

A L I E N S

RULES VERSION 2.0 - THIS TIME IT'S WAR
By Neil Swint, iwasmaedforlovinyou@hotmail.com

PREPARING FOR PLAY

One player will control all the Aliens, this player may also control any number of Marines. All other players will control the remaining Marines. The Marines may be split between players in anyway.

Players choose which order the Marines will move in. Once established, this order can only be changed in between Scenarios. During the game each player moves their Marines in the order they are established one at a time. Alien counters which have been removed from the map may be re-used freely as new Aliens. No more than 21 Aliens (excluding Facehuggers and the Queen) may be on the board during a Scenario.



TURN SEQUENCE

There are six phases in each turn:

Phase 1: Aliens Move

All Aliens move up to 4 squares in any direction towards the nearest active Marine. Marines already under attack by an Alien are not considered active (nor are cocooned, Dead or Incapacitated Marines). If two or more active Marines are at the same distance from an Alien, roll to determine which Marine will be the target. The Marine with the highest roll is the target (if there is a tie then whatever player would go next decides where the Alien goes), a Marine may add or subtract their Melee value from their roll (all negative totals are treated as 0). If all the targets around an Alien are already under attack, roll to see what active character (if any) the Alien will go after, follow the method listed above. If there are no active characters the Alien will not move. As soon as an Alien enters the square of a Marine who is not under attack, the Alien is immediately removed from the map and placed on its side on the Marine's Character Card. A Marine may only have one Alien on his or her Character Card at a time. Aliens may NOT move through other Aliens or active Marines.

Phase 2: Aliens Appear

During this phase, any new Aliens which are going to arrive on the map are placed and move 1 square towards the nearest active Marine. (See Phase 1: Aliens Move for full movement rules.)

Phase 3: Aliens Attack

Each Alien on a Marine's Character Card now attacks. Attacks may be made in any order. To attack roll a **D10** and add the Marine's Melee value to it.

0 The Marine is **Dead**. Remove the Marine from the game (the Marine is not cocooned) and place the Alien back with the other unused Aliens.

1 - 2 The Marine is **Incapacitated** and **Grabbed**. by the Alien. If an Incapacitated Marine receives another Incapacitated result, he or she is Dead. While Incapacitated and Grabbed, a Marine is also subject to the results listed below under "Grabbed".

3 - 4 The Marine is **Wounded** and **Grabbed**. When a Marine is Wounded, flip the Marine Character Card to its Wounded side, and the new values are used. If a Wounded Marine is Wounded again, he or she is then Incapacitated. While Wounded and Grabbed, a Marine is also subject to the results listed below under "Grabbed".

A L I E N S

5 - 6

The Marine is **Grabbed**. To signify that the Marine has been Grabbed, place the Alien upright on the Marine's Character Card. If the Marine that is Grabbed is currently using a Flame Unit that Marine must immediately roll the D10, Ripley does not roll. If a 9 is rolled then the Marine must make an Ammo Check (See Phase 4: Marines Move / Fire.) If a 0 - 8 is rolled then each Marine adjacent to the Grabbed Marine must immediately roll a D10. Marines subtract their Melee value from their roll, if a Marine rolls 7+ they are ignited and are Dead.

The Grabbed Marine receives no further Actions until freed by the other Marines. During the next Alien Movement Phase if the Alien is still on the Marines Character Card, the Marine is removed from the game and cocooned (place the Marines Character Card somewhere off to the side if playing a Movie Scenario) and the Alien is placed back with the other unused Aliens. If before the next Alien Move phase the Alien is killed or moved out of the Marine's space, the Marine is no longer Grabbed and is not removed from the game.

7 - 8

The Marine is **In Combat**. If the Alien is not killed or driven off by the other Marines, the Alien (still considered to be In Combat) will roll to Attack again during its next Aliens Attack phase. The Marine In Combat may only use his or her Actions to Melee until freed.

9+ The **Alien Losses**. The Alien is immediately Stunned. Set it on its side and the player that Stunned it moves it into any adjacent space (a Marine or another Alien may be in this space). During the next Alien Movement phase, set the Alien upright instead of moving it. If the Alien is on a space with a Marine the Alien will NOT Attack during that phase and remains on the map.

Phase 4: Marines Move / Fire

1. All Fire Counters are removed from the map at the beginning of the Marine Movement / Fire Phase.

2. Each of the Marines now moves and fires during this phase. The order in which the Marines take their actions is set at the beginning of the Scenario and cannot be changed once the Scenario starts.

Marines may move in any direction but cannot enter squares which are largely or completely filled with obstructions. Marines may move diagonally between two such squares. Marines CANNOT move through or onto squares containing other Marines or Aliens (a Marine can move onto a square containing an Incapacitated Marine or a Stunned Alien.)

If the number you rolled on the D10 is equal to or less than the number on the Character Card that was being used for Range, you have killed the Alien and it is placed back with the other unused Aliens. If the number you rolled was greater, then nothing happens.



3. The only way for a Marine to kill an Alien is by using Actions to Aim and Fire. To Aim, spend Action points equal to the number on the Marines Character Card under Aim, there will be different points that you can spend, and then roll a D10. The more Action points you spend on Aim the better your chance will be to hit an Alien. The next section on the Character card is devoted to Target Range. Go to the line for the number of Actions of Aim taken, and read across to the column for the Range to the Alien that is the target. Range equals the number of squares from the square in front of the Marine to the Alien's square. If there is no number in a column, then the Marine has no chance of hitting an Alien at that range.

A L I E N S

AMMUNITION AND RELOADING

(This rule is optional, but mandatory if playing a Movie Scenario. If it is not used then a roll of 9 is treated as just that.)

If a Marine ever rolls a natural 9 when firing their weapon, their weapon is out of ammo or is jammed. No shot is fired but the Actions the Marine used to fire are still used. The Marine must immediately make an **Ammo Check** and roll another D10. Add the following numbers to the Ammo Check roll:

If a Machine Gun or Pulse Rifle was being fired add +1 (+2 if a Machine Gun was being fired at two Aliens); Flame Unit +2; Shotgun +3; Grenade Launcher +4 (+5 if Grenade Launcher was already fired this turn.)

0 - 8 Jam - The weapon cannot be fired again for the remainder of the turn but may be used as normal during all subsequent turns. If a Pulse Rifle is jammed it may still launch grenades during that turn. If a pulse rifles Grenade Launcher is jammed the Pulse Rifle may still be fired during that turn.

9+ Out of Ammo - The weapon cannot be fired again for the remainder of the Scenario. Rotate the Marine's Character Card 90 degrees as a reminder that their starting weapon is out of ammo for the remainder of the Scenario. This Marine is now using their backup weapon. If the Marines backup weapon also runs out of ammo rotate the Marine's Character Card another 90 degrees (it will now be upside down.) This Marine is now using their final weapon. If a Pulse Rifle runs out of ammo, it may still launch grenades for the remainder of the Scenario. If a pulse rifles Grenade Launcher runs out of ammo the Pulse Rifle may still be fired for the remainder of the Scenario.

Phase 5: Turn Counter Moves

At the end of each turn the Turn Counter is moved forward one square and a new turn begins. Once the Turn Counter reaches the bottom of the first column for the Scenario it is moved to the top of the next column if there is one.

Once the Turn Counter reaches the end of the last column, it no longer moves which means no more Aliens appear.

ACID SPRAY

Whenever an Alien is killed (unless it is by a Flame Unit), there is a chance that Marines adjacent to the Alien and in the same square will be splashed by the creatures Acid Blood. Simply roll a D10 for each Marine (including Incapacitated Marines) and apply the results immediately.

0.....Dead

1.....Incapacitated.....(If the Marine is already Incapacitated, that Marine is now Dead)

2.....Wounded.....(If the Marine is already Wounded, that Marine is now Incapacitated, if the Marine is already Incapacitated the Marine remains that way)

3 - 9.....None



ACTIONS

Marines may use their Actions for one of four purposes: **Aim**, **Arm Grenade**, **Melee** or **Movement**. One Action is used each time a Marine fires once (using 1 Action point), arms a Hand Grenade, conducts a Melee attack, or moves one square. Marines may use a number of Actions equal to or less than the number of Actions shown on their Character Card. Marines spend their Action points one at a time, and can combine them in anyway.

BACKUP WEAPONS AND FINAL WEAPONS

A Marine's Character Card has two weapons on it, these weapons are simply known as the top weapon and the bottom weapon (Burke has one weapon, it is considered to be a top and bottom weapon.) Each Scenario states if the Marines start with either their top or bottom weapons. Whatever weapon a Marine does not start with is considered to be that Marine's backup weapon.

If the Marine's starting weapon cannot be used for the remainder of the Scenario because it runs out of ammo, a Marine immediately draws their backup weapon and begins using it for the remainder of the Scenario (no Action points are used to do this.)

If the Marine's backup weapon cannot be used for the remainder of the Scenario because it runs out of ammo, the Marine immediately draws their final weapon, a pistol (no Action points are used to do this), a final weapon never runs out of ammo. Any Marine that wants to fire their final weapon must spend 2 Action points to do so. The Aim and Range for each Marine's final weapon is on the Marine's Character Card, it is the same as the Marine's bottom weapon reading over from the 1 Action point Aim. If a Marine's bottom weapon is a Pistol, then that Marine reads over from the 2 Action point Aim instead of from the 1 Action point Aim. (e.g. If Apone was healthy and down to his final weapon, to fire it Apone must always spend 2 Action points. Once fired Apone would look at his bottom weapon (a Pulse Rifle) and use the 1 Action point Aim for the attack. So for his attack he would need to roll a 7 or less if the Alien was adjacent to him, or a 4 or less if the Alien was 2 squares away etc.)

CARRYING INCAPACITATED MARINES

Incapacitated Marines can take no Actions, it is up to the other Marines to carry them to safety. Each Marine can carry ONE Incapacitated Marine. To pick the Marine up, the carrying Marine simply moves into or through the Incapacitated Marine's square, and then places the Incapacitated Marine's Counter on his or her own card. Picking up a Marine requires no Actions, and there are no penalties for carrying a Marine. A Marine who is being carried may be dropped onto the carrying Marine's square at any time (the Marine is automatically dropped if the carrying Marine is attacked by an Alien). The carried Marine may also be transferred to another Marine: the two active Marines must be adjacent to each other at some point during the carrying Marine's turn, the Incapacitated Marine is then simply transferred from one Character Card to the other.

FACEHUGGERS

Facehuggers are treated like normal Aliens except for the following differences:

1. If a Facehugger scores an Incapacitated result, the Facehugger stays on the Marine and the Marine is Incapacitated (if the Marine was already Incapacitated they stay that way, they are NOT now Dead.)

A L I E N S

2. If the Facehugger is removed from the Marine by another Marine, the Incapacitated Marine is no longer incapacitated and may be used for the remainder of the Scenario. However once the current Scenario ends (and before Victory Conditions are checked) that Marine is Dead.
3. When a Marine fires at a Facehugger the die roll is modified by +3.
4. When a Facehugger sprays acid, it only sprays onto its square and not adjacent ones.

FIRES

A Marine with a Flame Unit may spend 1 Action point and roll a D10. If a 0 - 8 is rolled the Marine lights a square up to 4 spaces away on fire. If a 9 is rolled then the Marine must make an Ammo Check (See Phase 4: Marines Move / Fire.) While on fire the square has a Fire Counter placed on it. The placement of these counters is subject to the normal restrictions placed on Flame Unit use. Marines and Aliens CANNOT move through fire. Aliens can only move up to the square and wait for the fire to go out or instead run around it if possible. If an Alien could move onto a Marine's square instead of waiting near a Fire Counter, then the Alien moves onto the Marine. If during the Alien Appearance phase the die roll indicates that an Alien should appear in a square in which there is a fire, then the Alien is considered dead.

All Fire Counters are removed from the map at the beginning of the Marine Movement / Fire phase.

FRIENDLY FIRE

Marines may fire through squares containing a Marine but CANNOT fire through ones containing an Alien. Flame Units may NOT be fired through any Marine spaces. Whatever they hit first is killed. Marines may never open fire on another Marine. When shooting at an Alien that is in a square with another Marine, a player receives a +5 penalty to their roll to hit the Alien.



GRENADE LAUNCHERS AND HAND GRENADES

When firing a pulse rifles Grenade Launcher, the grenade can be fired up to 12 squares away for the cost of 1 Action point (Line of Sight is still needed.) Roll a D10 when firing a grenade. If a 1 - 8 is rolled the grenade automatically lands in the square it was fired at and immediately goes off. If a 0 is rolled the same thing happens but first the grenade moves to a random adjacent square then goes off. If a 9 is rolled then the Marine must make an Ammo Check (See Phase 4: Marines Move / Fire.)

Each Marine is equipped with ONE Hand Grenade at ALL times. Any Marine who is sufficiently desperate enough may use 1 Action to arm the Hand Grenade and then place it in their square or any adjacent square (this cannot be done in Scenario 1.1.) The Hand Grenade then immediately goes off. Hand Grenades only have a blast range of 0 - 1 squares.

Range from Blast In Squares That Are In Line Of Sight	Effect		
	Alien	Marine	
0 - 1 (Any Grenade)	Dead	Dead	
2 - 3 (Launcher Only)	None	Incapacitated	(If the Marine is already Incapacitated, that Marine is now Dead)
4 - 5 (Launcher Only)	None	Wounded	(If the Marine is already Wounded, that Marine is now Incapacitated, if the Marine is already incapacitated the Marine remains that way)
6+	None	None	

LINE OF SIGHT

A Marine can fire at what he or she can see. To see something you must be able to draw a line from your character to the target without touching any obstructions. If a Marine is standing next to an obstruction, it is assumed that he or she has taken up a firing position around the edge of the obstruction and may still Aim and Fire.

MACHINE-GUN SPECIAL ABILITY

Each time before Drake or Vasquez fire their Machine Guns (using any amount of Actions), they may declare that they will try and hit two adjacent Aliens. The Marine rolls their chance to hit normally, figuring their chance using the range of the Alien that is furthest away. If a hit is rolled, both Aliens are hit and removed from the map.



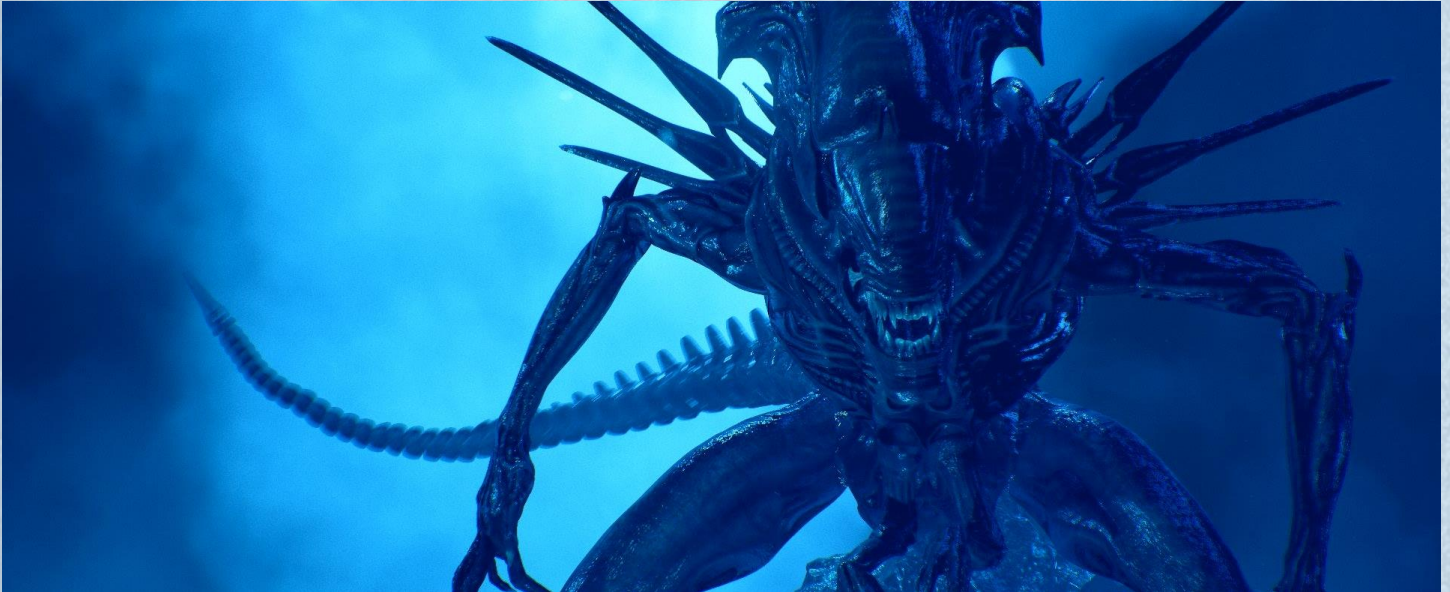
A L I E N S

MELEE COMBAT

Melee combat may be attempted by any Marine who is adjacent to an Alien or has an Alien attacking them.

The Marine rolls a D10: if the number rolled is less than or equal to his or her Melee value, then he or she has Stunned the Alien. The Alien immediately moves off of the Marine's Character Card, set the Alien on its side and the player that Stunned it moves it into any adjacent space (a Marine or another Alien may be in this space).

During the next Alien Movement phase, set the Alien upright instead of moving it. If the Alien is on a space with a Marine the Alien will NOT Attack during that phase.



THE ALIEN QUEEN

In Scenario 3.2 the Alien Queen and her guards will not move or attack until one of them is attacked first. It takes the Queen one of her full turns to release herself from her egg-laying apparatus. In Scenario 1.3 and 2.1 the Queen and her guards will move and attack as soon as they can, but the Queen must still wait one of her full turns to release herself from her apparatus.

The Queen moves like a normal Alien but only has 3 Actions for moving instead of 4. Before the Queen starts moving roll a D10 if there are any Fire Counters on the map. If a 0 is rolled the Queen may move through Fire Counters during her turn but she cannot end her turn on a Fire Counter. If a 1 - 9 is rolled then she cannot move through Fire Counters during her turn but may still move around them like normal. The Queen makes a **Ram** attack against a Marine when she moves into that Marines square (the Queen then no longer moves, keep the Queen Counter on the map.) Roll a D10, adding that Marines Melee value, and consult the Queen chart. If the Marine is carrying another Marine, the carried Marine is now Dead. If the Queen ends her turn in an active Marines square, the Marines Counter is placed upright on her portion of the reference card. The Queen may only have one Marine Counter on her card at a time.

A L I E N S

The Queen now makes up to 4 attacks during the Alien Attack phase. Three of the attacks are listed on her portion of the reference card, **Tooth**, **Tail**, and **Claw**. Each attack is made separately, using the appropriate column, and is made at an adjacent Marine. Roll randomly to determine which Marine is attacked, then roll again on the chart below to see what method the Queen uses to make the attack.

0	The Marine dodges and the attack fails, proceed with the next attack
1 - 3	Tooth
4 - 6	Tail
7 - 9	Claw

If the attack doesn't fail then make the attack roll. During each attack roll be sure to add the Marines Melee value to the die roll.

The Queen's fourth attack is directed against any Marine who has been placed on her card. Roll the D10, adding the Marine's Melee value, and consult the normal Alien portion of the reference card. If the result indicates the Marine is Dead or Grabbed, then the Marine is automatically Dead. On a result of In Combat or Alien Losses, the Marine simply remains on the Queen's card.

A hit from a weapon may not kill the Queen outright. When the Queen is hit by a weapon (grenades only hit the Queen if they land directly on her square) she makes a save roll by rolling the D10. The Queen subtracts the following numbers from her save roll:

If a Flame Unit or Pulse Rifle hit her then subtract -1 from her save roll; any kind of Grenade or Machine Gun -2; Shotgun -3.

If the Queen's save roll equals 0 or is a negative number then she fails to save and will now be killed once she fails another save roll. If the Queen's save roll is 1 - 9 then she is unharmed. Each hit she takes causes her to spray acid like a normal Alien.

S C E N A R I O S

Each Scenario can be played separately using that Scenarios own Victory Conditions. Or the Scenarios can be combined to form a Movie Scenario. To play a Movie Scenario, simply play the Scenarios one at a time in the order they are set up, starting with Scenario 1.1. Marines that are to be used in single Scenarios or Movie Scenarios will be listed in each Scenarios Set-Up. Also if a paragraph begins with either **Movie Scenario** or **Single Scenario**, that paragraphs rules only effect the mentioned Scenario.

In the Set-Up rules of certain Scenarios it will be told if the Marines in that Scenario have their condition improved by one level. This means that an Incapacitated Marine would now be Wounded, and a Wounded Marine would now be healthy. This is only used in Movie Scenarios.

In a **Movie Scenario**, the set Victory condition is to score 23 or more Victory Points. For each separate Scenario completed, gain 1 Victory Point if you survive it with at least one Marine. In Scenario 1.3 and 2.1, whatever difficulty level you have it set at is how many Victory Points you gain if you survive it with at least one Marine. If the Alien Queen is killed during Scenario 1.3 or 2.1 gain 15 Victory Points (for all intents and purposes at this point the Marines have won the Movie if at least one of them survives). If you evacuate between Scenarios (you will be given this option at certain times), lose 5 Victory Points. After you complete all the Scenarios, evacuate, or all the Marines are

A L I E N S

cocooned and/or killed, you gain Victory Points for any Marines that are still alive (cocooned Marines don't count), now tally up your final score! Always add your score up first, then subtract points from it if necessary.

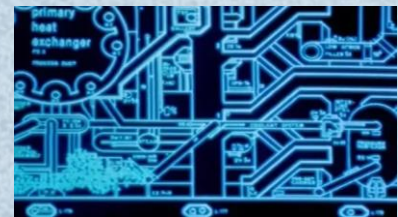
Ripley	6 Victory Points
Newt, Hicks	5 Victory Points each
Apone, Vasquez, and Hudson	4 Victory Points each
Drake	3 Victory Points
Other Marines	2 Victory Points each
Burke	-1 Victory Point

Movie Scenario Victory Conditions:

If you finish with 23 or more Victory Points or if you have killed the Alien Queen in Scenario 1.3 or 2.1, the Marines win.

If you finish with 18 - 22 Victory Points, the Movie is a draw.

If you finish with 17 or less Victory Points, the Marines lose.



1.1 THE REACTOR ROOM

Objective

To escape with as many Marines as possible. The only route to escape from is to leave the map via the square marked EXIT. Aliens will not leave the map to pursue Marines that have left, but once off the map, Marines cannot come back on.

Set-Up

The following Marines are used in this Scenario:

Apone, Hicks, Vasquez, Drake, Hudson, Dietrich, Frost, Crowe, and Wierzbowski.

All Marines use the top weapon on their Character Cards. No grenades of any kind may be used during this Scenario. Now select either Crowe, Frost, or Hudson to be the Ammo Carrier.

Find Row 5 square 5 on the reactor room map, looking at the map (with row 1 - 9 at your left) imagine if a vertical line was going up and down from this 5. Marines **MUST** start on squares on or behind this line (or on square 5).

Alien Appearance

On the first Alien Appearance phase 4 Aliens appear randomly in the room. Each turn after that, 2 Aliens appear. (At the start of this Scenario, beginner players may choose to have no Aliens appear when the Turn Counter is moved onto a red 2, while experienced players may choose to have 3 Aliens appear instead of 2 when the Turn Counter is moved onto a red 2.)

Where an Alien appears is random. For each Alien roll the D10 twice. The first roll indicates the **Row** in which the Alien will appear, and the second determines the exact **Square** in that row. The Rows are listed in red down the left side of the room. The squares are scattered across the Row, and are numbered 0 through 9. If when determining the Row, a 0 is rolled, roll for Row again and increase the number of Aliens appearing this phase by 1. This can happen an unlimited number of times during the Scenario and multiple times during the same phase.

Ammo Carrier

The rules for carrying the Ammo Bag are the same as the rules for carrying an Incapacitated Marine (a Marine cannot carry the Ammo Bag and another Marine at the same time.)

The Ammo Bag is destroyed and lost if the Ammo Carrier is hit by acid (the Ammo Bag is

A L I E N S

automatically hit by acid if no Marine is carrying it), cocooned, falls down the Stairwell, or becomes Dead. If the Ammo Bag is hit by a Flame Unit (this may NOT be done intentionally), the Ammo Bag explodes. Treat this explosion as a normal Hand Grenade blast.

Movie Scenario: If a Marine carrying the Ammo Bag makes it through the EXIT, all natural 9's rolled when any Marine uses their weapon during the next Scenario are treated as a normal roll of 9 with a chance to hit and no Ammo Check is made, this is only in effect for the first 6 Marine Move / Fire phases of that Scenario. This effect ignores Scenario 1.2 and 2.3 and is only applied to the first Scenario played out of the following Scenarios, either 1.3, 2.1, or 3.1.

Stairwell

Near the center of the Reactor Room is the Stairwell. Marines and Aliens cannot move across it, but Marines can shoot across it. If an Alien is Stunned and forced back onto the Stairwell, it does not fall but hangs on.

When a Marine is adjacent to the Stairwell and becomes Wounded or Incapacitated without being Grabbed, that Marine must immediately roll a D10 and subtract their Melee value from the roll. If the Marine rolls a 7+, the Marine has stumbled over the railing and is considered Dead.

Victory Conditions

Single Scenario: If 7 or more Marines escape healthy, Wounded, or Incapacitated through the EXIT, the Marines win. If 4 - 6 Marines escape, the Scenario is a draw. If 3 or less Marines escape, the Marines lose.

Movie Scenario: After this Scenario (no matter what happened) play Scenario 1.2.

1.2 THE DROP SHIP

Objective

To kill the Alien and keep the ship from crashing.

Set-Up

The following Marines are used in this Scenario:

Spunkmeyer and Ferro. No map is used for this Scenario. Place 1 Alien on Spunkmeyer's Character Card.

The Scenario

The Alien immediately attacks Spunkmeyer. If the result is In Combat or Alien Losses, then Spunkmeyer is able to warn Ferro using his headset. Continue to run the battle between the Alien and Spunkmeyer using normal rules (Ferro cannot do anything yet.) If Spunkmeyer Stuns the Alien, Spunkmeyer immediately draws his pistol and rolls a D10. If he rolls a 6 or less the Alien is killed and now roll for acid spray, if he rolls 7+ then the Alien attacks him again. If the result of the initial Alien attack is anything besides In Combat or Alien Losses, then Spunkmeyer is Dead.

The second section of this Scenario is played out only if Spunkmeyer is Dead. Place the Alien on Ferro's Character Card. If Spunkmeyer warned Ferro then she has her pistol drawn and fires at the Alien right away in the same manner Spunkmeyer did. If Ferro has not be warned, then the Alien attacks her. If Ferro is Dead or Grabbed at any point, then the Drop Ship crashes and both she and the Alien are Dead.

Victory Conditions:

Single Scenario: The Marines win if they kill the Alien without crashing the Drop Ship. They lose if Ferro and Spunkmeyer are both killed.

Movie Scenario: If the Alien is killed and any Marines survive, the Drop Ship does NOT crash

A L I E N S

and the Marines may evacuate at this point (ignore the -5 Victory Point loss if the Marines do this now.) If they evacuate now, immediately play Scenario **2.2**, then the game is over.

If the Drop Ship did not crash and the Marines don't evacuate now, they may evacuate between each Scenario if they wish (but they lose 5 Victory Points once they total up their current Victory points.) Also during each Scenario from now on all natural 9's rolled when any Marine uses their weapon are treated as a normal roll of 9 with a chance to hit and no Ammo Check is made, this is only in effect for the first 6 Marine Move / Fire phases of each Scenario.

If the Marines have NOT evacuated, play one of the following Scenarios, either **1.3**, **2.1**, or **2.3**.

1.3 MARINE ASSAULT

Objective

Rescue cocooned Marines then fall out back to the elevators.

Set-Up

The expansion map is used for this Scenario. The first step for this Scenario is for players to choose the approximate level of difficulty desired, from 1 (easiest) to 5. All Marines are carrying their top weapon, or instead all Marines are carrying their bottom weapon, this choice must be mutually agreed upon by the Marine players.



Single Scenario: The following Marines are used in this Scenario:

Place the Counters for Apone and Dietrich on their sides onto or adjacent to the Cocooning Square (a large white number within a black circles) with the same number of the level chosen. If there are no legal adjacent squares to place a cocooned Marine, place the Marine within the room as close as you legally can to the Cocooning Square. Cocooned Marines can do nothing. A Marine is freed when a non-cocooned Marine is adjacent to him/her and spends 2 Action points. On the following turn the cocooned Marine is freed and has his/her Character Card added to the end of the Marine order with its Wounded side face up. Turn the Card upside down to represent that this Marine can only use their final weapon during the rest of this Scenario.

Next place Hicks, Vasquez, Hudson, Gorman, Ripley, Burke, Ferro, and Spunkmeyer on the squares of the elevator. For this Scenario Burke is considered to be a normal Marine; no special rules apply to him.

Movie Scenario: All Marines have their condition improved by a level. The following Marines are used in this Scenario.

Place any Marines from Scenario 1.1 that were cocooned by an Alien onto or adjacent to the Cocooning Square (a large white number within a black circle) with the same number as the level chosen. If there are no legal adjacent squares to place a cocooned Marine, place the Marine within the room as close as you legally can to the Cocooning Square. Cocooned Marines can do nothing. A Marine is freed when a non-cocooned Marine is adjacent to him/her and spends 2 Action points. On the following turn the cocooned Marine is freed and has his/her Character Card added to the end of the Marine order with its Wounded side face up. Turn the Card upside down to represent that this Marine can only use their final weapon and Hand Grenade during the rest of this Scenario.

Next place all surviving Marines from Scenario 1.1 and Scenario 1.2 on the squares of the elevator. Include Gorman and Ripley among the surviving Marines.

A L I E N S

Alien Appearance

Aliens can appear through; Room Cards, Sentry Cards, or through Wave Appearance. Sentry cards are always flipped over before rolling for Wave Appearance.

Room Cards: Whenever a new room is entered for the first time, flip over a Room Card and place the appropriate amount of Aliens in that room. This Room Card is now discarded. Once the entire deck has been gone through, all the Room Cards except the Alien Queen card are shuffled back together and re-used as necessary. Aliens and Facehuggers appear in rooms by rolling a D10 and appearing in that space. If a 0 is rolled, roll again and add another Alien (or Facehugger) to the number already appearing in the room. The Queen and her two guards appear in the same way, but if you roll a 0 for placing the Queen, roll again to place her and add another normal Alien into the room. The Queen and her guards will not leave the Queens room unless one of them is attacked in anyway.

Sentry Cards: Once a Room Card is flipped over, during the following 2 Alien Appearance phases, flip over a Sentry Card. Keep flipping over cards until an Empty card is turned over, all these flips are known as a Sentry Flip. One Alien will appear in the room for each Sentry card flipped over with an Alien on it. Aliens are placed in the room by rolling a D10 and putting that Alien on the same square. If a 0 is rolled for placement, then roll again and add another Alien to the number already appearing in the room. Once TWO Sentry Flips have been made, all the Sentry Cards are shuffled back together and re-used as necessary.

Wave Appearance: After Sentry Cards have been flipped over (if any) roll a D10 and consult the Alien Appearance Table on the map. 0 gives three waves of three Aliens. 1 gives three waves of two Aliens. 2 - 9 does nothing. The waves appear at random Stairwells. Roll to see at what Stairwell they appear at. If a 0 is rolled, roll again for Stairwell placement and another wave is added to the current waves (either two or three more Aliens.)

Eggs and Facehuggers: The last thing done during the Alien Appearance phase is to roll a D10 twice for EACH cocooned Marine in a room in which no active Marine is located. If two consecutive 0's are rolled for the same Marine, an Alien egg in front of that Marine will hatch and a Facehugger will come out, that Marine is Dead (no Facehugger Counter is placed on the map.)

Elevator

Each space may be occupied by up to two Marines, but if a space has two Marines on it, one must be placed on the other Marines card. This Marine may only move and can do nothing else until on a space with no other Marines. When there are no Marines adjacent to or in an elevator square, that elevator goes back to the upper level. When a Marine moves into an adjacent square to an elevator that has gone back to the upper level, it will take 0 - 9 turns for that elevator to return. Just roll a D10, the number rolled is how many turns it will take for the elevator to arrive. Elevators arrive at the beginning of the Marine Move / Fire phase, if at the start of the next Marine Move / Fire phase no Marine is adjacent to the elevator it will go back to the upper level.

At anytime Marines may escape from the map via the elevator by being on an elevator square and using 1 Action, all Marines on that elevator escape. This elevator returns to the upper level, Aliens will not leave the map to pursue Marines that have left, but once off the map, Marines cannot come back on.

Reactor Damage and Countdown

Single Scenario: The Turn Counter is placed on the **Reactor Damage & Countdown Chart**. As the Marines fire their weapons, the counter is moved up the chart towards 40. The number of squares to move the Counter when a weapon is fired are 0 - 9 for anykind of grenades (roll a D10), 1 for Pulse Rifles and Shotguns, and 2 for Machineguns. Once the counter reaches 40, the reactor has been critically damaged and will soon destroy itself.

When 40 is reached the Counter then moves down 1 square before each Alien Movement phase for the rest of the Scenario, it also now moves down instead of up when a weapon is fired. If the Counter has reached the red numbers, at the start of the Marine Move / Fire phase the Marines

A L I E N S

may make an Evacuation roll by rolling a D10 once. As soon as this roll is made, all Marines still on the map are considered abandoned (Dead.) If the number rolled is equal or higher than the red number shown on the Counter's square, then all remaining Marines not on the map are caught in the explosion of the reactor and are now Dead. If the number rolled is lower than the red number shown on the Counter's square, then all active Marines NOT on the map have reached the Drop Ship and have escaped successfully. When the Counter reaches 0, all Marines still alive (or cocooned) are caught in the explosion of the reactor and are now Dead.

Movie Scenario: See Single Scenario, however an Evacuation roll can only be made if the Drop Ship did not crash in Scenario 1.2. At the end of this Scenario the Turn Counter on the Reactor Damage & Countdown Chart no longer moves but make a note of where it is and if it is moving up or down.

Stairwells

Marines cannot move across the Stairwells, but Marines can shoot across them. Aliens may move across or end their turn on Stairwell squares, except for Stairwell 9. If an Alien is Stunned and forced back onto the Stairwell, it does not fall but hangs on.

When a Marine is adjacent to a Stairwell and becomes Wounded or Incapacitated without being Grabbed, that Marine must immediately roll a D10 and subtract their Melee value from the roll. If the Marine rolls a 7+, the Marine has stumbled over the railing and is considered Dead.

Victory Conditions

Single Scenario: The Marines win if they reach the cocooned Marines and successfully return to the Elevator and make it to the upper level with more living Marines than they started the Scenario with. The Scenario is a draw if the Marines escape with 6 - 8 Marines, and the Marines lose if they have 5 or fewer survivors.

Movie Scenario: If the Alien Queen was killed gain 15 Victory Points. After this Scenario, play one of the following Scenarios, either **2.2** (if the Drop Ship did NOT crash) or **2.3**.

2.1 THE HUNT FOR THE QUEEN

Objective

Find the Queen and kill her. Lives are expendable.

Set Up

The expansion map is used for this Scenario. All Marines are carrying their top weapon, or instead all Marines are carrying their bottom weapon, this choice must be mutually agreed upon by the Marine players.

Single Scenario: The following Marines are used in this Scenario:

All 16 Marines are used! The Marines begin this Scenario on the elevator squares (each square will have 2 Marines on it.)

Movie Scenario: Players must choose the approximate level of difficulty desired, from 1 (easiest) to 5. Include Bishop among the surviving Marines that will be used. See Scenario 1.3 for the rest of the Movie Scenario rules.



A L I E N S

Alien Appearance

See Scenario 1.3.

Elevator

See Scenario 1.3.

Reactor Damage and Countdown

See Scenario 1.3.

Stairwells

See Scenario 1.3.

Victory Conditions



Single Scenario: If the Marines kill the Queen and any of them survive, they win. If they kill her but all the Marines are cocooned, incapacitated, and/or Dead, then it is a draw. If they fail to kill the Queen, they lose.

Movie Scenario: If the Alien Queen was killed gain 15 Victory Points. After this Scenario, play one of the following Scenarios, either **2.2** (if the Drop Ship did NOT crash) or **2.3**.

2.2 THE PETTY REVENGE SCENARIO

The Marines take off in the Sulaco and nuke the entire site from orbit. Roll a D10. Whatever number is rolled is how many nuclear weapons strike the Colony. 0's are rerolled and cause another D10 to be rolled as well. No matter how many nuclear weapons hit, the Aliens are destroyed.

Well, we said it was petty.

Movie Scenario: Marines now total up their total Victory points, the Marines are NOT awarded the usual 1 Victory point for the completion of this Scenario, they do however gain 1 Victory point for each nuclear weapon that struck the Colony. After the Marines Victory points are totaled up they then lose 32 Victory points. If their Victory point total now ends up being a negative number, all the Marines also perish in the nuclear explosion! If the Marines have 0 or more Victory points left, consult the Movie Scenario Victory Conditions at the beginning of the SCENARIOS section to see what the result of the movie is.

2.3 THE MED LAB

Objective

Kill the two Facehuggers dispatched by Burke in the Med Lab, then deal with Burke himself.

Set Up

Single Scenario:

The following Marines are used in this Scenario: Ripley, Newt, Hicks, Vasquez, Hudson, and Gorman.

Ripley is unarmed. The Marine turn order must have Ripley going first followed by Newt. No map is used for this Scenario. Place 1 Facehugger near Ripley's Character Card, and another Facehugger near Newt's Character Card.

A L I E N S

Movie Scenario: All Marines have their condition improved by a level.

The following Marines are used in this Scenario: All Marines currently active except Bishop and Burke.

If you only have Burke, Newt, and one other Marine active (other than Bishop), the Movie Scenario immediately ends with the Marines losing. If Ripley is cocooned or Dead, select another Marine to use in her place. Ripley (or the alternate Marine) is unarmed. The Marine turn order must have Ripley (or the alternate Marine) going first followed by Newt. No map is used for this Scenario. Place 1 Facehugger near Ripley's (or the alternate Marines) Character Card, and another Facehugger near Newt's Character Card.

The Scenario

Phase 1: Marine Phase

Ripley (or the alternate Marine) now does one of the following things, Newt then does one of the following things as well. If a Facehugger is on a Character Card that character must choose to do Melee. Once Ripley (or the alternate Marine) and Newt have done something, go to Phase 2. If an alternate Marine is being used instead of Ripley, then do not start this Scenario with this Phase, instead start this Scenario with Phase 2:

- **Alarm.** The character tries to set off the fire alarm to alert the other Marines to what is going on. The character adds their Action number and Melee value together to get an Alarm total (e.g. Actions 3 and Melee 1 would equal 4.) The character then rolls the D10 once. If the character rolls their Alarm total or less they have activated the fire alarm. If the character rolls higher then their Alarm total then nothing happens.

- **Assist.** If the character does not have a Facehugger on their Character Card and the other character does, they may assist the other character. This character now Melees the other character's Facehugger in the normal fashion, using all the Actions they have until they succeed or have used all their Action points. If they Melee the Facehugger successfully, remove the Facehugger from the Character Card and place the Facehugger near the same Character Card on its side. The next time this Facehugger would roll a D10 it does not roll and is instead placed upright.

- **Defend.** The character declares that they are defending themselves or the other active character (who cannot have a Facehugger on their Character Card.) Once a character declares who they are defending, rotate the Character Card of the character that is being Defended 90 degrees. The next time a Facehugger rolls a D10 against a character that is Defended, the Facehugger adds 1 to their roll and immediately rotate that Character Card back to its normal position.

A character that is already Defended can be Defended again, rotate this character another 90 degrees (the Character Card will now be upside down.) The next time a Facehugger rolls a D10 against a character that is upside down, the facehugger adds 2 to their roll and immediately rotate the Character Card back to its normal position.

- **Melee.** If a Facehugger is on a Character Card that character now attempts to Melee it off of them in the normal fashion, using all the Actions they have until they succeed or have used all their Action points. If they Melee it successfully, remove the Facehugger from their Character Card and place the Facehugger near their Character Card on its side. The next time this Facehugger would roll a D10 it does not roll and instead is placed upright.



A L I E N S

Phase 2: Facehugger Phase

The Marine player rolls the D10 once for each Facehugger, starting with Ripley's (or the alternate Marines) Facehugger first, add the Marine's Melee value to the Facehugger's roll. If a 0 - 1 is rolled the Facehugger kills the character it was placed near, that character is now Dead, remove that Facehugger from play. If a 2 - 8 is rolled the Facehugger is hiding and does nothing. If a 9+ is rolled the Facehugger is placed on the Character Card it is near, this Facehugger and the character are now In Combat (follow the normal rules for this combat as lined out in the normal Alien Attack phase rules.) If Ripley (or the alternate Marine) and/or Newt are still active, go to Phase 3. If Ripley (or the alternate Marine) and Newt are both Dead, the Scenario ends.

Phase 3: Patrol Phase

Each other Marine being used in this Scenario now rolls a D10 once in the order they are set up. This is a Patrol roll, a Marine must roll their Melee value or less for their Patrol roll to be successful. As soon as a Marine makes a successful Patrol roll (or if the fire alarm has been set off during Phase 1), they see what is happening and alert all the other Marines. The Marines storm the Med Lab and immediately kill both Facehuggers (randomly select what Marine(s) do the killing.) If a Facehugger is on a Character Card when it is killed, that character must make an Acid Spray roll. This Scenario now ends. If no Marine makes a successful Patrol roll (and the fire alarm has not been set off), go back to Phase 1.

Victory Conditions

Single Scenario: If the Facehuggers are killed and no marines are killed, the Marines win. If any Marines are killed, the Marines lose.

Movie Scenario: After this Scenario roll a D10. Add 2 to the roll if Hicks is active. Add 1 to the roll for every of the following active Marines: Apone, Hudson, and Vasquez. Subtract 2 from the roll if Ripley is active. Subtract 1 from the roll if Gorman is active. If the roll total is 7 or less, Burke is kept alive. If the roll is 8+, Burke is killed by one of the following Marines in descending order: Hicks, Apone, Hudson, Vasquez, or a random Marine excluding Bishop and Newt.

After this Scenario play Scenario 3.1.

3.1 OPERATIONS AND THE AIR DUCTS

Objective

Retreat from Operations into the air ducts then to the second Drop Ship being piloted by Bishop.

Set Up

Single Scenario:

The following Marines are used in this Scenario:

Hicks, Vasquez, Hudson, Gorman, Ripley, Newt, and Burke.

Each Marine is using their bottom weapon. The Operations & Air Ducts map is used for this Scenario.

Burke begins in the square marked with a Red 7. The other begin on or adjacent to any of the squares marked with Red numbers. The Marine turn order is Burke, Newt, Ripley, then any other Marines.

Burke is not controlled by any player, Burke follows a prearranged set of actions. At the start of Burke's turn he makes his Conscience roll. If Burke rolls a 0 then one of the players should assume control of him at that time.



A L I E N S

Movie Scenario: All Marines have their condition improved by a level. The following Marines are used in this Scenario:

All active Marines except Bishop. Each Marine is using their bottom weapon. The Operations & Air Ducts map is used for this Scenario.

If Burke's not cocooned or Dead, Burke begins in the square marked with a Red 7. The other Marines begin on or adjacent to any of the squares marked with Red numbers. The Marine turn order is Burke, Newt, Ripley, then any other Marines.

Burke is not controlled by any player, Burke follows a prearranged set of actions. At the start of Burke's turn he makes his Conscience roll. If Burke rolls a 0 then one of the players should assume control of him at that time.

Alien Appearance

There are four different sets of appearance locations for the Aliens; Grey, Blue, Red, and Gold. In each square on the Turn Chart for Operations / Air Ducts, there are numbers which indicate how many Aliens appear that turn, and where. A Grey number would mean that that many Aliens would appear that turn on Grey squares. Roll the D10 to determine what exact square they appear on. if a 0 is rolled, reroll the die and add 1 to the number of Aliens that will appear this turn. Aliens may NOT move into shaded areas on the turn that they appear.

Gold Aliens are not rolled for and immediately appear in the small room to the left of the airlock. The door to this small room is always open.

At a certain point the numbers on the Turn Chart change into numbers printed in boxes. The Aliens represented by these boxes appear in the Air Ducts, use the same method that was used in Operations to determine what square the Alien appears on.

Ripley and Newt

Newt can only move if she starts her turn adjacent to Ripley. If Ripley is not active, then Newt can move regardless if she starts her turn adjacent to any other Marine or not.

Shaded Areas

At the upper left of the Operations map is an area shaded in blue. Unlike other squares with obstructions in them, it is possible to move through these squares. Any Alien or Marine moving into or through a shaded area must use 2 Actions per square.

These squares are treated as empty for all Fire Counter purposes; these squares do not block Line of Sight.

PART ONE: OPERATIONS

On the first Marine Move / Fire phase, Burke moves directly to the passage which leaves the lower right portion of the room. Burke will use all his Actions to move down the passage and pass through the **Door** at the end of the corridor, this will occur on turn 4. When he does, the door is considered sealed; no Marine can pass through the door until it has been cut open by someone with a cutting torch. Marines may not shoot at or Melee Burke in anyway. If Burke would be in the blast range of anykind of grenade, the grenade cannot be launched or used. Marines may not move into the corridor leading to the door until the beginning of the turn marked with an asterisk.

If Burke is already cocooned or Dead, then the Scenario starts with the door open but the Marines still cannot move into the corridor until the beginning of the turn marked with an asterisk.

Every Marine has a cutting torch except for Gorman, Ripley, Newt, and Burke. As soon as a Marine with a torch reaches the square adjacent to the right of the door, he or she can begin cutting open the lock. To cut open the lock a Marine must spend 1 Action point then end their turn. As soon as this is done place the Door Counter on the reactor room Turn Chart on the blue 4. Everytime the door is cut again move the Door Counter down one square on the reactor room Turn Chart. Once the

A L I E N S

Door Counter moves onto the first red 2, the door is considered open, the Marines can now pass through it. During a Marines turn if that Marine is through the door and on the square adjacent to the right of the door (and that Marine has a cutting torch), that Marine may spend 1 Action point and then end their turn to reseal the door. Any Marines on the other side of the door still in Operations are immediately considered to be Dead once this is done. The door once resealed cannot be opened by the Marines again.

As soon as Burke takes his first turn after the Turn Counter has reached or passed the Turn Square with a 'B' on it, Burke no longer makes Conscience Rolls and immediately moves into the small room to the left of the airlock (this door is always open). Immediately place 1 Alien in the room adjacent to Burke. If Burke does not get Grabbed and taken away or Die in this room Burke will now help the Marines, but the Marines may now fire upon and Melee Burke for the remainder of this Scenario if they wish.

As soon as the door is resealed, count 10 squares ahead on the Operations & Air Ducts Turn Chart and place the Door Counter there. On the start of that turn the Aliens break down the door, all the Aliens in Operations are now able to begin moving to and through the Air Ducts in pursuit of the Marines.

As soon as Newt enters the airlock (all the squares behind the door in the corridor) she rolls the D10 once on each of her turns. As soon as she rolls a 6 or lower, she suggests to the other Marines that they escape through the Air Ducts. On that turn, the Marines may begin the Air Ducts portion of this Scenario. If Newt is not active then each Marine in the airlock during there turn may roll the D10 once. If a Marine rolls a 4 or less, the Marines may begin the Air Ducts portion of this Scenario.

PART TWO: AIR DUCTS

Squares marked with a Compass signify an intersection of some sort, at which Newt or another Marine must make a decision. As soon as any Marine moves onto a Compass square they stop and roll the D10 once. If a Marine rolls a 4 or lower (Newt needs to roll a 6 or lower), that Marine and all the other Marines may move past this Compass square and if the Marine on the Compass square has any Actions left they can now continue to use them. If the Marine rolls a 5 or higher (or if Newt rolls a 7 or higher), no Marines can move past this Compass square, the Marine on the Compass square must stay there and roll again at the beginning of their next turn.



To escape from the Air Ducts a Marine must move past the square marked EXIT. Aliens will not leave the map to pursue Marines that have left, but once off the map, Marines cannot come back on.

Victory Conditions

Single Scenario: If 4 or more Marines escape through the EXIT, the Marines win. If 1 - 3 Marines escape, the Scenario is a draw. If no Marines escape, the Marines lose.

Movie Scenario: The Marines may evacuate at this point (only if Bishop is active). If the Marines evacuate and Newt is not Dead, Newt is now considered to be Dead.

If the Marines have NOT evacuated, play one of the following Scenarios, either **3.2** (only if Newt is not Dead, or there are currently any cocooned Marines) or **3.3** (only if the Queen is not Dead.) If Newt is not Dead and **3.2** is not played, Newt is now considered to be Dead.

If neither Scenario can be played, immediately go to Scenario 3.3's Victory Conditions (do NOT roll a D10 for each Marine.)

3.2 THE RESCUE OF NEWT

Objective

Rescue Newt and any other cocooned Marines you can and bring them back to the elevator.

Set Up

Single Scenario: Just below Stairway 8, Newt starts in the square marked N, she is cocooned, see Scenario 1.3. Ripley starts in the square marked R, just outside the room. The first turn begins with the Marine Move / Fire phase. Ripley will want to stay away from the square marked with an F (a Facehugger will soon appear here.)

Ripley may switch between using her Flame Unit and Pulse Rifle at anytime, this costs no Actions to do.

Also as a movement restriction, the entire corridor above Stairwell 7 is filled with a large fire. It cannot be moved into or through. An Alien that is moved into this corridor from a Melee attack is immediately killed.

Movie Scenario: See Single Scenario (but DO NOT place any cocooned Marines on the map), however all Marines have their condition improved by a level. If Newt is Dead place 1 random cocooned Marine on the N square. If Ripley is not active replace her with any other active Marine (even Bishop) and place that Marine on the square marked R. Place any other active Marines adjacent to this square (if any Marines are placed in the room then a Room Card must be flipped over immediately.) All Marines other than Ripley start with either their top or bottom weapon.

Alien Appearance

Single Scenario: See Scenario 1.3. However, during the first Alien Appearance phase, a Facehugger is placed on the square marked with an F. The Facehugger does not get to move the usual 1 square during this phase.

Sentry Cards are flipped just like in Scenario 1.3, however only 1 Sentry Card is flipped on each of the two turns. Once the Sentry deck is drawn through, the Sentry Cards are shuffled back together and re-used as necessary.

There are no Alien Wave Appearances during this Scenario.

Movie Scenario: See above, however when a room is entered and the Room Card that is flipped over is marked Empty or Facehugger, one random cocooned Marine (if there are any) will immediately appear randomly in the room like an Alien would. If a 0 is rolled for the cocooned Marine, the Marine player may put that cocooned Marine on any legal square that cocooned Marine could be placed on within the room.

A D10 must still be rolled like normal to see if an Alien Wave arrives. 0 gives one wave of two Aliens. 1 gives one wave of one Alien. 2 - 9 do nothing. The waves appear at random Stairwells. Roll to see at what Stairwell they appear at. If a 0 is rolled, roll again for Stairwell placement but DO NOT add another wave to the current wave.

Elevator

See Scenario 1.3.

Reactor Damage and Countdown

Single Scenario: See Scenario 1.3.

Movie Scenario: See Scenario 1.3, however if the reactor has already started counting up or down, place the Turn Counter on the Reactor Damage and Countdown Chart where it was last located. It now continues to count up or down as it would normally.

An Evacuation roll can be made even if the Drop Ship crashed in Scenario 1.2. (Bishop is now

A L I E N S

piloting the reserve Drop Ship, if Bishop is not Active then a new Drop Ship is being piloted by Colonial Marine reinforcements.)

At the end of this Scenario the Turn Counter on the Reactor Damage & Countdown Chart no longer moves.

Stairwells

See Scenario 1.3.

Victory Conditions

Single Scenario: The Marines win if both Ripley and Newt reach any elevator square and make it to the upper level. If only one of them escapes, the Scenario is a draw. If no Marines escape, then the Marines lose.

Movie Scenario: After this Scenario play Scenario **3.3** (only if the Queen is not Dead.) If the Queen is already Dead, immediately go to Scenario 3.3's Victory Conditions (do NOT roll a D10 for each Marine.)

3.3 RIPLEY VS. THE QUEEN

Objective

The colony is destroyed but the Queen has stowed away on the Drop Ship. Drop the Queen into the Sulaco's Airlock, while avoiding the Queen's teeth, claws, and tail.

Set-Up

Single Scenario: Place Ripley (the Powerloader Counter) on her square on the back of the Reference card. Then place the Alien Queen on the square marked Queen. This map represents the hangar deck aboard the Sulaco where the battle takes place. At the right of the map is the Airlock, bordered by red and white stripes.

Movie Scenario: See above. However, all Marines have their condition improved by a level. If Ripley is not active, still use the Powerloader Counter but choose a different Marine (except Newt or Burke) to be in it. If only Newt and/or Burke are still active, then they are now both Dead.

The Scenario

Keep track of the number of turns that go by. After every 10 turns, add 1 to Apone's, Drake's, Hicks', Hudson's, or Vasquez's Combat rolls. Add 2 to any other Marine's Combat rolls (not Ripley's.) If a Combat roll is higher than 9, it instead equals 9.

There are three phases per turn. Follow them in the order in which they appear below. Once the third phase is completed go back to phase one and repeat the cycle. Marines will want to move adjacent to the Airlock and open it as quickly as possible, then grab the Queen and drop her in.

Phase 1: Powerloader's Phase

Each turn, the Marine being used must do one of the following things. After a player decides what to do, the Queen's phase begins:

- **Defend.** This involves careful maneuvering, grasping motions with the claws, and the use of secondary systems such as the Powerloader's welding torch.
- **Move.** Move 1 square in any direction. The Powerloader cannot be moved onto the Airlock.
- **Open the Airlock.** This can only be done once and only when the Queen is Stunned.
- **Sweep.** This is a direct attack on the Queen but can leave Ripley (or the alternate Marine) vulnerable.

A L I E N S

Phase 2: The Queen's Phase

Each turn, the Queen moves up to 3 squares in any direction. She must always end her turn in a square adjacent to the Powerloader. After the Queen moves, go to the Combat phase.

Phase 3: Combat Phase

During the Combat phase, the Marine rolls a D10 to see what offensive action the Queen takes; the options are Charge, Attack, and Melee. Charge represents a full attempt to bowl the Powerloader over; Attack means that the Queen will use her natural weaponry as aggressively as possible; and Melee indicates that she is probing the Powerloader's defences.

Once the Queen's action is determined, the Marine rolls a D10, and the result of the combat is determined in the following way.

On the Ripley's Action portion of the Reference card, read down the column selected by the Marine to the number rolled; then read across on that line to the column that the Queen selected. There are several possible results explained below. If Ripley or Hicks is Wounded add 3 to their Combat rolls. If any other Marine is wounded add 4 to their Combat rolls.

- (No Result): The two combatants are moving, feinting, and attacking each other, but neither has gained any advantage.

Claw: The Queen has one of her claws in position to make an attack. Roll a D10 and consult the Claw column on the Queen Versus Powerloader Table. Before the D10 is rolled the Powerloader may retreat, (see Retreat below.)

Grab: The Queen has been grabbed with the Powerloader's huge claws. If the Powerloader is standing in any square next to the Airlock and it is open, the Marine may immediately roll a D10 once. On a roll of 6 or less, the Queen is dropped into the Airlock, now go to the Last Ditch Effort part of this Scenario. On a roll of 7+, nothing happens and play continues normally.

Retreat: If the Powerloader is not against a wall it can retreat. If it retreats the Queen does not roll a D10 to attack, however the Powerloader must move one square away from the Airlock and also no longer be adjacent to the Queen. If a retreat is made the Powerloader cannot move during the next Powerloader's phase.

Stun: The Queen has been Stunned by one of the claws of the Powerloader. The Queen will neither move nor attack during the next turn, allowing the Marine to open the Airlock or to move without danger.

Tooth: The Queen makes a tooth attack, roll a D10 and consult the Tooth column on the Queen Versus Powerloader Table. Before the D10 is rolled the Powerloader may retreat, (see Retreat above.)

Tail: The Queen attacks with her tail, roll a D10 and consult the Tail column on the Queen Versus Powerloader Table. Before the D10 is rolled the Powerloader may retreat, (see Retreat above.)

Last Ditch Effort

The Queen has been dropped into the Airlock, but she drags the Powerloader down with her! Roll a D10. Add 1 to the roll for every 5 turns that have gone by. Subtract 2 from the roll if Ripley was in the Powerloader. Subtract 1 from the roll if Apone, Drake, Hicks, Hudson, or Vasquez were in the Powerloader. If the rolls final total is 7 or less, the Marine opens the outer airlock and blows the Queen into space! If the rolls final total is 8+, the Alien Queen kills the Marine.

Victory Conditions

Single Scenario: The Marines win if the Queen is dropped into the Airlock and then blown out the outer Airlock during the Last Ditch Effort portion of this Scenario. The Marines lose if the Marine in the Powerloader is Incapacitated or killed.

A L I E N S

Movie Scenario: If the Marine you were using in this Scenario was incapacitated or killed, roll a D10 for each Marine still active and add their Melee value to the roll. On a roll of 4 or higher that Marine escapes aboard the Drop Ship and you may count that Marine towards your Victory point total. On a roll of 3 or less that Marine is ripped apart by the Queen and is dead!

That's it!!! Now add all your Victory points up and then subtract any if you have to. Consult the Movie Scenario Victory Conditions at the beginning of the SCENARIOS section to see what the result of the movie is.

