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Game: **LEGENDARY ENCOUNTERS:
AN ALIEN DECKBUILDING GAME**

Publisher: **Upper Deck Entertainment (2014)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

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**Rules summary by Dylan Southward
and Peter ‘Universal Head’ Gifford**



LEGENDARY ENCOUNTERS ALIEN

SETUP

Each player selects a **role** and places the **role avatar card** (the card with player **DEFENSE** and **HEALTH** stats in the lower right corner) in front of them. Shuffle the role **character card** with 7 **specialists** and 5 **grunts** to form the **player deck**.

Place all 14 **hatchery cards** faceup on their space.

Shuffle and place all 10 **sergeant cards** facedown.

Shuffle and place all 40 **strike cards** facedown.

Select 1 **location** and 3 **objectives**, so that you have a #1, #2 and #3 objective. If you want to play based on one of the movies, select a location and objectives (as well as characters) as follows:

Alien

Location: The Nostromo

Objectives: 1. The S.O.S
2. No One Can Hear You Scream
3. A Perfect Organism

Characters: W.O. Ripley, Dallas, Parker, Lambert



Aliens

Location: Hadley's Hope

Objectives: 1. The Lost Colony
2. They Mostly Come at Night
3. Who's Laying The Eggs?

Characters: Lt. Ripley, Hicks, Hudson, Bishop



Alien 3

Location: Fiorina "Fury" 161

Objectives: 1. Where are the Brothers?
2. The Beast is Out There
3. Nobody Can Stop It

Characters: Sister Ripley, Dillon, Clemens, Aaron



Alien: Resurrection

Location: The Auriga

Objectives: 1. Breakout
2. You're a Thing. A Construct.
3. She'll Breed. You'll Die.

Characters: Ripley No. 8, Call, Johnner, Christie



Place the selected location faceup on the location space.

Place the 3 objective cards faceup on the objective space, with objective 1 on top and objective 3 on the bottom.

Construct the **hive deck**: take the 3 mini-decks corresponding to the 3 objectives. Mini-deck cards are identified by the objective title at the bottom of each card. The objective 1, 2 and 3 mini-decks have 9, 11 and 13 cards, respectively.

Into each of the 3 objective mini-decks, shuffle a number of randomly drawn drone cards equal to the number of players.

Stack the shuffled objective mini-decks facedown on the hive space on the board, with the objective 3 mini-deck on the bottom and objective 1 mini-deck on the top.

Construct the **barracks deck**: select 4 characters (based on the selected movie, randomly or by choice) and shuffle their 14 card decks together to form the 56-card barracks deck. Place this facedown on the barracks space and put the top 5 cards faceup in the HQ space.

Each player draws a **starting hand of 6 cards**. Select a start player, who takes the first turn; play then proceeds clockwise.

THE GAME TURN

1. HIVE PHASE

Draw a hive card (keeping it hidden) and place it facedown in the rightmost space in the **complex**.

If any card would enter a space with a card in it, push the existing card 1 space to the left, which may cause another card to be pushed, etc. Only push a card forward if it needs to move to make room for another card. Cards move the same way whether they are facedown or faceup.

If a card is pushed from the leftmost complex location (*Airlock*) it goes to the **combat zone**, and if facedown it is turned faceup (revealed). The combat zone can hold any number of cards. When a new card is added to the combat zone, slide existing cards to the right.

2. ACTION PHASE

PLAY CARDS

Play any cards from your hand, one at a time. Cards are put 'in play' faceup in front of you, and are not discarded until the Cleanup phase.

As cards are played, immediately resolve any text on them. Their **RECRUIT** (★) and **ATTACK** (👊) points are added to a pool for each type, which is available until the end of your turn to spend on the following actions in any order and as many times as you like:

Scan the complex by spending the number of **ATTACK** listed at the bottom of a room space. Flip the card in that room faceup.

- If an **event** is revealed, discard it (unless an effect specifies otherwise), then resolve the event text on the current objective.
- If a **hazard** is revealed, it is first discarded (unless an effect specifies placing it elsewhere) and then you resolve the hazard effect of the current location. The first hazard drawn in the game resolves the first hazard effect on the location. The second hazard drawn resolves the second hazard effect on the location, and so on.
- If a **character** or **special card** is revealed, follow the "reveal" text on the card. If you reveal an objective goal card, carry out the "reveal" text, but you cannot use recruit points to activate its ability unless you are on the corresponding objective.
- If an **enemy** is revealed, it stays face-up in place and moves the same way as an unrevealed card in the complex.

Recruit a character in the HQ by spending the required **RECRUIT**. The recruitment cost is circled in the lower right corner of each character card. Put the recruited card in your discard pile and immediately refill the HQ space from the barracks deck. You may also recruit a **sergeant**; pay 3 recruit points and put the top sergeant card in your discard pile.

Fight a faceup enemy in the complex, combat zone or in front of you by spending the required **ATTACK**, shown in the lower right corner of each card, to kill it. Place a killed enemy in the **dead enemy** space on the board. If an enemy has 0 **ATTACK**, you defeat it immediately when you fight it. Resolve any **Death**: text ability on a killed enemy.

RESOLVE CLASS AND CREW ABILITIES

If you play a card with a text effect preceded by an icon and a colon, the text effect is resolved only if you have already played another card with that **class** or **crew** icon earlier in your turn. Class and crew icons are in the upper left corner of a card. Text effects must be resolved unless they begin with "You may..."

Class icons:     

Crew icons:    

COORDINATE (OTHER PLAYERS)

Other players may set aside a card with the *Coordinate* keyword on your turn. They then immediately draw a new card. If this requires reshuffling their draw deck, the set aside card is not shuffled in. The set aside card is not considered to be 'in play'.

You may now play a virtual copy of the set aside card (counts as if you 'played' that exact card). At the end of your turn, any set aside cards are placed in their owner's discard pile.

Each other player may play only 1 *Coordinate* card on your turn. Other players may coordinate a card on your turn even if you don't want it. You are not obliged to use a card that another player has coordinated to you, nor are you obliged to use the coordinated card in the way that you told the player you would.

3. STRIKE PHASE

Each **enemy** in the **combat zone** strikes, one at a time from right to left. When an enemy strikes you, draw 1 card from the **strike deck** and apply the damage by placing the card under your avatar card. Enemies with **Strike**: abilities are triggered when that enemy strikes.

If an effect causes you to *avoid* a strike, you don't draw a strike card. If you avoid a strike from an enemy with a **Strike**: ability, you also avoid the effects of that ability. If an effect cancels a strike, you draw the strike card and discard it.

If your avatar ever has **DAMAGE** equal to or greater than its **HEALTH** (heart icon), you are defeated and out of the game. You no longer take turns and remove all your cards from the game. Some strikes have additional text effects you must carry out.

Some effects allow you to **heal** a strike: you choose any strike card under your avatar and place it in the strike discard pile.

4. CLEANUP PHASE

Discard your hand (played and unplayed cards) and **draw 6 new cards**. If your draw deck is empty when you need to draw a card, shuffle the discard pile to form a new draw deck and continue drawing. You only shuffle your discard pile once your deck is empty and you need to draw a card.

OBJECTIVES AND GAME END

The top card of the objective deck is the current **objective**. When it is completed, put it on the bottom of the objective deck and follow any setup text on the new current objective.

Players win by killing a **final enemy** to complete objective 3.

If the final enemy is revealed, you may only fight it once you are on objective 3.

KEYWORDS

Attach (to a room): Put the card in the attached room. It does not move unless a game effect says so. It does not count as being 'in' that room.

Avoid: You can skip drawing a strike once during that turn, from an enemy striking during the strike phase or from another effect. If you avoid a strike from an enemy with a **Strike**: ability, that ability won't occur. You don't have to avoid the next strike you would draw. If an enemy has double or triple strike, and you avoid a strike, you still take the additional strikes.

Combat zone: This ability is applied only if it is on a card in the combat zone.

Complex: This ability is applied only if it is on a card in the complex.

Copy: When you can copy a card, you act as though you just played that card, getting all **RECRUIT/ATTACK** points and special abilities, class/crew icons and keywords. A copy of a card cannot be killed or discarded.

Characters: If a card has a cost (including 0) it is a character. These are characters: specialists, grunts, sergeants, role cards, agenda cards, ‘friends’ from the hive deck (*Jonesy*, *Newt*, *Missing Brothers*, *Larry Purvis*) and any cards that start the game in the barracks.

Clear: A room is clear if there is no card there. If a room is **blocked** by an effect, it is removed from the game and never counts as being clear.

Does not move: Some enemies don’t move. If another card tries to enter its space, leave it where it is and have the other card skip to the next space.

Double strike: This causes the enemy to strike twice in a row. This causes any **Strike**: ability to trigger twice, during each of the 2 strikes. Triple strike works with 3 sequential strikes.

Gain: Take the gained card and put it in your discard pile.

Kill: Killed enemies (from an attack or a card effect) are placed in the dead enemies space. Killed characters go to the dead characters space. Killed chestbursters go back to the hatchery.

Mobilize: This ability is triggered immediately as the card is recruited or otherwise gained. It does not trigger when the card is subsequently played from your hand.

Show: Show a card to other players; you don’t have to play or discard it. You can also show a card that you have in play (including vigilant cards).

Reveal: Resolve any time this card is revealed.

Room: The 5 spaces in the complex.

Sacrifice: Once played, you may optionally kill this card (put it into the dead characters space) to trigger the *Sacrifice* text ability. A sacrificed card still counts for triggering class and crew abilities and its **RECRUIT** and **ATTACK** can still be used.

Strike: When this enemy strikes at you, in addition to drawing a strike, trigger the text effect.

Vigilant: When you play this card it stays in play at the end of your turn instead of getting discarded. You can play such a card and use its discard ability on the same turn.

Your characters: Characters in your hand or played this turn, including vigilant characters. Characters in your deck, discard pile, or those ‘coordinated’ to you do not count.

RULES CLARIFICATIONS

Ability timing: If multiple abilities resolve simultaneously, resolve them left-to-right in the complex and right-to-left in the combat zone. If multiple players are doing something simultaneously, the current player goes first, then other players in clockwise order. If an effect order is not clear, the current player chooses the order.

Can’t vs can: If one card says you can’t do something and another says you can do it, ‘can’t’ beats ‘can’.

Card abilities: If a card tells you to do something, but you cannot do all of it, do as much as you can.

Decks: If you ever need to look through your deck, shuffle the deck afterwards.

If the barracks deck runs out, it is not refilled, and you can no longer add cards to HQ. If the sergeants deck runs out, it is not refilled and you can no longer recruit sergeants.

If the strike pile is empty, immediately reshuffle the discarded strikes into a new strike deck.

If you need to draw a card from the hive deck and it is empty, shuffle all cards in the dead enemies space into a new hive deck and draw as required. If you run out of cards in the hive deck a second time the players are overrun by aliens and all players die.

Facehuggers: When you reveal a facehugger place it in front of the player whose turn it is. Once killed it goes to the dead enemies space. Facehuggers cannot be moved by player effects. If a player is impregnated by multiple facehuggers they all die, but the player only gains 1 chestbuster card.

Fighting another player: If required to do this, pay **ATTACK** equal to the player’s **DEFENSE** (upper icon in lower right of avatar card) and the player draws a strike card. You can fight another player multiple times in a turn if you have enough **ATTACK**.

Final enemy comes back: If a final enemy somehow gets reshuffled into the hive deck once you have killed it, you do not need to kill it again to complete the final objective.

Grown in a lab: Becomes a clone of another card you played this turn, gaining the stats, text, class, crew, character name, etc of the card you are cloning. However, it still counts as a *Ripley* card (for the purposes of cards like *Acid Blood* or *The Newborn*).

Ventilation lock: This card can block the ventilation shafts. When this happens, that room no longer exists. Put the current objective card on that room and then put the whole hive deck on top of it.

You: Refers to the current player.

PLAYING SOLO

Coordinate: you may discard 1 coordinate card per turn to simply draw a card.

Next player: Refers to yourself.

ADJUSTING DIFFICULTY

To make the game easier, apply one or all of the following:

- During setup, shuffle extra drone cards into each objective mini-deck.
- Treat each player’s **DEFENSE** value as extra **HEALTH**.
- Give each player 1 or 2 free ‘preparation’ turns where they get to skip the Hive phase.

To make the game harder, apply one or all of the following:

- During setup, shuffle fewer drone cards into each objective mini-deck.
- During setup, put cards from the hive deck facedown into the complex.

ADVANCED RULES

PLAYER ALIENS

When a player dies from a chestbuster, they re-enter the game on their next turn as an alien player with a new goal: kill the other players.

Remove your avatar and all your cards from the game and choose a random **alien avatar**. Shuffle the **alien player deck** and draw a hand of 6 cards.

Do the following on each of your turns, in this order:

1. Play any number of cards from your hand.
2. Discard each card you played and any left in your hand, and draw a new hand of 6 cards (there is no Hive or Strike phase on your turn).

If your deck runs out, reshuffle it as normal.

Players can fight you by spending **ATTACK** equal to your **DEFENSE** number. Each time you are attacked, draw a strike (ignoring any text on the strike) and place it next to your avatar. If you ever have strike damage equal to or greater than your **HEALTH**, you die. Remove your deck, hand and discard pile, but leave any cards you played onto the board.

You are no longer a ‘player’ for the purposes of game effects. If an action refers to the next player and that would have been you, it now skips to the player after you. If an event or hazard is revealed, treat it as though the next player revealed it. If you would ever receive a facehugger, give it to the next player instead.

If at any point all players in the game are alien players, the game ends in a loss.

HIDDEN AGENDAS

Agenda cards

At the start of the game after players have selected their roles and built their starting decks, do the following:

Without looking at them, randomly select one of the 10 *good* agenda character cards for each player (but don’t give them out yet). Without looking at them, randomly select one of the 5 *evil* agenda character cards.

Shuffle the 1 *evil* card in with the *good* agenda cards, then deal 1 out to each player. Return the remaining card to the game box without looking at it. If that was the *evil* card, there is no traitor this game (but the players don’t know this yet).

Players may now look at their agenda cards to see if they are evil this game. Then each player puts their agenda card facedown underneath their avatar (you can look at it at any time during the game). You may not reveal your agenda card to other players.

If you received a *good* agenda, you’re playing the normal game. If you received the *evil* agenda, you are secretly working for the Company.

Secrets revealed

During setup, set aside *Secrets Revealed* cards equal to the number of players. Each of these replaces one of the drone cards in the hive decks you’ll use this game.

During the game, when a *Secrets Revealed* card is revealed, the active player must reveal the agenda card of any one player (including their own) that hasn’t been revealed yet. Then put the *Secrets Revealed* card aside for the rest of the game.

When a player’s agenda card is revealed, it shows everyone else whether that player is a traitor or not. That player then gains their agenda character card (it goes into their discard pile and works just like a regular character card).

If a player dies and their agenda hasn’t been revealed yet, it gets revealed at that time.

When the player with the evil agenda dies

The good players don’t need to kill the evil player. They win by completing their 3 objectives whether the traitor is alive or not. However, if the evil player dies, it removes a threat and buys the players some extra time: shuffle each enemy and hidden card in the complex together and put them on top of the hive deck.

When everyone but the traitor dies

The traitor now just needs to play their agenda card to win the game (this represents the Company showing up to collect an alien specimen and rescue the traitor).

If the evil player’s agenda character card gets killed, they can still win the game. All other players must be dead, and the evil player must complete all 3 objectives.

When everyone dies

Sometimes the good players might kill the evil player or vice versa, but then the aliens overrun the survivors. In this case, everyone loses just like in the regular game

When there's an alien player and a traitor

In this case, the traitor doesn’t need to kill the alien player to win the game. The alien player has the option to try to hurt whomever it wants.