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Game: **ALIEN: FATE OF THE NOSTROMO**

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



ALIEN

FATE OF THE NOSTROMO

SETUP

Place the *Nostromo* board on the table.

Place the **morale marker** on the board's crew morale track, on the space corresponding to the number of players.

Place 2 **scrap tokens** at each of the following locations: *Garage, MU-TH-UR, Medbay* and *Maintenance*.

Create a scrap pile next to the game board with all remaining scrap tokens.

Shuffle the **concealed tokens** and place 1 token facedown at each of the following locations: *Garage, Workshop* and *Maintenance*.

Place the remaining concealed tokens facedown in a stack next to the board.

Place 1 **coolant canister token** at each of the following locations: *Workshop, Garage, Maintenance, Equipment Storage, MU-TH-UR* and *Hyper Sleep*.

Lay out the *Flashlight, Motion Tracker, Electric Prod, Incinerator, Grapple Gun* and *Cat Carrier* items to the side of the board.

Shuffle the **objective cards** and reveal 1 card for each player plus 1 additional card and place them at the top of the board. Return the remaining objective cards to the box.

If you are playing solo, remove the final mission cards *Cut Off Every Bulkhead* and *Every Vent and Blow It Out into Space*.

Shuffle the **final mission cards** and draw 1 card at random. Place it facedown next to the revealed objective cards. Return the remaining final mission cards to the box.

Shuffle the **encounter cards** and place them next to the board.

Optionally, place Ash in the *Medbay*.

Each player chooses a **crew placard** and corresponding **figure**.

Each player takes a **player reference card**. All crew members start the game in the *Galley*.

The player who most recently had a cat hiss at them goes first. Otherwise, the oldest player goes first.

HOW TO PLAY

The game is cooperative and all players win or lose together.

Complete all the starting objectives to reveal the crew's final mission. You must meet all the requirements of the revealed final mission to win the game.

The players lose immediately if one of the following events occurs:

Crew morale failure: If the crew morale track reaches 0, the crew have run out of hope and cease to function.

Self-Destruct: If the self destruct track reaches 4 counters, the ship is immediately destroyed.

Each **objective card** has a task that must be completed to finish that objective. After the crew succeeds in completing the task(s) listed on the objective card, flip that card facedown.

Once all your starting objectives are facedown, reveal the final mission card.

GAME PLAY

Starting with the player going first, each player resolves a complete turn. Each turn has 2 phases, performed in order.

After a player completes both phases, play proceeds clockwise, beginning with the next player's crew action phase.

1. CREW ACTION PHASE

On your turn, take a number of actions up to the number indicated on your crew placard. You may take fewer if you wish.

Actions may be taken in any order and the same action can be performed multiple times in a turn.

MOVE

Move your crew member into an adjacent corridor or an adjacent room, or use ladders to travel to different levels.

PICK UP/DROP

You may use 1 action to pick up or drop any number of **scrap tokens**, or to pick up or drop 1 **item**. When picking up scrap tokens or items, place them in your **inventory**.

You may carry up to 3 items, 1 coolant canister, and any number of scrap tokens.

When dropping scrap tokens or items, place them in the room or corridor you currently occupy.

USE AN ITEM

Some items require an action to use them.

SPECIAL ACTION

Some crew members have special actions. Special actions count as one of the total number of actions for your turn and can be taken multiple times unless specified otherwise.

CRAFT

To craft an Item, discard scrap tokens equal to the item's cost from your inventory into the scrap pile, then take the item and place it faceup in your inventory.

TRADE

All crew members in the same room or corridor may give or take any number of scrap tokens or items to or from each other.

2. ENCOUNTER PHASE

Draw 1 **encounter card** from the top of the encounter deck, resolve all parts of the card from top to bottom, then place it faceup in the encounter deck's discard pile.

ACTION

Perform any action as stated on the card.

PLACE TOKENS

If the encounter card instructs you to place tokens:

1. If there is no **concealed token** already in the area, place a concealed token from the stack in that space facedown.
2. Then place any **scrap tokens** from the scrap pile in the specified area.

If an encounter card instructs you to place a concealed token in a space a crew member is currently located, place the token without revealing it. Crew members may leave the room without revealing the token, but if any crew member enters the room, the token must be revealed.

ALIEN ENCOUNTER

Move the alien the number of spaces indicated toward the nearest crew member along the shortest path. The alien can use ladders just like the crew. If multiple crew members are at the same distance from the alien, the crew decides which one the alien moves towards. If the alien encounters a crew member, the alien stops moving.

When the alien encounters crew members, they lose morale equal to the morale listed on the encounter card, and the crew morale marker moves down a corresponding number of places. The crew members who encountered the alien must immediately flee by moving 3 spaces away in a direction of their choice.

When fleeing, a crew member may have to into a room that contains a concealed token. If so, the fleeing crew member stops, then reveals the concealed token and resolves it.

It may be impossible to avoid encountering the alien during a player's crew action phase. If a crew member encounters the alien in the crew action phase, morale decreases by 2, and the affected crew member flees 3 spaces. The current player's crew action phase is now over.

ENCOUNTERING A CONCEALED TOKEN

When a crew member moves into a room that contains a **concealed token**, first check to see if any objectives have been completed. Then reveal the concealed token.



SAFE

Nothing happens. Shuffle this token back into the stack.



SURPRISE ATTACK

Move the alien into the room immediately. Decrease morale by the amount indicated on the concealed token. Any affected crew members must flee 3 spaces and the current player's crew action phase immediately ends. **Skip the encounter phase when a turn ends this way.** Shuffle this token back into the stack.



JONESY

Jonesy immediately hisses at the crew member, decreasing morale by 1. Shuffle this token back into the stack.

MORALE

Various effects within the game cause the crew to lose morale. If morale is lost, move the tracker down. If the crew's morale runs out, they are unable to continue, and the game is immediately lost.

COMPLETING OBJECTIVES

Most objectives require 1 or more items to be brought to a location. To complete an objective, a crew member needs to have the item in their inventory and move to that location.

They do not have to drop the Item or use the item at that location.

Other objectives may require you to drop items in a location. After the item is dropped and the objective is completed, you may pick up that item again.

FINAL MISSION

Once all starting objectives are completed, the **final mission** is revealed.

Each final mission has specific requirements that must all be achieved simultaneously for the crew to succeed. If the crew succeed at completing all final mission objectives, they win the game.

Some final missions may introduce conditions that must be avoided, or the crew will immediately lose the game.

SELF-DESTRUCT TRACK

Some final missions initiate the *Nostramo's* self-destruct sequence. The crew member whose turn it is places the **self-destruct track** in front of their crew placard with 4 **countdown tokens** on it. At the beginning of each of their subsequent turns, remove a countdown token. If you can't remove a token, the *Nostramo* is destroyed and the crew lost.

OPTIONAL: ASH

For a more challenging game, add Ash.

Whenever Ash moves, he uses the shortest route to move towards the nearest room or hallway with any scrap tokens or a crew member – whichever is closest. On a tie, the crew decides which one Ash moves towards.

If Ash encounters a space with scrap, he will stop and remove all scrap (place them into the scrap pile).

If Ash encounters any crew, he will stop, and each crew member sharing space with Ash must discard 1 scrap token or decrease morale by 1. Lose 1 morale for each crew member unable to discard a scrap token.

If a crew member stays in the same space as Ash, Ash is prevented from moving. The crew member will not need to discard scrap or lose morale.

If you reveal the final mission *You Have My Sympathies*, the rules for Ash change. He no longer moves toward scrap, or stops and removes it when he moves into a space with scrap. He does not cause players to lose scrap when he encounters them during this final mission.

ITEMS

Each item has a **scrap cost**, which is how many scrap tokens must be discarded for a crew member to craft it. Items with a **use limit** are discarded (placed back with the other items) after that many uses, and may be crafted again.



SCRAP TOKENS

Used by crew members to craft items and to fulfill some objectives. Keep scrap next to your placard when you acquire it.



COOLANT CANISTERS

Crew members may only carry 1 coolant canister at a time. When you pick one up, place it on the designated space on your

placard. **Coolant canisters may be discarded and converted into 2 scrap tokens at the Workshop as an action.**



FLASHLIGHT

Scrap cost: 2
Use limit: Unlimited

Whenever you lose morale, reduce the amount lost by 1. This item may be used when it's not your turn (does not stack with other flashlights). No action required.



MOTION TRACKER

Scrap cost: 2
Use limit: Unlimited

Reveal a concealed token in a room up to 2 spaces away. If it's the alien, place the alien figure in the room, and you gain an action. Shuffle the revealed token back into the concealed token stack.



GRAPPLE GUN

Scrap cost: 3
Use limit: 2

If the alien is within 3 spaces of you, move the alien up to 3 spaces in any direction.



INCINERATOR

Scrap cost: 4
Use limit: 2

If the alien is within 3 spaces of you, send it to the *Nest*. If you do, don't draw an encounter card this turn.



ELECTRIC PROD

Scrap cost: 3
Use limit: 2

Reduce the amount of morale lost when encountering the alien by 2. No action required. This item may be used when it's not your turn.



CAT CARRIER

Scrap cost: 1

If you reveal Jonesy, capture Jonesy underneath the *Cat Carrier* in your inventory. No action required.

DIRECTOR'S CUT RULES

SETUP

Ash is always used for this version of the game.

Place 1 coolant canister token in the following rooms: *Garage, Equipment Storage, Maintenance Bay, Workshop, and Suit Storage*. There will be one left over. Discard it from play.

Place 2 scrap tokens in the *Garage, Equipment Storage and Workshop*. Place the rest in a pile near the board.

Adjust the number of items tokens to the following: 5 coolant canisters, 2 *Flashlight*, 2 *Motion Tracker*, 1 *Cat Carrier*, 2 *Electric Prod*, 1 *Incinerator*, 1 *Grapple Gun* (remove the rest from the game).

When playing solo, choose one of the following: select a minimum of three characters to play **OR** choose a minimum of 4 objectives to complete.

ALTERNATE RULES

Items can *only* be crafted in the following rooms: *Equipment Storage and Workshop*.

Scrap must be placed in a slot on the player's inventory. You can have as many scrap tokens in that slot as you collect.

Players must be adjacent to the alien to use the *Incinerator* and *Grapple Gun*. The player must be in the same space to use the *Electric Prod* or *Flashlight*. The *Grapple Gun* can only be used to move the alien to a space on the same level of the map (no moving the alien down or up the ladder). The *Motion Tracker* and *Flashlight* can work 'between levels' as the rulebook.

If a character is in the *Med Bay* or the *Mess*, spend 3 scrap tokens to move the morale track back down 1 space. It costs 1 action to do this and you may only do this action once a turn.

If the alien is encountered by a group of characters, the morale marker must be moved up the appropriate amount for *each* character.

If Ash enters a space with a crew member in it, lose 1 morale per character on the space. If a character enters a space with Ash already in it, they do not lose morale. Ash does not remove scrap from a player's inventory.

Instead of the movement rules given, use the movement on the alien encounter cards to also move Ash.

Using the coolant canister to attack Ash during the *You Have My Sympathies* finale costs 1 action.

If a player has crafted the *cat carrier* and they reveal a Jonesy token, ignore its effect and discard it from the game. On subsequent turns, if a Jonesy conceal token is revealed, count it as empty and discard it from the game.

When all objectives have been resolved, the self-destruct tracker is used, regardless of which final mission has been revealed. Place all 4 tokens on the board. When all players have taken a turn, remove 1 token from the tracker. If all 4 tokens have been removed, the *Nostramo* self-destructs and all players lose.