

SKIRMISH FOR EARTH

Discover Earth - a resource-rich planet inhabited by mostly harmless humans who pose little resistance. Your alien species isn't the only one interested, however, as other extraterrestrial races have also set their sights on Earth.

Direct conflict is not an option. Skirmish over Earth's territories in a tactical dance for dominance. Only the Commander who seizes the most strategic areas will drive the competition away. Plan carefully and execute your strategy to claim victory over this newfound world!

A bidding, bluffing, and strategy game where you vie with other players to conquer Earth. Will you launch an attack, deploy a feint, or bide your time, amassing resources to strike at the opportune moment?

Components:

- 22 Territory Cards
- 60 Action Cards
- 5 Flag Cards

Needed:

- 3 to 5 Players
- 50 Ships (poker chips, coins, or similar)
- 1 Initiative marker

Overview:

- Players fight over 22 **Territories**, one round at a time, aiming for the highest score.
- Points are earned by conquering Territories, with bonuses for multiple Territories on the same

Continent.

Territory Cards:

- Each Territory card displays its **Score** in the upper-right corner, the Continent name in the middle, and **Continent Bonus** values near the bottom. **Salvage** icons, depicted as small alien ships, are located in the lower-right of the image.

Action Cards:

- Each **Action** card shows its **Cost** options in the upper-right corner, and the functionality of the card in the text box.
- Cards with no Attack line in the text box have an Attack value of 0.

Setup:

- Shuffle the Territory and Action decks separately and place them face-down.
- Randomly determine the player who will act first. That player gets the **Initiative Marker** to start the game.
- Each player chooses a **Flag** card, and is responsible for remembering the color.
- The player that begins with the Initiative Marker places their Flag on the table to start the **Tiebreak Flagpole**. Following clockwise, each player adds their Flag below the previous one.
- Give each player 6 **Ships** as their **Reserve** and 4 Action cards.

Playing a Round:

- 1) Reveal the top Territory card as the **Target** of the current round.
- 2) Each player places an Action card face-down.
- 3) In turn order (**Initiative** → **clockwise**), each player may **Deploy** or **Pass**.
 - **Deploy**: Place one or more Ships from your Reserve onto your Action card.
 - **Pass**: Do nothing. *Passing is final* – you may not Deploy again this round.
- 4) If all players Pass with no Deployment, the round ends immediately.
- 5) Otherwise, the round continues until the turn returns to the last player who Deployed – the round then ends.

Notes:

- A player cannot Deploy twice in a row – if play would return to them, the round ends.
- Deployment amounts never need to match or exceed others. Any number of Ships is valid (Player A deploys 2, then Player B may deploy 1, etc).

End of Round:

- 1) **Reveal** all Action cards.
- 2) **Validate Costs**: If Deployment does not match a listed Cost, discard that Action card - its text has no effect and those Ships are destroyed.
 - “X” Cost matches any Deployment from 0 to 6.
 - “X” in text equals Ships Deployed.
- 3) **Resolve Attack**: Highest **Attack** value captures the Target.
 - If all Attacks = 0, the Target is discarded from play.
- 4) **Tiebreak**: Among tied players, the Flag highest on the Flagpole wins; that Flag then moves to the bottom.
- 5) **Resolve Effects**: Apply all text-box effects.
- 6) **Remove Ships**: All Deployed Ships are destroyed.
 - Ships on a card with **Reclaim** return to Reserve instead of being destroyed.
- 7) **Discard Actions**: Used Action cards go to the discard pile.
- 8) **Refresh**:
 - Each player gains Ships equal to the Salvage icons on the Target (captured or discarded).
 - Each player draws back to 4 Action cards (reshuffle discard if needed).
- 9) **Initiative**: Pass Initiative Marker clockwise.

End of Game:

- The game ends after all 22 Territories have been contested.
- Calculate scores by adding owned Territories plus Continent Bonuses.
 - Example: 3 Territories in Europe worth 9 points → +2 Continent Bonus → 11 total.
- Each player also gets a point for every 3 Ships remaining in their Reserve (round down, max 3 points).
- The player with the highest Score wins the game!

Other Notes:

- Each player's current Reserve and owned Territories / current Score is public information, as are all discarded cards.