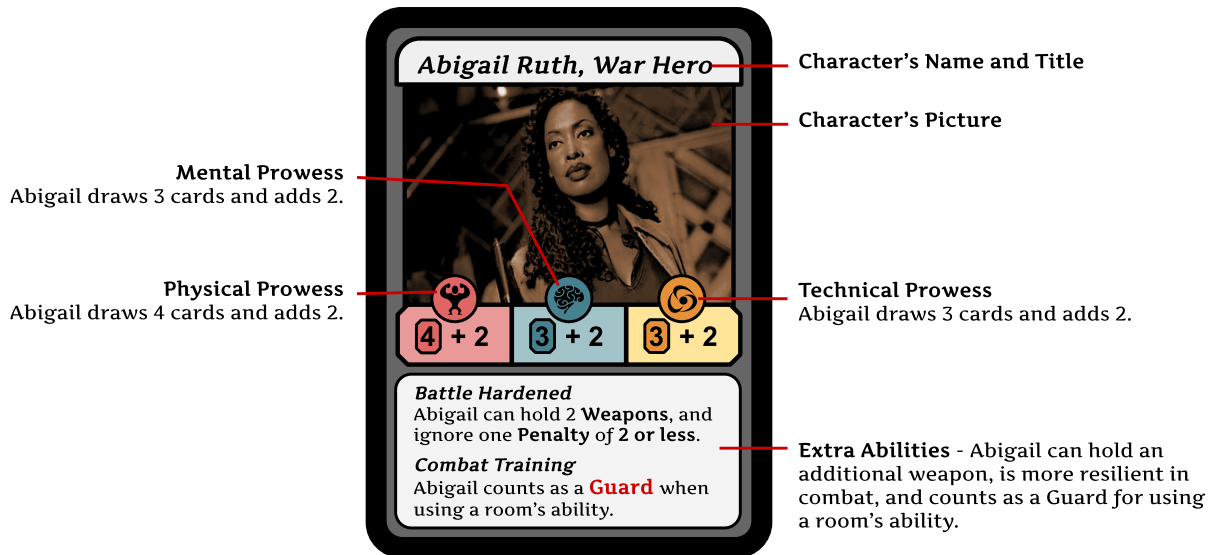
#### Uncanny Reflexes

If the Alien reveals a trait when Shadow attempts an action, Shadow may take back that action.

#### Turn the Tables

At the beginning of your turn, Shadow may Stalk.

## Anatomy of a Character Card



## NPCs

NPCs are placed at the start of the game in the spaces indicated on the game board. There are three types of NPCs, **Guard**, **Technician**, and **Doctor**.

Most rooms require a character of a certain color to become active and useable by the Colonists. For example, if a room requires a **Guard** in it to be active, either a **Guard** or a player that counts as a **Guard** must be in the room.

NPCs can also be moved by the players. Players can expend one action point to move any NPC on the ship. They can move it as long as they have action points, but cannot move multiple NPCs.

NPCs cannot attack the Alien. If an NPC would enter combat, they are instantly slain, since the Alien has superior prowess. **Guards** can give players a bonus during combat though. See "Combined Attacks" for rules regarding NPCs assisting players.

## General Rules

### Taking a Turn:

*The Alien always goes first in a round, followed by the Colonists, going clockwise.*

- At the start of your turn, you get four action points.
  - You can spend these points to perform the following actions in any order.
  - You may make any action any number of times, with exceptions to attacking and using rooms or cards.
  - You don't have to use all of your action points, but they will not carry over next turn.
- 1) Move your character one space.
  - 2) Move an NPC one space (one player per NPC, one NPC per player)
  - 3) Use a Map Feature (see restrictions)
  - 4) Attack a Character (once per turn)
  - 5) Use a Card (once per card)

### Movement:

To move, put your character in an adjacent space connected by an unlocked or wrecked door, or a breached wall.

If you move an NPC, no other player can move that NPC this round (see NPCs for more details). In addition, you can't move any other NPCs this round - You may continue to move that NPC this round, but must wait until another round to move a different NPC.

Moving out of a **breached room** or a room with an **unfriendly character** costs an additional action point. This detriment also counts when Colonists are moving NPCs.

### Skill/Stat Checks:

To make a Stat Check, reveal a number of cards from the top of the appropriate deck and add the totals in the upper left corners. Add any bonuses from your character card and items.

Stat Checks will indicate a minimum result for success. For example: Strength Check 10+. If you fail a Stat Check, take a penalty from among the cards you revealed.

Put the revealed cards in the discard pile for that deck. If there are not enough cards in the deck, shuffle the discard and use that.

## Map Features:

Different Map Features allow different actions. Some of these actions require checks or certain NPCs. To interact with a Map Feature, you must be in that room, or in the case of walls and doors, in a room bordering that wall or door.

**Doors** - Doors can be **locked**, **unlocked**, **wrecked**, or **repaired**.

- **Lock** - No check required. Mark the doorway with a locked token; players cannot move through that doorway.
- **Unlock** - Tech Check of 13+. Removed the locked token; players can move through the doorway again.

**Walls** - Walls can be **wrecked** or **repaired**.

**Rooms** - Each room has special abilities that can be used by the players. They may require a particular type of NPC to be in the room. They can also be **searched**, **wrecked** and **repaired**. Each room can only be activated or searched once per round, regardless of who does so.

- **Ability** - Some rooms have colored circles, and their abilities can only be used if an NPC of the appropriate color must be in the room. *Some characters count as types of NPC for this purpose.*
- **Search** - If the room can be searched, there will be a 🔍 symbol indicating what can be searched for. Reveal three cards from the Tech Deck, then choose a matching card and take it, discarding the rest.

## Attacking

Once per turn, you may attack another character in the same room as you. Each combatant makes a Physical Check. The combatant with the highest check is the winner. If the results are the same, it is a tie and no one wins.

If a player wins combat, they choose a penalty card from their revealed cards and the loser takes it. The chosen penalty cannot have a higher value than the difference between the combat checks. If no such penalty is revealed, the loser chooses any one of their own revealed penalties and takes it. If there is still no such penalty, the loser doesn't take a card.

*If John reveals a 5, 4, 3, and 2 (total 14), and Anne reveals a 2, 2, 3, and 4 (total 11), John can give Anne either his 3, or his 2, (but not his 4 or his 5) since he won by 3.*



Instead of giving a penalty card, the winner may instead choose **one** of the items in the loser's inventory and discard it or take it - the selected card cannot have a higher value than the difference between the checks.

*If John reveals a 5, 4, 3, and 2 (total 14), and Anne reveals a 2, 2, 3, and 4 (total 11), John can choose to have Anne discard an item with a value of 1, 2, or 3.*

**Distance Attacks** - Some abilities/items allow you to make a Distance Attack. You still choose a character in the same room, but you cannot lose the combat and do not suffer any penalties. You cannot take an item if you win (you may still discard it).

**Special Attacks** - Some abilities/items change what is checked, or what damage is dealt, or what penalties get assigned. Follow the rules on the card.

**Combined Attacks** - When a player attacks, other characters in the same room (other Colonists or Guard NPCs) may forgo their own attack and combine attacks to add 1 card to the attacker's Physical Check if they haven't attacked this round. If they do, this replaces their standard attack on their turn. Characters cannot assist with a Distance Attack this way.

**Protecting** - When a player attacks, other characters in the same room may elect to defend the target. If they do, the attacker can attack again. A character may only do this once per round. NPCs can be protected, but cannot protect. The attacker fights the new character instead.

**NPC Attacks** - You may spend an action to have the NPC you moved this turn attack, or choose an NPC and have them attack if you haven't moved one yet. If your NPC is a guard, you may have that guard combine attacks with you when you attack.

## **Items and Encumbrance**

You may use one of your items or pass an item to another player in the same room. If you use an item on your turn you cannot then pass that item to another player.

Each Item is either a Weapon, Armor, or Miscellaneous. Players can only carry 1 weapon, 1 armor, and any number of miscellaneous items. If a player finds an item that they cannot carry, they may either choose to drop the item they have found, or drop one of the items they are currently carrying to replace it.

## **Physical and Mental Penalties, Dying, and Healing:**

Penalty cards are given to losers in combat. Each card has a number on it in the upper left corner. These numbers indicate the severity of the penalty.

Each penalty also has text that modifies your options during your turn in some way, or has an effect when you get it. If you ever have three or more penalties of the same type (mental or physical) you die.

Certain rooms, cards, and abilities can Heal penalties. These usually specify a value of penalty they can heal. This refers to the upper left number. When a penalty is healed, discard it.

### **Wrecking/Repairing:**

Any player may attempt to wreck an adjacent wall or door, or the room their character is in.

- Wrecking a room requires a Strength Check result of 15+. Players cannot use the special abilities granted by a room while it is wrecked. Repairing a room requires a Tech Check of 15+
- Wrecking a door requires a Strength Check result of 20+. Wrecked doors cannot be locked, and do not stop movement. If one of the rooms bordering the door is breached, both are now breached. Repairing a door requires a Tech Check of 17+
- Wrecking a wall requires a Strength Check result of 25+. Players can move through wrecked walls. In addition, if one of the sides bordering the wall is breached (or outside), both are now breached. Repairing a wall requires a Tech Check of 20+

A room is breached if you can draw a continuous path from that room to the outer (breached) wall of the ship using wrecked walls and doors. If you end your turn in a breached room, you die unless an item says otherwise. Breached rooms stop being breached if a wall or door is repaired and a continuous path from the outside of the ship cannot be drawn to them.

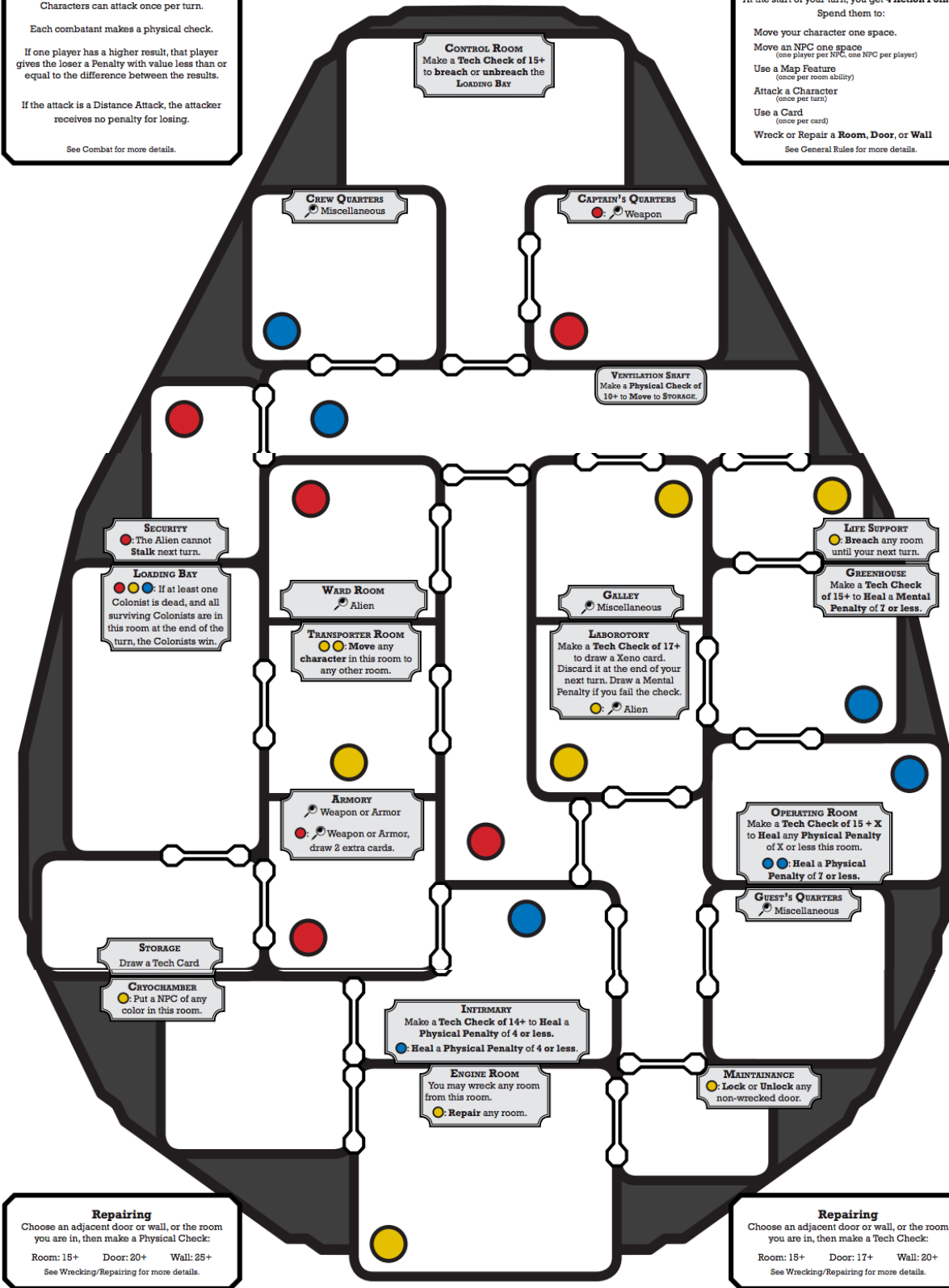
A player may attempt to restore a wrecked wall, room, or door to full functionality. To do so, choose an adjacent wall or door, or the room you are in, and make a Repair Check (Int). The threshold to succeed is the same as the threshold to wreck the room, wall, or door in the first place.

Players do not need to enter a breached room in order to repair it. Breached rooms can be repaired while standing next to the doors of those rooms.



**Combat**  
 Characters can attack once per turn.  
 Each combatant makes a physical check.  
 If one player has a higher result, that player gives the loser a Penalty with value less than or equal to the difference between the results.  
 If the attack is a Distance Attack, the attacker receives no penalty for losing.  
 See Combat for more details.

**Actions**  
 At the start of your turn, you get 4 Action Points. Spend them to:  
 Move your character one space.  
 Move an NPC one space (one player per NPC, one NPC per player)  
 Use a Map Feature (once per room ability)  
 Attack a Character (once per turn)  
 Use a Card (once per card)  
 Wreck or Repair a Room, Door, or Wall  
 See General Rules for more details.



**Repairing**  
 Choose an adjacent door or wall, or the room you are in, then make a Physical Check:  
 Room: 15+ Door: 20+ Wall: 25+  
 See Wrecking/Repairing for more details.

**Repairing**  
 Choose an adjacent door or wall, or the room you are in, then make a Tech Check:  
 Room: 15+ Door: 17+ Wall: 20+  
 See Wrecking/Repairing for more details.

## Reflection

As we look back over the development of *Interloper*, there are many aspects we like, but also many that we believe would need work before we could call the game “finished”.

We believe that the combat system is unique and engaging for players, especially when it comes to the “penalty system” we incorporated. Having players keep track of hit points throughout the game would have been arduous, and the “three strikes and you’re out” style of gameplay leads to the urgency and danger that we wanted from the beginning. We also enjoyed the fact that the alien is random at the beginning of every game. This gives rise to a variety of playstyles for both the colonists and the alien, and almost eliminates the idea of a favored style of play or “perfect strategy”. Making the game different every time gives it a sense of replayability that will keep players coming back for more, even when they’ve played the game several times over. The inclusion of the NPCs give both the colonists and alien short-term goals throughout the ship, which helps dictate the game’s early, mid, and late game.

While we got fairly far in development and design and have created many things we like, there are still a few bugs in the system. The number distribution in the checks still seems off, and players seem to be failing more than they are succeeding. In the games we played, the checks seemed to favor the alien more (which we *did* want, just not all the time). In addition to this, some of the alien traits still seem unbalanced, and this is particularly evident when several unbalanced traits are combined with one another. If we had more time, in addition to playtesting the number distribution in checks, we would also attempt to playtest every alien trait and balanced them around each other. Another piece of the game we would need to update would be the items. As they are now, they don’t feel impactful enough for the colonists, making the alien strong at all parts of the game,

rather than just the early and mid game. The colonists should have a higher chance of beating the alien the longer the game goes. Another aspect of the game we would want to change is how much “cleanup” the players have to do at the top of each round, as well as the micromanaging that has to happen during turns regarding which rooms have been used, which NPCs have been moved, etc. Despite the developmental shortcomings thus far, we are all proud of the progress we made on this project.