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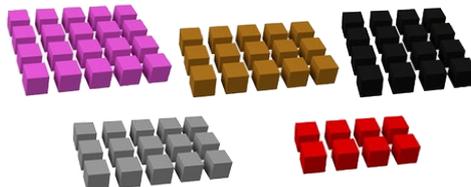
BETA RULEBOOK

**plast
craft
games**

COMPONENTS



17 PAWNS



74 RESOURCE CUBES



6 SHELTER TOKENS



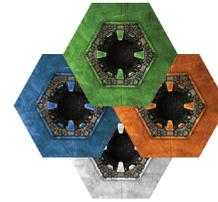
6 DIE TOKENS



10 MULTIPURPOSE TOKENS



4 DRONE TOKEN



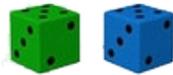
20 PRODUCTION TILES



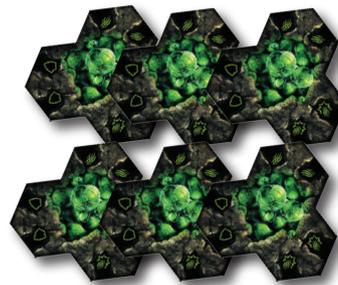
16 EXOENERGY TILES



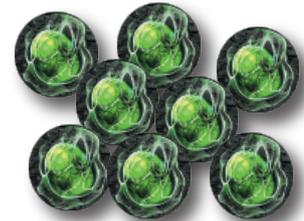
6 COMBAT DICE



2 DISASTER DICE



6 NEST TILES



40 LARVA TOKENS



32 EXOENERGY GEMS



1 UPGRADES BOARD



4 PLAYER BOARDS



80 UPGRADE TILES



8 HERO/EXOANIMAL CARDS



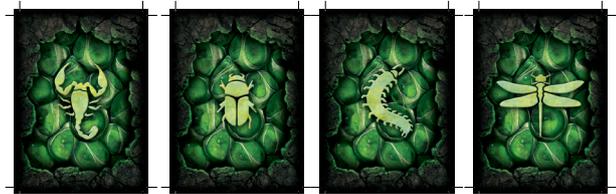
4 DRONE/BEACON CARDS



36 ENCOUNTER CARDS



36 TREASURE CARDS



48 ENEMY CARDS



GAME BOARDS

MINIATURES



YURI



KAINDRA



NURASYL



SHARIK



CLAIRE



DESMOND



MEL



LITTLE JOE



1 ALPHA
DRAGON-FLY



1 ALPHA CENTIPEDE



4 CENTIPEDES



1 ALPHA SCORPION



4 SCORPIONS



4 DRAGON-FLIES



1 ALPHA BEETLE



4 BEETLES

GAME DESCRIPTION

EXO: Mankind Reborn is a cooperative survival game for 1 to 4 players. The players take on the role of chosen heroes trying to ensure the survival of humanity and whose history unfolds throughout different campaigns.

GAME OBJECTIVES

The main objective is to accomplish the different missions of each campaign, surviving in an inhospitable world devastated by natural disasters. Depending on the number of players, the story will vary.

As cooperative board game, in EXO all players will share the victory if they get the mission goals. In the same way, all players will lose the game if they are defeated by the conditions of the mission, by the death of character, or if a plague happens

To play a campaign mission it is necessary to have overcome the previous one. Try it as many times as necessary if you are not able to survive on your first attempts. Once you succeed in the last mission of a campaign, you will discover relevant fragments of the history of the EXO universe.

GAME SETUP

1. Select the mission. If this is your first time playing EXO, you must choose the initial mission of the campaign you are going to play. If you have already played, the chosen mission is the next one to the last one completed. This mission contains the following information:

a. Game board setup. The game contains four game boards, which must be placed as indicated in the illustration of the mission Sheet. Take as many bug larva tokens as indicated in it and mix them. Then separate them in groups of nine facing down and add an alpha larva token to each group. Shuffle each group and place them face down on each of the hoves indicated on the mission paper. Next, take a larva token from each pile and place it by the hove holding it face down.

b. Mission objectives. You will find an explanation of the objectives that are necessary to complete to accomplish the mission.

c. Defeat conditions. These are detailed in the mission paper. If players met any of these conditions, they will fail in their mission. Players must succeed on each mission to get access to the next one.

d. Characters starting areas. In every mission characters will start from a designated area indicated in each mission Sheet.

e. Disaster dice effects. Two tables are shown at the bottom of the mission sheet. One of them will determine how the weather affects, and the other how the fauna behaves.

f. Other information. Some missions may require the use of some cards, tiles, restrictions, etc...

2. Character selection. Each Player decides which character will choose receiving the following game components:

- Player board with the color of the origin zone of the character,
- A Character, exoanimal and drone cards. You must place these cards in the reserved space on your player sheet. The Drone card must be placed with the "Dron beacon" facing up,
- Character, and exoanimal miniatures and a drone token. These miniatures must be placed in one of the characters starting zones described in the mission Sheet. The drone token must be placed on the drone card on the player sheet,
- Two life markers (2 red cubes) that will be placed in the character and exoanimal life boxes in the value shown in their cards,
- For one, two or three players games: four action pawns of the color of their board. For four-player games: Three action pawns of the color of their board. The player who has chosen the doctor character will also take the extra action pawn,
- Three pink cubes (food), a brown cube (wood) and a gray cube (metal) that will be placed in the backpack represented in the player sheet,
- Five production tiles of the color of their board,

3. Upgrade Board. The Upgrade Board will be placed besides the game board. Shuffle level I, level II, and level III upgrade tiles separately. Fill in the Upgrade Board with as many tiles as necessary, chosen randomly, at their respective levels and flip them over. The rest of the tiles are discarded and returned to the box.

4. Exploration Deck. Shuffle all the Encounter cards and make a deck with them putting them face down near the game board.

5. Treasures Deck. Shuffle all the Treasure cards and make a deck with them putting them face down near the game board. Reveal the first four cards and place them face up next to the Treasures deck.

6. Bugs Decks. Separate the bug cards according to their back. Then, shuffle them into a deck for each type of bug and place them next to the game board.

7. Resource Pool. Leave all resource cubes, exoenergy gems, exoenergy tiles, larva and die tokens, multipurpose tiles, shelters, bug miniatures, and combat dice within reach of all players on the side of the board.

8. Disaster Dice. Place the weather die and the fauna die near the mission paper.

9. Initial Preparation: Place each character in its initial zone. Then, place an exoenergy tile of the character's color in their initial zone. Place a player production tile with a resource of the player's choice. When several characters share a starting area, players will decide which exoenergy and production tiles of the characters sharing the area should be placed.



GAME PHASES

The Exo missions are divided several rounds that are also divided into different phases. These are played in the following order:

1. DISASTER PHASE
2. PRODUCTION PHASE
3. ACTION PHASE
4. NIGHT PHASE

The four phases are described below

1. DISASTER PHASE

a. WEATHER AND FAUNA: At the start of each round, the active player rolls the weather and fauna dice, and check the results in the tables indicated on the mission sheet, describing which effects will be active during that round.

b. EXOANIMALS ADAPTION: After so many years living in caves, exoanimals are not used to the surface weather conditions. Therefore, the player must roll two combat dice and each player must choose a result.

-  Nothing happens.
-  Your exoanimal suffers a wound.
-  Your exoanimal will not produce exoenergy this round.

2. PRODUCTION PHASE

a. EXOENERGY PRODUCTION: Each player obtains an exoenergy gem of his color, placing it in the exoenergy pool of his player board. To produce it, the exoanimal must be alive and the player must not have chosen the  result in the adaptation roll.

b. RESOURCE PRODUCTION: Each player receives one resource from each production tile they have on the game board. The resource obtained must be of the same type as the one show on your production tiles.

All characters have limited room to store exoenergy and resources, which is represented in their player boards.

Once the backpack is full the remaining resources and/or exoenergy are discarded.

Note: If you do not have more space, you can produce more resources and choose to discard another that you already have.

3. ACTION PHASE

During this phase, each player, depending on the action he wants to perform, must place their action pawns (Character and exoanimal) in the corresponding spaces. These spaces are detailed by icons on the board of each player. Once all players have placed their action pawns, they will decide in which order they will perform their actions. Each time a player performs an action, he must remove the action pawn from the corresponding space.

This phase ends when there are no more action pawns to withdraw.

Actions performed both by Hero and Exoanimal

Move and/or Attack

Upgrade

Rest

Actions performed only by heroes:

Build

Resource extraction

Dron movement

Actions performed only by Exoanimals:

Exoenergy extraction

Note: It is important that the players comment and coordinate their actions well and the order of these before declaring them, being able to build an extraction machine and another to collect it in the same action turn.

You will find a detailed description of each of the different actions below:

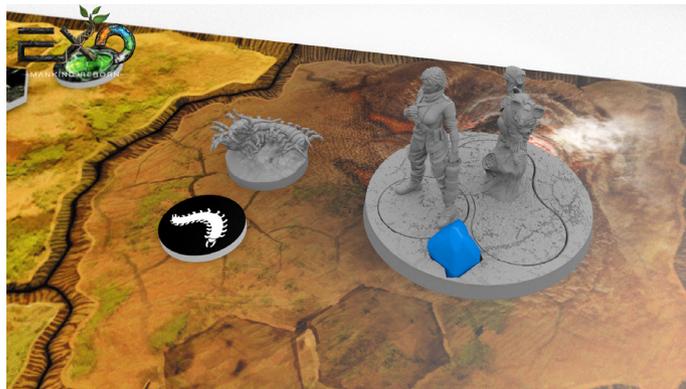
MOVE AND/OR ATTACK

Each time you remove an action pawn from the “move and / or attack” box of the hero or exo-animal area on the player’s board, you may:

- Move the miniature
- Move the miniature and perform an attack
- Perform an attack with the miniature

If you had placed an action pawn in the “move and / or attack” box both in the hero and in the exoanimal zone, the player could move the two miniatures at the same time to perform a *combined attack.

If you move a miniature to an area containing a larva token, flip the token to reveal the bug shown and Replace it with the appropriate miniature.



Whenever your hero moves to an unexplored area of the board, you must draw an exploration card and trigger all its effects / actions.

Properties and effects will be resolved in the following order:

1. Place a cube of the resource that can be produced in the area of the game board.
2. Place an exoenergy tile of the correct colour that can be extracted from the area.
3. Resolve card effects.
4. Choose one of the four treasure cards next to the game board or draw one from the deck. If you pick one of the four cards, replace it with a new card drawn from the deck.



Note: Remember that only heroes can explore. So if you move the animal alone, it will fight against bugs present in that area, but the exploration card will not be discovered.

EQUIPMENT: Both your hero and your exoanimal can be equipped with a maximum of three treasure cards. If the number of cards equipped by either of them exceeds this number, you must discard as many cards as necessary to reach the maximum of three cards. Equipment cards own by your hero will be placed beside the left side of the Player Board, while those that are equipped by the exoanimal will be placed beside its right side.

Note: if you are fully equipped before exploring a new zone, you can pass a team card to another character that is in the same area as you before making the move. Thus free space to equip a new card.

ATTACK

To perform this action, make a roll with the same number of combat dice as your attack value, (if they attack individually those of your hero or those of your exoanimal and if they attack together, the sum of the exoanimal and the human). Should you roll more than six dice, take one die token. Each die token can be discarded to change the result of one die.

Note: The dice tokens can be used to change the results of any combat die roll. Even in the disaster phase.

ATAQUE CONJUNTO

If two or more players place one of their action pawns in “moving and / or attacking” action and they can perform the attack against the same objective, they may decide to perform a combined attack.

The players will roll at the same time the combat dice that correspond to them. This roll is also limited to six dice, so players will provide as many dice as they have attacks until they complete the limit of six dice. The first player to take dice would be the one who gives more dice to combat. Any player who contributes less number of dice to the attack than he could contribute will receive a die token.

Note: A player who participates in a combat but does not contribute any combat die, would also take a die token. In addition, the player who has a die tile and participates in a combat (even without dice) could use it. If you do not use the die token, you can keep it for later use.

Damage caused by the bug in this combat will be distributed among the characters that have participated according to the players criteria.

See Combat System at page 7.

RESOURCE EXTRACTION

Each time you remove an action pawn from the “Extract Resources” space, your hero can extract one unit of the resource from the zone where he is located. To do this you must have previously built an exodome (food), a sawmill (wood) or an exolysis machine. The extracted resources will be placed in your backpack.

With this action, Desmond the harvester can also extract resources with his drone, if he was one and he complies with the resource extraction rules. The extracted resources can be placed in the hero's backpack or stored in the drone itself, although they were in different areas.

As EXO is a cooperative game, any hero can extract resources from any building (exodome, sawmill or exolysis machine)



REST

Each time you remove an action pawn from the “Rest” space, the miniature that has rested will recover one life point. This action is limited to an action pawn per miniature.

Only one action pawn can be placed in each “Rest” box.

BUILD

Each time a player removes an action pawn from the “Build” space, your hero can build one of the following structures, paying their construction cost. This cost is indicated on the Player Board.

• **PORTABLE BEACON:** Once built, you must turn around your drone card. Now you can request assistance from your drone.

• **DRONE:** Drones are described in this page.

• **EXODOME:** To build one of these structures your hero must be in an area where

the food resource can be produced and where there is no other exodome built. You must place one of your production tiles in this area with a food resource cube on it.

• **SAWMILL:** To build one of these elements your hero must be in an area where wood can be produced and where there is no other sawmill built. You must place one of your production tiles with a wood resource cube on it.

• **EXOLYSIS MACHINE:** To build an exolysis machine, your hero must be in an area where metal can be produced and where there is no other exolysis machine built. You must place one of your production tiles with a metal resource cube on it.

• **SHELTERS:** To build a shelter, you must pay the indicated construction cost. Shelters can house any number of heroes inside.

UPGRADE

Each time you remove an action pawn from the “Acquire upgrade” space, he acquires an upgrade tile by paying the cost indicated in the upgrade board. Upgrade tiles can be assigned to a hero, exoanimal or drone, as indicated in the tile.

* **Limit of equipped upgrades:** The drone can only equip an upgrade, placing it in the box that appears in the card. Heroes and exoanimals can equip three upgrades each of them, placing it in the box reserved that appears in the Player Board.

DRONE MOVEMENT

Each time you remove an action pawn from the “Move drone” space, your hero can move his drone up to two zones.

The drones have a loading capacity of three spaces.



• **Combat drone:** Add a die to your attack roll. Any player can benefit from this ability.

• **Harvest drone:** Whenever your hero extracts resources, this drone also extracts them.

• **Scout drone:** If any hero enters an unexplored area in which this drone is, draw a Treasure card before drawing the Exploration card.

• **Medic drone:** Heal a wound to any character in your area.

EXOENERGY EXTRACTION

Each time you remove an action pawn from the “Extract Exoenergy” space, your exoanimal will be able to extract an exoenergy unit from the color of the zone where it is located. The zone must have previously been explored and the exoanimal must have enough space in its pool to store it in the Player Board.

FREE ACTIONS

Players can do the following for free:

- Trade any resource or treasure card with any hero in the same area.
- Load or unload any drone.
- Trigger the special skills and powers of their heroes and exoanimals as many times as they want to and they can afford.

Note: Players can't give and take exoenergy from other players.

COMBAT SYSTEM

Whenever you face a bug, you must draw a card from its bug deck. Then perform an ATTACK action. According to the results obtained in the dice, you will cause damage to the bug or you will avoid damage caused by it:

-  You inflict one damage to the bug.
-  You inflict two damages to the bug.
-  Avoid a non critical damage from the bug.

Each bug card contains two different attack profiles: The upper part for normal bug and the lower part for alpha bug. Depending on what type of bug you face, you must apply the effects of one of the two parts of the card.

Then you suffer all the damage inflicted by the bug.

To eliminate an bug, it must be done in a single attack, as they have managed to survive due to their highregeneration power. Otherwise the bug survives unharmed.

If you face an bug that is in the same area with a hove, you can assign the damage as you prefer, to eliminate the bug and/or to damage the hove.

If you have caused enough damage to a bug to eliminate it, remove its miniature to receive a meat resource.

DAMAGING THE HOVES

In the game there are two types of hoves: those that appear in the mission sheets and those that you can find exploring the areas through the Encounter cards.

Hoves that appear in encounter cards have six lives while hoves that appear in the mission are special and to destroy them you have to inflict damage in a defined way. This damage is cumulative, and is always as follows:



Each time you do a wound to a hove, mark the affected area with a black cube, so you can check all you need to knock it down.

The destruction of a nest does not produce meat, since technically you have not killed the bugs, but you have knocked down the access from its burrow to the outside.

4. NIGHT PHASE

Once all players have performed their actions, night phase will start. The night phase consists on the following events that must be resolved in this order:

1. ANIMAL INSTINCT

When two or more exoanimals are alone, i.e. without human presence, in the same area, their animal instinct will make them fight with each other. When the night falls each exoanimal rolls its attack dice, and the loser of the combat loses a life. In case of a draw all exoanimals lose a life. If no one cause a wound, no one lose a life.

2. LARVAE PROPAGATION

The night represents the moment of greatest activity of the bugs and their hoves. This is represented as follows:

Put a larva token on every hove on the game board. If there are more than three larva tokens in the hove, all the larvae will propagate, moving each of the larva tokens to a different area of the board game module and adjacent to the hove. If the larva token reaches an area where there is any Character miniature, reveal it and replace it with the appropriate bug model. If there are three larva tokens or bugs in an area of the board without a hove, the heroes have succumbed to a plague and the players will lose the game.

NIGHT ATTACK

Once a larva token or bug is in the same area as a hero / exoanimal, a night attack takes place. Only exoanimals can attack bugs at night. If the exoanimal (alone or with a hero) is in the same zone as an bug, the player controlling that exoanimal will roll the attack dice and resolve the combat.

If a larva token or an bug is in area or enters an area where there is a hero, the player controlling that character will draw an bug card applying its effects immediately.

If a larva / bug token enter an area where there is a structure or drone and there is noexoanimal or hero, it will attack and destroy them.



3. SURVIVAL

When night falls, the weather conditions intensify, making the stay abroad extremely hard. In order to guarantee their survival, the characters must feed and recover energy or otherwise suffer the consequences.

Therefore, each hero must consume a food resource or lose a life. If the exoanimal is in the same area as his hero, the player must spend a food resource to feed his exoanimal or he will also lose a life. If the exoanimal is in a different zone, it will be considered fed.

On the other hand, every hero who aren't in the zone of a shelter will lose a life.

Note: A good way to save food without losing life is to separate yourself from your animal before night falls, but remember that if there are two exoanimals together without humans, they will fight.

With this we will end the night phase.

CHARACTERS

The characters have attributes and abilities, depicted in their cards: number of lives, number of attack dice, upgrade slots and special skills. Each player can use his hero's special skill once per round. Let's take a look at them:

Kaindra, the huntress.

Region: Afrotropical.

Age: 20 years old.

"Kaindra was born in the year 2983, and after several complications, her mother died during her birth. Three years later her father died due to the great fevers that plagued the cave where she lived, which also ended the lives of many other people. As an orphan, she was left under the tutelage of the elderly-wise collective. As a child she showed great skills for the use of weapons, especially mastering the use of the spear. The elders observed she was of great value, her righteousness and dedication to all the arts of war; for that reason when she turned ten, all the elders confirmed that Kaindra would be the chosen one to save humanity."

Chronicles of Handelaar, the wise.

Attributes: 3 lives, 2 combat dice, 3 upgrades.

Special skill - Tribal Force: Cost: 1 exoenergy of its color. Effect: change the result of a dice to shield icon.

Yuri, the scout

Region: Palearctic

Age: 35 years old.

"As a child, Yuri was a curious boy. At the early age of 5 years, he was surprised by his father trying to go outside the limits of the CV-11, and at seven he disappeared for a whole week. When he returned, he explained that he had entered the depths of the CV-11 "to see what was down there". He brought with him a small eagle chick he found in an abandoned hove during his little getaway. This bird of prey became his family's most precious asset. The animal's training began based on the teachings of the Kazakh culture. It required several hours per day, sacrificing hours of sleep and rest, as it always had to be the same person who trained it to be able to create a strong bond with the animal. Part of this training consisted of feeding the bird of prey with his own hands and even cradling it with songs, all of this so that she could learn to recognize his voice. In this way, and after seven years of hard training, Nurasyll -the name he gave the animal- no longer obeyed anyone but Yuri. At the age of fourteen, and with the help of Nurasyll, he drew an exact map of the area in which he lived, including places that only the best explorers of his tribe knew. For this reason, when a volunteer's request to embark on the expedition to the surface arrived, nobody doubted that he would be the one chosen."

Attributes: 3 lives, 2 combat dice, 3 upgrade slots.

Special skill - Sixth sense: Cost: 1 exoenergy of its color. Effect: When you enter an unexplored area and draw an exploration card, before resolving the effects, you may decide not to enter.

Claire, the medic

Region: Australian.

Age: 38 years old.

"Born in a well-off family from the region, since she was little she had access to the best teachers, who noticed her great skills for health science. At the age of fourteen, Claire had the chance to prove her knowledge creating a vaccine that would prevent a strange virus pandemic unknown until then. From that moment, she became part of the best medical research team, under the tutelage of Dr. Hickling, a renowned CV-7 scientist."

Attributes: 3 lives, 1 combat die, 3 upgrade slots.

Special skill - Life support: Cost: 1 exoenergy of its color. Effect: Receive the extra action pawn. You can keep it or give it to another character.

Desmond, the harvester

Region: Neartic

Age: 47 years old.

"Desmond was the youngest member of his family. For generations they were responsible for supplying the entire tribe with food and materials for everyday life. Even though his grandfather and his father considered themselves as simple "shopkeepers", he wanted to go further and stand out. His experience in the CV-32 expeditionary corps taught him to take advantage of all the resources available in the environment. From simple pieces of wood, scavenged metal plates and an exoenergy cell he was able to assemble small structures such as an exodome or small fully functional mechanical saws. He spent many years in the corps until he finally decided to retire at age 46. In the year following his dismissal he had enough time to share most of his knowledge with his sole son, so that he could continue their family duty. Then, a letter from the council of elders arrived. On it, they requested a volunteer to set off on the largest expedition known so far; destination, the surface. Given the nature of his tribe, many were the volunteers who showed up. All but one were discarded, Desmond. The ost determined and most experienced harvester in the Nearctic area."

Attributes: 3 lives, 1 combat die, 3 upgrade slots.

Special skill - Master builder: You can build any production tile at the cost of one energy and one wood / metal.

EXOANIMALS

Exoanimals have attributes and powers, depicted in their cards: number of lives, number of attack dice, upgrade slots and special powers. Each player can use an exoanimal power once per turn.

Sharik - Lion

Attributes: 4 lives, 3 attacks, 3 upgrade slots.

Special Power - Animal fury: Cost: 1 exoenergy of its color. Effect: When attacking, add a combat die.

"Watching how fast Kaindra improved her combat skills, we decided to assign her an animal companion - a lion, icon of her tribe -. We modified the animal with implants that enhanced its senses, speed and ferocity through the use of a new energy that arose during cataclysms."

Report Txw-82C, Dierkundige, Chief Zoologist, Cavity CV-03

Nurasyll - Imperial Eagle

Attributes: 3 lives, 2 attacks, 3 upgrade slots.

Special Power - Be my eyes!: Cost: 1 exoenergy of its color. Effect: When you explore, draw two cards and choose one.

"When Yuri showed us the raptor, we immediately came up with all kinds of ideas about which modules we would create to improve the animal's abilities. We confirmed it was a female, because when the animal reached maturity her wingspan exceeded one and a half meters, much longer than its male counterpart. We decided to work in a small reactor to boost her speed, and installed transmitters and a small camera next to her head to be able to recognize the areas without Yuri being in danger."

- Irina Smirnov, biomechanical assistant of the CV-11 tribe.

Mel - Lab Koala

Attributes: 2 lives, 1 attack, 3 upgrade slots

Special Power - Healing touch: Cost: 1 exoenergy of its color. Effect: Heals one wound to any character in your area.

"When Yuri showed us the raptor, we immediately came up with all kinds of ideas about which modules we would create to improve the animal's abilities. We confirmed it was a female, because when the animal reached maturity her wingspan exceeded one and a half meters, way superior to a male one. We decided to work in a small reactor to boost her speed, and installed transmitters and a small camera next to her head to be able to recognize the areas without Yuri being in danger."

- Susane Steel, biomechanical assistant of the CV-11 tribe.

Big Joe - Grizzly bear

Attributes: 4 lives, 1 attack, 3 upgrade slots

Special Power - Exo-alchemy: Cost: 1 exoenergy of its color. Effect: Change one of your resources for one of your choice.

"How did I meet Joe? I remember it perfectly. During one of the expeditions that we made to the most remote cavities in search of different materials, something rather funny happened. During the first night, when we got into sleeping bags after having dinner, we left the remains of food and provisions without storing. Next morning everything was gone. The next morning, everything was gone. In later days, it happened again. One night I decided to stay on guard, and then I saw him. It was a magnificent specimen, one of the greatest I had ever seen. A grizzly bear was sitting, eating our own food... After several attempts, I managed to gain his confidence. I noticed he could make it much easier for me to carry materials, since his size and strength would make him a great beast of burden, as well as a fierce protector. In order to control his wild nature, I asked our biologists to implant a neuronal amplifier, which he now carries over his head. This meant that, in addition to further developing his intelligence, he became sensitive to the latent exoenergy of the area."

- Desmond

CREDITS

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