



FINAL MISSION

Working in deep space presents unique challenges.
Cooperation is key to returning home in one piece.

► WEYLAN-YUTANI DIRECTIVE 3362.7

YOU HAVE MY SYMPATHIES



SETUP

- 1 Place all discarded coolant canisters into Equipment Storage.
- 2 Place Ash at MU-TH-UR. Ash moves towards Crew members when he moves.

OBJECTIVE

- Defeat Ash by dealing 3 damage to him.
- Whenever Ash encounters a Crew member, that Crew member must discard a Coolant Canister to deal 1 damage to Ash and move him 3 spaces of their choice.
- Otherwise, you lose 3 morale and flee 3 spaces. When Ash is defeated, remove Ash from the ship.

VICTORY

Use an Incinerator on the Alien after Ash has been defeated.

ESCAPE ON THE NARCISSUS



SETUP

Place all discarded Coolant Canisters into Equipment Storage.

OBJECTIVE

1

Drop 1 Coolant Canister in the Docking Bay for each Crew member.

OBJECTIVE

2

The Crew must have a Cat Carrier and Incinerator in Inventory.

VICTORY



All Crew members must assemble in the Docking Bay.

BLOW IT OUT INTO SPACE



SETUP

- 1** Shuffle the Encounter discard pile back into the Encounter deck.
- 2** All crew members gain an additional **ABILITY: Spend an action and discard 1 Scrap token to reveal the top card of the Encounter deck. You may choose to put it on the bottom of the Encounter deck.**

VICTORY



- 1** The Alien must be in or adjacent to the Docking Bay.
- 2** 1 Crew member must be in Airlock. 1 Crew member must be at the Bridge.
- 3** Reveal an Alien type Encounter card from the deck in the Encounter Phase to win.

WE'RE GOING TO BLOW UP THE SHIP



SETUP

- 1** Place all discarded Coolant Canisters into Equipment Storage.
- 2** The active Crew member takes the Self Destruct tracker and place 4 Countdown Tokens on it.
- 3** At the start of that Crew member's turn, one token from the Self Destruct tracker.

DEFEAT



If the Crew member with the Self Destruct tracker starts their turn with 4 tokens, the Nostromo and her crew are destroyed.

VICTORY



All Crew members must assemble in the Airlock with 1 Coolant canister and 1 scrap each.

CUT OFF EVERY BULKHEAD AND EVERY VENT



SETUP

- 1** Place a Concealed token on each room that does not have one. Ignore any future effect that instructs you to place a Concealed token in a room.
- 2** The active Crew member takes the Self Destruct tracker and places the 4 Countdown Tokens on it.
- 3** At the start of that Crew member's turn, remove one token from the tracker.

DEFEAT



If the Crew member with the Self Destruct tracker starts their turn with 4 tokens, the Nostromo and her crew are destroyed.

VICTORY



Clear all Concealed tokens on the Nostromo to win the game.