

ALIEN RPG SKIRMISH RULES V1.0

THE RULES AND TOOLS in this booklet let you use the miniatures and tokens in this boxed set to play out brief and bloody skirmish battles in the iconic ALIEN universe. The rules are based on the ALIEN tabletop roleplaying game, available separately, but condensed and adapted for skirmish play between two players (or teams). The rules are designed for small engagements with less than ten characters on each side.

Getting Started

To get started, follow these easy steps:

1. Set up a battle mat or terrain.
2. Select characters for two teams, using the rules on page 11 of this booklet, and fill in a team sheet for each.
3. If there are more than two players, divide the players into two teams and decide who will control which characters in each team.
4. Choose a scenario among those listed on page 13 or create your own.
5. Start playing!

Maps & Terrain

These rules are designed for use with detailed battle maps such as those found in the *Hope's Last Day Starter Set*, *Rapture Protocol*, and other expansions for the Evolved Edition of the ALIEN RPG – but they work just as well on maps or terrain created by yourself. Ideally, the battleground should be about 60 × 90 cm (2 × 3 feet), with ample space to hide and sneak around in.



DOWNLOADS

This is version 1.0 of the ALIEN RPG skirmish ruleset. These rules will be developed continuously, and the latest version is available for free download at alien-rpg.com. There, you can also download game maps compatible with these rules.



Dice

There are two types of custom six-sided dice for the ALIEN RPG, each available separately and included in the *Hope's Last Day Starter Set*: base dice (black) and stress dice (yellow). Both base dice and stress dice have the  symbol on the 6 side. Rolling  usually means that an attack hits or some other action succeeds. Stress dice also have the  symbol on the 1 side. Rolling  can trigger stress or panic responses and other adverse effects.

Rolling a D6: The rules sometimes ask you to roll a D6. This means rolling a single base die and reading the number, ignoring any symbols.

Note: You can play this game with any normal six-sided dice, but it helps if you have them in two different colors.

Tokens

This boxed set includes a number of cardboard tokens. If there are not enough of a specific token, you can use any other tokens to complement them or note down effects on a piece of paper.

 **Initiative:** Used to draw initiative in combat. There are two types of initiative tokens – one for each team. On the back of each token, there is a symbol for overwatch (page 8).

 **Wounded:** Used to mark wounded characters (page 9 and 11).

 **Terrified:** Used to mark terrified characters (page 10).

 **Sealed/Breached:** Used to mark sealed doors or hatches on the battlefield (page 4). On the back of each token is a symbol for breached doors.



Objective/Item: Used to mark objectives or items on the battlefield.



Xenomorphs/Pings: Included are tokens to represent 4 Drones, 4 Facehuggers, 3 Chestbursters, and 1 Cat. On the back of each token is a symbol used to mark Xenomorph pings on the battlefield (page 10).

CHARACTERS

THIS BOXED SET has miniature models for Space Truckers, Weyland-Yutani Commandos, and Xenomorphs. Game stats for these, as well as some other types of characters, can be found at the end of this booklet. More models will be released in future miniatures sets for the ALIEN RPG, and you can use other suitable miniatures that you have available. The rules below describe the key features of human characters. Xenomorphs work somewhat differently and are explained on page 10.

Team Sheet: The characters on each team are tracked using a team sheet, found at the back of this booklet and for download at the Free League website. Each team sheet has space for eight characters.

Skills

In these abbreviated rules, human characters have five skills that determine their effectiveness in combat, rated on a scale from 1 to 10.

- ▶ **OBSERVATION**
- ▶ **CLOSE COMBAT**
- ▶ **RANGED COMBAT**
- ▶ **HEAVY MACHINERY**
- ▶ **MEDICAL AID**

RPG Skills: When using characters from the RPG with these skirmish rules, add the relevant attribute level to the skill level to find the final skill level to use in these rules.

Health

Each character in the game has a Health score, typically between 2 and 5 for humans (more for Xenomorphs). Health is reduced by damage, which is tracked on the team sheet. A character whose Health is reduced to 0 is broken and might die (page 9).

Stress

During a battle, human characters can accumulate stress by pushing dice rolls and other factors. For each human character, their stress level is tracked on the team sheet. Stress can trigger stress and panic responses (page 3 and 10). Xenomorphs and synthetics don't have a stress level.

Gear

Human characters use weapons, armor, and other gear. These are also listed on the team sheet. Some common gear is listed on page 14 and 15.

SKILL ROLLS

TO MAKE ATTACKS and perform other actions during the game, characters make skills rolls.

Mean Success

To use a skill, roll a number of base dice (black) equal to the character's skill level. For the action to succeed, the roll must result in at least one 6 ( on the custom dice) – if not, the action fails.

Stress Dice: If the character has stress level 1 or higher, add the same number of stress dice (yellow) to the dice pool as well.  on stress dice have the normal effect, but if a  is rolled on one or more stress dice, the character suffers a stress response – see page 3. The stress level also influences panic rolls (page 10).

Modifiers

Gear and other factors can modify the chances to succeed at a skill roll, by adding or removing base dice for you to roll. This is referred to as +1 die, +2 dice etc., and conversely -1 die, -2 dice etc. You can never go below one base die. Modifiers never affect stress dice.

Multiple Successes

The more  you roll, the better the result. For attacks, that usually means more damage (page 11).

Pushing Your Roll

If a skill roll fails, a human character can push the roll. This immediately increases the character's stress level one step, meaning one stress die is added to the dice pool. Then

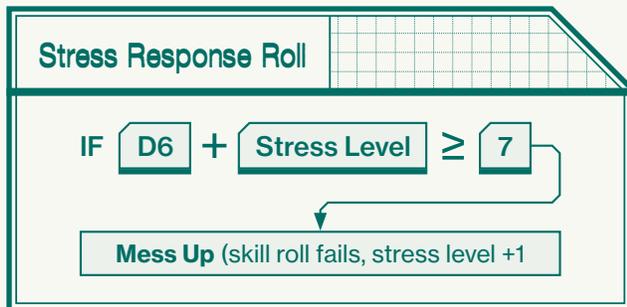
all dice not showing  are re-rolled. All dice count after the re-roll, including the previously rolled . Only human characters can push rolls – never synthetics or Xenomorphs.

Stress Dice: If the character rolled one or more  on stress dice in the initial roll, the roll cannot be pushed.

Just Once: A skill roll can only be pushed once.

Stress Response

If a character rolls  on one or more stress dice in a skill roll, a *stress response* is triggered. Roll a D6 and add the stress level. If the result is 7 or higher, the character *messes up* – the action fails regardless of any  rolled, and the character gains stress level +1.



Relieving Stress: To reduce a character's stress level, that character must remain stationary for a full round of stealth mode or combat without performing any actions, in a zone where no enemy is present. This removes all stress from the character, resetting it to zero.

Stress & Panic: Read more about stress and panic on page 9.

Opposed Rolls

In some cases, particularly when rolling for **OBSERVATION** in stealth mode, two characters roll off against each other. The character who gets the most  wins. In a tie, there is no clear winner. Opposed rolls like this are not an action, and they cannot be pushed. Read more on page 5.

AGREEING ON BORDERS

Before the battle starts, we recommend that both players review the map or terrain and agree on any zone borders which might be unclear, to avoid disagreement during the game. If such arise anyway, we recommend resolving them with a random die roll.

MAP ZONES

"Should be in and out in thirty minutes."

Tyler

SKIRMISH BATTLES are played out using maps or 3D scenery of the starship, colony, or whatever location the characters happen to find themselves fighting for their lives in.

Zones

The battlefield is divided into zones. A zone is typically a room or a corridor, although long corridors and large rooms can be divided into several zones. Zone borders are indicated on the maps in the *Hope's Last Day Starter Set* and cinematic adventures for the ALIEN RPG.



Large Areas: Large open areas are divided into several zones, following the terrain if possible. No zone should be wider than 20 meters (30 centimeters/1 foot in the scale of the miniatures in this set).

 **Cluttered/**  **Open:** A zone is either *cluttered*, meaning there are objects in the zone to take cover behind, or *open*, meaning there are no such objects in the zone. Open zones are typically corridors and crawlspaces but can also be empty rooms or other open spaces.

Borders: A border between two adjacent zones is either *open* or *blocked* (by a wall or bulkhead). A blocked border can have a door or a hatch, as indicated by the map, allowing movement between the two zones. Corridors and crawlspaces are typically divided into several zones by doors or lines on the map.

Line Of Sight

Line of sight is an important concept for both stealth mode and ranged combat. The following rules apply:

Same Zone: All characters in the same zone have line of sight to each other no matter where in the zone their models are placed, with two exceptions:

- ▶ A blocking model (page 7) blocks line of sight.
- ▶ In a crawspace, all non-broken models (even friendlies) block line of sight.

Blocked Border: A blocked zone border blocks line of sight even if there is a door or hatch in it – unless a character is standing in base contact with the opening, in which case the character has line of sight into both zones.

Open Border: An open zone border between two adjacent zones does not block line of sight. However, line of sight can only be traced *through* a zone if any part of the starting zone is visible (in a straight line on the map) from any part of the target zone.

Range

The distance between combatants is divided into five range categories. See the diagram below. Mark Adjacent range by placing the miniature bases in direct contact.

Doors

Unless stated otherwise, a door on the battle map is opened by a simple push of a button and can be passed without the need for an action.

Sealing Doors: A door or hatch can be sealed with a **HEAVY MACHINERY** roll (action) at Adjacent range (place the model right by the door, blocking movement and line of sight through it). On a success, mark the sealed door with the corresponding token.

Breaching Doors: A sealed door or hatch can be breached at Adjacent range by a **HEAVY MACHINERY** roll (action) or by close combat attack (action) with +2 dice. Unless stated otherwise, a door or hatch breaks after 10 points of damage. A breached door cannot be sealed again.

If another character is positioned directly on the other side of a door when it's breached, the two models are now

at Adjacent range (base contact). If this happens in stealth mode, make a detection roll immediately even though the two characters are in different zones.

Xenomorphs: Xenomorphs cannot seal doors but larger Xenos (Drones and Soldiers but not Facehuggers or Chestbursters) breach doors using their Headbite signature attack (page 13). The player can choose to do this (without randomizing the attack) as an action even in stealth mode.

Crawspaces

Air shafts and other crawlspaces present a unique challenge in stealth mode. Crawlspaces can run alongside rooms and corridors or above them (in which case just the outline is shown on official adventure maps).

Access Points: A crawspace can be entered by one zone's worth of movement at any access point marked on the map, just like entering any other zone.

Sealing Access Points: An access point can be sealed and breached in the same way as a door or hatch.

Vertical Movement

Some battlefields have multiple levels and allow vertical movement between them. Such movement is only allowed at marked access points. Moving one level up or down is the equivalent of moving one zone horizontally.

STEALTH MODE

"If you don't stay quiet, we all die."

Andy

IN AN ALIEN GAME, much of the thrill happens before the enemy shows itself and bullets start flying. A key part of the experience is exploring unknown locations, with enemies lurking in the darkness. In the game, this is represented by *stealth mode*, played out in rounds. Most skirmish games will start in stealth mode.



Stealth Movement

Movement in stealth mode is slow and careful. When activated, a character can move into an adjacent zone on the map (assuming the border is open or has an open door or hatch) and scan for enemies.

Movement Order: In stealth mode, all characters in one team move first, then all characters in the other team. If one team is Xenomorphs and the other human, the humans move first. In all other cases, randomize which team goes first. The order in which characters on the same team move is chosen freely.

Xenomorph Movement: Xenomorphs may move one zone per point of Speed (normally 2, see page 10) each round in stealth mode.

Encountering Enemies: If a character moves into line of sight (page 4) of an enemy, they risk detection (see below). If a character moves into the same zone as an enemy, don't place the models in base contact unless there is no room to keep them separated.

Other Actions: In stealth mode, a character can choose to perform one *action* instead of moving. These are the most common actions in stealth mode:

- ▶ Seal a door or hatch
- ▶ Open a sealed door or hatch
- ▶ Pick up item
- ▶ Go into overwatch mode (see below)
- ▶ Rest to heal 1 point of Health (page 9)
- ▶ Rest to relieve all stress (page 9)

Detection

When a character in stealth mode moves into line of sight (page 4) of a character on the other team, immediately make an opposed **OBSERVATION** roll (page 3). The roll is not an action, cannot be pushed, and cannot trigger stress responses.

- ▶ If the moving character wins the roll, it can ambush the opponent immediately and start combat. Read more on page 6.
- ▶ If the stationary character wins, it can choose to ambush the opponent as per above or immediately move out of the zone, into an adjacent zone where no enemy is in line of sight, if such a zone exists. This movement is immediate and does not affect any other movement in the round. Nor does it trigger combat.
- ▶ On a tied roll, both characters spot each other at the same time, and combat starts (see below).

Groups: When a character moves into line of sight of a group of enemy characters, the stationary team must choose one character to roll for **OBSERVATION**. The result applies to all characters in the group.

Xenomorphs: If Xenomorph with Speed 2 or more is detected after moving and the opponent backs out (combat is not triggered), the Xeno's move ends immediately, even if it had movement left.

Overwatch

Instead of moving (or performing any other action) in stealth mode, a character can go into overwatch. Place an initiative token (with the overwatch symbol facing up) by the model. A character in overwatch gains +2 dice to **OBSERVATION** rolls to spot anything coming within line of sight. Overwatch can also be used in combat – see page 8.

Starting A Fight

When a character spots a character from another team, stealth mode ends, and combat starts (see below) for *all* characters on the battlefield (even those not in line of sight), and initiative is drawn. This happens immediately – characters who have not yet moved in this round of stealth mode forego their movement. Combat can also be initiated by an ambush (page 6).

COMBAT

"LET'S ROCK!"

Pvt. Vasquez

Rounds & Initiative

IN EACH ROUND OF COMBAT, the players draw *initiative tokens* to see when they can *activate* their characters. At the start of each round, place one initiative token per character (and false ping token) for each team taking part in the game into a cup, bag or other opaque container.

Overwatch: If a character is already in overwatch mode when combat starts (see above), leave its initiative token (with the overwatch symbol facing up) by the model on the battlefield instead of placing it into the container.

Xenomorphs: A Xenomorph team gets one additional initiative token for their *false ping token* (page 10).

Activating Characters

Draw initiative tokens one at a time. The player of the team drawn then chooses which character to *activate*. Each character may only be activated once per round. When a character has been activated, place the drawn initiative token next to the model (with the overwatch side face down), to indicate it cannot be activated again this round.

Round End: Once all the initiative tokens have been drawn and all characters have been activated, the round is over. Remove all initiative tokens from the battlefield (except those with the overwatch side up) and place them back into the container to start a new round.

Death: If a character is *killed* (not just broken, see page 9), remove its initiative token from the game along with the miniature. If the character has not yet been activated when it is killed, remove one initiative token for its team from the container instead.

Xenomorphs: When an initiative token for the Xenomorph team is drawn from the container, the player may activate any ping token they want, including the false ping token (page 10). Ping tokens are handled exactly like characters until they are revealed.

Ambush

If combat starts with an ambush (page 5), the attacking character is automatically activated first in the first round of combat – take an initiative token for the character's team out of the container and place it by the character's model. This applies even to characters in overwatch mode (just flip their token over).

An ambush also gives +2 dice to the initial attack. This also applies to Xenomorphs, but only for the first signature attack of the activation and only if this is an actual physical attack. See page 11 for more about signature attacks. A Xenomorph false ping token (page 10) cannot ambush.

After the ambushing character has been activated, draw initiative tokens normally.

Action & Movement

On each activation in combat, a character can move *and* perform one action (as opposed to stealth mode, where a character must choose one or the other). An action is typically an attack and typically requires a skill roll. See the adjacent list for examples.

Sprinting: In combat, a character can forego its action to make an additional (second) move on its activation. This is called sprinting.

Actions

ACTION	SKILL USED
Close combat attack	CLOSE COMBAT
Ranged attack	RANGED COMBAT
Seal door	HEAVY MACHINERY
Breach door	HEAVY MACHINERY
Give first aid	MEDICAL AID
Repair Synthetic	HEAVY MACHINERY
Go into overwatch	–
Sprint	–
Pick up item	–
Drag character	–

Pick Up Item: As an action in combat, a character can pick up an item in its own zone or give an item to a character on the same team in the same zone (the characters don't need to be Adjacent).

Drag Character: A character can drag another broken character in the same zone into an adjacent zone as one action. This follows the normal rules for movement (see below).

Combat Movement

During a *move* in combat, a character can do one of the following:

- ▶ Move from one zone to an adjacent zone.
- ▶ Move up to a door or hatch in the current zone (to block access and/or to gain line of sight into an adjacent zone).
- ▶ Move between Short and Adjacent range from a character inside its current zone.

Be careful to keep models at Short range apart from each other.

Doors & Hatches: A character can pass through an unlocked door or hatch during movement without spending an action. For sealing and breaching doors, see page 4.

Small Spaces: If there is no way to move into a zone without placing two or more miniatures in base contact with each other, the range between them is immediately Adjacent (not Short), with no additional move needed. A character can move into a narrow area on the map (such as a crawlspace) even if the miniature base is wider than the space it's in. However, if the miniatures of other characters

make it impossible to place at least half of the base inside a zone (randomize if in disagreement), the character cannot move into it. Broken characters don't count.

Blocking Movement: If a model is placed so that its base completely blocks a corridor, hatch, doorway, or crawlspace, enemy characters cannot move past it except by performing a special close combat action (see below). *Blocking models also block line of sight.* Several models on the same team can be placed in base-to-base contact to block wider areas. Characters on the same team don't block movement (or line of sight), except in a crawlspace.

Crawlspaces: In a narrow crawlspace such as an air shaft, a character cannot move past other characters in the same zone – not even friendlies.

Xenomorphs

When activated in combat, a Xenomorph can, for each point of Speed, perform one *signature attack* (including a move from Adjacent to Short range) OR move *twice*. Read more on page 10. Xenomorphs often prefer to move through air shafts and other crawlspaces, but can move through rooms and corridors just like human characters, including opening unlocked doors.

Ending Combat

If all characters on one team are out of line of sight from all enemy characters at the end of a combat round, combat is over, and stealth mode commences again. Any revealed Xenomorphs (except false ping tokens) now revert to ping tokens – the opponent player will of course initially know what such a ping token represents, but keeping track of it might be easier said than done...

Close Combat

CLOSE COMBAT is any attack at Adjacent range, no matter what weapon is used (if any). Roll for **CLOSE COMBAT** to hit. Close combat weapons can give a modifier to your roll.

Hit: If the attack succeeds, it inflicts the weapon's base damage on the target, plus 1 damage point for every  rolled beyond the first. Damage may be reduced by body armor (page 8).

Weak Spot: Against an armored target, a character can aim for a weak spot, getting –2 dice. On a hit, the armor level is reduced 1 step for this attack only (after reduction for an armor piercing attack).

Special Attacks

In close combat, a character may want to achieve something other than just harming the opponent. The player must state that the activated character is attempting a special attack before rolling dice, and cannot use any bonus dice from a weapon. If the attack succeeds, the attack inflicts no damage but instead achieves the desired result:

- ▶ **Pass:** The character moves past an enemy blocking their movement (see above). If successful, place the model directly on the other side of the enemy.
- ▶ **Shove:** The character pushes an Adjacent opponent away, within the same zone. This attack can be used to shove the target through a door or hatch.

Unaware Opponents

If a close combat target is unaware of the attacker (see Ambush on page 6), the attack gets +2 dice.

Firearms In Close Combat

Firearms can be used even in close combat. The **CLOSE COMBAT** skill (not **RANGED COMBAT**) is used to hit. As most firearms have a minimum range of Short (or more), attacks in close combat with a firearm typically get –2 dice.

Ranged Combat

WHEN A CHARACTER ATTACKS someone at Short distance or more, roll for **RANGED COMBAT**. The shooter needs to have line of sight to the target (page 4) and a ranged weapon (see the table on page 14). Most ranged weapons give a modifier to the roll.

Hit: If the attack succeeds, it inflicts the weapon's base damage on the target, plus 1 damage point for every  rolled beyond the first. Damage may be reduced by armor (page 8).

Aiming: If a character forgoes any movement on their activation and instead aims carefully before the attack, they get +2 dice to the roll.

Small Target: Ranged attacks against a small target like a Facehugger or Chestbuster gets –2 dice.

Range: Weapons have a minimum and maximum range. Any attack closer than the minimum range gets –2 dice per range band below the minimum range. This does not apply to attacks against unaware targets. A weapon cannot be used beyond its maximum range – with the exception that a character can fire a weapon with Short maximum range into an adjacent zone if they are standing right next to a door or hatch to that zone.

Ranged Attack Modifiers

FACTOR	MODIFIER
Careful aim	+2
Below minimum range	-2/band
Target in partial cover	-2
Aim for weak spot	-2
Small target	-2

Weak Spot: Against an armored target, the shooter can aim for a weak spot, getting -2 dice. On a hit, the armor level is reduced 1 step for this attack only (after reduction for an armor piercing attack).

Ammunition is not tracked in these skirmish rules but weapons listed as single use can only be used once, and are lost after use.

Overwatch

Instead of performing an action when activated, after any movement is completed, a character may go into *overwatch*. Place the initiative token with the overwatch symbol facing up next to the model to indicate its status. A character may also start combat already in overwatch (page 5).

When in overwatch status, the character may make one ranged attack *at any time* until it is activated again. The character may interrupt any movement or action to make the attack. The overwatch status is lost by any of the following factors:

- ▶ An enemy enters Adjacent range.
- ▶ The character suffers any damage.
- ▶ The character is Spooked by a panic roll (page 10).

When the overwatch attack has been made, or the overwatch status lost, place the model's initiative token back into the container page 5).

Multiple Overwatch: If two (or more) characters are in overwatch and want to fire at the same time, make an open opposed **RANGED COMBAT** roll (no action) to determine who goes first. Re-roll any ties.

Cover

A character placed directly against a door or hatch to an adjacent zone has *cover* from all ranged attacks from that zone. All ranged attacks against a character in cover get -2 dice. Note that a character placed in such a way also has line of sight into both zones.

Friendly Fire

If a ranged attack that is fired at a target who is Adjacent to another character misses, it may hit the unintended target instead. Roll for an attack with two base dice, inflicting base damage if one ☒ is rolled and 1 additional damage on two ☒. If there are several Adjacent targets, randomize which one is hit.

Full Auto

Some weapons can fire bursts of bullets. When a character fires a burst and hits, without pushing the roll, they may immediately make another attack roll, at the same target or another, as part of the same action. If the shooter hits again (without pushing), they may roll a third time. As soon as they miss, or push a roll, the burst is over. Each attack roll except the first gives the shooter stress level +1. A character can never make more than three attack rolls in a single burst.

Aiming: If the shooter aims carefully (page 7), the bonus only applies to the first attack roll of the burst.

Explosive Weapons

Some weapons have an explosive effect. These are fired with a normal ranged attack, but if such an attack hits, all other characters in the same zone suffer the same damage as the target. If the attack misses, the shot is assumed to have gone astray and hurts no one.

Damage

HOW MUCH DAMAGE a character can take before being broken is determined by their Health score.

Armor

Characters can wear body armor and Xenomorphs often have natural body armor. The effectiveness of armor is represented by its armor level. When a character takes damage from an external attack, the damage caused is reduced by the armor level. If the armor level equals or exceeds the incoming damage, no damage is done to the target.

Armor Piercing: Against attacks designated as armor piercing, the armor level counts as 1 step lower than its normal value (to a minimum of zero).

Weak Spots: Attacks in both close and ranged combat can be aimed at weak spots in the armor. This gives the attack a -2 modifier, but on a hit, the armor level is reduced 1 step (in addition to any reduction for an armor piercing attack).

Broken

If a human character drops to zero Health, it's *broken* and collapses to the ground. Place the miniature face down on the battlefield to indicate this status. While broken, the character cannot move or perform any actions. It's still activated normally however, and on each activation, roll a stress die for the character and check the result below:

- ▶ : The character dies. Remove the model from the game, along with its initiative token. Any gear the character carried is placed as an item token in the zone, for others to pick up.
- ▶ **2-5**: The character remains broken.
- ▶ : The character rallies and is no longer broken. Immediately set the character's model upright, recover all lost Health, reset its stress level to zero, and then activate the character normally, making one move and taking one action. However, from now on, the character is *wounded* – place a wounded marker next to it to indicate this status. If a wounded character is broken again, it is killed outright (remove the model and its initiative token, or an unused token for its team).

Additional Damage: If a character suffers any additional damage while broken, even a single point, roll one stress die – on a  the character dies. On any other result, nothing happens.

Stress & Panic: While broken, a character cannot gain more stress and never makes panic rolls.

Xenomorphs: Note that there are some Xenomorph signature attacks that kill a character outright. Such attacks don't make the target broken – they kill instantly.

End Of Combat: If combat ends and stealth mode starts (page 7) while a character is broken, roll a D6 – on 1-3 the character dies and on 4-6 it rallies as per above.

First Aid

A broken human character without an opponent at Adjacent range can receive first aid from a friendly character at Adjacent range. This is an action and requires a **MEDICAL AID** roll. If successful, the patient rallies and is no longer broken, recovering all Health and relieving all stress. The patient is still wounded as per above, however. First aid cannot be used on human characters who are not broken.

Recovery

To recover 1 point of Health, a human or Xenomorph character must remain stationary for a full round of stealth mode without performing any other actions. Health cannot be recovered in combat.

Synthetics

Synthetics suffer damage like humans but typically have higher Health scores. When a synthetic is broken, immediately roll a stress die – on a  the synthetic is destroyed beyond repair and is removed from the game.

On any other result, the synthetic remains broken, but does not risk dying, nor can it get up on its own – instead, another character on the same team at Adjacent range can make a **HEAVY MACHINERY** roll (action) to repair the broken synthetic, removing all of its damage.

Such an action can also be taken to remove all damage from a synthetic who is not broken. A synthetic cannot be repaired if it has an opponent at Adjacent range.

Xenomorphs

Xenomorphs suffer damage normally but use special rules when broken – read more on page 11.

PANIC

BEING IN THE COLD DARKNESS of space will test the characters' nerves even under normal circumstances. Add horrifying Xenomorphs, and they need to keep their nerves in check to avoid spiraling into wild panic.

Stress Level

The mounting tension in human characters is measured by their stress level. It starts at zero and is increased by 1 step for each of the following triggers:

- ▶ Each  rolled when pushing a skill roll (page 2).
- ▶ A Xenomorph or a ping token ends its move in an adjacent zone with direct access (door/hatch or open border). This applies even if another Xeno or ping token is already in the zone, but *only* when a Xenomorph moves – *not* when a human character moves closer to a Xeno.
- ▶ A second and third attack roll in a burst of full auto fire (page 8).
- ▶ The character is Spooked by a panic roll (page 10). Synthetics and Xenomorphs have no stress levels.

Relieving Stress: To reduce a character's stress level, it must remain stationary for a full round of stealth mode or combat without performing any other actions, in a zone where no enemy is present. This removes all stress from the character, resetting it to zero.

Panic Response

As long as a character keeps their stress in check, they can use it to their advantage. But if the tension grows too strong, it can trigger a panic response. Panic rolls are triggered by some Xenomorph signature attacks and some panic responses (cascading panic). Only human characters make panic rolls. To check for a panic response, roll a D6, add the stress level, and compare the result to the adjacent table.

XENOMORPHS

XENOMORPHS FOLLOW some special rules in the game, described below. In all cases not covered below, the normal rules apply.

Attributes

Xenomorphs don't have skill levels, except for **OBSERVATION**, which always defaults to skill level 8. They never push any rolls and don't have a stress level.

Ping Tokens

At the start of the game, Xenomorph models aren't placed directly on the battlefield. Instead, motion detector ping tokens, included in this boxed set, are used. Each Xenomorph character is represented by a ping token, with a flip side showing an image of the Xenomorph type.

False Ping Token: In addition, the Xenomorph player *also* controls one *false ping token*, with a flip side showing the image of a cat. When starting the game, all ping tokens are placed with the ping side facing up.

Ping Movement: In both stealth mode and combat, ping tokens are moved just like character models on the battlefield. All ping tokens have a Speed rating of 2 regardless of the type of Xenomorph that it represents (if any).

Revealing Tokens: In stealth mode, all ping tokens use an **OBSERVATION** skill level of 8. A ping token can be revealed in the following ways:

- ▶ The ping token is detected in stealth mode by losing (or tying) the **OBSERVATION** roll (page 5).
- ▶ The ping token wins the **OBSERVATION** roll in stealth mode and ambushes an enemy. This cannot be done by the false ping token.

Panic Response

RESULT	RESPONSE
≤5	Keeping Cool. No effect.
6–7	Spooked. Stress level +1. Any overwatch status is lost.
8–9	Terrified. The character is frozen by fear and loses any overwatch status. Mark this by placing a terrified token next to the model. When a terrified character is activated, it cannot move or perform any action – instead, the terrified token is just removed.
≥10	Flee. The character immediately moves away from the source of panic, into any adjacent zone, if such a move is possible. This movement happens out of turn. The character is then terrified as per above. If the character cannot move out of the zone (due to sealed doors or blocking enemies, it only becomes terrified.

- ▶ The ping token comes into line of sight of an enemy during combat – this is automatic, no roll required.
- ▶ Any time the token is activated in combat, if the player so chooses. This requires no action and occurs immediately before the Xenomorph takes an action.

When a ping token is revealed, the token is flipped over. If it represents an actual Xenomorph, replace the token with the model on the battlefield. If the revealed token was false, simply remove it from the game.

Once a ping token has been replaced by a Xenomorph model, it uses its own stats in combat. If the game reverts to stealth mode, all revealed Xenomorphs are again replaced by ping tokens. (The opponent player will initially know what such tokens represent, but it may be hard to keep track of.)

Checking Tokens: The Xenomorph player is allowed to look at the ping tokens during play but should be careful not to reveal them to the opponent.

Combat Activation

Each time an initiative token for the Xenomorph team is drawn from the container, the player may activate one revealed Xenomorph character or one Xenomorph ping token.



- ▶ **Revealed Model:** When activated in combat, a revealed Xenomorph model can, for each point of Speed, perform one signature attack (see below) or move twice.
- ▶ **Ping Token:** When activated in combat, a ping token can only move, never attack. As all ping tokens have a nominal Speed of 2, they can make four moves at each activation (each move being between adjacent zones or within a zone). If a ping token moves into line of sight of an enemy, it's immediately revealed, its movement stops and its activation is over.

Signature Attacks

Instead of normal actions, Xenomorphs perform signature attacks. To determine which signature attack a Xenomorph uses, roll a D6 and consult the table for the creature. Signature attacks have Adjacent range unless stated otherwise.

Movement: Unless stated otherwise, a Xenomorph may always make one move from Short to Adjacent range (base contact) as part of a signature attack (i.e. inside the zone). Some signature attacks modify this basic movement. Xenomorphs may also choose to move twice instead of performing a signature attack (above).

Damage

When a Xenomorph is reduced to zero Health, it isn't broken in the way a human is. Instead, roll a D6 on the table below. This does not apply to Facehuggers and Chestbursters – when they reach zero Health, they are destroyed and removed.

Armor: Many Xenomorphs have a thick hide, resistant to attacks, giving them a natural armor level.

Acid Splash

When a Xenomorph takes damage, its acid blood may splash on anyone within Adjacent range (base contact). Each type of Xenomorph inflicts a different level of acid splash damage. Fire damage does not trigger an acid splash.

The strength of an acid splash is based on the Acid Splash rating of the Xenomorph *plus* the amount of damage that the Xeno took from the attack (up to its maximum Health). Roll this many base dice for the acid splash attack against each potential target. The base damage is 1, armor piercing.

Note that the Weyland-Yutani APESuit offers increased protection against acid splash.

BUILDING TEAMS

IN THIS SECTION, various characters are described, along with a designated point cost. Before a battle, each team gets a set amount of points to spend on characters. Each character type comes with a set skill list and gear.

Specialties & Gear: In addition to the set skills and gear, players with non-Xenomorph teams can spend points to give individual characters additional gear and specialties to increase skill levels. Available specialties are listed in the sidebar on page 12, and gear on page 14 and 15. The points cost for these are per individual character. Only one specialty may be purchased for a character, but there is no limit to extra gear.

Note down all skill levels and gear for each character on the team sheets.

Broken Xenomorph

D6 EFFECT

- 1 Rise Again.** The Xenomorph immediately regains 1 point of Health and makes a signature attack. If no enemy is within in Short range, it instead makes up to two moves. This bonus attack (or move) occurs out of turn and does not prevent the Xeno from being activated again in the same round.
- 2 Wounded.** Place a wounded marker next to the model. The Xeno gets Speed -1 (down to a minimum of 1) but regains 1 point of Health. Roll a stress die at the start of each of its turns. On a , it perishes.
- 3 Desperate Escape.** The Xenomorph is wounded as per result #2 above. It regains 1 point of Health and flees, immediately moving two zones away from the nearest threat. This bonus movement does not prevent the Xeno from being activated again in the same round.
- 4 Last Breath.** The Xenomorph immediately performs one signature attack against a target in the same zone, then the beast dies. If there is no enemy in the zone, it instead perishes immediately.
- 5-6 Torn Apart.** Instant death. The Xenomorph is destroyed amidst a chorus of frenzied shrieks.

Space Trucker

► Skills	OBSERVATION 3, CLOSE COMBAT 5, RANGED COMBAT 3, HEAVY MACHINERY 7, MEDICAL AID 4
► Health	4
► Gear	Blunt instrument
► Cost	3

Colonial Marine

► Skills	OBSERVATION 4, CLOSE COMBAT 7, RANGED COMBAT 7, HEAVY MACHINERY 5, MEDICAL AID 3
► Health	5
► Gear	M3 Personnel Armor, M41A Pulse Rifle
► Cost	7

Weyland-Yutani Commando

► Skills	OBSERVATION 6, CLOSE COMBAT 7, RANGED COMBAT 8, HEAVY MACHINERY 3, MEDICAL AID 2
► Health	5
► Gear	APESuit, M41A Pulse Rifle, flashlight, catch pole
► Cost	9

Catch Pole: This specialized bit of gear can be used to catch a Xenomorph at Adjacent range with a successful **CLOSE COMBAT** attack (causing no damage). Once caught, a Xenomorph cannot move or attack on its own, and instead moves along with its captor. The captor cannot perform any actions while holding a Xenomorph, except to move once per activation (not sprint). On its activation, the Xenomorph may roll one stress die per point of Speed – on a 🎲, the Xenomorph breaks loose and immediately makes a signature attack.

SPECIALTIES

- **Scout:** OBSERVATION +2, cost +1
- **Assault Trooper:** CLOSE COMBAT +2, cost +1
- **Sniper:** RANGED COMBAT +2, cost +1
- **Medic:** MEDICAL AID +3, cost +1
- **Engineer:** HEAVY MACHINERY +3, cost +1
- **Synthetic:** CLOSE COMBAT +3, Health +3, no stress level, special damage rules (page 9), cost +3

Facehugger

► Speed	2
► Health	2
► Armor Level	1 (0 vs fire)
► Acid Splash	4
► Cost	5

Special: Ranged attacks against Facehuggers get –2 dice.

Facehugger Attacks

D6 ATTACK

1–2 **Skittering Menace.** The Facehugger has chosen its host! It skitters forward, single-minded and horrifyingly spider-like. The victim gains stress level +1 and must make an immediate panic roll.

3–4 **Face Grapple.** The Facehugger leaps at its victim's face with horrifying speed. Roll for an attack with six base dice. If the attack hits, the target becomes terrified (page 10), and the Facehugger will perform The Final Embrace (below) on the same target on its next action unless killed before then.

5–6 **Final Embrace.** The Facehugger gets to its victim, ignoring any armor (except the Weyland-Yutani APESuit which offers full protection). Roll for the attack with eight base dice. If the attack hits, the poor victim is facehugged and immediately broken. It can be rallied normally (page 9), but on each following activation, roll a stress die – on a 🎲 the victim is killed immediately and replaced by a Chestbuster, and a new initiative token for the Xenomorph team is placed into the container.

Chestbuster

► Speed	2
► Health	2
► Armor Level	0
► Acid Splash	4
► Cost	– (cannot be purchased)

Special: Ranged attacks against Chestbusters get –2 dice.

Special: As Chestbusters are so small, they use tokens for movement instead of models. Chestbusters never attack – when activated, they can only move. On each activation, before moving, roll a stress die. On a 🎲, the Chestbuster transforms into a Drone – immediately replace the model and activate it.



Drone

▶ Speed	2
▶ Health	7
▶ Armor Level	2 (1 vs fire)
▶ Acid Splash	8
▶ Cost	10

Drone Attacks

D6 ATTACK

- 1 **Hypnotizing Gaze.** The Xenomorph, eyeless as it may seem, stares deeply into the soul of a victim at Short range. The victim is mesmerized by the dread beauty of such a beast, standing in awe of what nature, God, or the Devil has created. The victim gets +1 stress level and must make an immediate panic roll.
- 2 **Playing With Its Prey.** The Xeno attacks, but not to kill. The victim drops a random weapon or other item – place an item token for it on the battlefield. The Xenomorph stands over its prey, taunting it to run so the game can go on. The victim must make an immediate panic roll.
- 3 **Deadly Grab.** The beast launches through the air, grabbing its victim with its talons. It attacks with eight base dice, base damage 1. If it hits, the Xenomorph may immediately drag the victim into an adjacent zone (free bonus move).
- 4 **Ready To Kill.** The Xenomorph grabs its victim with its talons, its inner jaws poised to strike. Roll for the attack with ten base dice. If it hits, the victim takes 1 point of damage and is immobilized – it cannot move or perform any actions except to try to break loose (action, **CLOSE COMBAT** roll). All friendly characters in the same zone must make a panic roll. Unless the victim breaks free, the Xenomorph will use a Headbite attack (#6 below) on its next action (whether in the same round or the next).
- 5 **Tail Spike.** The Xenomorph impales the victim with its razor-sharp tail. Roll for the attack with ten base dice, base damage 2, armor piercing.
- 6 **Headbite.** The Xenomorph opens its outer jaws wide, and the deadly inner jaws lean out, gnashing in anticipation before snapping forwards. The attack has nine base dice, base damage 2, armor piercing. If it causes *any* damage on a human, it automatically kills the victim in one dreadful blow. This triggers a panic roll for all characters of the victim's team in the zone.

SCENARIOS

THIS SECTION LISTS a few sample scenarios for skirmish battles. They suggest maps to use but can be adapted to any map the players choose. Note that these scenarios are just intended to get you started and to serve as inspiration – we invite all players to create their own scenarios for the game and share them with the community!

TIME LIMITS

If you have limited time to play, you can agree before the game starts to limit it to a set number of rounds (stealth or combat) or a set actual (real world) time limit. If no player has reached their victory conditions when the time limit expires, the player who has eliminated enemy characters worth the most points wins the game. Gear does not count, but specialties do.

Last Survivors

In this scenario, a small group of desperate survivors must eliminate deadly Xenomorphs on their ship – but first they must find the tools to do the job...

Suggested Map: The USSCS *Fidanza*, *Rapture Protocol*

Teams: Space Truckers vs Xenomorphs, 15 points each. The Space Truckers are not allowed to purchase any ranged weapons.

Battlefield: Place four item tokens on the battlefield, representing the following items:

- ▶ M240 Incinerator Unit in the Locker room on A Deck
- ▶ M240 Incinerator Unit in the Bunks & Showers room on B Deck
- ▶ Armat Model 37A2 12 Gauge Pump Action in Communications on B Deck
- ▶ P-5000 Powered Work Loader in the Antechamber on B Deck

Deployment: The Space Truckers player deploys all characters on the Bridge on A Deck. The Xenomorph player deploys all ping tokens in the Buggy Bay on B Deck.

Victory Conditions: To win, a player must eliminate all characters on the enemy team.

Special Rules: No character can exit the battlefield in any way.

The Gauntlet

A group of Space Truckers must retrieve key cards on a colony infested by Xenomorphs in order to access a shuttle to bring them to safety.

Suggested Map: Hadley's Hope, *Hope's Last Day Starter Set*

Teams: Space Truckers vs Xenomorphs, 30 points each

Battlefield: Place objective tokens representing four key cards in the following locations on the map:

- ▶ Level 1: Weyland-Yutani Office
- ▶ Level 2: Operations
- ▶ Level 2: Surgery Room
- ▶ Level 2: Morgue Office

In addition, place one item token in the Storage behind the Station Maintenance Center on Level 2 – this token represents one Armat Model 37A2 12 Gauge Pump Action.

Deployment: The Space Truckers player deploys all characters just inside the South Lock. The Xenomorph player deploys their ping tokens anywhere on Level 2 of the South Wing.

Victory Conditions: To win, the Space Truckers player must bring at least 3 of the 4 keycards safely off the battlefield. The Xenomorph player wins by killing all the Space Truckers.

Special Rules:

- ▶ The freight elevator cannot be used – the only paths for vertical movement between Level 1 and Level 2 are the stairway and the air duct vertical accessways.
- ▶ Space Trucker characters can exit the battlefield only through the South Lock, using a single move. The path to Tannen's Casino (and all other exits) are inaccessible.
- ▶ When a Xenomorph is killed, the player may spawn a new Xenomorph of the same type in the Level 1 stairway at the start of the next round, adding the initiative token back into the container.

The Dog Catchers

In this scenario, a squad of Weyland-Yutani Commandos enters a mining colony overrun by Xenomorphs to catch a creature alive for the Company.

Suggested Map: Jeremiah VI Mining Base, *Rapture Protocol*

Teams: Weyland-Yutani Commandos vs Xenomorphs, 50 points each

Weapons

WEAPON	MOD.	DAMAGE	RANGE	COST	SPECIAL
M4A3 Service Pistol	+2	2	A/M	1	
.357 Magnum Revolver	+1	3	S/M	2	
Watatsumi DV-303 Bolt Gun	-1	3	A/S	1	Armor piercing
Armat M41A Pulse Rifle	+2	2	S/L	3	Armor piercing, full auto, Armat U1 grenade launcher
Armat U1 Grenade Launcher	+1	2E	M/L	-	Single use
Armat Model 37A2 12 Gauge Pump Action	+2	3	A/S	2	
M240 Incinerator Unit	+1	2	S/S	2	Fire damage
M40 HEDP Hand Grenade	-	2E	S/M	1	Single use
Unarmed Attack	-	1	A	-	
Maintenance Jack	+1	1	A	-	HEAVY MACHINERY +1
Combat Knife	+1	2	A/A	1	
Fire Axe	-	2	A/A	1	Armor piercing
Cutting Torch	-1	3	A/A	2	Armor piercing, HEAVY MACHINERY +2



Battlefield: Place objective tokens representing terrified colonists in the following locations on the map:

- ▶ A Block: Office (southeast)
- ▶ B Block: Station Manager's Quarters
- ▶ B Block: Crew Unit (south)
- ▶ B Block: Cantina
- ▶ C Block: Laboratory
- ▶ C Block: Main Surgery
- ▶ D Block: Storage
- ▶ E Block: Office

Deployment: The Weyland-Yutani Commandos player deploys all characters in the Lobby inside the main doors of A Block. The Xenomorph player deploys all ping tokens in the Reactor in E Block.

Victory Conditions: To win, the Weyland-Yutani Commandos player must catch at least one Drone or Facehugger and bring it with them off the battlefield. The Xenomorph player wins by capturing all eight terrified colonists (below). The team who first reaches their objective wins.

Special Rules:

- ▶ Weyland-Yutani Commandos can exit the battlefield only through the main doors of A Block.
- ▶ When a Xenomorph or ping token enters a zone where a terrified colonist is located, it can spend an action (in stealth mode or combat) to capture it – immediately place the objective token in the Reactor in E Block (the Hive) as a reminder (it has no further effect in the game). The Xenomorph (or ping token) remains where it was.
- ▶ When a Xenomorph is killed, the player may spawn a new Xenomorph of the same type in the Reactor in E Block at the start of the next round, adding the initiative token back into the container.

Vision Devices

DEVICE	RANGE	COST	SPECIAL
Flashlight	Short	1	OBSERVATION +2.

Armor

ARMOR	ARMOR LEVEL	COST	EFFECT
P-5000 Powered Work Loader	1	3	+3 dice to HEAVY MACHINERY and CLOSE COMBAT , base damage rating 3 in close combat attacks.
Weyland-Yutani APESuit	1	2	Armor 3 vs. acid, full protection against facehugging
M3 Personnel Armor	2	2	

ALIEN RPG SKIRMISH RULES V1.0

- ▶ **Rules Design** Tomas Härenstam
- ▶ **Miniatures Design** Daniel Fernández-Truchaud
- ▶ **Art** Martin Grip
- ▶ **Graphic Design** Johan Nohr
- ▶ **Layout and Prepress** Dan Algstrand

- ▶ **Brand Management** Joe LeFavi/Genuine Entertainment
- ▶ **Proofreading** Brandon Bowling
- ▶ **Customer Support** Daniel Lehto
- ▶ **Event Manager** Anna Westerling
- ▶ **Playtesting** Nils Karlén
Kosta Kostulas
Anna Westerling

TEAM SHEET

NAME				HEALTH
OBSERVATION	___	HEAVY MACHINERY	___	STRESS
CLOSE COMBAT	___	MEDICAL AID	___	
RANGED COMBAT	___			
WEAPONS	Modifier	Damage	Range	Special
ARMOR	Level	OTHER GEAR		

NAME				HEALTH
OBSERVATION	___	HEAVY MACHINERY	___	STRESS
CLOSE COMBAT	___	MEDICAL AID	___	
RANGED COMBAT	___			
WEAPONS	Modifier	Damage	Range	Special
ARMOR	Level	OTHER GEAR		

NAME				HEALTH
OBSERVATION	___	HEAVY MACHINERY	___	STRESS
CLOSE COMBAT	___	MEDICAL AID	___	
RANGED COMBAT	___			
WEAPONS	Modifier	Damage	Range	Special
ARMOR	Level	OTHER GEAR		

NAME				HEALTH
OBSERVATION	___	HEAVY MACHINERY	___	STRESS
CLOSE COMBAT	___	MEDICAL AID	___	
RANGED COMBAT	___			
WEAPONS	Modifier	Damage	Range	Special
ARMOR	Level	OTHER GEAR		

NAME				HEALTH
OBSERVATION	___	HEAVY MACHINERY	___	STRESS
CLOSE COMBAT	___	MEDICAL AID	___	
RANGED COMBAT	___			
WEAPONS	Modifier	Damage	Range	Special
ARMOR	Level	OTHER GEAR		

NAME				HEALTH
OBSERVATION	___	HEAVY MACHINERY	___	STRESS
CLOSE COMBAT	___	MEDICAL AID	___	
RANGED COMBAT	___			
WEAPONS	Modifier	Damage	Range	Special
ARMOR	Level	OTHER GEAR		

NAME				HEALTH
OBSERVATION	___	HEAVY MACHINERY	___	STRESS
CLOSE COMBAT	___	MEDICAL AID	___	
RANGED COMBAT	___			
WEAPONS	Modifier	Damage	Range	Special
ARMOR	Level	OTHER GEAR		

NAME				HEALTH
OBSERVATION	___	HEAVY MACHINERY	___	STRESS
CLOSE COMBAT	___	MEDICAL AID	___	
RANGED COMBAT	___			
WEAPONS	Modifier	Damage	Range	Special
ARMOR	Level	OTHER GEAR		

