The Crimson Queen

The Crimson Queen is a big guardian (boss incl. arena!) with incredible power and destructive rage. The protective armour makes it hard to eliminate her. When she is attacked, she strikes back with her deadly tail.

In battle with Crimson Queen, you’re clearly the prey. She has 5 health points (or 6 HP) and 3 action points, including 1 free attack (0-0), which makes her an evil opponent who is constantly chasing you. But the Crimson Queen turns more sluggishly and requires an AP for every 90° rotation around its own axis (The miniature base has a triangle sign for orientation). It’s vital to survive by never standing in front of her.

> Crimson Queen is added to the Alien Deck and will be dealt with on the spawning board (see left picture) like any other opponent or radar blip. Note: There are missions with and without radar blips.
> If a Crimson Queen is already standing on the field and his alien card is activated again, he gets an additional turn.
> > You need a couple of successful shots with the following dice combination to eliminate the Crimson Queen (5 HP): 🌈🌈🌈 charisma
> > Crimson Queen can be used modularly in missions with core box. Two large enemies (bosses and/or guardians) can be used simultaneously in the game. In expert mode it can even be up to three – that’s your decision!
OVERVIEW OF BIG EXPANSION „SUPREMACY“

Additional aliens can be combined with core box for long-lasting gaming fun

In Rogue Squad you can combine your opponents in a modular way for more lasting fun. The mission rules will also determine which combinations you can use, depending on your level of difficulty. The expansion Supremacy offers not only Crimson Queen, but also 2 other minions (2 sculpts) with individual behaviour. Get ready for an epic battle!

6 Exoskets

The Exoskets are comparable to the crawlers from the core box. They have similar values, but they are somewhat more difficult to hit:

>> An Exosket has 1 AP

>> You must roll  to eliminate it.

6 Juggers

The juggers are tougher and therefore simply annoying. They are small but robust beasts and move over the field quite quickly:

>> A Jugger has 2 AP

>> You must roll  to eliminate it.

*Example: All miniatures of our campaign shown so far offer opponents with their own mechanics!*
A Raza guardian can be eliminated with just one shot compared to other big enemies. In return, he can inflict damage to several players who are far apart at the same time (the squad should not be on the same field so often). His direction of movement is simply unpredictable and he can move very fast. It’s not easy to catch him.

When the alien round begins, the alien and W6 dice are rolled for Raza’s movement. The icon on the alien die (token alien portal 🡠) indicates its direction and the W6 indicates the number of squares it moves. On his way to the rolled alien portal, Raza always takes the path where most of the troopers are standing. All troopers Raza encounters on his way have to make an escape throw with one skill die 🡠. If you roll the 🡡 symbol, you have successfully evaded. If you roll a blank side 🡢, you lose 1 HP.

Example of the picture: You rolled 🡠 🡠 🡠 🡠 🡠 for Raza’s move. From its current location, Raza moves 5 fields to 🡡 and attacks two players on his way, who have to evade (escape roll with one skill die).

The Raza cards (we call them rage cards) do not show any life points like the Overlord’s deck, because you can eliminate Raza with only one shot. But if you miss a shot, a Raza card will be revealed and a rage action will be performed. This can have bad consequences for you. Left picture example: If no one has a wound, the W6 is decided upon. The lowest roll loses.
Scourge is not the strongest and fastest attacker compared to other big opponents. But it is very hard to hit because it can fly away and you have to roll a heavy combination of dice to eliminate Scourge.

Scourge has 2 AP and behaves like other aliens. However, Scourge is the only opponent in the whole game who can move diagonally on the playing field because it can fly. Added to this the Scourge cards (rage deck) have a rage action which allows him to leave the field for a short time (place the miniature next to the field). In the next turn of Scourge you have to roll the alien dice and it reappears at the alien portal, which is shown as a dice result. Scourge then immediately uses its 2 AP.

Scourge is added to the alien deck and will be dealt with on the spawning board (see left picture) like any other opponent or radar blip. Note: There are missions with and without radar blips.

If a Scourge guardian is already standing on the field and his alien card is activated again, he gets an additional turn.

You need one successful shot with the following dice combination to eliminate a Scourge guardian. But don’t forget - Scourge guardian keeps coming back:

Scourge guardians can be used modularly in missions with core box. Two large enemies (bosses and/or guardians) can be used simultaneously in the game. In expert mode it can even be up to three - that’s your decision!

Scourge cards (we call them rage cards) do not show any life points like the Overlord’s deck, because you can eliminate Scourge with only one shot. But if you miss a shot, a Scourge card is revealed and a rage action will be performed.

Left picture example: With this rage action Scourge climbs up and spits a kind of poison into the displayed fields around him. The poison is distributed in the form of tokens to the characters in the respective field. Each token is laid to a player’s mini. When the next trooper round begins, each player must roll one skill die to get rid of the poison token. If a skill roll is successful, the player may remove the token and can play his turn with the full number his disposable AP. If not, he has one less AP during his turn.
A Nergal is a kind of guardian caste that brings alien support. When he comes up, he starts from a preset point and runs to its exit without changing direction. He ignores every character around him to complete his task. He only attacks if you stand in his way. Nergal has a lot of health points and you have to hit him often to kill him. When he reaches his target, Nergal disappears and instead, an evil horde of enemies emerges.

Nergal has 2 AP and only 2 health. It’s not that hard to hit him, but you have to kill Nergal in your turn, because otherwise it will recover quickly by its self-healing wounds. Through his rage actions he even has the possibility to teleport himself to another alien portal – maybe far away from your line of fire...

>> Nergal is added to the alien deck and will be dealt with on the spawning board (see left picture) like any other opponent or radar blip. Note: There are missions with and without radar blips.

>> If a Nergal guardian is already standing on the field and his alien card is activated again, he gets an additional turn.

>> You need one successful shot with the following dice combination to eliminate a Nergal guardian. But don’t forget - Nergal guardian keeps coming back: 🎲 🎲 🌟

>> Nergal guardians can be used modularly in missions with core box. Two large enemies (bosses and/or guardians) can be used simultaneously in the game. In expert mode it can even be up to three - that’s your decision!

The Nergal cards (we call them rage cards) do not show any life points like the Overlord’s deck. But if you miss a shot, a Nergal card is revealed and a rage action will be performed.

Left picture example: Because you missed Nergal, this rage action was revealed. The action must be dealt with immediately. The card shows an alien portal where Nergal is being teleported immediately.
Humans have always been alone in the universe... until now. An ancient species, long dormant, is now awake and heads for total destruction, declaring its intent to rid the world of each and every human, down to the last if necessary.

**Boss „Mutha“ (every boss includes an arena fight)**
This arachnoid breeds and lays eggs. After approximately some minutes young spiderlings hatch out of the eggs to defend its broodmother. The spiderlings can crawl everywhere - even underneath closed doors to attack enemies! Mutha’s abilities allows her to slow enemies with her web and kill them with relative ease if caught off guard. If you don’t act with great awareness a dreadful death is guaranteed!

**Features of Mutha:**
- Mutha breeds and lays eggs
- Spiderlings hatch out of the eggs to defend its broodmother and directly attack her enemies.
- The small spiderlings (tokens) can move underneath doors to attack enemies from everywhere.
- Mutha summons additional arachnoid reinforcements (Mutha’s rage actions or arena event cards).
- Mutha can immobilize enemies with her web (token). The webbed player will not be able to use any action points for movement during his turn - only a comrade can help him to get rid of it.

Every boss can also be combined with core box:
- It can be added to the alien deck and will be dealt with on the spawning board (see left picture) like any other opponent or radar blip. Note: arena deck is only used in its boss arena!
- If Mutha is already standing on the field and his alien card is activated again, he gets an additional turn.
- Mutha can be used modularly in missions with core box. Two large enemies (bosses and/or guardians) can be used simultaneously in the game. In expert mode it can even be up to three - that’s your decision!

Mutha’s cards are, like the Overlord cards, also its life indicator. Each time a player hits Mutha succesfully its HP card is turned over and the rage actions on the back is dealt immediately. Then you can put the card back into the pile.

Left picture example: When you successfully hit Mutha, its rage action is revealed. The action must be dealt with immediately. Put a web token next to each trooper in range 1-1.
Addendum to core box

Unfortunately, we have not provided some important information, but we are making up for this:

**Firebugs**

Never underestimate these small vicious critters... If a firebug steps into your field, it causes heavy damage to you and your comrades. This species can produce and store an endogenous acid in its abdomen. When the firebug attacks the acid is forced into its body’s explosion chamber, where enzymes make them explode! The acid burns like fire from hell! You won’t survive...

>> A Firebug has 1 AP

>> You must roll 🔄 🔄 to eliminate it.

**Carapacer**

A Carapacer has an impenetrable shell that no weapon can destroy. But he has a flaw for which you need to get very close to him.

>> A Carapacer has 2 AP

>> You have to stand with the carapacer in the same field (0-0) und then roll 🔄 🔄 to eliminate it.

*Note: All miniatures of our campaign shown so far offer opponents with their own mechanics!*