

A L O E N S

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## CREDITS

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The **ALIENS Expansion** is originally dedicated to the memory of Warren Hamele.

All **ALIENS** stuff is <sup>TM</sup> by 20th Century Fox.

**Credits of this expanded and revised edition go to  
badhoven**

## READ THIS FIRST

For players who want to get started right away, the 4 page Rules Summary has the highlights of the rules, presented in a simple and straightforward way. Go ahead and read the Summary, set up the Reactor Room Scenario, and start playing. When you're not sure how a rule works, just refer back to this Rulebook. In general, you should be able to find your way using a little common sense.

More methodical players will want to read this Rulebook first. For you, the Rules Summary should serve as a "cheat-sheet", a handy reminder of how the rules work, until you have mastered the game. It will also be a valuable tool for teaching your friends how to play.

## INTRODUCTION

ALIENS is a game for one or more players; it recreates the major conflicts that take place in the movie from 20th Century Fox. There are several different battles, or Scenarios, in the game and in each one the players will take the roles of the various people from the movie (Ripley, the Colonial Marines, Burke, and Newt) and attempt to survive their encounters with the Aliens. There are three Scenarios, which may be played independently or one after another, to simulate the entire movie. The Scenarios are:

**The Reactor Room:** The first encounter with the Aliens. A squad of nine Marines, led by Sgt. Apone, enters the lair of the Aliens in search of the Colonists.

**Operations and Air Ducts:** Barricaded into the Colony's command post the remaining Marines, along with Ripley, Newt, and Burke, face a concentrated Alien assault. As they fall back, Newt leads the survivors through a maze of tunnels toward the Landing Pad and safety, with the Aliens in pursuit.

**Ripley vs. The Queen:** On board the ship, Ripley uses a Powerloader in her final battle with the Alien Queen.

The Expansion to the ALIENS Board Game includes several new Scenarios and a number of Optional Rules, as well as a new Map and a new Card Sheet. Players may pick and choose among the new Rules as they see fit, but should be sure to agree on which they are using before beginning play. For those who are competitive by nature, the Tournament Rules in Chapter 6 make it possible to play ALIENS against a human opponent.

**The Drop Ship:** Ferro and Spunkmeyer get surprised by an Alien aboard the Drop Ship.

**The Rescue of Newt:** Ripley descends into the Alien Hive to rescue Newt.

**Marine Assault:** Marines don't leave their people behind. The remaining marines attack the Alien Hive to rescue their comrades.

**Hunt For The Queen:** The Marines attack the Lair fully armed to confront the Queen.

There are a number of places in the rules where the term "Marine" is used. In all cases this term applies to all the humans, including Ripley, Burke, and Newt.

Players may determine who controls which Marines by any method they wish; by dealing out the Marines for the Scenario at random, by taking turns choosing Marines, or by mutual agreement. When the rules state that a Marine may make a choice, or roll a die, it obviously means that the controlling Player should act accordingly.

It is very strongly suggested that players make an effort to work as a real team; a selfish player is an Alien's best friend.



# 1

# RULES

All of the basic rules for ALIENS are contained in this chapter. They are organized into clearly labeled Sections and Sub-sections, for ease of reference. The special rules for Scenarios are in Chapter 2, and those for Optional rules are in Chapter 3.

## 1.1 COMPONENTS

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The Components for ALIENS are:

- The Map, which is 17" x 34"
- 3 Card and Counter Sheets, each 8" x 11"
- A 10-sided die
- This rulebook
- 4 page Rules Summary
- Plastic Stands

Each of the Components is explained below.

### Map

The playing area of the **Map** is covered with a square grid, which is used for movement. It is divided into three general sections, which are used in different **Scenarios**. At the upper right portion of the map is the **Reactor Room**: it is the scene of the first battle between the Marines and the Aliens. To the left is **Operations**; beneath that, and connected to it, are the **Air Ducts**. The Map for the other Scenario, **Ripley vs. the Queen**, is on the back of the Reference Card (see below).

### Counters

The Counter Sheet contains 49 die-cut **Counters**, as well as a Reference Card. The Counters are used to show the locations of the various people and Aliens from the movie, or as play aids. Most show a picture of one of the characters, or of an Alien; the Counters for Marines also show the name of the character. A number of the Counters are not used in this game; they are provided for use with the **ALIENS Expansion**, available separately. **ALIENS Expansion** is described at the back of this rulebook.

The Reference Card serves two purposes. On one side is the information necessary to run the Aliens during the game; on the reverse side are the tables and map used for the battle between Ripley in the Powerloader and the Alien Queen. The tables on the Reference Card are described in the appropriate sections of the rules.

### Cards

There are two sheets of **Character Cards**, which represent the people from the movie. Each is two sided; the front shows the abilities of the Character when healthy, while the reverse shows the abilities once the Character has been **Wounded**. Note that the color around the name on the

Character Card is the same as the color used on the Counter for the same person. As with the Counters, some of the Character Cards are used only in **ALIENS Expansion**.

The Character Cards contain a variety of important information. In the body of the Card for most Characters is **Weapon Data**. It shows the weapons the Character may use, and the chance of hitting an Alien at various ranges. At the bottom of the Card are the number of **Actions** possessed by the Character, and the Character's **Melee** value. All these values will be explained in greater detail later in the rules.

### Die

A single ten-sided die has been provided. It is used whenever the rules indicate that a die roll is needed. The sides are numbered from 0 to 9; in all cases, treat the 0 as a zero, not as a 10.

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## 1.2 PREPARING FOR PLAY

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When getting ready to play, lay out the Map so that all the Players have a clear view of the surface. Select a Scenario, and put all the Marines and Aliens into the plastic stands (just slip the bottom of the Counter into the slot on the stand). Set up the Marines according to the rules given in the Scenario, and place the **Turn Counter** in the first square on the Turn Chart for the Scenario being played. It is a good idea to have all the Aliens ready for play; it is likely that they will all appear, be killed, and reappear on the board during the course of play, possibly several times over. Alien Counters which have been removed from the Map may be re-used freely as new Aliens.

Lastly, the Players choose which order the Marines will move in. Once established, this order cannot be changed. It helps to have each Player put the Character Cards in front of him or her in the order they will move in; during the game, each Player moves all of his or her Marines, and then the next Player does the same, and so forth.

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## 1.3 SEQUENCE

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Each Scenario in Aliens consists of a number of **Turns**, each of which follows the same sequence. There are four Phases in each Turn:

1. Aliens Move
2. Aliens Appear
3. Aliens Attack
4. Marines Move/Fire

### Aliens Move

All the Aliens currently on the Map move up to 4 squares toward the nearest active Marine during this phase. For the full rules on Alien Movement, see Section 1.6.

### Aliens Appear

During this phase, any new Aliens which are going to arrive on the Map are placed and may move 1 square toward the nearest active Marine. Rules on this are contained in the Scenario rules.

### Aliens Attack

Each Alien which is in the same square as a Marine now attacks. Attacks may be run in any order, and follow the rules of Section 1.6.

### Marines Move/Fire

Each of the Marines 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 game has begun. Rules for the Marines are contained in Section 1.7.

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.

## 1.4 ACTIONS

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**Actions** determine what a Character can do, and how fast he or she can do it. The number of Actions possessed by a Character is shown at the bottom of the Character Card, and remains the same whether the Character is healthy or wounded. Each Turn, the Character may use a number of Actions equal to the number shown on the Card; not all Actions must be used, but they may not be saved from Turn to Turn.

**Marines** may use their Actions for one of three purposes; **Movement**, **Aim**, or **Melee**. One Action is used each time a Marine moves one square, uses a point of Aim, or conducts a Melee attack. Rules governing Movement, Aim, and Melee are found in the appropriate Sections.

**Aliens** have 4 Actions. These Actions are used only for Movement, as Alien attacks are handled separately. (See Section 1.6) The **Alien Queen** is a special case; rules for the Queen are given in Section 2.3.

## 1.5 MOVEMENT

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The following rules apply to all forms of movement, unless the rules for a Scenario specifically state otherwise.

Counters are moved from square to square, one at a time, in any direction or combination of directions. They may not, however, enter squares which are largely or completely filled with obstructions. For example, in the Reactor Room, there are a number of squares which are filled with pillars, equipment, and Alien incrustation. These squares may not be entered, even by the Aliens. Counters may move diagonally between two such squares, however, unless the obstruction clearly links the two squares.

The maximum number of squares a Counter may move each Turn is governed by its Actions. Each square moved uses one Action.

All Actions being performed by one Counter must be completed before another Counter may begin using its Actions. Counters may move through each other freely, but no more than one Counter may be in a square after each Counter has moved. The only exceptions to this are Marines who are Incapacitated and Aliens which are attacking Marines; these exception are explained in the appropriate Sections later on. Additionally, Marines can never deliberately move through or end up in the same square as an Alien.

## 1.6 ALIEN MOVEMENT AND COMBAT

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**Aliens** have 4 Actions, and may therefore move 4 squares each Turn. They always move directly toward the nearest Marine who is not Incapacitated (see below), unless that Marine is already being attacked by another Alien. As soon as an Alien enters the square of a Marine who is not already under attack by another Alien, it is immediately removed from the Map and placed on its side on the Marine's Character Card. If two or more Marines are at the same distance from

the Alien, roll randomly to determine which will be its target. To do this, assign numbers on the die equally to each of the possible outcomes, and roll the die. In the case of an Alien with two Marines to choose from, for example, the Players might state that on an even number, the Marine on the left would be attacked; on an odd number, the Alien would attack the Marine on the right. If the Alien had three Marines at the same distance, then the Players might decide that it would attack one on a 1, 2, or 3, another on a 4, 5, or 6, and the third on 7, 8, or 9. 0's would simply be re-rolled.

The only exception to Alien movement is that on the Turn they appear on the Map, they may only move 1 square.

When moving Aliens, move the one which is closest to a Marine first, then the next furthest away, and so forth. If there are two or more Aliens at the same distance from a Marine, roll a die to determine which moves first. All attacks by Aliens are resolved simultaneously after all Alien movement has taken place. Note that it is not possible for a Marine to have more than one Alien on his or her Card at a time.

### Alien Attacks

After all Aliens have moved, Alien Attacks are performed. For each Alien who is on a Marine's Character Card, the die is rolled, the Marine's Melee value is added to it, and the appropriate directions below are followed. These directions are summarized in the Alien portion of the Reference Card.

ALIEN	
Roll+Melee	Result
0	Dead
1-2	Incapacitated & Grabbed
3-4	Wounded & Grabbed
5-6	Grabbed
7-8	In Combat
9+	Alien Looses

If the roll is a **0**, the Marine is **Dead**. The Alien will leave the room with the Marine's body; immediately remove the Marine's Counter from the Map, set his Card aside, and put the Alien back with all the other unused Aliens. (Vengeful or vindictive Players may wish to leave the Marine on the Map for one Turn, as described below under "Grabbed", in order to attempt to kill the Alien. This does not affect the result of the game in any way, except that it clutters the Map, and does not really do the dead Marine any good.)

If the roll is **1 or 2**, the Marine is **Incapacitated and Grabbed** by the Alien. The Alien will remove the injured Marine from the board during the next Alien Movement Phase, as described below under "Grabbed", unless it is killed or driven out of the Marine's square. Note that if the Alien is killed, the injured Marine may be splashed by Acid.

Incapacitated Marines may not take any Actions of any sort for the rest of the Scenario. They are assumed to be badly wounded and unable to fend for themselves. They may be carried by other Marines, however, as described in Section 1.7. An Incapacitated Marine who receives another Incapacitated result is Dead. An Incapacitated Marine who is later Wounded simply remains Incapacitated. When a Marine is Incapacitated, the Counter may be laid on its side or removed from its stand and laid on the Map in the appropriate square. In either case, the square is treated as empty for all Movement and Fire purposes.

If the roll is **3 or 4**, the Marine is **Wounded and Grabbed**. When a Marine is wounded, his or her Character Card is immediately flipped to its Wounded side, and the new values are used. If a Wounded Marine is Wounded again, he or she becomes Incapacitated. If a Wounded Marine receives an Incapacitated result, he or she is simply Incapacitated. As with "Incapacitated and Grabbed" above, the Marine is subject to the results listed below under "Grabbed".

If the roll is **5 or 6**, the Marine is **Grabbed** and is no longer capable of resisting the Alien. The Marine receives no further Actions until freed by the other Marines. During the next Alien Movement Phase, the Alien will drag the Marine up into the maze of pipes, ducts, and Alien incrustation overhead. If this happens, the Marine's Counter is immediately removed from the Map and the Marine is considered Dead; the Alien is set aside with the other unused Aliens. This means that the other Marines have one Turn in which to kill the Alien or drive it away. If they try to shoot it, add 5 to their die rolls (see Section 1.7), or the Marines may attempt to drive off the Alien by using **Melee Combat**. Note that the Grabbed Marine is subject to **Acid Splash** (Section 1.7) if the Alien is killed. To signify that the Marine has been Grabbed, place the Alien Counter upright on the Marine's Card.

On a **7 or 8**, the Marine is **In Combat** and trying to fight off the Alien. If the Alien is not killed or driven off by the other Marines during their Turn, the Alien will roll again during its next Turn to determine the results of the combat. It is treated in all ways as a normal Alien Attack. The Marine may only use his or her Actions for Melee until freed; Movement and Fire are not possible while In Combat with an Alien. As with "Grabbed" above, other Marines have 5 added to their die rolls if they fire at an Alien who is In Combat with a Marine. The Alien's Counter remains on its side on the Marine's Card.

On a **9 or greater**, the **Alien Loses**. The Marine has managed to fight off the attack. The Alien is immediately moved by the Player into any adjacent square which is not obstructed. During its next Turn, the Alien is considered Stunned and may not move or attack in any way. This may be indicated by setting the Alien Counter on its side. During the next Alien Movement Phase, the Alien is set upright, but cannot move.

## 1.7

## MARINE MOVEMENT AND COMBAT

Marines move in the same way as Aliens, except that Marines may combine Actions spent for Movement and Combat in any way they choose. For example, a Marine with three Actions could use one Action to move a square, another to Aim and Fire at an Alien, and then a third to move another square. Additionally, Marines may decide how to use an Action after seeing the results of the preceding Action. For example, a Marine could use one Action to shoot at an Alien and, if he missed, fire at it again with his next Action. If he hit with his first shot, however, he could use his second Action to Move, perhaps, or fire at a different Alien.

As mentioned in Section 1.2, the Marines move in the same order each Turn. It is not possible to back up in the order at any point, for any reason. For example, if a Marine who has been Grabbed by an Alien is freed by the action of a Marine who comes after him in the order, the freed Marine does not get to use any of his Actions until the next Turn. If the Marine who frees him comes before him in the order, then he may Move, Fire, or Melee normally.

**Aiming and Firing**

The only way for a Marine to kill an Alien is by using his or her Actions to Aim and Fire. The chance that a Marine has of killing an Alien is determined by the information shown on the **Character Card**. In general, the Character will Aim for a number of Actions, and then roll a die to determine if he has hit the Alien. The longer he Aims, the better his chance of hitting. His chances are also strongly affected by the Range to the Alien. If the Alien is hit, it is immediately removed from the Map, and the Character may continue to use any further Actions he has, if any.

To begin with, the **WEAPON** column of each Character Card shows the weapons which may be used by the Marine. The top weapon is used in the Reactor Room Scenario only, while the bottom weapon is used in all other Scenarios. The only exception to this is Burke; the only weapon listed for him, a Pulse Rifle, is used only in **ALIENS Expansion**. In this game, as in the movie, Burke is considered to be unarmed.

Next to the WEAPON column on the Character Card is the **AIM** column. Listed in this column are the number of Actions of Aim which the Character may take with each weapon.

The next section of the Card is devoted to **TARGET RANGE**. There are five columns in this section, for Ranges of 1, 2, 3 or 4, 5 or 6, and 7 or more squares. Listed in these columns are the numbers the Character must roll, with a given amount of Aim, to hit an Alien. Simply select the appropriate weapon, 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. To figure out the Range, just count the number of squares from the Marine to the Alien as if the Marine were moving into the Alien's square. Naturally, the Range must be counted in as straight a line as possible; if there is an obstruction in the way, check the Line of Sight rules (below) to see if the Marine can shoot. If there is no number in a column, then the Marine has no chance of hitting an Alien at that Range.

**Example:** *The top weapon on Apone's Character Card is a Flame Unit. He may Aim the Flame Unit for up to 3 Actions, as shown in the Aim column. If he takes 1 Action of Aim, he simply reads across to determine his chance of hitting an Alien, depending on the Range. If the Alien is 1 square away, he needs an 8 or less on the die. If the Alien is 2 squares away, he needs a 6 or less, and if the Alien is 3 or 4 squares away, he needs a 4 or less. No numbers are listed at Ranges greater than 4 squares; the Flame Unit cannot hit anything more than 4 squares away. If the number listed is 9 or greater, the Marine automatically hits and kills the Alien; the player does not need to roll the die. Note also that actually Firing at an Alien does not take any extra Actions; for game purposes, Firing is considered to be a part of Aiming.*

*Let's say that Apone is using his Flame Unit, and there are 2 Aliens which are 2 and 3 squares away, respectively. He decides to use his first Action to Fire at the nearest Alien. With 1 Action of Aim at Range 2, he needs a 6 or less to hit. He rolls, and the number is a 7. He has missed the Alien. With his second Action, he decides to attempt the same shot. This time he rolls a 0, which hits the Alien. The Alien Counter is removed from the Map immediately. With his third Action, Apone Aims at the other Alien and fires. This time he needs a 4 to hit (1 Action at Range 3). He rolls a 4, and the Alien is killed.*

*Note that Apone could have chosen to use 2 Aims on the first Alien, in which case he would have needed a 13 to hit. This is an automatic hit, and so the Alien would be removed without the roll of a die. With his third Action, he would again have a 4 to hit the other Alien. There are naturally many other possibilities; he could have used 2 Actions of Aim against the Alien at Range 3, which would have given him a 9 to hit (automatically killing the Alien), and his third Action against the Alien at Range 2, which would have given him a 6 to hit. In addition to his Aiming options, he could elect to Move before, after, or between shots, up to the limit of his Actions.*

### Line of Sight

It is not possible to shoot at an Alien that is behind an obstruction. This is a common sense issue; bullets travel in a straight line, and obstacles of the type shown on the Map (steel pillars, heavy equipment, and so forth) will easily block their path. As a consequence, a Marine must have a clear line between himself and his target; this is called a **Line of Sight**. To determine if a Marine can shoot at a particular Alien, lay a straightedge from the center of the Marine's square to the center of the Alien's; if the straightedge **does not** pass over any obstructions, then the Marine has a Line of Sight and can fire. If the straightedge touches any obstructions, however, then the Marine cannot shoot, and will have to find another target. Note that no Actions are used in checking to see if there is a Line of Sight.

If the Marine is standing next to an obstructing square, however, the Players may assume that he or she has taken up a firing position around the edge of the obstruction. In this case, trace the Line of Sight from the edge of the obstacle. Common sense should be used in applying this rule; if there is a reasonable doubt as to how to apply it in a particular case, feel free to decide in the Marine's favor. (After all, you paid for this game; let the Aliens fend for themselves.)

### Friendly Fire

Marines may fire through Aliens and other Marines at will; there is no penalty for firing through a square containing a Marine, or an Alien which is not a target. There are two exceptions to this. As mentioned above, there is a **+5** penalty to the Marine's die roll if he or she is firing at an Alien which is in the same square as another Marine. This represents the care which must be taken to guarantee that the Marine does not shoot his or her teammate.

The other exception applies to Flame Units. Flame Units may never fire through any Marine or Alien, but must hit the first target encountered along any Line of Sight. If a Flame Unit is fired at an Alien which has Grabbed a Marine, there is no penalty to the chance of hitting. On the other hand, if the Flame Unit hits the Alien, the Grabbed Marine is automatically Dead.

### Acid Spray

Whenever an Alien is killed (unless it is by a Flame Unit; see below), there is a chance that the **Acid Blood** of the creature will splash onto nearby Marines. Any Marine who is in the same square as the Alien or who is adjacent to it may be Sprayed. Simply roll a die for each Marine and consult the **Acid Spray Table** on the Reference Card. Apply any results immediately. It is quite possible for several Marines to be injured or killed by the blood of a single Alien, if the Players are sufficiently unlucky.

ACID SPRAY	
Roll	Effect
0	Dead
1	Incapacitated
2	Wounded
3-9	-

Aliens killed by Flame Units do not spray Acid. Therefore, Marines adjacent to an Alien which is killed by a Flame Unit are safe.

### Melee Combat

In order to avoid the risk of Acid, it is sometimes wise for the Marines to attempt Melee Combat with the Aliens. Melee Combat may be attempted by any Marine who is adjacent to an Alien, and each attempt uses one Action. The Marine rolls a die; if the number rolled is less than or equal to his Melee value, then he or she has Stunned the Alien. The Alien immediately lets go of any Marine it has grabbed and must move one square in whichever direction the Marine chooses. The Alien cannot end up in a square with a Marine; if all adjacent squares are filled with Marines, then retreat the Alien an additional square. The Alien loses its next Turn; to indicate this place the Alien on its side. During the next Alien Movement Phase, the Alien Counter is set upright again, but may not move or attack.

### Carrying Incapacitated Marines

In the course of play some Marines will probably become Incapacitated, either due to Alien Attack or Acid Splash. As Incapacitated Marines cannot take any Actions at all, it is up to the other Marines to carry them to safety. Each healthy or Wounded Marine except for Newt, who is too small, can carry one Incapacitated Marine. To pick the Marine up, the carrying Marine simply moves into or through the Incapacitated Marine's square, and places the Incapacitated Marine's Counter on his own Character Card. Picking up a Marine requires no Actions, and there are no penalties for carrying the Marine on later Turns. The carrying Marine is treated as normal for all movement and combat purposes. A Marine who is being carried may be transferred at any time from one Marine to another; the two Marines must occupy the same square at some point during movement, and the Incapacitated Marine is transferred from one Character Card to another.



Figure 1.1: Reactor Room example.

**Example:** *The following example demonstrates the general flow of a Turn of Aliens.*

*Figure 1.1 shows an excerpt from a Reactor Room Scenario. It is the end of the Alien Movement Phase, and Aliens A and B have just moved 4 squares toward the three Marines shown; Apone, Hicks, and Drake.*

*During the Alien Appearance Phase two Aliens arrive on the Map, but only one is close enough to make a difference in this example. It drops in Row 3, Square 3. It has just arrived on the Map, and can therefore move 1 square; it enters Drake's square and is immediately placed on its side on Drake's Card.*

*It is now the Alien Attack Phase. Only Drake has an Alien on his Card; it attacks, and rolls a 2. Drake's Melee is 1, so the number becomes a 3, and the Alien has Wounded and Grabbed Drake. His Character Card is immediately flipped to its Wounded side and he can perform no Actions until he is freed. Indicate that he is Grabbed by standing the Alien upright on his Card.*

*It is now the Marine Move / Fire Phase. The Marines move in the order which was established at the beginning of the Scenario; Apone, Hicks, and Drake. Apone decides to fire his Flame Unit at the Alien which is 2 squares away, and takes 1 Action of Aim; he needs a 6 to hit. He rolls an 8, however, and misses. With his second Action, he again uses 1 Aim and fires at the same Alien, this time rolling a 4. The Alien has been killed, and is removed from the Map. With his third and last Action he fires at Alien B. The Range is 3, so he needs a 4. He rolls a 9 and misses.*

*Now it is Hicks' turn. Hicks uses his first Action to move 1 square forward, so that he is adjacent to Drake. With his second Action he attempts to free Drake using Melee. His Melee value is 1, so he needs a 0 or a 1 to free him; unfortunately, he rolls a 7 and fails. At this point, the Player who controls Drake tells the Hicks Player to stop clowning around and to shoot the Alien. Acting on this advice, Hicks uses his last Action to fire his Shotgun at the Alien which has Grabbed Drake. At Range 1 with 1 Action of Aim, Hicks would normally need an 8 to hit; because the Alien is on Drake's Card, he has to add 5 to his roll. He rolls a 1; 1 plus 5 is 6, which is a hit. The Alien is killed, and it immediately sprays Acid into the adjacent squares. Since both Hicks and Drake are in the square with or adjacent to the Alien, both must roll. Drake rolls a 4 and looks on the Acid Spray Table on the Reference Card; he has taken no further damage. Hicks rolls an 8, and is also unharmed.*

*It is Drake's turn; since he has been freed from the Alien by Hicks, he can take a completely normal turn. He is still Wounded, however. Given his reduced chance of hitting, he decides to use both of his Actions to Aim at Alien B. Wounded, with 2 Actions of Aim at Range 2 from an Alien he needs a 6; he rolls a 0 and kills the Alien.*



## CHAPTER 1. RULES

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*This ends the Turn. The Turn Counter is advanced, and another Alien Movement Phase begins.*

*Note that if Drake had been Wounded by the Acid Spray, he would have become Incapacitated. Additionally, if Hicks had not killed or driven off the Alien, Drake would have been removed from the board at the start of the next Alien Movement Phase, because he had been Grabbed by the Alien.*

*A few words about Line of Sight might also be helpful. Both Drake and Apone have clear views to Aliens A and B. Hicks, on the other hand, cannot see either of those Aliens at the beginning of his turn. Once he moves 1 square left, however, Alien A would be clearly visible. Note that if it were one square further up, Alien B would be visible to Hicks around the edge of the pillar.*

# 2

## SCENARIOS

Each of the Scenarios in this Chapter represents one of the key battles from the movie. After each Scenario, there is a brief summary of what happened during the battle in the movie, and a list of strategy tips for players.

In each Scenario there is an allowance made for inexperienced players. The Aliens are color-coded to indicate where they arrive, and it is suggested that beginning players omit all Aliens which are printed in red. In the Reactor Room Scenario, for example, two Aliens appear every Turn after the first. Every third Turn, however, the number is printed on the Turn Record in red; beginning players would simply ignore those Aliens, and enjoy a Turn of relative peace (or at least of no new Aliens on the Map). Omitting the red Aliens is a tremendous help for beginning players, especially since all the Scenarios have been designed to be somewhat challenging for players who know the rules and have a degree of experience. Please do not hesitate to ignore the red Aliens while learning the game, or if a particular Scenario is difficult to master. It is certainly not very much fun to watch the last Marine get dragged off, kicking and screaming, into the darkness.

### 2.1

## THE REACTOR ROOM ---

This Scenario uses the upper right hand portion of the Map. In general, the 9 Marines in the Scenario begin at one end of the Reactor Room and must fight their way through waves of Aliens to the Exit which is at the other end. The biggest handicap for the Marines is that they are not fully armed; they have been ordered to turn in the ammunition for their Pulse Rifles, so several of the Marines are armed only with Pistols. This is the Marines' first encounter with the Aliens; for several of them, it is their last.

### Stairwell

Near the center of the Reactor Room is the Stairwell, indicated on the Scenario Map. The square grid fills this area normally, but neither Marines nor Aliens may move across it; it is a long way to the bottom. If an Alien is Stunned and forced to back up into a Stairwell square, it does not fall, however, due to the Aliens' natural climbing abilities. The Alien is assumed to have grabbed the railing, and to be hanging on comfortably. It is still considered Stunned, as described earlier. When it can move again, it must leave the Stairwell by the shortest route possible.

While no Counter may willingly enter or move across the Stairwell, the Marines can shoot across it normally. Because of this feature, the Stairwell can allow the Marines to kill Aliens on its far side with little danger.

### Optional Rules

If the Players wish, they may use the optional **Frost Rule**, named after the unfortunate Marine who fell burning into the Stairwell. The rule is as follows: anytime a Marine is injured (either Wounded or Incapacitated) without being Grabbed, while in a square next to the Stairwell, he or she must roll the die. On a roll of **7 or greater**, the Marine has stumbled over the railing and has **fallen** to his or her doom. The Marine's Counter is immediately removed from the Map, and is considered to be Dead.

It is also possible to use the optional **Dietrich Rule**, in conjunction with the Frost Rule. This rule is named after the Marine who set poor Frost on fire in the first place. If the Dietrich Rule is used, then any Marine who is carrying a Flame Unit and who is Grabbed has a chance of accidentally firing the Flame Unit and igniting another Marine. Roll the die; on a **7 or greater**, the Flame Unit has **fired** and a Marine in an adjacent square (if there is one) has been hit. If there are no Marines adjacent, then no harm is done; if more than one, then roll randomly to determine which has been hit. Marines who are ignited are treated as Dead.

### Exit Squares

The objective in this Scenario (as well as the others, to be quite honest) is to escape with as many Marines as possible. The only route to escape in this Scenario is to leave the Map through one of the squares marked EXIT, as indicated on the Map. Aliens will not leave the Map to pursue Marines who have left through one of these squares; on the other hand, any Marine who leaves cannot re-enter the Map, and cannot Fire or Melee from off the Map.

### Set-up

The following Marines are used in this Scenario: Apone, Hicks, Vasquez, Drake, Hudson, Dietrich, Frost, Crowe, and Wierzbowski. All use the top weapon on their Character Cards.

There is a Stairwell in the center of the Map; the Marines must start the Scenario somewhere on the side of the Stairwell away from the Exit; that is, the right side, if you view the Map with the ALIENS logo upright.

### Alien Appearance

The Turn Record for the Reactor Room Scenario is very simple; on the first Turn, 4 Aliens appear randomly in the room. Each Turn after that, until all the Marines have either escaped or been Grabbed and taken away, 2 more Aliens appear. There is no time limit on this Scenario.

The location at which each Alien appears is determined randomly. For each Alien, roll the die twice; the **first** roll indicates the **Row** in which the Alien appears, and the **second** determines the exact **Square** in that Row. The Rows are listed in red down the left side of the Reactor Room Map, and are numbered 1 through 9. (The 0 has been omitted for use with the optional Bonus Bug Rule, Section 3.1. Just re-roll any 0's that appear.) The Squares are scattered across the Row, and are numbered 0 through 9.

Take a look at the Reactor Room Map. The very top Row of squares has the number 1 next to it at the left side of the Map. Anytime the Row die is a 1, the Alien will appear in this Row. Reading across to the right, the very first square in the Row has a 0 in it, and a 1 is in the next one. The numbers continue across the Row, skipping many of the squares, until the 9 appears in the next-to-the-last square. Depending on the roll of the Squares die, the Alien would appear in one of these numbered squares.

### Victory Conditions

If 7 or more of the Marines escape the Map healthy, Wounded, or Incapacitated, the Players Win. If 4 to 6 Marines escape, the Scenario is a Draw.

If 3 or less Marines escape, it is probably best not to talk about it.

### Movie Summary

In the movie, the Marines are in a terrible position. They have only vague ideas of what they are up against, and Lieutenant Gorman has ordered them to turn in their ammunition to avoid damaging the Reactor which surrounds them. Armed only with Pistols, Flame Units, a single Shotgun, and the Machine Guns which Vasquez and Drake have secretly kept functional, the squad is rapidly overwhelmed by the Alien assault. The first to go is Dietrich; she is Grabbed

by an Alien which appears right behind her, and her reflexive squeeze of her Flame Unit's trigger incinerates Frost. This just compounds the problem, as Frost is carrying all the magazines for the Pulse Rifles. Burning at a high temperature, the magazines suddenly explode, killing Crowe just as the Alien assault begins in earnest.

While Vasquez and Drake open fire, the other Marines attempt to sort out their situation. Wierzbowski has disappeared, also Grabbed by an Alien, and Sgt. Apone is the next to go. Without their leader, the squad flounders for several moments, until Corporal Hicks gets them moving toward the exit. (For players who like a challenge, try the "Where's Apone" option; if Apone is carried off, no member of the squad can Move for three turns. For a squad with well-organized fire control, it is not too bad; for less experienced players, it is often a complete disaster.)

As Ripley brings the Armored Personnel Carrier to the rescue, the battered squad fights its way clear. In the chaos, Hicks makes effective use of his Shotgun, and Hudson gets himself Wounded. Moments away from safety, Drake is killed by the Acid Splash of an Alien shot by Vasquez.

In all, only Hicks, Vasquez, and Hudson escape. In game terms, the Marines have lost.

### Strategy Tips

The Reactor Room Scenario is a very complex one, with few certainties. A strategy which works brilliantly in one game can fail disastrously in the next, entirely due to the luck of where the Aliens appear. On the other hand, a skillful, experienced player can win the Scenario consistently, frequently escaping without loss, through the use of effective fire control.

It is very important to keep the Flame Units where they can be used effectively, and to keep the Pistol-armed Marines from blocking the movement and fire of the more powerful Marines. Some of the most important parts of fire control have to do with the order in which the Marines move; with experience, you will develop your own techniques to maximize your firepower.

There are three general paths which can be taken, each with its advantages. It is possible to send the entire team above the Stairwell, or below the Stairwell, or to split the squad in two and send it on both sides at once.

Above the Stairwell it is less crowded at the beginning; once the Stairwell has been passed, however, there is a very high density of possible Alien squares, including what the playtesters have nicknamed the "Line of Death" (Row 4, numbers 2, 3, 4, and 5).

Below the Stairwell, the squad is immediately forced to split up to get around a number of pillars. This can spell disaster if there are just a couple of bad Alien drops. Once past this section, however, the going is fairly easy. Well, at least it isn't horrible.

Splitting up seems to have more drawbacks than advantages, but it has worked very well on many occasions. The advantages are that there is less crowding, good mutual fire support across the Stairwell, and the fact that there is a better chance of at least one group escaping. The down side is that if trouble develops, the squad is in two pieces, and the small groups are more easily overwhelmed.

Other Basic Hints:

Don't let anyone lag too far behind. There is a terrible temptation (and often a need) to have the Machine Gunners fire nearly every Turn, but a gap of even a few squares can lead to the sudden elimination of two of the most powerful weapons you have available in this Scenario.

Keep Apone working hard. He is fast, accurate, and with the Flame Unit is ideal for cleaning up Aliens which are about to create disasters.

Hicks is a powerful tool for freeing Grabbed Marines; with 3 Actions and a Melee of 1, he has a fair chance of Stunning an Alien. This rescues the Marine, without the risk of someone getting Splashed. And for those Players who do master the game sufficiently that they can usually win, there is always the option of dropping three Aliens per Turn instead of two. Or perhaps you could try four per Turn ...

## 2.2

## OPERATIONS AND AIR DUCTS

This Scenario has two parts, and uses the left and bottom portions of the Map. At the start Hicks, Vasquez, Hudson, Gorman, Ripley, Newt, and Burke are barricaded into the Operations Room of the Colony. The Aliens attack through the ceiling, and the Marines are forced to retreat. Meanwhile, Burke has fled, sealing the only exit behind him. The Marines are forced to fight a delaying action until they have cut through the door. Newt then leads them into the Air Ducts of the Colony, in an attempt to get them to the Landing Pad, where Bishop is waiting with the second Drop Ship.

### Shaded Area

At the upper left of the Operations Map is an area shaded in blue. In this area are an assortment of desks, small cabinets, and other office furniture. Unlike other squares with obstructions in them, it is possible to move through these squares. Any Alien or Marine moving through a shaded square must use 2 Actions per square, instead of the usual 1. This represents the difficulty of moving around, between, or, in the case of the Aliens, over the clutter.

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

### Grenades

In this Scenario the Marines may use the **Grenade Launchers** which are attached to their Pulse Rifles. Only Marines armed with Pulse Rifles may use the following rules.

The Marine simply states that he or she is firing a Grenade, and chooses a square for the Grenade to land in. The square must be one that could be fired at normally; the Marine must have a Line of Sight to it. Firing the Grenade takes one Action, and does not require the roll of the die; it automatically hits the square it is aimed at.

The Marine should then consult the **Grenade Table** on the Reference Card to determine the result. Count the number of squares from the Grenade to each nearby Alien or Marine, and apply the results indicated on the Card.

GRENADE TABLE		
Range from Blast	Effect	
	Alien	Marine
0-1	Dead	Dead
2-3	-	Incapacitated
4-8	-	Wounded
9+	-	-

For example, all Aliens in or adjacent to the square where the Grenade exploded are automatically Dead, and their Counters are removed. Note that a Grenade can injure a Marine up to 8 squares away, while Aliens at ranges of 2 or more squares are safe. Because of this, Marines must be very careful about when and how they use their Grenades.

### Burke and the Door

On the first Turn of the Scenario, Burke moves directly to the passage which leaves the lower right portion of the room. He will move down that passage at full speed, and pass through the **Door** at its end on Turn 4. When he does, the Door is considered sealed; no Marine can pass through the Door until it has been forced open by someone with a **Cutting Torch**. The Marines may not shoot at or Melee Burke in any way.

All the non-commissioned Marines carry Cutting Torches; only Gorman, Ripley, Newt, and Burke do not have them. As soon as a Marine with a Torch reaches the square next to the Door, he or she can begin cutting open the lock on the Door. Count 3 squares down the Turn Chart from the current Turn, and place the **Door Counter** on that square. When that Turn begins, the Door is considered open, and the Marines can begin passing through it. As soon as all the Marines are through the Door, it is considered closed. The Aliens will attempt to pursue the Marines even after the Door has been closed in front of them, however. On the Turn that the first Alien reaches the Door, count 15 squares ahead on the Turn Chart and place the Door Counter there. On that Turn, the Aliens break down the Door, and all Aliens in Operations are able to begin running through the Air Ducts in pursuit of the Marines.

The Marines have one other option, which might accelerate their escape from Operations. For two Turns after he seals the Door, Burke is considered to be in the adjacent room, the Airlock, listening to the cries of his fellow humans. If the Marines have not begun cutting open the Door, they can ask Burke to unlock it for them. This appeal to Burke's humanity depends heavily on his conscience. Because he does not have much of a conscience, he will only unlock the Door if a 0 is rolled on the die. The Marines can get Burke to roll once for each Turn they delay cutting the Door. After two Turns however (the square is marked with a "B" on the Turn Chart), Burke will leave, and the Marines can no longer appeal to his conscience. The Burke Counter is moved into the small room to the left of the Airlock, to await the **Let's Eat Burke** Scenario.

Note that because of the initial Set-up, there is no way of stopping Burke from escaping and sealing the Door. The reason his Counter is placed in its square and then moved down the corridor is, quite simply, so that the Players can share in the frustration and outrage that the Marines felt in the movie. We promise that, after the first time you watch Burke abandon you and lock you into an Alien-tilled room, you'll hate him as much as the Marines did. If you would like to get even, we suggest you take a look at the Let's Eat Burke Scenario, described below.

### Evacuating Operations

At the beginning of this Scenario, the Marines are attempting to fight off the Alien attack, and it takes several Turns for them to realize just how hopeless it is. Because of this, no one except Burke may enter the corridor leading to the Door until the Turn on the Chart marked with an asterisk (\*). Starting with that Turn, the Marines are free to withdraw from Operations in any way that they desire.

### Ripley and Newt

Because of the relationship between Ripley and Newt, Ripley must attempt to take Newt to safety before doing anything else. "Safety", in this sense, is the Door. Ripley and Newt must move together toward the Door as soon and as quickly as possible, and must be adjacent to each other at the end of each Turn until Ripley has taken Newt to the end of the corridor. At that point, Ripley may return to the fight in Operations, and Newt remains in one of the squares adjacent to the Door. It should be pointed out that Ripley is doing the rest of the Marines a favor; Newt is absolutely vital in the second portion of the Scenario, and this is as good a guarantee of her safety as is possible.

Once the Door has been opened and Newt has entered the Airlock, each Turn she rolls a die. As soon as she rolls a 6 or less, she suggests to the other Marines that they escape through the Air Ducts. On that Turn, the Marines may begin the Air Duct portion of the Scenario. Until that Turn, the Marines must continue to defend themselves as best they can.

### Let's Eat Burke

Players who feel betrayed by Burke (that should be just about everyone) may find some satisfaction in the Let's Eat Burke Scenario. After Burke has finally abandoned the Marines and moved into the Let's Eat Burke Room, he is placed in the lower square and the Players may determine his fate. The rules governing the Scenario are as follows:

Burke has no weapons.

He cannot leave the Let's Eat Burke Room; the doors are locked.

An Alien appears in the upper square of the room, and may move 1 square. This naturally puts it in Burke's square, and it attacks him.

Players should run the battle between Burke and the Alien until it reaches its inevitable and rather ugly conclusion. While it is possible for Burke to Stun the Alien, it is not possible for him to hurt it. It is only a matter of time before he gets a result other than "In Combat" or "Alien Loses."

It should be noted that if Burke makes his Conscience roll and unlocks the Door to Operations, he can escape through the Air Ducts with the Marines. There is a moral lesson here for everyone.

### Set-Up

The following Marines are used in this Scenario:

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

Each uses the lower weapon on his or her Character Card.

Burke begins in the square marked on the Map with a Red 7. The others begin on or adjacent to any of the squares marked with Red numbers, according to the Players' discretion.

Burke is not controlled by any Player; as noted above, Burke follows a prearranged set of actions. If he makes his Conscience roll, one of the Players should assume control of him at that time. Additionally, the Burke Card is always the first moved during the Marines' turn until the Air Ducts portion of the Scenario.

### Alien Appearance

There are four different sets of appearance locations for the Aliens in this Scenario:

**Grey, Blue, Red, and Gold.** (As noted above, the Red Aliens should not be used by beginning Players.) These colors appear both on the Map and on the Turn Chart, and are used in the following way.

In each square on the Turn Chart for Operations I Air Ducts, there are numbers which indicate how many Aliens appear that Turn, and where. If there is a Grey number in the square, then that many Aliens appear on the squares with Grey numbers on the Map. If there is a Blue number, that many Aliens appear on squares with a Blue number, and the Red numbers indicate those that appear on the Red squares. To determine exactly which square the Alien appears in, roll the die once for each Alien, and place it in the appropriately numbered square. Re-roll 0's; they have been omitted for use with the Bonus Bug rule. Aliens move one square on the Turn they appear, just as in the Reactor Room Scenario. They may not move into shaded areas on the Turn that they arrive.

The Players do not have to roll for the Gold Aliens. They automatically appear in the Let's Eat Burke room, and begin trying to break into the Airlock. As with the Aliens trying to break down the Door, it takes 15 Turns to succeed. Count ahead 15 Turns, and place an Alien Counter in that square; on that Turn, the Gold Aliens break into the Airlock.

Note that there are a number of Turns with more than one number; just place each set of Aliens, one by one, until they are all on the Map.

At a certain point the numbers on the Turn Chart change, and are printed in boxes. The Aliens represented by these boxes are used in the second portion of the Scenario, and are discussed below.

### Air Ducts

Once the Marines have escaped from Operations, the second portion of the Scenario begins. The order in which the Marines are moved can be changed at this time, with the following limitation; if they are not Incapacitated or Dead, Newt must be first and Ripley must be second. Additionally, the Marines must enter the Air Ducts in the same order in which they move. Their objective is to

get through the Air Ducts as quickly as possible; Newt must successfully find the way for them, however, and they must fight off a number of Aliens along the way.

Except for the restrictions imposed by the Compass Squares, the Marines may follow any path they wish through the Air Ducts, and may move at any pace. It is highly recommended, however, that they take the shortest route available, which is easy to find, and that they waste no time.

### Newt Decision Squares

There are a number of squares in the Air Ducts which are marked with a **Compass**. Each of these signifies an intersection of some sort, at which Newt must make a decision. She is something of an expert on the layout of these Ducts, but it is still a very difficult task for such a young girl. The fact that everyone's survival is at stake probably does not help.

Every time Newt wishes to leave a Compass Square, she must roll the die; on a roll of 6 or less, she remembers the correct path toward the Landing Pad. On a roll of 7 or higher, she must pause to think about where she is. If this happens, she cannot move until the next Turn. Any Actions she had left are lost. If she reaches a Compass Square at the end of her Turn, she does not roll until the beginning of the next Turn.

**Example:** *Newt moves two squares; the second one is a Compass Square. Since she is not leaving the square yet, she does not roll. Play proceeds normally until Newt's next turn. She attempts to move forward, and rolls the die; the roll is a 7. She has failed her roll, and loses her entire turn. During her next turn, she tries again, and rolls a 6. This time she has succeeded, and may move normally.*

Once Newt has successfully passed a Compass Square, all the Marines following her will automatically follow her path, and have no chance of getting lost. If the Marines wish to pass Newt, however, or if she is Incapacitated or Dead, they must make a decision at each intersection, but without Newt's experience and intelligence to guide them. Any time a Marine reaches an intersection and is without Newt's guidance, he or she must choose randomly from the available paths to determine which way to go. If the wrong path is chosen, the Marine (and all Marines following him or her) must follow that path until reaching its end. Once the lead Marine has reached the end, the other Marines may move back to the intersection and follow the correct path.

### Set-up

As mentioned above, the Marines must establish a new order once they enter the Air Ducts. If Newt is not Incapacitated or Dead, she must be placed at the front and Ripley directly behind her.

### Alien Appearance

The Aliens appear during this portion of the Scenario in a way very similar to that used in the first part. There are several colored numbers on the Turn Chart which are in boxes; on these Turns, an Alien drops on one of the squares numbered in that color. Again, simply roll the die and find the square of the appropriate color with that number in it. 0 has again been omitted, for use with the optional Bonus Bug rule.

In addition to these Aliens, it is likely that at some time during this portion of the Scenario the Door to Operations will be broken down, and the Aliens behind it will begin their charge through the Air Ducts. For ease of play, it is recommended that only the first Alien in the horde be marked; if the Aliens catch the Marines, then additional Alien Counters can be placed behind the lead Alien.



### Victory Conditions

The Scenario ends when all Marines have either passed through the Exit at the end of the Air Ducts, or have been Grabbed by the Aliens. If 4 or more Marines Exit, the Players win; 1 to 3 Marines is a Draw, and obviously if no Marines escape, the Players have lost.

### Movie Summary

Between Scenarios, there is little rest for the Marines. After they escape from the Reactor Room, they pile into the APC and Ripley drives them to the surface. The Drop Ship is called to evacuate them, but it crashes when its crew (Ferro and Spunkmeyer) are killed by an Alien.

Salvaging what they can from the wreckage, they return to Operations, where they discover that the Colony's Reactor has sustained critical damage. Bishop is sent to bring down another Drop Ship; while he is doing that, Burke uses two captured Facehuggers in an attempt to kill Ripley, to prevent her from revealing that he is responsible for the destruction of the Colony. The attempt fails narrowly, and as the Marines are deciding what to do with Burke, power to Operations is cut. Moving through the internal structure of the installation, the Aliens have bypassed the barricades created by the Marines, and are now in position to attack.

Dropping through the ceiling, they swarm toward the handful of Marines. As the Marines desperately open fire, Burke bolts from the room. He leaves by the only available exit and locks the door securely behind him; the Marines are now trapped in the same room with the Aliens. Ripley and Newt reach the door too late to stop Burke, and try to convince him to come back and open it.

Meanwhile the Marines are desperately firing at the Aliens, trying to prevent the wave of creatures from reaching them. They begin to back out of the room, but as they do an Alien emerges from the floor, grabbing Hudson. In moments, he is dragged through the floor and into oblivion. Hicks charges down the corridor to the door, and begins using his cutting torch to break through the lock. As he does, Vasquez uses grenades to clear the Aliens out of Operations.

Breaking through the door, they discover that Burke has locked the next door as well; with the Aliens right behind them, they are running out of time. Their salvation is Newt; she is very familiar with the network of ducts running through the Colony, and leads them through the tunnels toward the Landing Pad.

The Marines move in single file through the cramped tunnels, with Newt and Ripley in the lead. Vasquez protects the rear, firing as she backs up. Unfortunately, she falls further and further behind her comrades. When she runs out of ammunition, she switches to her pistol.

Suddenly, an Alien leaps at her through an opening in the ceiling of the tunnel. She empties her pistol into its head, finally killing it. As she does, however, its blood splashes all over her leg, and she is immobilized in great pain. Hearing her cry out, Gorman sends Hicks ahead and doubles back to help her. It is a noble gesture, but a futile one; the two are quickly surrounded by Aliens, and the best they can do is kill themselves and the Aliens attacking them by setting off a grenade.

Only Ripley, Hicks, and Newt exit the Air Ducts. The Marines have managed a Draw in this Scenario.

### Strategy Tips

The strategy in this Scenario is far more straightforward than that in the Reactor Room. The Marines must try to evacuate Operations as quickly and smoothly as possible, and move with all speed through the Air Ducts to the exit. The following tips may make things a little easier.

Obviously, the first order of business is to get a Cutting Torch down to the Door. Hicks is fastest, but he is so efficient at killing Aliens that some players may prefer to send Hudson. You should try it both ways, and see which method works for you.

As noted above, Newt is absolutely vital to the Marines' survival; she must be safeguarded at all costs.

There is a lull in the Alien drops; this is the best time to make a break down the corridor. Leave early and the Aliens might run you down; wait too long, and you'll never reach the Door.

The best way to protect yourselves while cutting the Door open is the same technique used in the movie; have someone wait at the mouth of the corridor and fire grenades at arriving Aliens. Sometimes you need fire support from another Marine, in case an Alien happens to get through. It is very important to have the other Marines out of Operations when it comes time to open fire with the grenades.

Once you are in the Air Ducts, the only trick is to keep moving (which is generally beyond your control) and to keep your rearguard alive. Whoever is last in line is in for a nasty time of it, and that is the real challenge. If and when your rearguard comes under Alien Attack, you are faced with a difficult choice. The experience of our playtesters is that going back for an endangered comrade is a darned good way to get killed; this also applies in the Reactor Room, by the way.

On the other hand, it is pretty rotten to abandon the person who has made it possible for you to get away. As you gain in experience, you will be able to make better judgements about the fine line between bravery and folly.

## 2.3 RIPLEY VS. THE QUEEN

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This Scenario simulates the last, dramatic battle between Ripley, using the Powerloader, and the enraged Alien Queen. By this point it has become quite a grudge match between these two, and it is obvious that they are each utterly committed to destroying the other. Everything necessary to play this Scenario is on the back of the Reference Card; there are two Tables and a small Map.

The game is simple and direct, and a patient, clever Player should have a very good chance against the Queen.

### Map

This Map represents the area of the Hangar Deck aboard the Sulaco where the battle takes place. One square is marked "Ripley", and another "Queen"; these are the squares where the two combatants set up. At the right of the Map is the Airlock, bordered by red and white stripes. The objective for Ripley is to drop the Queen into the Airlock, while avoiding the Queen's teeth, claws, and tail.

### Tables

There are two Tables used in the Scenario. The first is the Powerloader vs. the Queen Combat Table, and the other is the Queen Versus Powerloader Table. The uses of the Tables are mostly self-explanatory, and are detailed below.

### The Turn

Unlike the other Scenarios, Actions are not used in the normal sense in this part of the game, and the Phases are different. There are now three Phases per Turn: Ripley's Phase, the Queen's Phase, and Combat. Each is described below.

### Ripley's Phase

Each Turn, Ripley can either Move 1 square in any direction, Open the Airlock, or use one of her two combat maneuvers, Sweep or Defend. These options are described below. In general, she will want to Move adjacent to the Airlock and Open it as quickly as possible, so that when she Grabs the Queen with a combat move she can drop her in.

**Sweep:** Ripley uses the huge claws of the Powerloader in direct assaults on the Queen. These attacks can frequently knock the Queen off balance, but leave Ripley more vulnerable to the Queen's own weaponry.

**Defend:** This is a more conservative approach for Ripley, and involves careful maneuvering, grasping motions with the claws, and the use of secondary systems such as the Powerloader's Welding Torch.

**Move:** While Ripley is moving she is far more vulnerable to the Queen than in any other situation. Unfortunately, Ripley must move in order to get the Queen adjacent to (and into) the Airlock.

**Open the Airlock:** This is the only one of Ripley's options which is not listed on the Reference Card. It is only performed once, and must be done during a Turn when the Queen is Stunned. When Ripley performs this action, the inner door of the Airlock is opened, making it possible for her to drop the Queen in.

During this Phase, the Player decides which option will be used: Sweep, Defend, Open, or Move. When this has been done, the Queen's Phase begins.

### The Queen's Phase

Each Turn, the Queen gets to move up to 3 squares in any direction. She will move in as straight a line as possible, and will attempt to end her movement next to Ripley. Given the small size of the Map and the slow speed at which Ripley moves, this should not be difficult.

### Combat

During the Combat Phase, the Player rolls to see what offensive action the Queen take; the options are Charge, Attack, and Melee. Charge represents a full on attempt to bowl Ripley over; Attack means that the Queen will use her natural weaponry as aggressively as possible, and Melee indicates that she is probing Ripley's defenses.

Once the Queen's action has been determined . the player rolls a die, and the result of the combat is determined in the following way.

On the Ripley's Action portion of the **Powerloader - Queen Combat Table**, read down the column selected by Ripley to the number she rolled; then read across on that line to the column that the Queen selected. There are several possible results, explained below.

POWERLOADER -QUEEN COMBAT TABLE						
Ripley's Action			Queen's Action (roll)			
			0-3	4-7	8-9	
Sweep	Defend	Move	Charge	Attack	Melee	
0	-	-	Stun	Stun	-	
1	0	-	Stun	Stun	-	
2	1	-	Stun	Stun	-	
3	2	0	Grab	Grab	Stun	
4	3	1	Grab	Grab	Stun	
5	4-5	2-3	Grab	Grab	Stun	
6	6-7	4	Grab	Grab	Grab	
7	8	5	Grab	Claw	Grab	
8	-	6-7	Claw	Tooth	Grab	
9	9	8-9	Tooth	Tail	Tail	

**No Result:** the two combatants are moving, feinting, and attacking each other, but neither has gained any advantage.

**Stun:** The Queen has been Stunned by one of the claws on the Powerloader. The Queen will neither move nor attack during the next Turn, allowing Ripley to Open the Airlock, or to Move without danger.

## CHAPTER 2. SCENARIOS

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**Grab:** Ripley has Grabbed the Queen with the Powerloader's huge claws. If Ripley is standing in any square next to the Airlock, she can attempt to pick up the Queen and drop her in. She succeeds on a roll of 6 or less; if she fails, play continues normally the next Turn. If she succeeds, the game is over and Ripley has won. (Of course, the Queen will drag her down into the lock with her, and Ripley will have to climb out, but that is beyond the scope of this Scenario.)

**Claw:** The Queen has one of her Claws in position to make an attack on Ripley. Roll the die and consult the Claw column on the **Queen Versus Powerloader** Table. The results are read as with any other Alien attack: in practice, if Ripley is Incapacitated she is as good as dead. If she is Wounded, then add 3 to her Combat rolls on all future turns.

**Tooth:** The Queen can make a Tooth attack on Ripley. As above, simply roll the die and consult the appropriate column on the Queen Versus Powerloader Table.

**Tail:** The Queen attacks with her Tail; roll the die and check the Tail column on the Table.

Ripley has one additional defense to the Queen's attacks. After it is determined that the Queen can make an attack, but before the Queen rolls the die, Ripley can elect to retreat one square. Retreats of this sort must move Ripley away from the Airlock and away from the Queen; Ripley cannot be adjacent to the Queen after making a Retreat. If Ripley makes a Retreat, she cannot Move during the next Turn. If Ripley is backed against a wall and therefore cannot make a retreat that would take her away from the Queen, she must accept the result of the Queen's attack, whatever it is.

Remember; if Ripley Retreats, she must move to a square that is one square further away from the Airlock than she was before the Retreat, and she must not end up adjacent to the Queen.

QUEEN VS POWERLOADER			
Roll	Claw	Tooth	Tail
0	Incapacitated	Dead	Dead
1	Wounded	Incapacitated	Incapacitated
2	-	Wounded	Incapacitated
3	-	-	Incapacitated
4	-	-	Wounded
5-9	-	-	-

### Set-up

There are only two Counters used in this Scenario; Ripley (in the Powerloader) and the Queen. (Bishop has been torn in half, and Newt is hiding under the floor grating.) They are each placed in the squares marked on the Map.

### Victory Conditions

Ripley wins if she drops the Queen into the Airlock. The Queen wins if she Incapacitates or kills Ripley.

### Movie Summary

Between Scenarios, the rollercoaster ride continues. Newt is lost, found, and then captured by the Aliens. Just as Ripley and Hicks are about to reach safety, an Alien attacks, and its blood Incapacitates Hicks. Ripley gets him to safety, and then goes back to rescue Newt. Using both

a Pulse Rifle and a Flame Unit, as well as grenades and marking flares, she enters the Aliens' domain alone.

She manages to find Newt in time to save her from a Facehugger and other Aliens, but as she carries Newt out she stumbles into the Queen's lair. The lair soon dissolves under a hail of grenades, and Ripley and Newt head for the safety with the Queen in pursuit.

They barely make it aboard the Drop Ship, and outrun the explosion of the Reactor. Aboard the Sulaco, no one is more shocked than Bishop to discover that the Queen has stowed away aboard the Drop Ship. After tearing Bishop in half and pursuing Newt throughout the deck, the Queen finally faces her nemesis; Ripley, who has climbed into one of the Powerloaders stored in the Hangar.

The two begin their final confrontation, with the Queen's brute force balanced by the hydraulic strength of the Powerloader. The Queen attacks with everything at her disposal, her teeth, claws, and tail hammering against the metal cage which surrounds Ripley. Ripley in turn subjects the Queen to attacks which would kill any other being, the huge metal arms smashing into the creature over and over. Ripley is beginning to tire when she arrives at what seems to be the only conclusion, the same one she used long ago, aboard the lifeboat of the *Nostromo*.

She uses the Powerloader to remotely open the Airlock, and manages to pick up the huge Queen and drop it in. The Queen is not going to go quietly however; she drags Ripley in after her. Climbing out, Ripley is caught by the ankle. In desperation, she opens the Airlock and hangs on tight. The Queen, crushed under the Powerloader, cannot hold on, and is blown into space. Ripley climbs to safety, closes the Airlock, and is finally free to dream.

### Strategy Tips

As in Operations, this is a very direct Scenario. A quick look at the tables will tell you just what the risks are for each maneuver. In general, the safest approach is to concentrate on Stunning the Queen so you can Move safely. Bolder players will walk directly to the Airlock, trusting in luck, and toss the Queen in. Bolder players will also wind up dead now and then. As an interesting option that adds a great deal to the game, keep track of the number of Turns being played. After every 10th Turn, add 1 to Ripley's Combat rolls. (On and after Turn 11 she is +1; From Turn 21 onward she is +2, and so forth.) Players tend to be a little bolder with that rule, which makes the Scenario much more interesting.

## 2.4

### THE MOVIE SCENARIO

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The Movie Scenario allows Players to blend the first two Scenarios together, and to compare their success against that of the Marines in the movie itself. To play, simply set up and play the Reactor Room Scenario normally. At the end use the surviving Marines, plus Gorman, Ripley, Burke, and Newt, in the Operations I Air Ducts Scenario. Again, the Scenario is played out normally; Burke locks the Door, Newt leads the Marines into the Air Ducts, and so forth.

Between Scenarios, all Marines have their condition improved by one level. That is, if a Marine is Wounded in the Reactor Room, he or she is treated as healthy in Operations; if Incapacitated in the Reactor Room, then he or she would be Wounded in the second Scenario.

One entertaining option is to have each person in a group play the game solitaire, and to compare results and strategies.

There are no set Victory Conditions in this Scenario. Judge your ability against that of the Marines in the movie, or against your friends.

# 3

## ADDITIONAL RULES AND GUIDELINES

This Chapter contains minor rules that make interesting changes in the way the game is played. Everything in this Chapter is optional; players should agree in advance if they are going to use any of the suggestions below. At the end of the Chapter is a brief Section about **ALIENS Expansion**, which explains what that supplement is about, and why we have included some of its components in this game.

### 3.1 BONUS BUG RULE

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In the first two Scenarios, the Alien Appearance numbers run from 1 to 9, omitting the 0. In both cases, if a 0 is rolled, it means that an extra Alien appears on the Map that Turn; hence the term Bonus Bug. The extra Alien is placed using the normal rules, and if another 0 is rolled during its placement, then yet another extra Alien appears.

In order to keep accurate track of how many Aliens are going to arrive, it is suggested that the Players set aside the normal number of Aliens before placing any of them. Place the Aliens on the Map normally, using this pool as a source of Counters. Anytime a 0 is rolled during placement, put another Alien Counter in the pool. It is quite possible for a single Alien to create a number of Bonus Bugs, and for one Bonus Bug to create one or more others. There is no actual limit to the number which can appear. Since it only happens on a roll of 0, however, it should not happen too often. (Although many players say that even once is too often.)

In all cases, Players obviously have to roll again to determine where the original Alien will appear. Also, in the Reactor Room Scenario, a Bonus Bug only occurs if a 0 is rolled on the Row die; that is why the Rows are numbered 1 to 9. Once a Row has been selected, if a 0 is rolled for the specific square, the Alien is simply placed normally. There is no Bonus Bug.

It is recommended that beginning players not use this rule.

### 3.2 MACHINE GUN SPECIAL ABILITY

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The Machine Guns used by Vasquez and Drake have very high rates of fire; that is, they fire a lot of bullets in a very short time. Because of this, it is possible for a Marine using a Machine Gun to hit two Aliens with a single shot.

To do this, the Aliens must be adjacent to each other. The Marine rolls his chance of hitting normally, figuring his chance using the range to the Alien that is further away. If he hits, both Aliens are removed from the Map.

This special ability means that a clever Machine Gunner can often rescue the Marines from nearly hopeless situations.

### 3.3 HAND GRENADES

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In addition to the Grenade Launchers attached to their Pulse Rifles, the Marines also carried small Hand Grenades. These were apparently just as powerful as those used in the Launchers, but in the confined spaces of the Colony they are much harder to use safely.

Any Marine who is sufficiently desperate may use a Hand Grenade anyway. The Marine simply uses one Action to draw and arm the Grenade; at the beginning of the next Marine Movement and Combat Phase, the Grenade goes off in the same square where the Marine drew it. If the Marine has moved, the Player may mark the detonation square with a Facehugger Counter, just to keep track. When the Grenade goes off, it is treated as a normal Grenade detonation; use the Grenade Table on the Reference Card.

Playtesters have nicknamed this the "Let's Nuke Gorman" Rule.

## 3.4 THE PETTY REVENGE SCENARIO

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This Scenario has been designed specifically for players who have lost once too often. To play, set up the Reactor Room Scenario normally. The following change is in effect.

It is assumed that Gorman has enough brains to pull the Marines out of the Reactor Room as soon as there is obviously danger. Because of this, the Marines get 8 free turns of movement to run for the door before the first Alien drop.

After the last Marine has left the Reactor Room, the second part of the Scenario begins. Gorman has the Marines roll nerve gas into the lair. The results of this are unknown, however, and have no affect on play. After a period of consideration (and extensive argument between Burke and Ripley) Gorman decides that there is only one good solution. He has the entire Squad fly back to the Sulaco, and nukes the site from orbit. The Player should roll the die; this is the number of nuclear weapons which strike the Colony. 0's should be treated in the same way as Bonus Bugs; re-roll the die, and roll an extra one. No matter how many nuclear weapons hit, the Player wins.

Well, we said it was petty.

## 3.5 ALIENS EXPANSION

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As noted elsewhere, there are a number of Cards and Counters included in this game which are used only in **ALIENS Expansion**. This was not done to aggravate you, our customer, or to manipulate you into buying the Expansion. It was done for sensible and compelling reasons involving the production process. For example, if we deliberately left out the Counters and Character Cards for Ferro, Spunkmeyer, and Bishop, we would have wasted room on the Card sheets for this game, and would have to print up an extra, half-filled Card sheet for the Expansion. That would not make this game any better, certainly, but would add to the price of the Expansion. There are a few tables on the Reference Card that are the same way, as well as Counters for Fires and Facehuggers. All of these components figure prominently in ALIENS Expansion, but none interfere with the play of this game.

For the curious, ALIENS Expansion will focus on details which were left out of this game. Included will be a number of Optional Rules, including Ammunition Restrictions, Carrying Multiple Weapons, Backup Weapons, Firing Through Marines, and others. All add a little complexity to the rules, and can be added into the Scenarios given in this game. There will also be other Scenarios, representing minor fights which took place in the movie, and battles which never took place but which might be interesting. Another full-color 1 7" x 34" Map will be included, showing a big section of the Aliens' lairs. Ripley's rescue of Newt is one Scenario; in a hypothetical Scenario the Players can take the Marines into the lairs to rescue Apone and Dietrich, or hunt for the Queen.

## 4

## EXPANSION RULES

The rules contained in this chapter are intended to be standard rules for all Scenarios, both in this Expansion and in the ALIENS Game itself, where applicable.

## 4.1

COMPONENTS

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The components for ALIENS Expansion are:

- The Expansion Map, which is 17" x 33"
- The Room I Sentry Card Sheet, 8 " x 11"
- This rulebook

**Expansion Map**

The **Expansion Map** shows a portion of the **Processing Station** which is now serving as an **Alien lair**. The rules governing the Expansion Map are generally the same as those given in the first **ALIENS** game; the exceptions are fully explained elsewhere in the rules. Also shown on the Expansion Map are the **Reactor Damage & Countdown Chart**, the **Reactor Damage Table**, and the **Alien Appearance Table**.

The thick black lines obviously indicate **Walls**; no Counter may move through a Wall at any time. The rules for obstructions and other Map features are the same as in **ALIENS**.

**Alien Rooms**

There are a number of areas on the Expansion Map which have sets of colored numbers in them; these are **Rooms** in which Aliens are likely to live. The Room Cards are used to determine exactly what inhabitants each Room has, if any, and the numbers in the Room are used to determine where Aliens appear. Rules on this are given in Section 5.2.

**Stairwells**

There are 9 **Stairwells** scattered across the Expansion Map. They are of various sizes and shapes, but all of them look like the Stairwell in the **Reactor Room** of the original **ALIENS** Map and have the distinctive yellow railing, as well as a large black number in the center. Aliens frequently come out of these Stairwells, and the number on each Stairwell is used to determine where the Aliens appear. Rules for this are contained in Section 5.3.

The rules governing Marine Movement and Fire around the Stairwells are similar to those in **ALIENS**; the Marines can Fire into, through, or over Stairwells without restriction, but cannot Move into the Stairwell squares. In addition, Marines cannot move diagonally across the corner of a Stairwell where it is adjacent to a Wall.

For Aliens, the rules for these Stairwells are more lenient than those which apply on the first Map. On the Expansion Map, Aliens may freely move through Stairwell squares, without penalty or restriction. This represents the leaping and climbing ability of the Aliens. The only exception to this is in Stairwell 9, at the lower right of the Map. This Stairwell is much larger than the



others on the Map, and the Aliens cannot enter any squares in Stairwell 9 that are not adjacent to normal squares.

Note also that there are many places where the Stairwells take the place of Walls. In all cases, it is possible for Marines to Fire and for Aliens to Move through these areas. There are no Walls along the railings of the Stairwells.

### Cocooning Squares

There are five squares on the Map which feature large white numbers within black circles; these are called **Cocooning Squares**. In some of the Scenarios the goal is to rescue Marines who have been captured by the Aliens; the captured Marines are placed in or adjacent to these Squares at the start of such Scenarios. The numbers in the Squares represent the general degree of difficulty, with Cocooning Square 1 being the easiest place to rescue Marines, and Square 5 being the most difficult. The rating system is approximate, and how difficult a particular area is depends on the actual strategies used by the Players.

The full rules regarding these Cocooning Squares are contained in the Scenario Rules.

### Elevator

The **Elevator** is the tightly gridded eight square area at the upper left of the Map, and represents the large elevators used to get to the Lairs. Marines will begin Scenarios in the Elevator, and end the Scenarios by returning to it after pursuing their goals.

It is possible to place two Marines in each square of the Elevator. This is accomplished by placing the Counter for one Marine on the Card of another, as if the Marine were Incapacitated and being carried. The Marine whose Counter is on another Marine's Card is treated, in fact, as if he were temporarily Incapacitated; he can take no Actions at all. The Marine may, however, move out of the other Marine's square whenever his Turn comes, and be treated again as a normal Marine. It is assumed that the Marine being "carried" is pressed back against a wall of the Elevator, or is crouching to stay out of the way of the other Marines, and is therefore incapable of helping for the moment.

### Playing Aids

There are three Playing Aids on the Expansion Map, as mentioned above. The **Reactor Damage & Countdown Chart** is located at the right of the Expansion Map. It consists of two rows of boxes, numbered from 1 to 40. At the lower right are the **Reactor Damage Table**, which lists the effects of various weapons on the Reactor, and the **Alien Appearance Table**, which is used to determine how many Aliens appear each Turn.

Rules regarding the Playing Aids are explained in Section 5.3.

### Card Sheet

Two types of Cards have been provided; **Room Cards** and **Sentry Cards**. Each type of Card serves a different purpose, and the two sets should be formed into small decks and kept separate during play, with the word "ROOM" or "SENTRY" face up.

There are six Room Cards, and one of four possible pictures on the reverse of each one. One Room Card is labeled **Empty**, and shows a portion of an empty room. Three feature **Aliens**, one has a **Facehugger**, and the last has a picture of the Alien Queen and the words **Queen + 2 Alien**. In general, this deck is used to determine what Aliens (if any) are in a particular room in the Alien Lairs. The use of this deck is described in the Scenario rules.

The remaining ten Cards on the sheet are Sentry Cards. These are labeled either Empty or Alien on the reverse, and are used to determine how many Aliens respond to the Marines' entrance to a particular Room in the Lairs. Again, the use of these Cards is fully described in the Scenario rules.

## 4.2 FACEHUGGERS

**Facehugger** is the term for the first form taken by an Alien; looking like a pair of misshapen hands, it is the aptly-named Facehugger which attaches itself to the host and implants the egg which grows into the **Chestburster** form and, in due course, the adult Alien. While Facehuggers are not nearly as powerful as fully-grown Aliens, they are small, quick, and quite dangerous. The Counters for Facehuggers were supplied in **ALIENS**, and the chart for a Facehugger's attack is on the **ALIENS Reference Card**.

Facehuggers are present in the Alien Lairs portion of the Colony, and appear according to the Scenario rules contained in Chapter 5. The following rules govern the activities of Facehuggers in all Scenarios.

Facehuggers have four Actions and move exactly as if they were adult Aliens. When a Facehugger makes an attack, use the table shown on the Facehugger portion of the Reference Card; a result of **Incapacitated** indicates that the Facehugger has successfully attached itself to the Marine's face and is in the process of implanting the Alien egg. The Marine in question is effectively doomed, and remains Incapacitated for the duration of the game. Unlike normal Incapacitation, the Marine's condition will not improve to Wounded for the next portion of the Movie Scenario, and he or she is considered Dead when determining Victory. The other Marines may choose to give the Facehugger's victim a merciful death, but this has no affect on play. Results of **In Combat** or **Facehugger Loses** are treated in exactly the same way that similar results are handled when an adult Alien attacks.

FACEHUGGER	
Roll	Result
0	Dead
1	Incapacitated
2	Wounded
3-9	None

When a Marine **Fires** at a Facehugger the die roll is modified by **+3** before checking to see if the creature is hit. This is because the Facehugger's size makes it a difficult target, and this modifier is **in addition** to any other modifier which may be applied, such as the +5 for being in the same square as a Marine.

Marines may Melee a Facehugger normally. In all respects the combat is run as if the Facehugger were an adult Alien. In addition, Facehuggers spray Acid following the same rules as adult Aliens, with a single exception; the spray only goes into the Facehugger's own square. Marines in adjacent squares are safe.

## 4.3 THE ALIEN QUEEN

The Alien Queen is obviously the single most dangerous of the creatures, and possesses an impressive assortment of natural weaponry, high degrees of cunning and malice, and the ability to withstand tremendous damage. All of this naturally means that the Queen requires special rules.

The Queen is different from the other Aliens in that she receives only **3 Actions** during Alien Movement, due to her great size. On the other hand, she can actually make a special form of attack during Movement; the Queen can **Ram** any Marine whose square she enters. The Ram attack is executed during the **Alien Movement Phase**, using the Ram column on the Queen portion of the Reference Card. (Note that this is not the Queen vs. Powerloader Table from the reverse of the Reference Card; this Table is on the same side as the Acid Spray, Grenade, and Alien Tables.) There is no limit to the number of Marines who may be attacked in this way during a Turn, except that the Queen can only enter three squares. Note that Incapacitated Marines

being carried are also subject to the Ram attack. As with all Alien Attacks, simply roll the die and consult the Reference Card; in this case, a roll of **0,1, or 2** results in an **Incapacitated** Marine, and a roll of **3, 4, 5, or 6 Wounds** the Marine in question. Roll separately for each Marine attacked, and be sure to add the Marine's Melee value to each roll as usual.

QUEEN			
Roll	Ram	Tooth	Tail / Claw
0	Incapacitated	Dead	Dead
1	Incapacitated	Incapacitated	Dead
2	Incapacitated	Incapacitated	Dead
3-4	Wounded	Wounded	Incapacitated
5-6	Wounded	-	Wounded
7-9	-	-	-

When the Queen Rams her way through a Marine's square, the Marine does not have to move. The Marine's Counter simply remains in place, the Queen's attack is resolved, and her movement continues. If the Queen actually stops in a Marine's square, then the Marine's Counter is picked up and placed upright on the Queen portion of the Reference Card. If the Marine is carrying an Incapacitated Marine, then the Incapacitated Marine is automatically considered Dead, and the Card and Counter should be removed from the game.

The Queen may make up to **4 attacks** in each **Alien Attack Phase**. 3 of the attacks are listed on her portion of the Reference Card; **Tooth**, **Tail**, and **Claw**. Each attack is run separately, using the appropriate column, and may be directed at any Marine in an adjacent square. Roll randomly to determine which ones are attacked by which weapon; the Queen will not attack a Marine more than once per Phase as long as there are other targets available. The attacks are run normally; roll the die, add the Marine's Melee value, and consult the Card.

The Queen's fourth attack is directed against any Marine who has been placed on her Card. Roll the die, add 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 in any way, then the Marine is Dead. On a result of In Combat or Alien Loses, the Marine simply remains on the Card.

The Queen's movement and attacks should be executed so that she can attack as many Marines as possible, with both her Ram and her regular Combat attacks. In general this will involve moving directly toward nearby groups of Marines and attempting to get into their midst. Players should attempt to be as fair about this as possible, and roll randomly to make decisions where necessary.

Because of the Queen's native intelligence, she should be directly controlled by the opposing player during **Tournament** style play (see Section 6.6). There are no restrictions on the Queen's tactics in such a situation; the Queen may hide, maneuver, attack and/or withdraw as desired. It should be noted that a clever player can make the Queen into a nearly unstoppable death machine if the Marines are not careful.

The last special attribute of the Queen is that she is very hard to kill. The Marines run their Fire attacks normally, but a hit does not kill her. Instead, when the first successful attack is made on the Queen, place an Alien Counter in the 1 box on the Turn Chart. For each successful attack made after that one, move the Alien Counter up one box. After it reaches the 5 box, it is possible for the Queen to be killed. For each successful attack made on her from that point until the end of the game, the player should roll the die; on a roll of 0, the Queen is Dead. On any other roll, she continues to operate in her normal manner. Note that attacks which do not kill the Queen still cause her to spray Acid in the normal way; from the very first successful attack on the Queen, the Marines near her will have to put up with the risk of Acid. Also, each Grenade that is fired into the Queen's square is an automatic hit; the Alien Counter is moved up one box and the die need not be rolled. A Grenade exploding in a square next to the Queen has no effect on her; other than that, Grenades fired at the Queen have completely normal results, including the usual chances of injuring Marines.

Morbid Players may find it amusing to keep track of how many hits it actually takes to kill the Queen.

## 5

## EXPANSION SCENARIOS

There are three types of Scenarios in this Chapter. The first two Scenarios represent the smaller battles from the movie; the Aliens' attack on Ferro and Spunkmeyer aboard the **Drop Ship**, and **Ripley's Rescue of Newt** from the Aliens' lairs. The next three Scenarios are for hypothetical situations; a **Marine Assault** to rescue Apone and Dietrich shortly after the Reactor Room battle, an all-out **Hunt For The Queen**, and an open-format Scenario which allows players to recreate the movie from start to finish. Lastly, there are several ideas for use with the Scenarios contained in **ALIENS**.

In general the layout is the same as that used in **ALIENS**, with separate headings for Special Rules, Set-up, Alien Appearance, Victory Conditions, a summary of the action from the Movie (where appropriate), and Strategy Tips.

## 5.1 THE DROP SHIP

Immediately after the Marines' disaster in the Reactor Room, Hicks calls for Ferro and Spunkmeyer, aboard the Drop Ship, to fly in and evacuate the survivors. His intention is to destroy the Aliens (and the entire Colony, in fact) by using nuclear weapons from orbit. He never gets to do this, of course; the Drop Ship has been infiltrated by Aliens, and crashes when Ferro is killed by one of the creatures. This Scenario allows players to run through this brief, rather one-sided battle.

Unlike the rest of the Scenarios presented, this one does not require the use of the Map. The first step is the Alien attack on Spunkmeyer. Just roll a normal attack against Spunkmeyer (whose Melee value is 0). If the result is In Combat or Alien Loses, then Spunkmeyer is able warn Ferro, using his Headset, that he is under attack. Continue to run the battle between the two using normal rules. Spunkmeyer may throw the Alien out of his square at some point; if he does, then he can draw his Pistol, which takes 2 Actions, and he may later be able to open fire. For his chance of hitting the Alien, use the numbers on Gorman's Card for Range 1. If he kills the Alien, then the Marines win the Scenario. If the Alien Grabs Spunkmeyer in any way then the Scenario goes to the next section.

The second section of the Scenario is Ferro's battle with the Alien, which begins when it steps into the Control Cabin of the Drop Ship. Entering the Cabin ends the Alien's movement for the Turn, and it becomes Ferro's Movement and Fire Phase. If Ferro has not been warned by Spunkmeyer, then she has not drawn her Pistol and must spend her first Turn drawing the weapon. Again, this takes 2 Actions. If she has been warned, then her Pistol is already drawn and she may open fire at the Alien. If the Alien survives Ferro's first Turn, then it may attack during the following Alien Attack Phase. From this point forward, their battle is run in the same way as the one involving Spunkmeyer. If Ferro is Grabbed at any point, then the Drop Ship crashes and both she and the Alien are killed.

**Victory Conditions**

The Marines win if they kill the Alien. They lose if Ferro and Spunkmeyer are both either Grabbed in any way or Dead.

### Movie Summary

Most of the action occurs off-camera in this sequence. After Hicks calls for pick-up, Ferro orders Spunkmeyer to get back aboard the Drop Ship. As Spunkmeyer enters the Drop Ship he notices some of the distinctive Alien gunk, but he does not understand its significance. He discovers the significance off-camera, and Ferro is angry with him for how long it is taking him to reach the Control Cabin. Hearing the door open behind her she turns to talk to Spunkmeyer, and finds herself facing an Alien. Before she can draw her Pistol the Alien strikes, and the Scenario ends in a loss for the Marines.

### Strategy Tips

There really is not very much to say about this one. Good luck.

## 5.2 THE RESCUE OF NEWT

After the escape from Operations, Newt gets separated from Ripley and Hicks and is captured by an Alien. Shortly thereafter Hicks is badly injured by the acid blood of another of the creatures, and this leaves Ripley as Newt's only hope. Arming herself thoroughly, she enters the lairs of the Aliens and finds her way to Newt as the Colony begins to collapse around her. She accidentally discovers the Queen's chamber, and retreats after destroying as much of it as she can. Pursued by the furious Queen, Ripley carries Newt to the apparent safety of the Drop Ship.. only to find herself in the middle of the **Ripley vs. The Queen Scenario**, from the first game.

### Ripley's Gun and Movement

Before entering the Lairs, Ripley carefully prepares for her ordeal. A major part of her preparation involves the attachment of a **Flame Unit** to a **Pulse Rifle**. Because of this unique arrangement, Ripley may use either of the weapons shown on her Card, depending on which is more convenient. There is no limit to how she may mix the use of these two weapons; she may even fire the Flame Unit with 1 Action, then fire at another Alien with 1 Action on the Pulse Rifle, and then return to the Flame Unit for her final Action, if she desires.

Ripley also has a single restriction on her movement. Because the Processing Station is about to explode, a large fire has started which fills the corridor directly above Stairwell 7. This is the only passageway which runs safely around the rooms at the center of the Map, and the presence of the fire blocks the passage and forces Ripley to move through two or more Rooms. The importance of moving through Rooms is discussed below.

### Room Entry

Whenever Ripley enters a new Room, she must check to see what Aliens live there, if any. To do this, the Room cards are used. As mentioned in Section 4.1, the six cards with the word Room on the back should be assembled into a deck and shuffled.

Each time Ripley enters a new Room, the top card should be flipped over during the following Alien Appearance Phase to reveal what Aliens live in the Room. There are several possible results.

**Empty:** There are no Aliens in the Room at the present.

**Alien:** There is one Alien in the Room. Roll the die, place the Alien on the square with the number rolled, and move it 1 square toward the nearest Marine. (As mentioned earlier, each Room on the Map has the numbers 1 through 9 in it.) If the Bonus Bug rule is being used, then a roll of 0 indicates that there is an additional Alien in the Room.

**Facehugger:** The Room has a number of Alien Egg sacs in it, one of which is open. As usual, the die is rolled and a Facehugger Counter is placed in the appropriate square and moved 1 toward the nearest Marine. If the Bonus Bug rule is in effect, then each 0 rolled indicates that there is an additional Facehugger in the Room.

**Queen + 2 Aliens:** Ripley has stumbled across the Queen's Lair. The Queen Counter and two Aliens are placed in the Room using the usual method, except that any Bonus Bugs rolled when placing the Queen should not be treated as Bonus Queens; they are simply normal Aliens. If Ripley or Newt stay in the Room or attempt to pass through it, they will be attacked by the Alien sentries; if they leave on their next Turn, the Aliens will not follow them. If, on the other hand, Ripley actually fires at the Queen, then her sentries will attack and the Queen will attack as well, after spending one full Turn freeing herself from her egg-laying apparatus. Note that the Queen will not move if she is not threatened.

### Sentry Arrival

On the two Turns after a Room Card has been flipped, there is a chance that an Alien Sentry will arrive. As with the Room Cards, the ten Sentry Cards should be stacked and shuffled together.

During the Alien Appearance Phase of each of the two Turns, flip the top Card of the Sentry deck to see if an Alien arrives. There are two possible results.

**Empty:** No Alien arrives. Play continues normally.

**Alien:** An Alien appears in the Room. The square it arrives in is rolled normally, and the Bonus Bug rule is applied if it is in use.

Note that it is possible for a Sentry to arrive even if the original result of the Room Card was Empty; the Sentry Cards are flipped regardless of the result of the Room Card. To keep track of the two Turn cycle of Sentry arrival, just keep the Sentry Card from the first Turn separate from the deck until the second Sentry Card is flipped.

### Set-up

It is assumed that Ripley makes her way into the Lairs without entering any Rooms and without encountering any roaming Aliens. Consequently, this Scenario begins with Ripley adjacent to the Room where Newt is held captive. The Room is the one just below Stairway 8. In the upper right portion of this Room there are three letters; N, F, and R.

Newt starts out in the square with the N in it. She is assumed to be Cocooned, and therefore cannot move until the Turn after Ripley moves next to her square.

Ripley starts in the square marked R, just outside the Room.

The first Turn begins with the Marine Movement and Fire Phase. Ripley may do whatever she wishes, although it is likely that she will want to stay away from the square marked with an F.

### Alien Appearance

At the beginning of the second Turn (that is, the first Alien Appearance Phase), a Facehugger Counter is placed in the square marked with an F. It does not get to move the usual 1 square during this Phase; that movement has already been taken into account.

For the two following Turns, Sentry Cards are drawn as is normal for a Room which has been entered.

Thereafter, Aliens will only appear when either Ripley or Newt enters a Room. The rules above under Room Entry and Sentry Arrival are used.

### Victory Conditions

The player wins if both Ripley and Newt reach the Elevator. If one of them is Grabbed or Dead, then the Scenario is a draw. If both are Grabbed or Dead, then the Player loses.

### Movie Summary

After a tense trip into the heart of the Lairs, following the guidance of the device that is leading her to Newt, Ripley hears Newt scream; a Facehugger is emerging from an Egg in front of the child. Racing to Newt's defense, Ripley quickly dispatches the Facehugger and the Alien sentries which attack her. Freeing the child from the cocooning, Ripley begins to retrace her steps back to safety.

Within a few moments there is a renewed series of explosions, which forces Ripley away from the path she had followed. With Newt held tightly in her arms, she finds herself in the Breeding Chamber, facing the immense Alien Queen and several sentries. For a long moment nothing happens, but as Ripley and Newt begin to back Out of the room, an Egg opens and a Facehugger begins to emerge. Ripley immediately opens fire, using every weapon at her disposal; the Pulse Rifle, Flame Unit, Grenade Launcher, and even a belt of grenades. She flees with Newt... only to discover that the Queen has survived the destruction and is close behind her.

### Strategy Tips

Like the Drop Ship, this is a fairly straightforward Scenario. Once the initial threats are mastered, the Player need only select a route and move as quickly and calmly as possible toward the Elevator. The obvious path is through the Rooms directly above the square where Ripley starts, and this is clearly the best choice as long as the Queen is not in either of the Rooms on that path. If she is, then the only real alternative is to backtrack and find a new route.

A wise strategy is to have Ripley step only a single square into a Room and then back out again on the same Turn. This helps to eliminate the risk of being immediately jumped by an Alien. Another trick is possible if the **Optional Rule for Fires** (Section 6.3) is used; use the Flame Unit to set Fires in nearby Alien Appearance squares.

## 5.3

### MARINE ASSAULT

At the end of the battle in the Reactor Room, the Marines find that two of their number (Apone and Dietrich) have been captured by the Aliens and are not dead. There is an immediate desire on the part of the Marines to go back and rescue their comrades: in the words of Vasquez, "We don't leave our people behind." Of course in the movie, Ripley's belief that there is no hope for the captured Marines deters them from making the attempt, and the destruction of the Drop Ship removes any possibility of a rescue.

If the Drop Ship were not destroyed, however, and if Ripley were not so negative about the Marines' chance of success, it might be possible for the captured Marines to be rescued. After all, that is exactly what Ripley did when she went back for Newt. On the other hand, when Ripley entered the Lairs it was at a time when the majority of the Aliens were away attacking Operations. To rescue their friends, the Marines would have to attack when the Lairs were filled with a swarm of healthy, angry Aliens. This Scenario allows the Players to simulate what might have happened.

### Weapon Options

When the Drop Ship arrives, the Marines have an opportunity to prepare themselves properly for their upcoming battle. Because of this, the Marines may be considered to be carrying either of the weapons shown on the Character Card; for example, Hicks may be armed with either a Pulse Rifle or his Shotgun. If the Ammunition Restriction rule is being used, then the weapon chosen should

be noted on the Status Sheet. Otherwise, the Players should either note the weapon chosen on a scrap of paper, or make the small effort necessary to remember which weapon will be used.

### Rescued Marines

Apone and Dietrich begin the Scenario immobilized by Alien Cocoons. Until they are freed, they can take no actions whatsoever and may be treated as Incapacitated. Their Counters should be placed on their sides in the appropriate squares; see below, under Setup.

A Cocooned Marine is freed as soon as a completely healthy Marine spends one full Turn adjacent to him. During this Turn, the healthy Marine cannot take any other Actions; the Marine may not Move, Aim, Fire, or Melee in any way. On the following Turn the freed Marine has his Character Card added to the lineup, with its Wounded side up, and the Counter is set upright and may act normally.

Note that a Marine may not simply pick up a Cocooned Marine and carry him or her to safety. The Cocooning must be broken in the way described above before the Marine can move at all.

At the moment that a Cocooned Marine is freed he is unarmed, and has neither of the weapons shown on the Marine's Card. One of the rescuing Marines may give a weapon to the freed Marine if desired. This requires that the two Marines spend an entire Turn adjacent to each other, without taking any other Actions. At the end of this Turn, the rescued Marine is considered to have either one of the weapons shown on his own Card. Note that the healthy Marine does not lose his own weapon; it is assumed that the Marines have brought extra weapons for their comrades.

### Reactor Damage

In the Reactor Room Scenario the Marines could not use their weapons for fear of damaging the Reactor; during the Marine Assault they no longer care what happens to the Reactor. They may now use their weapons as they wish, including Grenades, but as they do so they accelerate the destruction of the Reactor.

To represent this, the Turn Counter should be placed on the **Reactor Damage & Countdown Chart**. As the Marines fire their weapons, the Counter is moved up the Chart, beginning with the square marked 1, until it reaches 40. Once it reaches 40, the Reactor has been critically damaged and will soon destroy itself, as explained below.

The number of squares to move the Counter when a weapon is fired is shown at the lower right of the Map on the **Reactor Damage Table**; 2 points for Machine Guns, 1 for Pulse Rifles and the Shotgun, none for Pistols and Flame Units, and 0 to 9 for Grenades. This should be self-explanatory; simply move the Counter up the appropriate number of squares each time that a weapon is fired. For example, if the Counter is at 18 and three Marines fire their Pulse Rifles, then the Counter should be moved up one each time one of them fires; to 19, 20, and finally to 21. For the effects of Grenades, simply roll the die and move the Counter that many squares.

REACTOR DAMAGE TABLE	
Weapon	Damage
Pistol & Flame Unit	0
Shotgun & Pulse Rifle	1
Machine Gun	2
Grenades	0-9

### Countdown

As mentioned above, once the Counter reaches 40 the Reactor is critically damaged and a Countdown begins. At the beginning of the next Turn, before the Alien Movement Phase, the Counter is moved down one square (from 40 to 39), and it is moved down one square per Turn for the rest of the game.



Once the Counter passes 10, players will notice that the numbers are colored a bright red; this indicates that there is a danger that the Marines will be caught in the explosion when the Reactor finally detonates. When Marines exit the Map after the Counter has reached the red numbers, the die is rolled; if the number rolled is equal to or greater than the number shown in the Counter's square, then the Marines are caught in the explosion of the Reactor and are considered Dead. If the number rolled is less than the number in the square, then the Marines have reached the Drop Ship and narrowly escaped the destruction of the Reactor. When the Counter reaches 0 (is moved down from the 1), the Reactor explodes and any Marines left on the Map are automatically considered Dead.

### **Set-up**

The first step for this Scenario is for the Players to choose the approximate level of difficulty desired, from 1 (easiest) to 5 (most difficult). It is recommended that Players begin on Level 1, to learn the mechanics of this Scenario. Once the Level has been chosen, Setup begins.

Place the Counters for Apone and Dietrich on their sides on or adjacent to the Cocooning Square with the same number as the Level chosen. For example, if the Level chosen is 3, place them on or adjacent to Cocooning Square 3.

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.

### **Alien Appearance**

Aliens can appear on the Map through one of three mechanisms; via Room Cards, Sentry Cards, or through Wave Appearance.

The rules governing Room Cards are exactly the same as in the Ripley Rescue of Newt Scenario. Each time a new Room is entered, a Room Card is flipped and appropriate Aliens are placed. Once the entire deck has been used, all the Room Cards except the one with the Queen on it should be shuffled back together and re-used as necessary.

The Sentry Cards are also used in the same way as the previous Scenario, with one important difference. Instead of drawing a single Sentry Card on each of the two Turns after a Room Card is flipped, the Players should continue drawing Sentry Cards until an Empty Card is drawn. One Alien will Appear in the Room for each Alien Sentry Card drawn; for example, if three Sentry Cards are drawn before an Empty turns up, it means that three Aliens Appear in the Room. The Appearance square of each Alien is rolled separately.

Note that the Sentry deck should not be shuffled back together after the first Turn of Sentry Appearance. Make both sets of draws from the deck, and then reshuffle the cards. This helps to balance the number of Sentries which arrive.

The third way that Aliens Appear on the Map is through Wave Appearance. At the beginning of each Alien Appearance Phase, the Players should roll the die and consult the Alien Appearance Table at the lower right of the Map. As the Table indicates, a roll of 0 means that three Waves of three Aliens each Appear at various Stairwells, while a roll of 1 means that three Waves of two Aliens each Appear.

The Stairwell where each Wave Appears is rolled separately. At each Stairwell, the Aliens are assumed to Appear within the Stairwell and to move immediately to a square adjacent to the Stairwell. They will Appear and move into the squares closest to the nearest Marines, as usual. There are nine Stairwells in all; the Bonus Bug rule may be applied here in a slightly modified form. Instead of a 0 indicating that another Alien has Appeared, it means that another Wave of Aliens has Appeared. The Wave will be of either two or three Aliens, the same size as the other Waves for that Turn.

The only limit on the number of Aliens who may be on the Map is the number of Counters provided; there are only 21 Aliens on the Counter Sheet. This gives the Players some protection from a few bad rolls for Wave Appearance and Bonus Waves.

### Victory Conditions

The Marines Win if they reach Apone and Dietrich and successfully return to the Elevator with more living Marines than they started the Scenario with; that is, either 9 or 10 Marines. The Scenario is a Draw if the Marines escape with 6 to 8 Marines, and the Marines Lose if they have 5 or fewer survivors. Note that if the Marines are caught by the explosion of the Reactor they are all considered Dead, and automatically Lose.

### Strategy tips

As noted in the first Chapter, the numbering of the Cocooning Squares is only a rough gauge of how difficult they are. The exact techniques used by a given group of Players can make a very big difference in the results, and it is wise for the Players to rethink their strategies each time they attempt to rescue Apone and Dietrich.

The first important issue is to watch the Reactor Damage very carefully. Whenever possible, use Flame Units to destroy attacking Aliens, and be absolutely sure to allow yourself enough time to get out once you hit 40 on the Damage count.

A second point is that it is vital to keep moving. Do not waste an Action, if you can avoid it. It is far too easy to slow down when some Alien Waves arrive, and then to find yourself going over onto the defensive. Always remember that you are attacking, and that you are rescuing your friends. If you let that Aliens set the pace, you will find that the Reactor is ready to blow and you are still within sight of the Elevator.

A good tip (most of the time) is that the safest way into the Lairs is along the corridor; no Rooms get activated, and that greatly reduces the danger. On the way back out, however, it is generally necessary to cut through some Rooms. This is fairly dangerous, but the group should be at its peak strength, having been reinforced by Apone and Dietrich, and the path through the Rooms is the shortest way out.

As always, stay away from the Queen if you have any choice.

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## 5.4 THE HUNT FOR THE QUEEN

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The **Hunt For The Queen** is the most demanding of the Scenarios presented in this supplement. In it, the Players take every single Marine, armed in whatever way they choose, into the Lairs for a direct confrontation with the Queen. In general, this Scenario is run using the rules discussed above in the Marine Assault Scenario.

### Set-up

The Marines begin the game at the Elevator. All 16 of the Marines are present (including Burke and Newt), all are in healthy condition, and each has whichever weapon is desired from the ones shown on the Card. They begin with two Marines per square in the Elevator, as discussed in Section

### Alien Appearance

Alien Appearance is exactly the same as in the Marine Assault Scenario.

### Victory Conditions

The Victory Conditions of this grueling Scenario are simple; if the Marines kill the Queen and any of them survive, they Win. If they kill her but they all die, then it is a Draw. If they fail to kill the Queen, then regardless of how many survive they Lose.

### Strategy Tips

There is one obvious tip which the Players may or may not use; it does take most of the fun out of the Scenario. The key word is Grenades. Any Marine with a Pulse Rifle can pump two Grenades into the Queen's square, regardless of the situation, if he can at least see her. The vulnerability of Marines to Grenade blasts is high, but a clever Player can be sure to scatter the Marines at a safe distance. As pointed out, however, it really does take most of the fun out of the Scenario. We recommend that Grenades only be used in desperation, or after losing to the Queen a little too often.

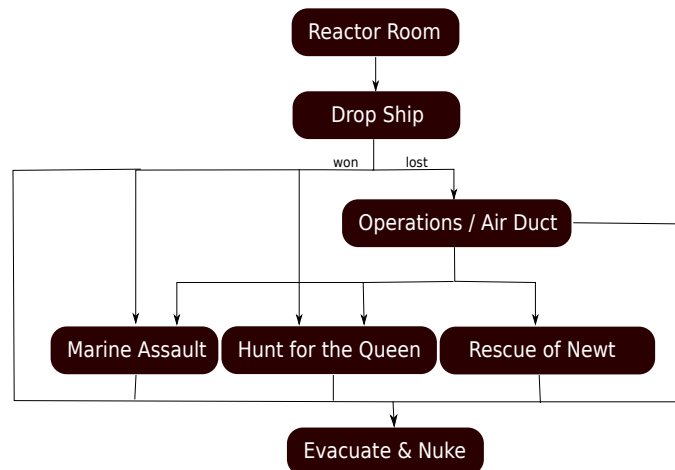
Other than that tip there is not very much to say. Try not to leave the Queen too many Ram targets, as the free attacks she gets during Movement can be absolutely devastating.

Newt is of special value in this Scenario, as an Elevator Operator. For example, whenever a Marine is Incapacitated, one of the others (Bishop, perhaps, or Burke) can carry the body back to the Elevator. Then, if everything falls apart, Newt can hit the Up button, and the Players will at least have a handful of survivors. This can be of particular importance if the Marines manage to kill the Queen, but the 'victorious' Marines cannot return to the Elevator either due to time limitations or Alien attack.

## 5.5 COMPLETE MOVIE SCENARIO

The addition of the Drop Ship and Marine Assault Scenarios makes it possible for Players to recreate the action of the entire movie, possibly more to their own taste. Those desiring to see how well they can do should use the following common-sense guidelines. It is recommended that Players attempting the full Movie Scenario also use all the Optional Rules, especially **Bonus Bugs** and **Ammunition Restrictions**.

Players begin by playing the **Reactor Room** Scenario, using all the normal rules. The survivors of that Scenario get to watch anxiously as Ferro and Spunkmeyer tight for control of the **Drop Ship**; if they **win**, then the Marines may **evacuate**, or may proceed to either the **Marine Assault** (to rescue whoever got caught in the Reactor Room) or **The Hunt For The Queen**, depending on their exact situation. If the Drop Ship is **lost**, however, then the Marines should probably proceed to the **Operations / Air Ducts Scenario**, and survivors of that may attempt their own version of **The Rescue of Newt** Scenario if desired. Marines who wish to get off the planet after the Drop Ship is destroyed must fight their way through the **Operations / Air Ducts** Scenario, while Bishop brings the second Drop Ship down from orbit.



The Drop Ship plays an especially important role in this Scenario. Aboard the Drop Ship are a large supply of weapons and ammunition, so that the Marines can choose their weapons freely and

always have Reloads available. Without the Drop Ship, they are restricted to whatever weapons they are currently carrying and one Reload per weapon.

The exact course of the Scenario is left to the Players. If they feel they can take on the Aliens in their Lairs, and that it is worth it to save their comrades, then they may do so. Of course, if the Drop Ship has been destroyed then any offensive strategy becomes much more difficult.

At all times, simply follow the logic of the Movie Scenario in **ALIENS**. Marines have their condition improved by one level between Scenarios, and surviving Marines are the ones available for the next Scenario.

Marines Incapacitated by Facehuggers require a little bit of special handling. They are considered Dead for final Victory Conditions; after all, it is just a matter of time before a Chestbuster kills them. On the other hand, it can be assumed that the Facehugger will fall off the Marine between Scenarios, allowing him or her to fight for the future of the other Marines. Marines who are captured are also in danger of acquiring Facehuggers. If they are rescued during the Scenario immediately following their capture, then they are safe. If they are rescued later on, however, they are assumed to have already had a Chestbuster implanted and are doomed.

The question of victory or defeat is a difficult one for this Scenario. On one level, to successfully evacuate any Marines is something of a victory; just take a look at what happened in the movie. For more ambitious Players, simply total up the Victory Points (as defined in the Tournament Rules, Section 6.6) and use that to measure your level of Victory. If the total Victory Points is greater than 18, then the Players have done better than the Marines in the movie, which is certainly a victory of sorts. A true victory is only possible, however, if the Queen has been killed; a Player who has only 1 Victory Point but who has killed the Queen in battle has a higher level of victory than someone who has escaped with all the Marines, but who has not defeated the Queen in combat.

## 5.6

## NEW SCENARIOS FOR ALIENS

There are a number of interesting Scenario possibilities in the original **ALIENS** game, in addition to the ones given in the rulebook. The following are some basic ideas about how to change the Scenarios in **ALIENS**; they can be used as points of departure for Players looking for new challenges.

### The Reactor Room

Two simple ways of making the Reactor Room Scenario a trifle more challenging are as follows. The first (and generally easier) method is to have 3 Aliens drop on the Red Turns, instead of 2. This apparently slight increase can make a tremendous difference in game balance. If that is still too easy for you, make it 3 Aliens on Blue Turns, and 2 on Red Turns. That should be nightmare enough for almost everyone.

The other option is to double the number of Bonus Bugs; that is, the roll of a 0 means that 2 extra Aliens arrive, instead of 1. If you do not roll a lot of 0's, this rule will be no problem. If you tend to roll 0's, however, this can lead to an unbelievable proliferation of Aliens.

### Operations / Air Ducts

We call this variant "Gorman's Last Stand." The idea is simple; do not evacuate Operations. Stay in the room, and attempt to hold it through the entire course of the Turn Chart for the Scenario. That means a lot of Aliens pouring into the room at certain points, and times when there is almost nowhere safe to stand. That is what makes it interesting, of course. If you start looking for a greater challenge, add 1 to the number of Blue Aliens each Turn (or Red, if you want a game that will keep you hopping.)

Players are encouraged to experiment with both of the **ALIENS** games, to create new challenges or interesting hypothetical situations. If there is a Scenario which you find particularly

interesting, or of which you are especially proud, we would certainly like to hear about it. Our address is on the credits page; we look forward to hearing from you.

## 6

## OPTIONAL RULES

All of the rules in this Chapter add realism to the play of **ALIENS**, and may be used in any of the Scenarios as desired. Each represents either a comparatively minor aspect of combat or was considered to be more detail-oriented than seemed appropriate in the **ALIENS** game itself. Players should be sure to specify before the game starts which, if any, of the rules in this Chapter will be used.

## 6.1

## AMMUNITION RESTRICTIONS

A weapon will obviously hold only so many rounds of ammunition, and the lack of ammunition was significant at several points during the movie. The following rules allow players to keep track of ammunition expenditures, and require the use of the Status Sheet at the back of this rulebook. Players may freely photocopy the **Status Sheet** for their personal use only.

Each of the weapons used by the Marines has an **Ammunition Capacity**; this is the number of times the weapon may be fired before it must be Reloaded. Whenever a Character fires his or her weapon, the player should mark off a single box on the Status Sheet. When all the boxes for the weapon have been marked off, the weapon cannot be fired until it has been Reloaded.

Note that for automatic weapons such as the Pulse Rifle each point of Ammunition Capacity represents several bullets, or rounds, while for a weapon like the Pistol each point represents just a single round. This is because of the differences in the rates of fire of the various weapons, and has already been reflected in the chances of hitting shown on the Character Cards.

The Ammunition Capacity of Pulse Rifles and Flame Units is 16, the Grenade Launchers attached to Pulse Rifles have a Capacity of 4, Machine Guns have 26 shots, Pistols have 13, and Hicks' Shotgun has a Capacity of 8.

AMMUNITION CAPACITY	
Weapon	Ammo
Pistol	13
Shotgun	8
Pulse Rifle	16
Grenade Launcher	4
Flame Unit	16
Machine Gun	26

**Reloading**

In most cases, the Marines have additional ammunition in case they run out. Putting this ammunition into the weapon takes **8 Actions**, and is called Reloading. A Marine may choose to Reload at any time, as long as he or she has Actions available. Note that a Marine does not have to wait until the weapon is actually empty before Reloading; there may be times when a Marine will have time to Reload before the weapon is empty, and feel that there may not be a chance to Reload later. If a Marine Reloads a weapon that is not empty, then the remaining Ammunition Capacity

of the first load is simply lost; it may not be saved or stored in any way. Simply cross off all the remaining boxes, and begin using the Reload line when next the weapon is fired.

Once a Marine has begun Reloading a weapon, he or she must spend the 8 Actions without interruption. This means that for most Marines a period of 4 full Turns is necessary, during which time they cannot take any Actions other than Reloading.

Note also that Flame Units, Grenade Launchers, and the Shotgun cannot be Reloaded.

## 6.2

## BACKUP WEAPONS

Most of the Colonial Marines carry more than a single weapon, depending on their personal tastes and abilities. This rule permits some Marines to use their **Backup Weapon**, if their primary weapon is out of ammunition or undesirable for some other reason. Note that for the purposes of this rule only the term Marine is being used to apply to Colonial Marines specifically; the following rule does not apply to Burke, Bishop, Newt, or Ripley.

In general, the Backup Weapon is a Pistol; all Marines carry Pistols, even if one is not listed on the Character Card. In addition Hicks is carrying a Shotgun as a Backup Weapon, and Drake has a Flame Unit.

A Marine may elect at any time to drop his or her primary weapon and begin using the Backup Weapon instead. It takes **4 Actions** to drop the primary weapon and prepare the Backup Weapon for use. If this is done, then the primary weapon is permanently lost to the Marines; the Marine may not use any weapon but the Backup until it is possible to get a new weapon.

**Example:** *In the Reactor Room Scenario Hicks is using a Shotgun. If he wishes to drop the Shotgun and switch to his Backup Weapon (in this case a Pistol), then he may do so at a cost of 4 Actions. From that point forward in the Scenario, Hicks would only be able to fire at Aliens using his Pistol. In the Operations/Air Ducts Scenario, however, Hicks is carrying a Pulse Rifle; this means that he has acquired a new weapon (in this case, he has Reloaded his own Pulse Rifle with ammunition from the wreckage of the APC), and may use the Pulse Rifle normally in the Scenario. If he chose to go to his Backup Weapon in this Scenario, he could draw either his Shotgun or a Pistol, as desired.*

Players who would like greater flexibility may even elect to allow Marines to swap weapons, or to pick up weapons from Incapacitated or Dead Marines. This level of detail is actually beyond the scope of this game, but the chances to hit for various weapons are shown on the **Alternate Weapon Table**, at the back of the book. Curious players are welcome to develop the appropriate rules for weapon swapping.

## 6.3

## FIRES

Any Marine equipped with a Flame Unit can use the Unit to create a barrier of Fire instead of shooting at an Alien. For each Action used by the Marine, a Fire Counter is placed on the Map. The placement of these Counters is subject to the normal restrictions placed on Flame Unit use; the Marine must be able to see the square, cannot fire through or into other Marines, and so forth. No roll need be made; the Marine simply states what the Action has been used for and places a Fire Counter in the square.

Aliens cannot Move through or Appear in squares with Fire Counters in them. They can only run up to the square and wait for a chance to get through or around the obstacle. If an Alien is fired at (and survives) while waiting for the Fire to go away, it will immediately set out on another route to reach the Marines. Note that Aliens can move diagonally past Fire in the same way they normally move. 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 and Fire Phase. Each square of Fire created by a Flame Unit uses 1 point of Ammunition, if the Ammunition Restriction rule is being used.

## 6.4 FIRING THROUGH MARINES

In **ALIENS**, there is no restriction on the Marines' ability to fire through each other, except for the +5 modifier applied when firing at Aliens who are in the same square with a Marine.

If the players desire more realism (and a great deal more trouble killing Aliens), the following rule should be applied.

If a Marine is firing through one or more squares containing other Marines, a modifier of **+3** should be applied to his roll for each rank of Marines between the Firer and the target Alien.

The only exception to this is when the firing Marine is directly behind another Marine. In this case the Marine is assumed to be firing over the shoulder of the blocking Marine, and no penalty is applied.

## 6.5 ADDITIONAL AIM TIME

In the basic rules, Marines can only Aim within a given Turn; it is impossible to carry over Aims into a following Turn, or to go higher in Aims than the number shown on the Character Card. This rule allows Marines Aim more carefully.

For each Action used above the number shown on the Card, the Marine may add **+2** to his chance of hitting, up to a maximum of **2 Actions**. These Actions obviously require more than the initial Turn to accumulate; simply make a note of the Marine's Aim on scrap paper, or tell the other Players.

## 6.6 TOURNAMENT RULES

The Tournament Rules are designed to be used for competitive play by any number of players. The general structure used should be a straightforward single-elimination tournament; players pair off, and the winner advances to the next round, while the loser is out of the competition.

The Scenario suggested for use with the Tournament Rules is the basic Movie Scenario. Each Player goes through the Reactor Room Scenario first, and then each plays the Operations/Air Ducts Scenario. At the end of the second Scenario, each Player totals the number of Victory Points that have been earned; the Player with the higher total wins. Victory Points are assigned based on which Marines survive, according to the following list. The list is repeated on the Status Sheet, for convenience.

VICTORY POINTS	
Marine	Points
Ripley	6
Newt, Hicks	5 each
Apone, Vasquez, Hudson	4 each
Drake	3
Others	2 each
Burke	1

**Example:** If a Player passed through both Scenarios and ended up with Ripley, Hicks, and Newt as survivors (as in the movie), he or she would receive 16 Victory Points; 6 for Ripley, 5 for Hicks, and another 5 for Newt.



Tournament play should also be timed. Each Player should receive 20 minutes to complete the Reactor Room Scenario, and 40 minutes for the Operations / Air Ducts Scenario. For each minute that a Player overruns the time limit, there is a penalty of 1 Victory Point.

The Player is watched by the opponent he or she has been paired with; this allows the opponent to make sure that no mistakes are made. The opponent should also move the Aliens during the Player's game. The opponent must move the Aliens according to the same criteria given in the rules; the Aliens must move their full 4 Actions toward the nearest Marine, without exception. On the other hand, the opponent may choose the exact path taken by the Alien; if the Alien can conceal itself behind an obstruction without losing any squares of its advance toward the Marines, that is perfectly legal. In this way a clever opponent can make life far more difficult for the Player.

As a general example of how a Tournament might be run, if there were a Tournament of 10 Players, they would separate into 5 pairs. Each pair would alternate Scenarios, drawing lots to see who goes first for each Scenario. At the end of this round, there would be 5 winners eligible to advance to the next round. If the organizers wanted to go directly to a round of 4, then only the 4 highest winning scores would advance. These players would again be paired up, with the two winners competing in a final round. Victory Points should be used to break ties, if necessary.

## 6.7

## CLOSING NOTES

There are any number of other possible twists on the game, and we encourage players to expand on the rules we have given. Some of the other rules ideas that we have toyed with are listed below. If they sound good, give them a try.

### Throwing Grenades

The Grenades shown in the movie are small, light, and extremely powerful; as such, there is no reason that the Marines could not simply throw them at the Aliens. The maximum range is 8 squares, mostly because the ceilings are far too low to actually throw the Grenades very hard. As with launched Grenades, they automatically land in the square they are aimed at. It takes 6 Actions to arm and throw a Grenade.

### Going Up?

In the movie, Ripley has a number of agonizing moments waiting for the Elevator to arrive. It only seems fair to give your Marines the same opportunity for anxiety.

Assume that the Elevator squares on the Map represent two Elevators, each of which holds up to 8 Marines. When the Marines arrive at the Elevator, there is a delay of 0 to 9 Turns for each Elevator to arrive. This means that the Marines have to allow a little extra time as they race to safety, and that they might have to risk leaving part of their unit behind. The Players should be able to choose whether they will leave in the Drop Ship or wait for teammates whose Elevator is running slow.

Of course, it is possible to send someone on ahead to hit the button, or even to leave a team behind to keep the Elevator in place. The down side is that these groups might well be attacked by any number of Waves of Aliens.

### Eggs and Facehuggers

Wherever a Marine has been Cocooned, there is certain to be an Egg. To make sure that the Marines move quickly, it is possible to give each Cocooned Marine a 1 in 100 chance (two consecutive 0's on the die) each Turn that the Egg in front of him will open and that a Facehugger will come out and attack.

### **Let's Blow Up Burke**

Some people have suggested that an excellent strategy in Operations is to fire a Grenade down the corridor as Burke is about to leave. This usually results in Wounded Marines, but does guarantee that the Door is open when the Marines want to leave. This is definitely not legal in any serious play, but if you would really like to give Burke what he deserves, then you might give it a try.

The next two pages are the Status Sheet and the Alternate Weapon Table. As mentioned earlier, you may photocopy the Status Sheet for your personal, non-commercial use only. All of us at Leading Edge Games apologize in advance for the various horrible things that will happen to you in these games, and wish you the best of luck.

[illegible]**Total**

Alternate Weapon Table

Marine	Alternate Weapon						Alternate Weapon					
Apone	Pistol	3	1	0								
		9	4	1	0	0						
		10	5	2	1	0						
Hicks	Pistol	3	1	0			Flame Unit	8	6	4		
		9	4	1	0	0		14	13	9		
		10	5	2	1	0		15	14	10		
Vasquez	Pistol	2	1	0			Flame Unit	8	6	4		
		7	4	1	0	0		14	13	9		
Drake	Pistol	2	1	0			Pulse Rifle	6	4	2	1	0
		7	4	1	0	0		13	9	8	7	5
Hudson	Flame Unit	7	5	3								
		13	9	8								
Frost	Pulse Rifle	5	3	2	1	0						
		12	9	7	6	4						
Dietrich	Pulse Rifle	5	3	2	1	0						
		12	9	7	6	4						
Crowe	Flame Unit	7	5	3								
		13	9	8								
Wierzbowski	Pulse Rifle	5	3	2	1	0						
		12	9	7	6	4						
Gorman	Flame Unit	7	4	2								
		12	9	7								
Ripley	Pistol	1	0									
		4	1	0								
		6	3	1	0							
Burke	Pistol	0					Flame Unit	2	1	0		
		1	0					9	7	4		
Newt												
Ferro	Pistol	2	1	0								
		5	2	1	0							
Spunkmeyer	Pistol	2	1	0								
		5	2	1	0							

## 7

## VARIANT RULES

The following text and rules were originally published by Stuart K. Tucker as "Alien Metamorphosis: Variant Rules for Aliens", in The GENERAL Vol.32,No.1.

With the release of another movie sequel, why not break out your old copy of Leading Edge's ALIENS for another heart-pounding escape? My friends and I did, but we weren't satisfied that the original game portrayed the movie well enough and came up with some minor modifications. Have you ever seen Vasquez survive after popping off a few grenades in Ops? Now you can. Are you tired of those light-weight pistols failing to serve a good purpose? Now you can hope to stick one up the mouth of a nearby alien. Don't you feel that carrying an incapacitated Marine should harm your aim a bit? After over 30 viewings of the movie, the discrepancies trouble the purist.

As fine as the game ALIENS portrays the movie, the connoisseur will appreciate these changes.

## 7.1 HASTY SHOTS

At the moment an alien enters a Marine's space, the Marine may squeeze off a point-blank **hasty shot**. Aim is affected by the weight of the weapon.

HASTY SHOTS		
Weapon	Aim	Range
Pistol	2	1
Pulse Rifle	1	2
Shotgun	1	2
Flame Unit	1	3
Machine Gun	1	5

The usual acid spray takes effect in the space of the alien's attack.

## 7.2 GRENADE EFFECTS

Before checking the normal Effect chart, see if the alien or Marine is hit. The alien in the target spot is automatically hit. Aliens one or two spaces away from the target spot must roll on the unwounded Burke card Aim 1 line to see if they are hit (and killed). Marines one to eight spaces away from the target spot must roll on the unwounded Burke card Aim 2 line to see if they are hit. If a Marine is hit, use the effects shown in the Grenade Table Effect (Marine) column.

**Example:** *Vasquez fires a grenade at range 3. It kills the targeted alien, but kills adjacent aliens on a 2 or less, and wills aliens two spaces away from the target on a 0. Vasquez must roll a 5 or higher to avoid being incapacitated.*

## 7.3 WEAPON HANDLING

Unload actions must be consecutive. Reload actions must be consecutive. In between unloading and reloading, other actions may be taken. It costs no actions to drop a weapon. It takes two actions to acquire the weapon from an incapacitated Marine in the same space.

WEAPON HANDLING		
Drop weapon	0	
Acquire weapon	2	
	unload	reload
Pistol	1	2
Pusle Rifle	2	2

## 7.4 CARRYING MARINES

A Marine carrying an incapacitated Marine must add **+3** to firing die rolls (except for Hasty Shots - the advantage of the second pair of eyes over the shoulder helps in that case).

## 7.5 MOVEMENT SEQUENCE

We have always used a predetermined Marine movement order to reduce coordination in the heat of battle. An alternative is a randomized sequence. At the start of each Marine turn, all Marines in combat resolve their melee attacks. Then, take the cards of non-incapacitated Marines and those not in combat or grabbed. Taking care to keep the wounded sides correctly up, shuffle these cards and move each Marine one at a time as revealed from the top of the deck. After all have moved, any grabbed Marine that has been freed may then move.

## 7.6 REACTOR ROOM

Randomly place the Marines by rolling dice as if placing aliens, but add five to all rolls of 0-4 to keep the Marines distant from the exit. Then, give the Marines a free move parallel or away from the exit at the start of the game.

## 7.7 RIPLEY, WHAT ARE YOU DOING?

In the reactor room scenario, on the turn in which the Marines take their second casualty, Ripley begins to move the APC to rescue them. Count 12 turns down the turn track to mark the arrival time. The APC bursts through the exit (use the Ripley card to mark it) three spaces deep into the room (killing anything in its path). Marines now exit the scenario by moving onto the card representing the APC. Aliens get one move to jump onto the APC before it departs. The first attacks Ripley through the windshield (Ripley adds two to melee value). If Ripley is grabbed, the APC doesn't depart. It takes two actions for another Marine to become the driver. Marines get Range 1 shots at any aliens on the APC card with them. Any alien not killed or stunned may attack any Marine on the APC.

## 7.8 OPERATIONS ROOM

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In the operations room, aliens get three move actions, not four. Ripley may not move until she has shot three times with the pulse rifle. Then, Newt and Ripley may enter the passageway to the door.

## 7.9 AIR DUCTS

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The explosive effects of a grenade double in range due to the nature of the passageways. Thereafter, the target location of the grenade blast costs three move actions to enter.

## RULES SUMMARY FOR ALIENS

These pages contain all the rules for **ALIENS** in a streamlined form. They should be enough to get you going in the game; any questions which come up can be answered by checking in the **Rulebook**.

### Preparing For Play

**ALIENS** can be played by one or more people. The Players control the human characters from the movie; the Aliens pretty much control themselves. We suggest that the Players read this summary and then set up the Reactor Room Scenario according to the guidelines given below. Whenever you run into something you don't understand, just check in the Rulebook for a clarification.

To get started, unfold the Map and put it on a table. You will need a little extra room around the edges, to put the Cards that are used in **ALIENS**. For the Reactor Room Scenario, you will need the **Character Cards** and the **Counters** for Apone, Hicks, Vasquez, Drake, Hudson, Dietrich, Crowe, Frost, and Wierzbowski. A Character Card has the picture of the Marine it represents, and numbers on it which tell you what the Marine can do; we will explain in more detail a little later. The Counters are the small playing pieces with just a picture and a name, and are used to mark where each Marine is on the Map. Each Counter should be put in one of the plastic stands provided; when you are done, each Counter will stand upright, with the picture and the Marine's name clearly visible. The Counters with Aliens on them will need to be put in stands also, and then set to one side.

Share the Character Cards out evenly among the Players; you can take turns picking your favorite Marines until they are all gone, or deal them out at random. Each Player should also take the Counters for each of his or her Marines. The next thing to do is to decide what order the Marines will move in every Turn; each Player should line up his or her Marines in the order they will move in, and then the Players take turns moving their Marines. For example, if there are three Players, then for the Reactor Room Scenario each would take 3 of the 9 Marines and set their Cards in order in front of them. Each Turn, the first player would move all of his or her Marines, then the second would move, and then the third player would take his or her Turn.

Last, put the Counter with the word Turn on it in a stand, and set it in the top left square of the Reactor Room Turn Chart at the right side of the Map.

The full rules for setting up each of the Scenarios are contained in Chapter 2 of the Rulebook. They explain where the Marines start, as well as detailing special rules, how the Aliens appear, and what the Marines have to do to win. Background on each Scenario and strategy tips are also included.

In brief, the Reactor Room Scenario starts with the 9 Marines anywhere to the right of the Stairwell in the middle of the Reactor Room Map; their objective is to leave through the Exit at the left of the Map. If 7 or more Marines survive, the Marines win. If 4 to 6 survive, it is a draw. If 3 or less, the Marines lose.

### The Die

The die we have provided has 10 sides, and is the only one you will need. It is numbered from 0 to 9; in all cases, the 0 represents zero. It should never be read as a 10.

### Sequence

Each game of **ALIENS** consists of a number of Turns, each of which follows the same sequence. There are four Phases in each Turn, as listed below.

**Aliens Move:** All the Aliens on the Map move up to four squares toward the nearest active Marine. If one reaches a Marine, place the Alien on the Marine's Card to indicate that it is attacking him.



**Aliens Appear:** Any new Aliens which are going to arrive on the Map this Turn are placed and may move one square toward the nearest active Marine. Rules on how Aliens appear on the Map are explained later.

**Aliens Attack:** Each Alien that is on a Marine's Card now attacks. Attacks may be run in any order; the rules are given below.

**Marines Move / Fire:** Each of the Marines moves and fires, in the order established at the beginning of the game.

This is the end of the Turn. The **Turn Counter** is now moved down one square, and a new Turn begins. Once the Turn Counter reaches the bottom of the first column, it is moved to the top of the second column.

## Actions

Whenever a Character does something in the game (moving a square or aiming at an Alien, for example), he or she uses **Actions**. The number of Actions a Character has is shown at the bottom of the Character Card. Each Turn the Character may use a number of Actions equal to the number shown on the Card; not all Actions must be used, but they may not be saved from Turn to Turn.

Marines may use their Actions in one of three ways; **Movement, Aim, or Melee**. One Action is used each time a Marine moves one square, uses a point of Aim, or conducts a Melee attack. Aliens have 4 actions. These Actions are used only for Movement, as Alien attacks are handled separately. The Alien Queen is a special case; she is described in the Scenario rules.

## Movement

Counters are moved from square to square, one at a time, in any direction or combination of directions, including diagonally. They may not, however, enter squares which contain obstructions (pillars, equipment, Alien incrustation, and so forth.) Each square moved uses one Action. Each Counter must finish using its Actions before another Counter may begin its turn. Counters can move through each other freely, but no more than one Counter can be in a square after each Counter has finished moving.

## Alien Movement

Aliens have **4 Actions**, so they move 4 squares each Turn. They always move directly toward the nearest Marine who is not Incapacitated, unless that Marine is already being attacked by another Alien as soon as an Alien enters the square of a Marine who is not already under attack by another Alien, the Alien is taken off the Map and placed on its side on the Marine's Character Card. The only exception to Alien movement is on the Turn an Alien appears on the Map, when it may only move 1 square.

## Alien Appearance

The Aliens appear under different guidelines in each Scenario (as described in the Rulebook), but in the Reactor Room the following rules apply. On the first Turn, 4 Aliens appear randomly in the room. Each turn after that, 2 more Aliens appear. This is shown on the Reactor Room Turn Chart, at the right of the Map. (Note that on every third Turn, the number is printed in Red; it is recommended that these Aliens not be used in games involving beginning players.)

The location at which each Alien appears is determined randomly. For each Alien, roll the die twice; the first roll indicates the **Row** in which the Alien appears, and the second determines the exact **Square** in the Row. The Rows are listed in Red down the left side of the Reactor Room Map, and are numbered through 9. (The 0 has been omitted for use with the optional **Bonus Bug** rule, Section 3.1 of the Rulebook. Just re-roll any 0's that appear.)

## Alien Attacks

After all Aliens have moved, each Alien which is on a Marine's Card attacks. **Roll** the die, and **add** the Marine's **Melee** value to it. Compare this number to the possible results which follow. The results are repeated in the Alien portion of the Reference Card, for ease of play.

If the roll is **0**, the Marine is **Dead**: Immediately remove the Marine's Counter and Card from the game, and put the Alien back with all the other unused Aliens.

If the roll is **1 or 2**, the Marine is **Incapacitated and Grabbed** by the Alien. Incapacitated Marines cannot do anything for the rest of the Scenario. They are assumed to be badly wounded and unable to fend for themselves. When a Marine is Incapacitated, his or her Counter is laid on its side in the appropriate square. The square is treated as empty for all Movement and Fire purposes. In addition to the above, the Marine is also subject to the results listed below under "Grabbed".

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

If the roll is **5 or 6**, the Marine is **Grabbed** and is no longer capable of resisting the Alien. The Marine receives no further Actions until freed by the other Marines. During the next Alien Movement Phase, the Alien will drag the Marine up into the ducts overhead; if this happens, both counters are removed and the Marine is considered Dead. This means that the other Marines have one Turn in which to kill the Alien or drive it away. If they try to shoot it, add +5 to their die rolls; they have to be careful not to shoot the Marine who has been Grabbed. The Marines can also try to drive the Alien away by using Melee. To signify that the Marine is Grabbed, set the Alien Counter upright on the Character Card.

On a **7 or 8**, the Marine is **In Combat** and trying to fight off the Alien. If the Alien is not killed or driven off by the other Marines during their Turn, the Alien rolls again during its next Turn as a normal Alien Attack. The Marine cannot Move or Fire during this Turn, unless he or she is freed, but can Melee the Alien. The Alien's Counter remains on its side on the Marine's Card.

On a **9+** the **Alien Loses**. The Marine has managed to fight off the attack. The Alien is immediately moved by the Player into any adjacent square which is not obstructed. During its next Turn, the Alien is considered Stunned and may not move or attack in any way. Show this by setting the Alien Counter on its side on the Map.

## Marine Movement and Combat

Marines move in the same way as Aliens, except that Marines can combine Actions spent for Movement, Aim, and Melee in any way they choose. For example, a Marine with three Actions could use one Action to move a square, another to fire at an Alien, and then a third to move another square. Also, Marines can decide how to use an Action after seeing the results of the preceding Action. For example, a Marine could use one Action to shoot at an Alien and, if he missed, fire at it again with his next Action. If he hit with his first shot, however, he could use the second Action to Move, perhaps, or fire at a different Alien.

## Firing at Aliens

Marines can use their Actions to Aim and Fire at the Aliens. The numbers on the Character Card determine what each Marine's chances are. The Character states how many Actions of Aim will be used, and then rolls a die to determine if he has hit the Alien. If the Alien is hit, it is immediately removed from the Map, and the Marine may continue to use any further Actions he has, if any, or play passes to the next Marine. The details on how this works are as follows.

To begin with, the **WEAPON** column on each Character Card shows the weapons that the Marine can use. The top weapon is used in the Reactor Room Scenario only, while the bottom weapon is used in all other Scenarios. Next to the WEAPON column on the Character Card is

the **AIM** column. Listed in this column are the number of Actions of Aim which the Character may take with each weapon.

The next section of the Card is labeled **TARGET RANGE**. There are five columns in this section, and listed in these columns are the numbers the Character must roll, with a given amount of Aim, to hit an Alien at a certain Range. Just choose the appropriate weapon, select 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. To figure out the Range, just count the number of squares from the Marine to the Alien as if the Marine were moving into the Alien's square; naturally, you have to count in as straight a line as possible, and if there is an obstruction in the way, the Marine cannot shoot at that Alien.

If the number needed to hit is 9 or greater, the Marine automatically hits and kills the Alien; the player does not need to roll the die. Note that actually Firing at an Alien does not take any extra Actions; Firing 3 basically a part of Aiming.

### **Acid Spray**

Whenever an Alien is killed, there is a chance that the Acid Blood of the creature will splash onto any Marines who are in the same square as or adjacent to the Alien. Simply roll a die for each Marine and consult the Acid Spray Table on the Reference Card. Apply any results immediately.

Flame Units are the only exception to this rule; because they burn the Alien and its blood, there is no chance that nearby Marines will be Splashed.

### **Melee Combat**

In order to avoid the risk of Acid, a Marine can attempt Melee Combat with an Alien. Melee Combat can be performed by a Marine who is adjacent to or in the same square as an Alien, and each attempt uses one Action. The Marine rolls a die; if the number rolled is less than or equal to his Melee value, then the Alien is **Stunned**. The Alien immediately lets go of any Marine it has grabbed and must move one square in whichever direction the Marine chooses. The Alien cannot end up in a square with a Marine. The Alien is Stunned and loses its next Turn; signify this by setting the Counter on its side. If the Marine's roll is greater than his or her Melee value, then the Action has accomplished nothing.

### **Carrying Incapacitated Marines**

Since Incapacitated Marines cannot take any Actions at all, it is up to the other Marines to carry them to safety. Each healthy or Wounded Marine except Newt can carry one Incapacitated Marine. To pick the Marine up, the carrying Marine simply moves into or through the Incapacitated Marine's square, and puts the Incapacitated Marine's Counter on his own Character Card. Picking up a Marine uses no actions, and carrying him does not use any on later Turns.

### **Final Notes**

As was mentioned at the beginning of this Summary, if there are any questions which remain unanswered, or if you run into any sort of problem during play, the full rules are in the Rulebook, including examples of the most important points.

