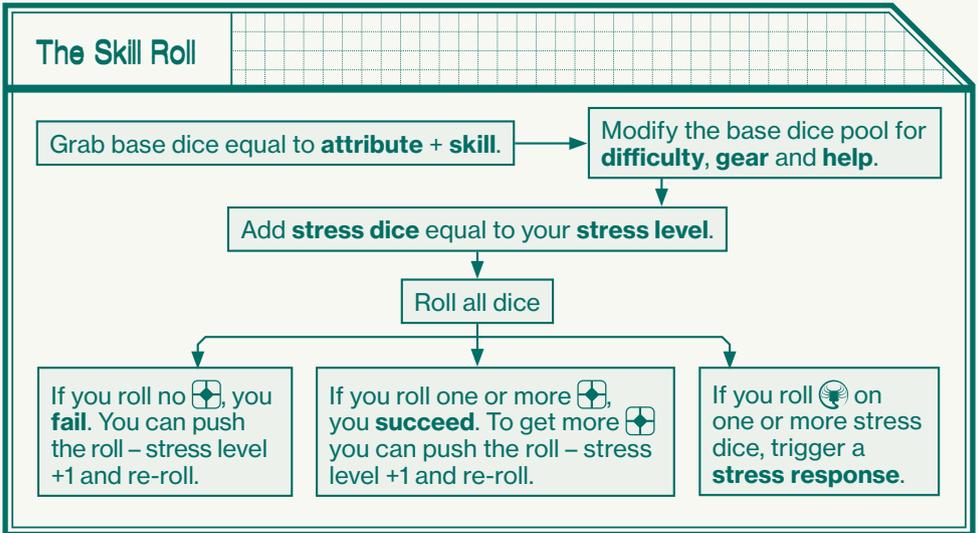


RULES REFERENCE

A L I E N

THE ROLEPLAYING GAME

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Each round, you can perform one full action and one quick action, or two quick actions.



QUICK ACTIONS

- ▶ Move into an adjacent zone
- ▶ Move between Short and Adjacent range
- ▶ Move to a door or hatch and peek through
- ▶ Lock a door or hatch
- ▶ Take partial cover
- ▶ ▲ Defend against a close combat attack
- ▶ Aim a ranged attack
- ▶ ▲ Dodge a ranged attack
- ▶ Reload a weapon
- ▶ Pick up an item from the ground
- ▶ Rally a broken character

FULL ACTIONS

FULL ACTION	SKILL USED
Attack in close combat	CLOSE COMBAT
Make a ranged attack	RANGED COMBAT
Jump or climb	MOBILITY
Take full cover	–
Interact with a terminal	COMTECH
Use machinery	HEAVY MACHINERY
Give first aid	MEDICAL AID
Clearing a jammed weapon	HEAVY MACHINERY
Persuade someone	MANIPULATION
Give orders	COMMAND
Drive a vehicle	PILOTING

PANIC ROLL

1. Roll **D6**.
2. Add your **stress level**.
3. Subtract your **Resolve**.
4. Check the **panic response table**.

STEALTH SEQUENCE

1

PCs move one zone. If they come within line of sight of an NPC, make a passive open opposed **OBSERVATION** roll. For a group, the highest roll counts.

If one side wins, they can:

Reveal themselves

Hide in the zone.

If it's a tie, draw initiative.

Ambush the enemy.

Back out the way they came.

2

NPCs move one zone on the GM's hidden map. Xenomorphs move one zone per point of Speed. If they come within line of sight of a PC, make a passive open opposed **OBSERVATION** roll as above.

3

A new stretch begins. The PCs act first, then the NPCs, as per steps #1 and #2 above.

STRESS RESPONSE ROLL

$$\text{D6} + \text{Stress Level} - \text{Resolve}$$

RESULT RESPONSE

≤0	Keeping Cool
1	Jumpy
2	Tunnel Vision
3	Aggravated
4	Shakes
5	Frantic
6	Deflated
7+	Mess Up

PANIC RESPONSE ROLL

$$\text{D6} + \text{Stress Level} - \text{Resolve}$$

RESULT RESPONSE

≤0	Keeping Cool
1	Spooked
2	Noisy
3	Twitchy
4	Lose Item
5	Paranoid
6	Hesitant
7	Freeze
8	Seek Cover
9	Scream
10	Flee
11	Frenzy
12+	Catatonic