THE ESOTERIC ORDER OF GAMERS

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ORDEROFGAMERS.COM

Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

ALIENS

ANOTHER GLORIOUS DAY IN THE CORPS

SETUP

Choose a mission from the **mission cards**. If you are playing the campaign, this will be *Mission 1: Newt.* Set up the **boards** as instructed by the card, with the card organizer nearby.

Each player chooses a **character** and places their **character card** in front of them with its **HERO** side up. Place the remaining character cards nearby with their **GRUNT** side up. There are 2 types of characters: **CIVILIANS** and **MARINES**.

Newt is not available until you have completed the first mission. If your **HERO** is Ripley, you also play Newt as a **HERO**. If Ripley is a **GRUNT**, then Newt is also a **GRUNT**. The Ripley player uses the same hand of cards for both characters, but they have their own, separate, activations. Newt cannot equip weapons cards.

Unless you are playing a *Bug Hunt* mission, players gear up their **HEROES** and **GRUNTS** with free **equipment** and **weapons** cards taken from the **endurance cards**. A character may equip up to 2 weapon cards and up to 2 equipment cards. Place the first weapon card to the left of the character card, and the second, which must have the keyword **BACKUP**, to the right. Equipment cards are placed below the character card.

In *Bug Hunt* missions, characters do not get any starting equipment or weapons other than an *HK VP70 Pistol* each. Do not use Newt in these missions.

Create the **endurance deck**: shuffle all remaining equipment and weapon cards with the rest of the endurance cards and set this deck in the card organizer. Place the **reshuffle card** underneath the endurance deck.

Give each character an **aim dial** and set them to match the **AIM** number on their character card.

Create the **motion tracker deck** as instructed by the mission card and set it in the card organizer. There are 3 different threat levels on the card backs, indicating how difficult the card is likely to be.

Place **spawn point tokens**, **blip tokens** (number side down), and other mission tokens on the board as instructed by the mission card. Put all remaining blip tokens in a token pool (numbers facedown and shuffled). Place all of the **alien models** and **alien tokens** nearby. Place characters in their starting locations.

If the mission requires a **turn dial**, set it to 1 and place it near the board. Place the **exit token** as instructed by the mission card. Place the **activation token** next to the **HERO** with the highest **rank**.

If there is an instance when the aliens have a choice, the player with the highest rank determines what the aliens do. If there is a tie in rank, those players must make the decision together.

If you are allowed to re-roll a die result, the new result always replaces the original result and only counts as one roll. The re-rolled result is final and cannot be re-rolled again.

GAME TURNS

I. MARINE PHASE

Players take turns activating their **HERO** characters.

Each character is activated once per Marine phase. Once all characters have been activated, proceed to the Alien phase.

RESET AIM DIALS

Rotate every character's aim dial to match the **AIM** on that character's card.

ACTIVATION ORDER

The player controlling the **MARINE HERO** character with the highest rank chooses a player to start the phase and gives them the **activation token**.

ACTIVATIONS

When a player receives the activation token they activate their **HERO** character. There are 6 activation steps:

I: RESOLVE ALL ON ACTIVATION ABILITIES

Resolve any cards with abilities that happen *on activation*. If there are several, the active player decides their order.

2: EQUIP ENDURANCE CARDS

Do any or all of the following in any order:

EQUIP CARDS: You may equip any weapon or equipment cards from your hand onto an empty slot on your character card by paying the card's cost.

UNEQUIP CARDS: You may return any equipped weapon or equipment cards on your character card to your hand (there is no hand limit).

EQUIPPING OTHER CHARACTERS: You may equip other characters within 2 spaces of your character with weapon or equipment cards in your hand, paying their cost as normal.

3: PERFORM UP TO 2 ACTIONS

Each character can perform 2 actions each turn (the same or different actions). If a card effect gives you a free action, this does not count towards the 2 you can take each activation.

If you must take a **tech test**, roll a marine die; if the result is equal to or under your character's **TECH**, you pass. Otherwise, you fail and may try again during another action.

4: RESOLVE ALL END OF ACTIVATION ABILITIES

Resolve any cards with abilities that happen *at the end of activation*. If there are several, the active player decides their order.

5: USE RANK TO ACTIVATE GRUNTS

After a **MARINE HERO** character activates, they can activate a number of **GRUNT** characters equal to their rank. They cannot activate a **GRUNT** character with a higher rank.

6: PASS THE ACTIVATION TOKEN

If the player to your left has not activated this turn, pass them the activation token.

The player with the highest rank now activates any remaining **GRUNTS** that haven't yet been activated this marine phase, then the marine phase ends. If there are no **MARINE HERO** characters, choose a player to activate remaining **GRUNTS**.

2. ALIEN PHASE

I. ACTIVATE ALIENS

All alien models activate one at a time, starting with the alien closest to the marines and working outwards. If 2 or more are the same distance from a character, the player with the highest rank chooses which alien activates first.

When activated, an alien always moves, then attacks if able. Complete an alien's full activation before going on to the next.

ALIEN MOVEMENT

If an alien model is not in a space next to a character, it moves. Otherwise, it will skip movement and immediately attack.

All aliens have a speed of 6. They must move towards the closest character (even knocked down characters), taking the shortest route possible. An alien will stop moving when it runs out of **SPEED**, it moves into or starts its move in a space next to a character, or it fails to pass through a barricaded door.

Alien models cannot move into a space containing an alien model or a blip token.

DEFENSIVE FIRE

When an alien model moves into or starts its move in a space next to a character, before the alien attacks, all characters up to 4 spaces away and within LOS of the alien may shoot **defensive fire**.

Starting with the character closest to the alien, players take turns taking a normal attack action against it. Exhaust any required cards and reduce aim dial numbers as usual.

ATTACKING

If the alien model survives the defensive fire, the target character must immediately defend itself from the alien attack.

DEFENSE ROLL: The player rolls the marine die; if the result is equal to or less than the character's **DEFENSE**, they survive the attack. Add +1 to the roll for each alien token the alien has.

A character who fails a defense roll against a **facehugger** attack is not killed or captured. Instead, place a facehugger token on their card; if the character survives it is counted as killed at the end of the game.

COUNTERATTACK: If that roll's result is also equal or less then the character's **MELEE**, they kill the attacking alien. If the alien has any alien tokens under it, remove one of those instead.

FAILED DEFENSE: If the character fails its defense roll, they get **knocked down**. If you roll a 10 or more when defending, the character is killed and removed from the game.

KNOCKED DOWN

When a character is **knocked down**, place the model on its side. The character must skip all actions, cannot shoot defensive fire, but still make a defense roll if they are attacked. They stand up automatically at the start of an Alien turn if there are no alien models in the spaces next to them.

A knocked down character that starts an Alien turn with at least 1 alien model in a space next to them is **captured** and removed from play, along with one of the alien models next to them and any alien tokens it has. Captured characters may be rescued by playing the *Rescue* mission.

LOSING A HERO

When a **HERO** character is killed or captured, that player discards all cards they have in their hand and all cards equipped on the lost character. They then choose a **GRUNT** character to flip over and play as a **HERO** character. If there are no more **GRUNTS** left, that player is eliminated. The character's aim dial stays on the number it was on. Reset the aim dial at the start of the character's activation as normal.

2. ACTIVATE BLIPS

After all alien models have been activated, choose a board and activate all of the blip tokens on it before choosing the next board, and so on. Activate the blips one at a time, starting with the blip closest to the characters and working outwards. If 2 or more are the same distance from a character, the player with the highest rank chooses which blip activates first.

When activated, a blip always moves, then any aliens placed from the blip will finish their move and attack if able. Complete a blip's full activation before moving on to the next one. Blips only activate once per turn.

After choosing a board, roll the alien die. All of the blips on that board have **SPEED** equal to that result for this turn. Blip tokens move and stop in the same way as aliens. They cannot move into a space containing an alien model or a blip token.

SPOTTING BLIPS

A blip token is **spotted** when it comes into LOS of a character. Flip it faceup; if the number revealed is 1, replace the blip token with an alien model. If the number revealed is greater than one, it becomes an **alien swarm**. Replace the blip token with an alien model and put alien tokens below it so that the total of the model and tokens in the stack is equal to the revealed number. Finally, shuffle the blip token back into the blip token pool.

Spotting a blip token might briefly interrupt another model's movement or its own movement. As soon as it is spotted, the interrupted movement is suspended while the spotting is resolved. Then the interrupted model completes its movement.

After a blip has been spotted and resolved, the alien model will complete its movement and attack if possible just like those during the Activate Aliens step.

ALIEN SWARMS

Alien swarms move just like an alien model. When attacking, an alien swarm adds +1 to the target character's defense roll for each alien token in its stack.

When an alien swarm is hit by a weapon or in melee, remove an alien token instead of removing the model. If a swarm loses all its alien tokens, it becomes a normal alien model.

3. DRAW MOTION TRACKER CARDS

Starting with the highest ranking player, each player in turn draws and resolves a motion tracker card.

In a 1 player game, draw 2 cards. In a 2-4 player game, draw a total of 3 cards, and in a 5+ player game, draw a total of 4 cards. If there are more or fewer cards than there are players, the highest ranking player (and the one to their left if necessary) draw one more or fewer cards than the other players. If the deck runs out, shuffle the discards to form a new deck.

Each card tells you how many and where blip tokens are spawned, and may also have a special effect. Unless otherwise stated, aliens do not attack when moved by a motion tracker card. Discard the card after it is resolved.

 TUNNEL cards place tunnel tokens on the board. If a player draws more than 1 card requiring them to place a tunnel marker in the same turn, only place a single marker, but follow the rest of the instructions.

 HIDDEN THREAT cards gain a bonus if its blips are not placed in LOS of a character.

 ACTIVE THREAT cards gain a bonus if its blips are placed in LOS of a character.

 DRONE cards have various effects.

Each motion tracker card has a **blip number** (the number of blip tokens that the card spawns into play) and a **spawn location** number (which spawn point the blips will be placed on).

Randomly draw the indicated number of blip tokens from the pool and place them, one at a time, facedown on the spawn point (or as close as possible), 1 blip in each space. If there are not enough empty spaces, place the blip in the closest empty space, even if it is on the other side of any characters from the spawn point. Blip tokens can never be stacked If there is a choice where a blip is placed, the highest ranking player chooses.

If a blip token is spotted when it is spawned, immediately resolve the spotting as normal (these aliens do not move or attack until the Activate Aliens step in the next Alien phase).

Whenever you need to place a blip and there are none left to place, instead move every blip in the game 3 spaces.

3. FINISH PHASE

I: FINISH PHASE EFFECTS

Immediately resolve any card abilities that take place during this step. You can decide what order these happen.

2: CHECK FOR VICTORY OR DEFEAT

If you have met all of the mission requirements, the marines win. If all characters been killed, knocked down, or captured, the aliens win. If neither applies, the mission continues.

3: CLEAN UP

If the mission uses a turn dial, turn it to the next number and then start the next turn.

MARINE ACTIONS

MOVE

Move up to your SPEED in board spaces. You may move in any direction, including diagonally. You may not move through walls, barricaded doors, impassable terrain (a thick white line), or alien models. You can move through other characters but you may not end your movement in the same space as another character. You must immediately stop your move action if you *enter* a space next to an alien model or blip token.

ATTACK

Attack alien models with your weapons. You can attack any alien model or token in LOS with one of your equipped weapon cards. You may shoot through aliens but not through characters.

Roll a marine die; if the result is equal to or under the number on your aim dial, you kill the target alien.

Remove the alien model from play, or if the alien model has any alien tokens under it, remove one of those instead. If you roll a number higher than your aim dial's number, your attack misses.

Every time you make an attack roll, whether you hit or not, decrease the number on your aim dial by 1.

A model has LOS to another model, token, or an object on the board if it can draw a straight line from any part of their space to any part of the target's space without passing through another standing character, wall, or closed/barricaded door.

LOS can pass through the diagonal corner between a character and a wall or another character, provided that the model drawing the LOS is adjacent to that corner.

BARRICADE

Barricade or unbarricade a door, spawn point, or tunnel. You must be in an adjacent space and pass a tech test. If you pass, place a **barricade marker**, or remove such a marker if it has one.

Alien models and blip tokens that must go through a barricaded door to reach a character will stop in a space next to the barricade and try and tear it down. Roll the alien die; on a 5+, remove the barricade marker and the alien/blip continues any remaining movement. On any other roll, the alien/blip fails to break through and immediately ends its turn.

If a blip enters play at a barricaded tunnel token or spawn point, roll the alien die. On a 5+, remove the barricade marker and place the blip. Otherwise, discard the blip token. If more than 1 blip enters play at the same point, roll for each in turn until they remove the barricade marker or all blip tokens are discarded.

AIM

Increase your aim dial by +1. The number may be higher than your starting **AIM**, but it cannot fall below 1 or go above 10.

INTERACT

Interact with something on the board. If the mission specifies an object or space with which you can interact, you may take this action if you are in a space next to it.

REST

Draw cards and/or recycle exhausted cards. A **HERO** may draw up to 2 cards from the endurance deck and then may recycle up to 3 cards from the exhaust pile or their hand. A **GRUNT** may recycle 3 cards from the exhaust pile, but does not draw cards.

CARDS

 WEAPON cards give characters the ability to defend themselves against alien attacks.

 EQUIPMENT cards give characters abilities to help them with tasks or give them protection against aliens.

 EVENT cards can be played at any time (even during another player's or the aliens' turn). Pay the cost, follow its instructions, then place it facedown on top of the exhaust pile.

 HAZARD cards *must* be resolved when drawn or revealed, *except* if a motion tracker card reveals them.

GRUNTS never have cards in hand; if any game effect would put a card into a **GRUNT'S** hand, instead put that card on the bottom of the exhaust pile.

REVEALING CARDS

To reveal a card, flip the top card of the endurance deck and check its card type:

MATCHING: If the revealed card type is one you are looking for, resolve any game effects matching the revealed card's type.

NOT MATCHING: If the revealed card type is not one of the card types needed, nothing happens.

HAZARD: If the revealed card type is a hazard, after resolving the reveal, immediately resolve the hazard.

After the effect is resolved, place the revealed card on the bottom of the endurance deck under the reshuffle card.

If there are no cards left in the endurance deck, use the exhaust pile to reveal cards instead, returning the revealed card to the bottom of the exhaust pile.

RESHUFFLE CARD

When the reshuffle card reaches the top of the endurance deck, shuffle all of the cards under the reshuffle card and place them on top of the reshuffle card to create a new endurance deck.

EXHAUST PILE

To exhaust a card, move the top card from the endurance deck, without looking at it, facedown to the top of the exhaust pile.

If you must exhaust cards, you must first exhaust as many as possible from the endurance deck. If, at any point, there are no cards left in that deck, you must discard the remaining number of cards from the exhaust pile into the discard pile instead.

When you play a card you must pay that card's **cost** by exhausting the indicated number of cards.

Any time there are no cards in both the endurance deck and the exhaust pile, the game ends and all players lose the mission.

To recycle a card, move the top card from the exhaust pile to the bottom of the endurance deck. To recycle cards from your hand, place the cards facedown under the endurance deck.

DISCARD PILE

To discard cards, take the required amount of cards from either your hand or the endurance deck and place them faceup on the discard pile. You may look at the cards in this pile at any time.

If a hazard card is discarded in this way, immediately resolve it!

If you are instructed to discard cards from your hand, you may only discard them from your hand. If you must discard a card and there are no cards left in the endurance deck or your hand, you must discard a card from the top of the exhaust pile instead.

KEYWORDS

CHARACTER ABILITIES

PASSIVE: Always active and can be used at any time, even in the Alien phase.

ON ACTIVATION: Resolved as soon as the character is activated.

DURING ACTIVATION: Resolved once each time the character is activated, at any time during their activation.

END OF ACTIVATION: Resolved at the end of the character's activation.

START OF FINISH PHASE: Resolved at the end of each turn.

EVENT

ACTION: This card uses one of a character's actions to play.

FREE ACTION: This card does not use one of a character's actions to play, and can only be used during their activation.

WEAPON

BACKUP: This weapon can be fired instead of your main weapon. You may only have 1 such weapon equipped at once.

BULKY: While this weapon is equipped you cannot equip a **BACKUP** weapon.

CLOSE: See the weapon card for how to fire this weapon.

CUMBERSOME: This weapon cannot be fired as defensive fire during the Alien phase.

FULL AUTO: After making a successful hit with this weapon, you may exhaust 1 endurance card to make another attack, decreasing the aim dial by 1 for the extra attack. You can continue making attacks until you miss or stop. **FULL AUTO** can be used with defensive fire but only against the same swarm.

GRENADE: This keyword is referenced by other cards, like the *M41A Pulse Rifle.*

BOARD ELEMENTS

SPACES

The spaces where models can walk on the boards are squares outlined with fine white lines (some have irregular edges, but these are still considered spaces). Areas with a thick white line do not block LOS, but are impassable and cannot be moved through.

WALLS

Models cannot move through walls and they block LOS. Walls are indicated by a heavy black line or shape and do not have grids on them. Characters and aliens can never interact with things on the other side of a wall.

DOORS

Doors are located between 2 spaces, and act like walls while they are closed. They do not block LOS or movement when open. Doors automatically open when any model or blip is in a space touching the door, and close again if no model or blip is next to it. Door posts do not block LOS but do block diagonal movement.

BARRICADED DOORS

These are permanently closed doors marked with the **BARRICADED** token that act like walls. Models cannot move or see through them (but they can attempt to break through them).

MISSION RULES

CAMPAIGN PLAY

Missions can be played individually, but you can also play them in sequence as a **campaign**.

During a campaign, play through each mission in order *(Mission 1: Newt > Mission 2: Escape > Mission 3: Survive)*, keeping track of character losses and discarded endurance cards from game to game. You can also play the *Rescue* mission and *Resupply* mission between normal campaign missions.

Setup and play each mission as normal. However, after each game you will have less resources to work with. If you fail to win a mission, you lose the campaign.

LOSING ENDURANCE CARDS

After completing a mission:

1. Each player searches the discard pile and selects 1 card to return to the endurance deck.
2. Return all hazard cards in the discard pile to the endurance deck.
3. Shuffle the discard pile and remove half (round up) of these cards from the game. They are not used for the remainder of the campaign.
4. Return the remaining cards in the discard pile to the endurance deck to be used in the next mission.

Characters killed in a campaign mission are removed from the game and cannot be used for the rest of the campaign.

FINAL CAMPAIGN SCORE

After the final mission of the campaign, determine your final campaign score:

1. Put the exhaust pile and all cards in the players' hands on top of the endurance deck.
2. Discard 5 cards from the endurance deck for each character (other than Newt) that was killed (including any facehugger victims) or is still captured at the end of the campaign.
3. Discard 10 cards if Newt was killed during the campaign, or return 10 discarded or removed cards to the top of the endurance deck if she survives.
4. Remove the discard pile from play.
5. Your final score is equal to the number of cards remaining in the endurance deck.

EXTRA MISSIONS

RESCUE MISSIONS

During a campaign, you may attempt the *Rescue* mission between missions to rescue captured characters. If successful, the rescued characters return to the game.

You can attempt this mission as many times as desired as long as you have captured characters.

RESUPPLY MISSION

During a campaign, you can play the *Resupply* mission to try and get endurance cards back.

You may only attempt a resupply mission once in each campaign.

BUG HUNT MISSIONS

Bug Hunt missions are standalone games that pit your marines against the aliens in a fight to the death. Your marines must survive until all of the cards in the motion tracker deck are gone and all alien models and blip tokens have been killed. If at least 1 character survives, all the players win. If all the characters are killed or you run out of endurance cards, all the players lose.

Characters do not get any starting equipment or weapons other than an *HK VP70 Pistol* each. Do not use Newt in these missions.

MISSION TOKENS

SENTRY GUNS

Sentry guns are used in *Mission 3: Survive*, and all of the *Bug Hunt* missions. Set their dials to 450 at the start of the game.

During setup, place the sentry gun tokens anywhere on the board, facing in any direction. Sentry guns can only shoot at targets forward of their token, and have no LOS to models directly to their sides or behind.

Whenever an alien or character model or a blip token moves while in LOS of a sentry gun, it shoots at them. If it misses and the target keeps moving, it shoots again for each space the target moves until the target leaves its LOS. Do not flip blip tokens that are being shot at by a sentry gun; the number of aliens in the blip remains unknown.

When a sentry gun shoots, the player with the highest rank rolls 2 marine dice, discarding the higher result. If the score is 7 or less, everything in the target space is killed.

Each time a sentry gun shoots, lower its corresponding dial down to the next number. Once it reaches 0 it runs out of ammunition and can no longer shoot.

FACEHUGGERS

Facehuggers act like alien models in every way, but when a character fails its defense roll against a facehugger attack, they are not killed. Instead, place a **facehugger token** on that character's card.

If the character survives this mission, it is nevertheless counted as killed at the end of this campaign.

ALIENS

ANOTHER GLORIOUS DAY IN THE CORPS

1. MARINE PHASE

RESET AIM DIALS
Rotate *every* character's aim dial to match the **AIM** on that character's card.

ACTIVATION ORDER
Highest ranked **MARINE** character chooses a player to start the phase and gives them the **activation token**.

CHARACTER ACTIVATION
A player receiving the activation token activates their hero:

1: RESOLVE ON ACTIVATION ABILITIES

2: EQUIP ENDURANCE CARDS
Do any or all of the following in any order:

EQUIP WEAPONS/EQUIPMENTS from your hand onto empty slots on your character card (pay the card's cost).

UNEQUIP CARDS to your hand.

EQUIP OTHER CHARACTERS within 2 spaces with weapon/equipment cards in your hand (pay the card's cost).

3: PERFORM UP TO 2 ACTIONS
Perform 2 actions. If a card effect gives you an free action, this is in addition to the 2 you can normally take. You can only take each free action once each time you are activated.

If you must take a **tech test**, roll a marine die; if the result is equal to or under your **TECH**, you pass.

4: RESOLVE END OF ACTIVATION ABILITIES

5: USE RANK TO ACTIVATE GRUNTS
After a **MARINE** hero character activates, they can activate a number of **GRUNT** characters equal to their rank.

6: PASS THE ACTIVATION TOKEN
Pass the activation token to the player to your left if they have not activated this turn. If they have, give it to the player with the highest rank, who activates any unactivated **GRUNTS**.

2. ALIEN PHASE

1. ACTIVATE ALIENS
Activate all aliens one at a time, starting with the alien closest to the marines and working outwards. An alien always moves and then attacks if able.

ALIEN MOVEMENT (SPEED 6)
If an alien is not in a space next to a character, it moves; otherwise, it attacks. Aliens move towards the closest character (even knocked down ones) by the shortest route, and stop moving when they run out of **SPEED**; move into or start its move in a space next to a character; or fail to pass through a barricaded door. They cannot move into an alien model or blip token space.

DEFENSIVE FIRE
When an alien moves into or starts its move in a space next to a character, before it attacks, all characters within 4 spaces and LOS may shoot **defensive fire**. Start with the closest character and take turns taking a normal attack action.

ATTACKING
If the alien survives, the target character must make a defense roll. Roll the marine die and add +1 for each alien token the alien has; if the result is equal to or less than your **DEFENSE**, you survive.

If the result is also equal or less then the your **MELEE**, you kill the alien (or 1 token). If you fail your defense roll, you are **knocked down**. If you roll a 10+, you are killed.

Knocked down characters are placed on their side, must skip all actions and defensive fire, but can still make defense rolls. They stand up automatically at the start of an Alien turn if there are no alien models in the spaces next to them.

A knocked down character that starts an Alien turn with at least 1 alien next to them is **captured** and removed from play, along with 1 of the aliens (plus alien tokens) next to them.

2. ACTIVATE BLIPS
Choose each board in turn, activating all the blips on it one at a time, starting with the blip closest to the characters and working outwards. An activated blip always moves and then attacks if able.

After choosing a board, roll the alien die. All of the blips on that board have **SPEED** equal to that result for this turn. They move and stop in the same way as aliens, and cannot move into an alien model or blip token space.

A blip token is **spotted** as soon as it comes into LOS of a character. Flip it faceup and place an alien model and a number of alien tokens, in total equal to the number shown. Then shuffle the blip token back into the blip token pool.

3. DRAW MOTION TRACKER CARDS
Starting with the highest ranking player, each player in turn draws and resolves a motion tracker card.

1 player: draw 2 cards.
2-4 players: draw a total of 3 cards.
5+ players: draw a total of 4 cards.

If a card causes you to reveal a hazard card, place the hazard card in the exhaust pile *without* resolving it.

Randomly draw the indicated number of blip tokens and place them, one at a time, facedown on the spawn point, or as close to it as possible, 1 blip in each space. If a blip token is spotted when it is spawned, immediately resolve the spotting as normal. Whenever you need to place a blip and there are none left, instead move every blip 3 spaces.

3. FINISH PHASE

1: FINISH PHASE EFFECTS
2: CHECK FOR VICTORY OR DEFEAT
3: ADVANCE THE TURN DIAL

MARINE ACTIONS

MOVE Move up to your **SPEED** in board spaces in any direction, including diagonally. You may not move through walls, barricaded doors, impassable terrain (a thick white line), or alien models. You can move through other characters but you may not end your movement in the same space as another character. You must immediately stop your move action if you *enter* a space next to an alien or blip token.

ATTACK
Attack any alien in LOS with an equipped weapon. You may shoot through aliens but not through characters.

Roll a marine die; if the result is equal to or under the number on your aim dial, remove the alien model, or if it has any alien tokens under it, remove one of them instead.

Every time you make an attack roll, whether you hit or not, decrease the number on your aim dial by 1.

BARRICADE
Attempt to barricade or unbarricade an adjacent door, spawn point, or tunnel. If you pass a tech test, place a **barricade marker** on it, or remove a marker if it has one.

Aliens and blip tokens that must go through a barricaded door to reach a character stop in a space next to the barricade and roll the alien die: on 5+, remove the barricade and the alien/blip continues any remaining movement.

If a blip would enter play at a barricaded tunnel token or spawn point, roll the alien die. On 5+, remove the barricade marker and place the blip. On any other roll, discard the blip token.

AIM

Increase your aim dial by +1.

INTERACT

Interact with something on the board.

REST

Draw cards and/or recycle exhausted cards. A **HERO** may draw up to 2 cards from the endurance deck (there is no hand limit) and then may recycle up to 3 cards from the exhaust pile or their hand. A **GRUNT** may recycle 3 cards from the exhaust pile, but does not draw cards.

CARDS

EXHAUST PILE

When you play or equip a card you must pay that card's **cost** (shown to the right of the card's type) by exhausting the indicated number of cards.

If there are no cards in both the endurance deck and the exhaust pile, the game ends and all players lose the mission.

DISCARD PILE

To discard cards, place the required amount of cards from either your hand or the endurance deck faceup on the discard pile. You may look at the cards in this pile at any time.

If a hazard card is discarded in this way, resolve it.

If you must discard a card and there are no cards left in the endurance deck or your hand, you must discard a card from the top of the exhaust pile instead.

GRUNTS never have cards in hand; if any game effect would put a card into a **GRUNT'S** hand, instead put that card on the bottom of the exhaust pile.

KEYWORDS

CHARACTER ABILITIES

PASSIVE: Always active; can be used at any time.

ON ACTIVATION: As soon as you are activated.

DURING ACTIVATION: **O**nce each time you are activated, at any time during your activation.

END OF ACTIVATION: **A**t the end of your activation.

START OF FINISH PHASE: At the end of each game turn.

EVENT

ACTION: Uses one of your actions to play.

FREE ACTION: Does not use an action to play.

WEAPON

BACKUP: Can be fired instead of your main weapon. You may only have 1 such weapon equipped at once.

BULKY: While equipped you cannot equip a **BACKUP** weapon.

CUMBERSOME: Cannot be fired as defensive fire during the Alien phase.

FULL AUTO: After a successful hit, you may exhaust 1 endurance card to make another attack. You may continue making attacks until you miss or stop. Can be used with defensive fire but only against the same swarm.

ULTIMATE BADASSES: EXPERIENCE

There are 6 **experience paths**: **COMPANY MAN**, **GUNNER**, **HERO**, **LEADER**, **SMARTS**, and **SUPPORT**. Each path has three lvl 1 cards, three lvl 2 cards, and two lvl 3 cards.

During a campaign, each player gains 1 experience card at the start of each mission. **During a bug hunt**, each player gains 1 experience card at the start of the Marine phase on every fifth turn.

You can choose a lvl 1 card from any path. To gain a lvl 2 card you must already have a lvl 1 card from the same path, and to gain a lvl 3 card you must already have a lvl 2 card from the same path. You can never have 2 lvl 3 experience cards. When your character dies or you change characters, experience cards transfer to your new character.

ENDURANCE   EXHAUST   DISCARD

EXHAUST

RECYCLE   FACEDOWN   DISCARD   FACEUP

REVEAL

COST =
EXHAUST THAT MANY CARDS

WEAPONS   **EQUIPMENT**

EVENTS Play at *any* time: pay the cost, resolve, then place facedown on top of the exhaust pile.

HAZARDS Resolve when drawn/revealed, *except* if revealed by a motion tracker card.

Reveal cards from the exhaust pile if there are none in the endurance deck.

When exhausting cards, if there are none left in the endurance deck, discard the rest from the exhaust pile into the discard pile instead.

To recycle cards from your hand, place them facedown under the endurance deck.

ALIENS

GET AWAY FROM HER YOU B***H

EXTENDED CAMPAIGN

The new campaign missions can be played individually or linked together to form an extended campaign by playing though each mission in order, starting with *Mission 1: Newt* and concluding with *Mission 5: Sulaco*. As normal, you may launch a *Rescue* mission or *Resupply* mission between campaign missions.

When you play the longer campaign, or the bigger *Bug Hunt* missions, add the new endurance cards (*except* the **Alien Queen** cards) to the endurance deck and the new mission tracker cards to the motion tracker deck. You may also use the experience cards from the *Ultimate Badasses* expansion.

When playing *Mission 4: Retrieve* and *Mission 5: Sulaco,* or *Bug Hunt*s involving the alien queen, add the 10 **Alien Queen** motion tracker cards to the motion tracker deck.

As an added challenge, you can also play **APC Chase** in between campaign missions 2 and 3.

ALIEN HIVE PLAYER You can add an extra player to your campaign or bug hunts to play as the Alien Hive. If so, also add the experience cards from the *Ultimate Badasses* expansion.

THE ALIEN HIVE

You can play with one person playing as the Alien Hive. Use the *Alien Phase and Willpower Actions* card as a reference.

The Hive player takes the **hivemind deck**, the **hive hazard cards**, and the **willpower dial** in the **hive card organizer**. They then separate out the *Nature* cards from the hivemind deck and select one at random as the starting hive nature, then shuffle the rest back into the hivemind deck. Set the **willpower dial** to 4.

Hive hazard cards are added to the endurance deck or placed on characters during the game as the a result of cards in the hivemind deck. They are hazard cards for all purposes.

The Hive player uses the willpower dial to keep track of how much **willpower** they have available. The Hive player starts the game with 4 willpower, and can never have more then 10 willpower at any time. Once they reach 10 willpower, they cannot gain any more willpower until they spend some.

As the Hive player you may always look at facedown blips in play, and the topmost motion tracker card of the motion tracker deck.

Whenever there is a tie for where an alien model or blip will be placed or move, or who they will attack, the Hive player choses where they will be placed or move, or who they will attack.

ALIEN PHASE: HIVEMIND STEP

Add the Hivemind step at the start of the Alien phase:

A. GAIN 4 WILLPOWER

B. DRAW A HIVEMIND CARD

When you draw the last hivemind card, shuffle the hivemind discard pile to create a new deck.

C. USE WILLPOWER

The Hive player may spend willpower to take willpower actions or to play hivemind cards. You can take as many actions and play as many cards as you wish, as long as you have enough willpower to pay for them.

Willpower actions cost the amount shown below. When you use willpower actions to move an alien model, you may move it in any direction. You can only move the alien queen once in each hive phase.

MOVE (1): Move an alien model (other than the alien queen) or blip token 1 space.

DRAW (2): Draw a hivemind card.

SWAP BLIPS (2): Choose 2 blip tokens on the board and swap them.

REORDER DECK (2): Put the topmost motion tracker card on the bottom of the deck.

MOVE QUEEN (3): Move the alien queen model up to 3 spaces (limit once per Hivemind step).

HEAL QUEEN (1): Remove 1 damage token from the alien queen.

Hivemind cards cost the amount shown on the card. *Nature* cards have continuous effects; if you play a *Nature* card, you must discard any other *Nature* card in play. *Instinct* cards are resolved then discarded. *Reaction* cards can only be played when the situation described arises, and the Hive player can only play 1 reaction card per turn.

D. DISCARD TO HAND SIZE

If you have more than 3 hivemind cards, discard down to 3.

MOVING LARGE MODELS

The **power loader** and the **alien queen** occupy a square of 4 spaces. These spaces cannot contain another large model, and cannot be separated by walls or barricaded doors. To move a large model, move it 1 space at a time (including diagonally) so it still occupies 4 legal spaces at each point in its move.

If the large model ends its movement with a smaller friendly model under it, move the friendly models 1 space in any direction to make room for the large model. If it is impossible to move all friendly models out of the way, the large model cannot move into that space. If the queen is moving and there is no Hive player, the player with the highest rank moves the alien models out of the way.

ALIEN QUEEN

In the **Activate Aliens step** of the alien phase, the alien queen moves and acts like any other alien. She ignores characters she cannot reach when determining where she will move.

When attacking, the queen can attack characters within 2 spaces, but will choose the closest character if there is a choice. **Characters attacked by the queen add +3 to their defense rolls.**

Characters can take attack actions against the queen in the normal way. However, each time the queen would be killed by an attack or counterattack, she gains a **damage token** instead.

When playing a campaign mission, the queen does not activate if she starts the Alien phase with 6 or more damage tokens. Instead, she removes all damage tokens. The queen can only be killed in a campaign mission by throwing her out of the airlock.

When playing a bug hunt mission, the queen is **mortally wounded** when she has 15 or more damage tokens. If she is mortally wounded at the start of an Alien phase, she and all alien models and blip tokens go into a frenzy and move an additional 2 spaces. At the end of that Alien phase, the queen is killed and removed from the game (even if she removes damage tokens using willpower).

P-5000 POWER LOADER

Any character may mount an empty power loader by taking an **interact action** next to an empty power loader model. Return any non-backup weapon attached to that character to your hand, place the **power loader stats overlay** on the character's card, and remove the character's model from the game. That character now counts the power loader as their model.

The character's speed, defense and melee stats are replaced by those on the overlay. You cannot equip a character mounted in the power loader with a non-backup weapon.

To dismount from the power loader, take an interact action. Remove the overlay from the character's card and place their model anywhere within 1 space of the power loader. It is now empty and can be mounted by a different character.

You can take an attack action with the power loader against any alien model in a space next to it. Roll the marine die.: if you roll under your aim dial's number, you hit. If you attacked the queen, immediately move the queen 2 spaces in any direction, then move the power loader to stay adjacent to it. If you attacked any other alien model, remove it from play along with any alien tokens under it.

If you rolled a 2 or less you may immediately make another attack using the power loader.

After making an attack with the power loader decrease your aim dial by 2 instead of 1.

Alien models attack a character in the power loader in the normal way. If a character in the power loader fails a defense roll, instead of being knocked down, they move back 2 spaces directly away from the attacker (or as far as possible, if less). If they roll a 10 or more, the character is killed. Remove the overlay from the character; the power loader is now empty.

When Ripley or Enraged Ripley is in the power loader, she gains -1 to her defense rolls.

M577 ARMORED PERSONNEL CARRIER

The APC occupies a 3x7 rectangle of spaces. These spaces cannot contain impassable terrain or a large model, and cannot be separated by walls.

The M557 APC can only be entered or exited through its door. All other edges of the APC are walls which cannot be moved, attacked, or interacted through. If any character entered or exited the APC during the Marine phase, the APC door is open during the Alien phase. Otherwise it is closed. Aliens can attempt to open the APC door for the rest of the Alien phase in the same way they would remove a barricade marker.

If the APC moves, all models and tokens in the APC move with it.

Alien, alien queen models, and blips treat the APC as a character when moving and attacking. So, if the APC is closer than any other character, they will move towards the APC, and blips that move into LOS of the APC are revealed.

Alien models attack the APC as if it were a character. **The APC has a defense of 5 and a melee of 2.** If it fails a defense roll, it gains a damage token instead of being killed or knocked down.

There are 5 specific crew positions in the APC. Characters in the other spaces can **repair** the vehicle.

DRIVER

A character in the driver's space may take an interact action and perform a tech test. If they pass, the APC can move up to 5 spaces, otherwise it can only move 3 spaces. The APC's speed is reduced by 1 for each damage token it has.

The APC can move forward or backwards (including diagonally, but not sideways). Move it 1 space at a time so that it still occupies legal spaces at each point in its move.

The APC does not have to stop its movement when it enters a space adjacent to an alien model (other than the queen). If it moves into a space containing an alien model, that model immediately resolves an attack against the APC and is then killed. If it was a swarm, all of the aliens in the swarm are killed.

If the APC ends its movement with a character under it, the player moves the character 1 space in any direction to make room for the APC. If it is not possible to move all characters out of the way, the APC cannot move into that space.

If the APC moves through a barricaded door, remove the barricade.

TURRET GUNNERS

A character in the front or rear turret gunner's space may take an attack action with their turret. Exhaust 3 cards and roll 2 marine dice, discarding the highest result. A roll of 7 or less kills an alien model and any tokens under it. The target number to kill an alien model is reduced by 1 for each damage token it has.

Turret weapons can only target spaces outside the APC. The front turret draws its LOS from the front turret gunner space, ignoring parts of the APC in front of or to the right of that space. The rear turret draws its LOC from the rear turret gunner space, ignoring the whole APC.

DOOR GUNNER

A character in the door gunner's space may take an attack action with their weapon against aliens outside the APC. If they do, the APC door is open during the Alien phase. Characters in other spaces can only take attack actions against aliens inside the APC.

SCANNER

A character in the scanner's space may take an interact action and perform a tech test. If they pass, you may look at any 1 blip token.

REPAIR

A character in a repair space may take an interact action and perform a tech test to repair the APC. If they pass, remove 1 damage token from the APC. If you rolled a star, remove 2 damage tokens instead.

NEW CHARACTERS & FIRETEAMS

BISHOP THE SYNTHETIC

Synthetics do not attract the attention of alien models. If an alien can move into a space next to a non-synthetic character to attack them, it will. If it cannot do that, but can move into a space next to a synthetic character and attack them, it will. If the alien cannot move into a space next to any character, it will move towards the nearest non-synthetic character. It will only move towards a synthetic character if they are the only character it can move towards.

Synthetics cannot have hazard cards placed on them. When they draw or reveal a hazard card that would be placed on them, recycle the card instead. If a Hive player can only place a hazard card on a synthetic character, discard the card instead.

ENRAGED RIPLEY

You may replace Ripley with Enraged Ripley at the start of any mission. You may not have both characters in the same fireteam.

FIRETEAMS

At the start of a mission, choose up to 6 characters to field in your fireteam (or 8 characters for the bigger bug hunt missions). Players then each choose which characters they want to play, flipping them from their **GRUNT** side to their **HERO** side.

Any remaining characters are not in the game and are held in reserve for later missions. You can change which characters are in reserve at the start of a new mission.

NEWT

Newt must be fielded in campaign missions, unless she has been captured or killed, or the mission states otherwise. Newt is fielded *in addition* to the 6 characters you select for the mission. Newt is not used in bug hunt missions.

If Newt is in a space next to Enraged Ripley, she may take an interact action to pick up Newt. When Newt is picked up, place her model on Enraged Ripley's character card. Enraged Ripley may set Newt down at any time during her activation by placing Newt 's model in a space next to herself. If Enraged Ripley is killed or knocked down, she must immediately set Newt down. In a turn in which she is carried, Newt may only perform rest actions during her activation. While she is being carried, Newt cannot be attacked by alien models.