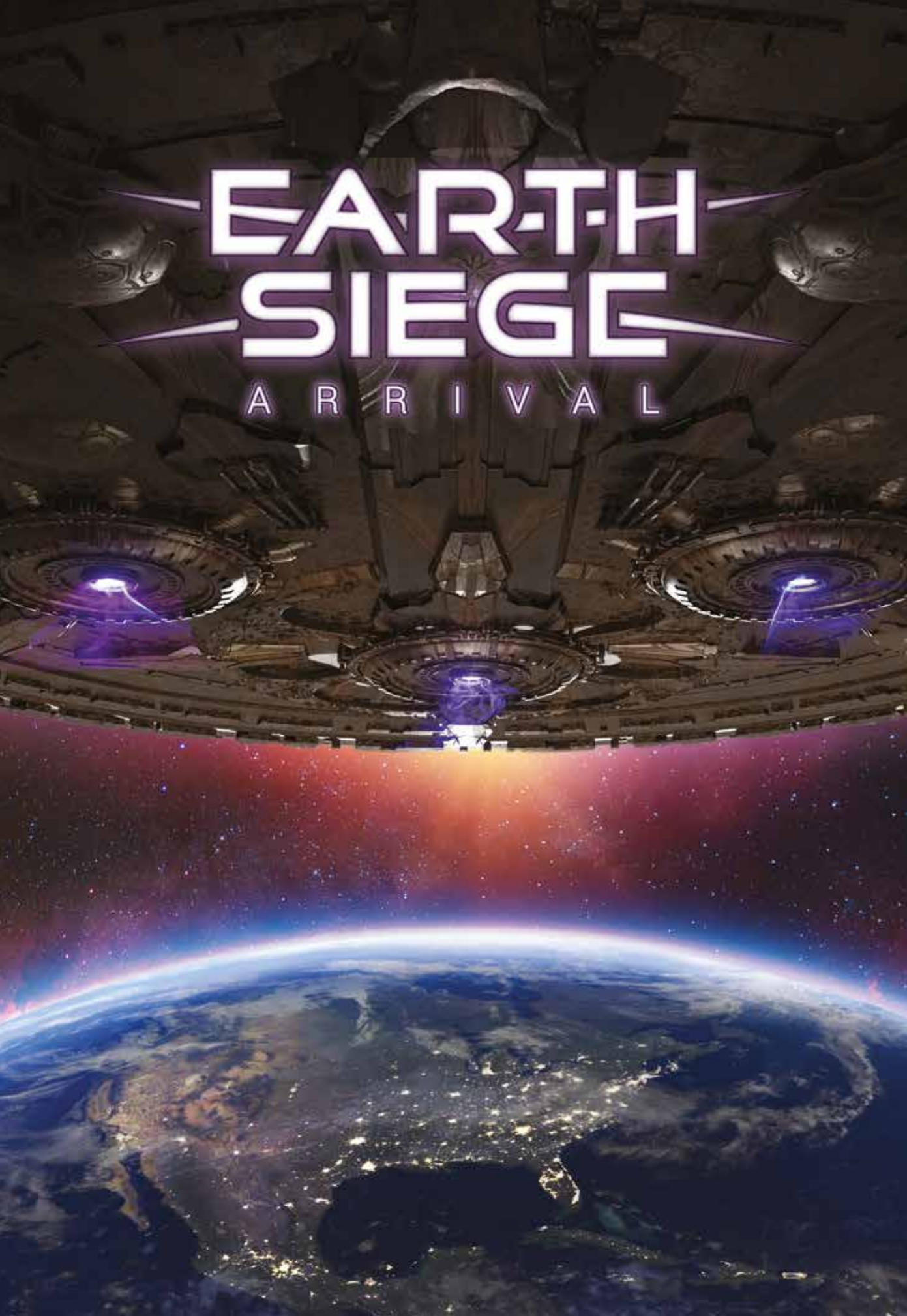


EARTH SIEGE

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: *We are not alone, and 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 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.

CONTENTS

Introduction	4-5
Game Map	6-7
Map Elements	8
Human Player Mat	9
Alien Player Mat	10
Action Cards	11
Combat Cards	12
Origin Cards	13
Crisis Cards	14
Player Pieces	15-17
Game Setup	18-21
How to Play	22-29
Sequence of Play	22
Cards	22-23
Playing Action Cards	22
Human Funding Cards	23
Victory	23
Movement and Bases	24
Alien Bases	24-25
Human Hidden Base	25
Regional Surrender	25
Threat Level	26-27
Combat	28-29
Examples	30-35
Solo & Cooperative	36-37



THE WAR FOR EARTH

Earth Siege: Arrival is a two-player strategy game about a hidden alien invasion and humanity's attempt to stop it.

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 turns 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 and 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 turn three, the Alien wins. If all twelve are placed, the Alien wins immediately.

However, alien actions 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 conquest alone. Their goal is to delay the alien plan until the end of turn three.

If the aliens have not secured enough domination by then, humanity wins.

HOW THE GAME FLOWS

The game is played as alternating rounds.

The Alien plays one Action card.

The Human plays one Action card.

When all regions are funded, the turn 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 aliens can harvest
- Economic value for human funding
- Resistance forces humans can mobilize
- Spaces for Domination tokens

As aliens place domination tokens, human income and influence decline.

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

HOW THE GAME ESCALATES

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

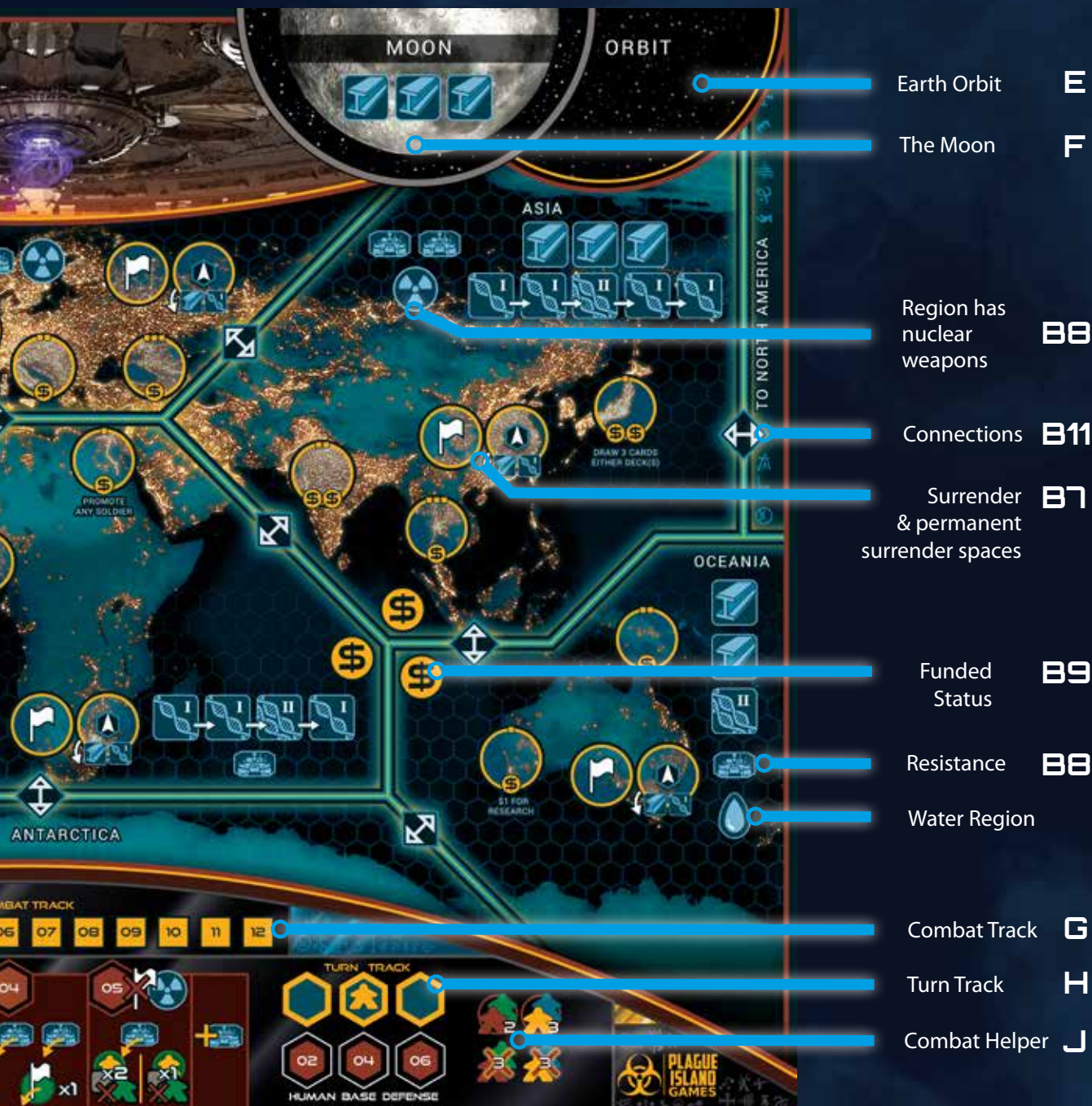
Players secretly select combat cards and reveal them simultaneously.

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

Aliens may sometimes evade combat entirely, retreating to orbit.

GAME MAP





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 turn 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, or by using other technology.

B Regions

B1 Region Name

B2 Alien Alloys

B3 Genetic Samples – always taken following the arrows. Blue colored Samples are worth two.

B4 Regional Spaces – these are used to place alien Domination tokens.

B5 Human \$ - earned based on regional spaces free of Alien Domination or destruction.

B6 Regional bonus for full human control & 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.

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 - 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.

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 player track combat value here.

H Turn Track

This track shows the current turn.

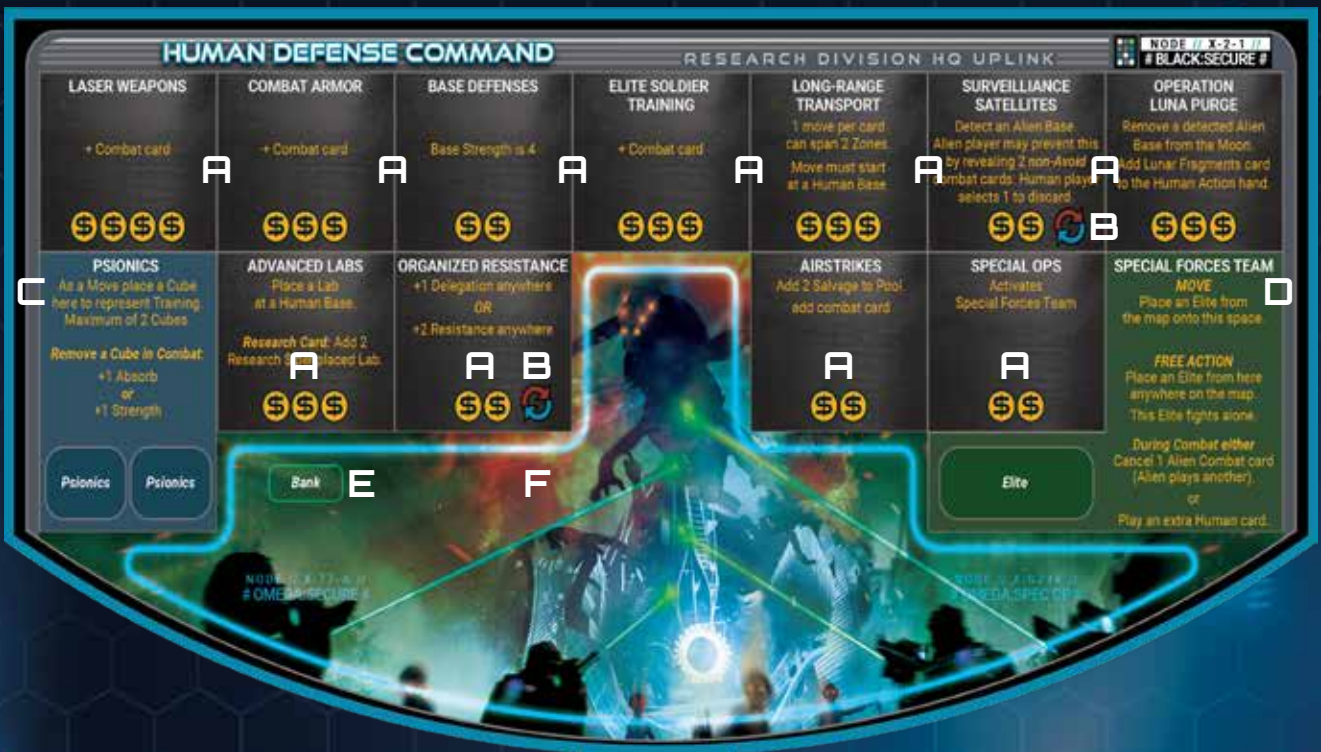
The alien player receives one new Alien leader piece at the start of turn two.

J Combat Helper

The amount each piece is worth is show on the combat helper.

Top icons represent combat value, whilst the bottom shows hits to kill each.

PLAYER MATS



Human Player Mat

A Available Technologies

A description of each available technology with the cost to complete research shown in dollars.

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

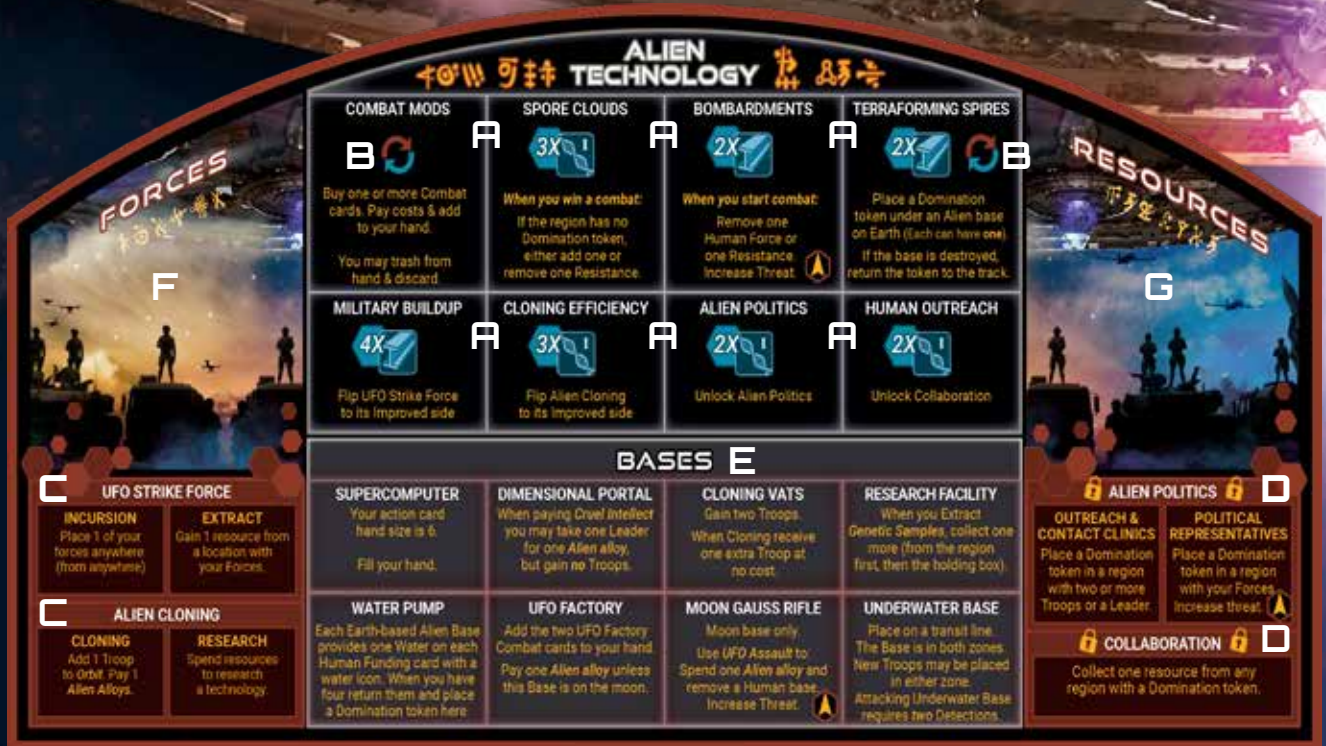
A space for holding dollars in the bank.

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 MATS



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

The Alien player can always choose to use the two unlocked abilities. They can also be upgraded to a more powerful effect via the technologies Military Buildup and Cloning Efficiency.

D Locked Alien Tableau

These two abilities are locked and cannot be used until researched via Alien Politics and Human Outreach. 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.

F Forces Bank

Unusual (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 an area if no base is present (then unlimited).

UFO STRIKE FORCE

Squadrons of alien craft break orbit and streak across the skies.

INCURSION

Place 1 of your Forces anywhere (from anywhere).

EXTRACT

Gain 1 Resource from a region with your Forces.

PLANS & PREPARATION

Draw a combat card.

SURPRISE MANEUVER

Move 1 Force to an adjacent region.

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 Marker

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 action a player must play one activation card, resolving its effect. Where cards have multiple possible effects, only one is selected to be used.

The Alien player may discard any card and instead play an available card from their unlocked tableau options shown on their player board.

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 round, there is no set time to play them. Some effects can be played in the other player's round.

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 turn always ends with a Human Funds card and so the human player will always end each turn. This is because Human funding cards determine the turn end – when all regions have been funded, the turn 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 a card is trashed it is removed 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.

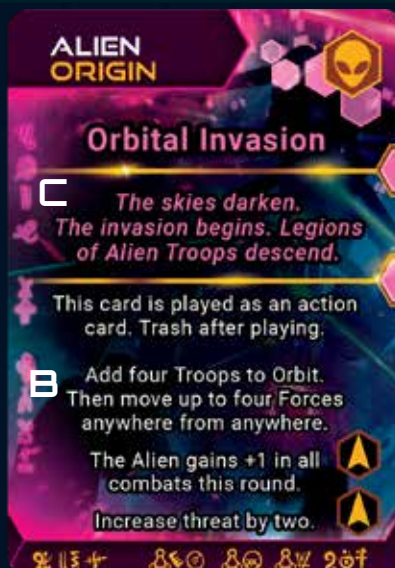
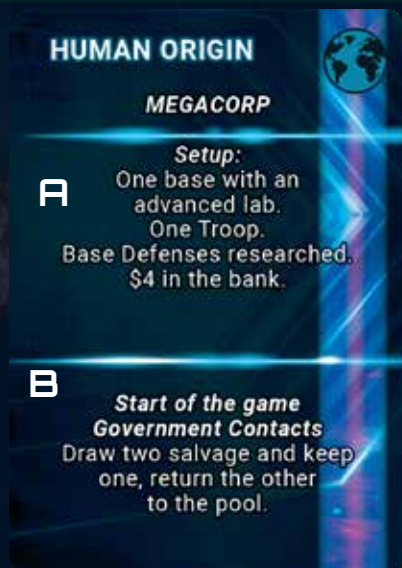
D Trash Cost

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.

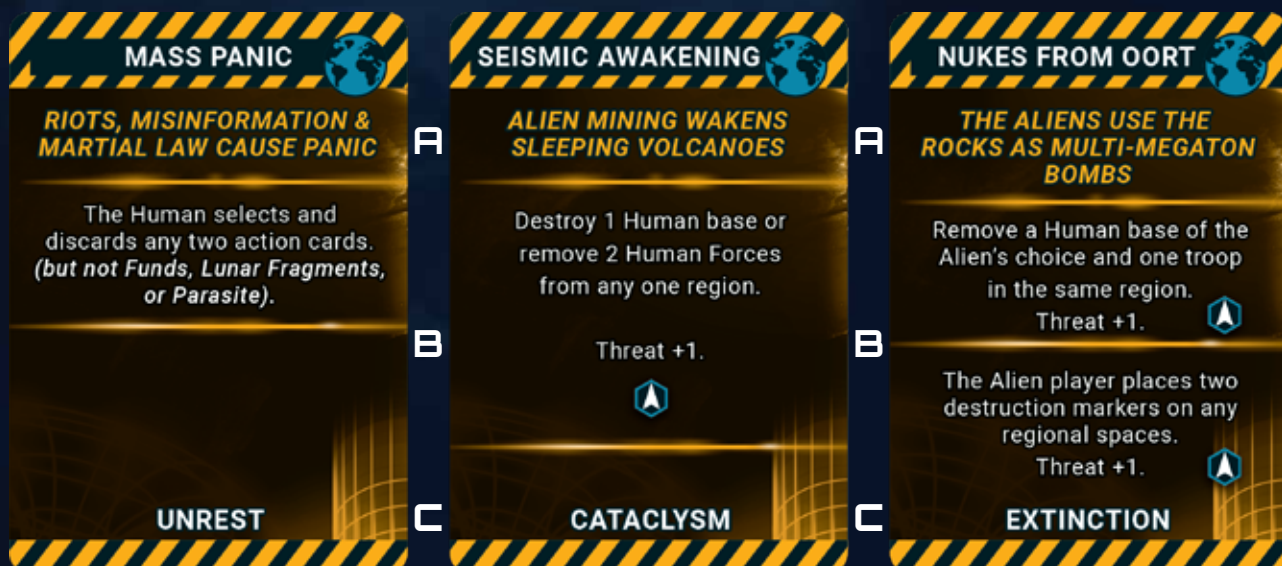
Combat Card Can be used instead of a combat card in your combat hand.

Played as an action Instead of playing an action card in your round, you can play this card.

Free Action Can be played in your round for nothing 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 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.

They 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.



RESOURCES

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

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

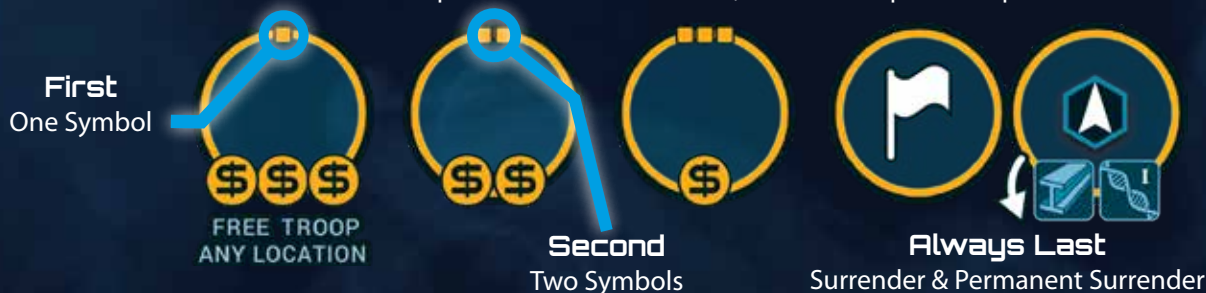
Both resources are used by the Alien player only - the Human uses Dollars.



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 is allowed to place a domination token, it should be placed in placement order:



Regional Surrender

When the last space in a region is marked with a Domination token, the Alien may fill the space next to the surrender flag (the permanent surrender space) with an additional domination token - causing a surrender therefore places two domination tokens from the Domination track instead of the usual one. Also, increase threat and the Alien player may take one Alien Alloys or one Genetic Samples from the region as though they took an extract action.

PLAYING PIECES

DESTRUCTION TOKENS

Destruction Tokens are placed by some game effects onto regional spaces. A Destruction token cannot be placed onto a space which has a Domination token. When placed, they negate the space for the Human player - the space no longer has any economic benefit. The Alien player ignores them entirely and can still place Domination tokens on top of them. Thematically, this represents Alien occupation, control and perhaps repopulation of the area.



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 player's base always 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 the local governments and resistance in the region. Each token increases the Human player's ability to rally the people by increasing threat level in that region by one.



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.



ALIEN SALVAGE

When the Human has a measure of success against the Alien player, they may draw one or more Salvage tiles. Each one may give a new technology, or some other advantage. All new technologies will have to be researched – the salvage gives the opportunity to reverse-engineer the captured alien machinery. If the Human should draw salvage but there are none to draw, gain \$1 each time.



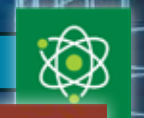
FUNDED TOKENS

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



TRACKING TOKENS

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



ALIEN BASE DETECTED

Only Alien bases which have been detected can be attacked by the Human player.



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 board 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	
OUTREACH & CONTACT CLINICS Place a Domination token in a region with two or more Troops or a Leader.	POLITICAL REPRESENTATIVES Place a Domination token in a region with your Forces.

THREAT LEVEL

This tracks the current threat level on the threat track, granting the Human player access to better and more effective threat actions.



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 can remove one already on the board to use.



GAME SETUP

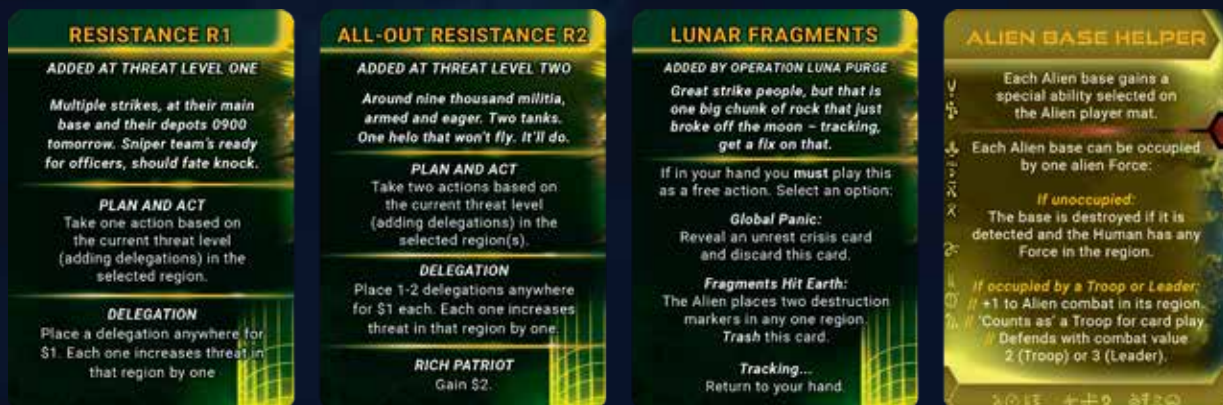
CARDS

Human Action Deck

Remove 2 yellow resistance cards from the human action deck & place each near the threat track.
Remove the Lunar Fragments card 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 Psyker, Alien parasite. **Both sides should have 8 cards** marked Alien/Human Combat.

TOKENS

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 board.

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.

Place one blue (value two) **Genetic Samples** token on each value two Genetic Samples icon.

Place one **resistance** token on each resistance icon. There will be two spare tokens which start the game in the holding box.

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)

Place the **crisis** tokens on the Domination track on the following positions:
Unrest 2, Cataclysm 5, Extinction 8.

Place the **threat** token on the zero space of the threat track.

Place the two **combat tokens** near the combat track, the **turn** token on turn one and the **Human base defense** token on two.

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 Forces and no base).

ALIEN PLAYER SETUP

1. Place one Leader and two Alien Troops in Orbit.
2. Place a Leader on turn two.
3. Take two Alien Alloys and put them on your player board.
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 Alien 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.

GAME SETUP

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

Domination & Crisis tokens

Alien Alloys

DNA Samples

Resistance

Alien Alloys

DNA Samples

Water

Resistance

Combat Value



Threat



Alien Alloys

Resistance

Alien Alloys

DNA Samples

Alien Alloys

DNA Samples

Resistance

Turn

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 round. The Alien player always goes first in each turn.

The turn always ends with a Human card - the human player will always end each turn. This is because Human funding cards determine the turn end – when all regions have been funded, the turn is over – both players may keep one action card, discarding the others and then both players reshuffle their action deck to form a new deck. 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 action round and combat cards are used for combat.

Each hand has a minimum size of four, so at the end of your round 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 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, card 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 turn. If there are none to draw, you can no longer draw new cards until the turn 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.

PLAYING ACTION CARDS

On your round, choose a card to play and follow the instructions written on it.

The Alien may discard any one card to play an available tableau card instead of an action card.

The active player may also play immediate actions, denoted with lightning bolts. Any number of immediate actions can be played during your round.

If the human has no other card to play, only scoring cards, play a scoring card and then take \$1.

If the human has no card they are able to play because of lack of funds for example, they may play no cards and take \$1.

HUMAN FUNDING CARDS

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

Check Presence

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

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. The Human also gains the regional bonus from the highest space if it was used to gain dollars.

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.

Add one Resource

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

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 turn 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.

Human Base Limitations

In any region without a Human base the Human player is limited to two forces at any one time. In a region with a base there is no limit.

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.

Alien Base Special Abilities and Destruction

Each Alien Base gives the Alien one special ability selected from the options on the Alien player board at the moment of construction. The numbered base tokens are used to show which base represents which technology.

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, but do not discard down right away - you keep the cards you have in your hand and will only draw new cards when you have three in your hand.

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. If unoccupied and detected the base is destroyed if the Human has any Force in the same region.

An occupied base 'counts as' a Troop for many card play purposes, even if not detected.

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.

REGIONAL SURRENDER

A region surrenders when its final regional space is filled with a Domination token. The Alien immediately places a second Domination token in the surrender space, increases threat by 1, and may take either 1 Alien Alloy or 1 Genetic Sample from that region. This Domination token can never be removed and represents loss of confidence and permanent damage to the human cause.



HOW TO PLAY

THREAT LEVEL

The threat level represents the threat the Humans perceive 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.

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 region is no longer surrendered. Then remove two Resistance tokens from the region.

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 takes 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 round.

Combat can be completed in any order, chosen by the active player.

Combat does not end the round - 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

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.

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 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 avoids 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.

Human base assaults against an alien base cannot use an evade (the alien may not evade).

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 easily 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.

A base that was not assaulted cannot be affected in any way by a combat in its region.

It is fine and 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

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.



EXAMPLES

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.

Green
Human Troop



Combat value
2

Blue
Human Elite



Combat value
3

vs.

Red
Alien Troop



Combat value
2

Undetected
Alien Base



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 effected 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 5 to 4.

Because the Human won, the Alien total is reduced by two for a final 5 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 cannot be placed on top of a Domination token.

If a Domination token exists, the next space in order is used instead.



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 is no resource can be added.



One
Resource

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 round.

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.

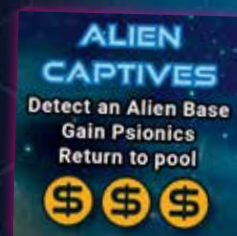


BASE ASSAULT

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:

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

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

OVERVIEW

Earth Siege: Arrival includes a solo mode in which one player controls either faction while the opposing side is managed by an automated opponent.

The automated faction is driven by a dedicated AI deck. Whenever the AI would normally take an action, reveal the top card of the AI deck and resolve its instructions. Most cards contain several possible effects. The effect used depends on the current aggression level, which increases as the game progresses.

AI cards cause the automated faction to:

- Deploy new forces to the map
- Establish bases or strengthen existing positions
- Spread Domination or influence across regions
- Disrupt enemy positions and remove opposing assets
- Launch attacks against vulnerable targets

Each AI card also identifies a target region that determines where its action is focused. If several regions are eligible, the AI always prioritises locations closest to the indicated target zone, favouring areas with the strongest enemy presence or greatest strategic value.

If a revealed card cannot be resolved, the AI performs a default action that advances its position, ensuring the automated faction continues to apply pressure.

ESCALATING AGGRESSION

The AI operates at three aggression levels that escalate as the game progresses.

Aggression Level 1 – Early Infiltration

The automated faction focuses on expanding its presence, deploying forces, and preparing positions.

Aggression Level 2 – Open Conflict

More aggressive actions become available, including direct attacks and stronger expansion.

Aggression Level 3 – Final Offensive

Prioritises base assaults, rapid domination, and decisive attacks to secure victory.

Aggression increases automatically at the start of each turn, reflecting the escalating conflict.

COMBAT

Combat against the AI follows the normal combat rules. However, the Human plays all of their card **first** before revealing the bot card.

When combat occurs, the AI reveals the top card of the AI deck to determine its combat value and any special abilities that apply during that battle. This ensures combat remains unpredictable while still reflecting the AI faction's current strategic posture.

The value applied by the bot depends on its technology level.

DIFFICULTY LEVELS

The automated faction follows several structural limits to maintain balance. For example, it may only field a limited number of leaders and forces at one time.

Difficulty can be adjusted by modifying these limits or reducing the maximum forces available to the AI before the game begins.







REFERENCE

SEQUENCE OF PLAY

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

Human plays one Action card.

Repeat until the Human has played all six Funding cards this turn.

Turn ends:

Both players keep one Action card, discard the rest.

Shuffle Action deck

Draw back to 4

Start of Turn 2: Alien gains 1 Leader

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

	
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 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.