

# Aliens The Board Game Rule Book

## Overview

Aliens The Board Game is a solo board game where the player has to strategize to survive an alien-infested colony. Utilize your characters, manage resources, and complete objectives to escape.

## How does a player win?

The player has to head to the operations center to obtain the access key, find and escort newt who is lost in the map and escape to the landing platform before 8 turns are up in order to win. The access key can be obtained by interacting with the operations center and placing the access key on the character card.

## How does a player lose?

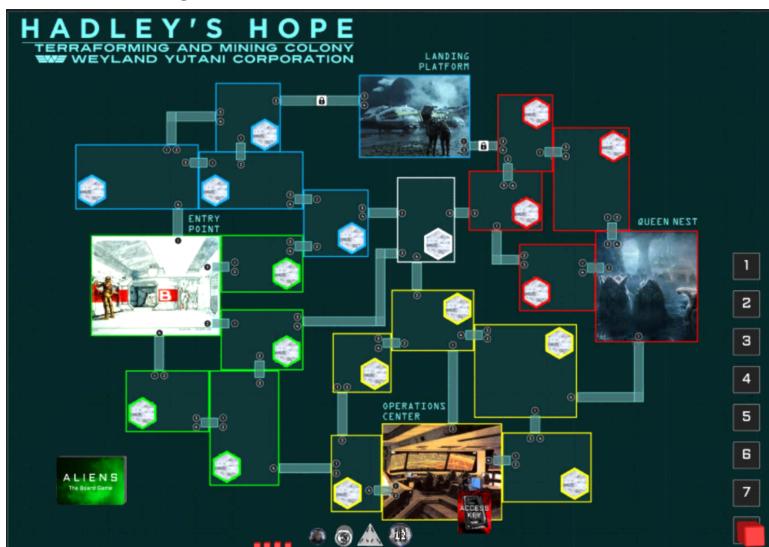
The player loses the game if the surviving character(s) hasn't reached the evacuation site by 8 turns with the access key and newt, or if there are no survivors remaining.

*\*Newt is resourceful and nimble, hence when she isn't escorted by a character, she is hiding away from the aliens. Newt doesn't start a combat phase. Newt cannot move on its own.*

## Components

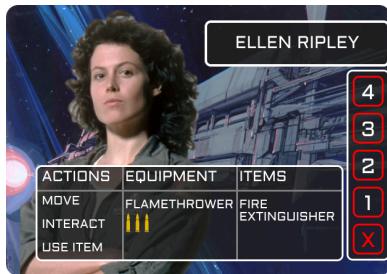
### Game Board

Map layout for the random board tiles and fixed key locations such as the entry point, operations center, landing platform and queen nest.



## Character Tokens and Cards

The player can choose between 8 different characters with unique loadouts for different strategies and game replayability.



### Actions:

- **Move:** Allow the character to move 1 board tile.
- **Interact:** Allow the character to interact with the board tile.
- **Use Item:** Allow the character to use an item from their kit.

### Equipment:

- **Weapons:** The number of bullets on the character card represents the amount of ammo needed to kill the aliens (Ex. 2 bullets kill 2 aliens).
- **Body Armour:** gives extra two points of health (They cannot be regained after it has been decreased to base health).

### Items:

- **First Aid Kit:** Allow the character to heal 1 health for themselves or another character in the same tile.
- **Infrared Binoculars:** Allows the character to reveal an adjacent board tile and then draw 1 from the bag of exploration token and place 1 on that flipped open tile. The character must be in a board tile connected adjacent to the tile being revealed.
- **Fire Extinguisher:** Allow the character to extinguish a fire in the board tile or 1 board tile away.
- **Hand Welder:** Allow the character to seal or unseal a corridor surrounding the board tile.
- **Ammo Bag:** Allow the character to restock an ammo (1) into the ammo counter.

### Additional:

- **On Character Death:** If the character has an access key or newt, it will be “dropped” on the tile the character is on before he or she dies. The access key or newt can be picked up or escorted by other characters in the same tile or when they enter the tile.
- **Breaking Down Blockages:** Allows the character to spend 3 ammo counts to remove a blockage token. This ability does not take up an action.

## Board Tiles

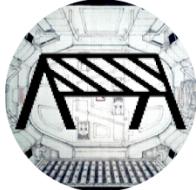
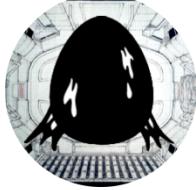
At the cost of 1 action, players are able to use the effect of the Board Tiles if the marine(s) are on that tile(s) except the **Lost Newt**.

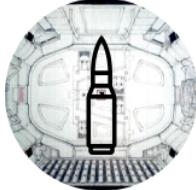
Board Tile	Description
 Lost Newt	<p>Place the newt token on this board tile when it is revealed, and newt will be escorted by the character that first entered this board tile.</p>
 Surveillance Room	<p>Choose a closed board tile and reveal that board tile, and draw 1 from the bag of exploration token and place 1 on that flipped open tile.</p> <p><i>*This does not increase the noise level of that room. Noise is only increased when a character step on the room or fight occurs</i></p>
 Med Lab	<p>If an infected character uses this tile, remove the facehugger token on its character card. If a non-infected character uses this tile, heal it for 2 health points.</p>
 Alarm Room	<p>Triggers an alarm on an open board tile, attracting aliens from two tiles away.</p> <ol style="list-style-type: none"> <li>1. Character uses the alarm room to alert the aliens</li> <li>2. Player selects a room to alert the alien.</li> <li>3. Follow the count of the room to determine which room the alien is in to move towards the select room.</li> </ol>
 Fire Extinguisher Room	<p>Allow the player to remove a fire token on a face up board tile.</p>

  <b>Air Vents</b>	<p>Move the character to the other Air Vent board tile. Both board tiles need to be face up to be activated.</p>
 <b>Armoury</b>	<p>Restock 3 counts to the ammo counter. Ammo count is capped at a maximum of 12 counts.</p>
 <b>Anti-Noise Field Room</b>	<p>Decrease the noise level of a board tile by 2.</p>
 <b>Security Room</b>	<p>Allow the player to add or remove a blockage token.</p>
 <b>Computer Room</b>	<p>Look at the top card of the Event Deck. Players may choose to put that card at the bottom of the Event Deck or place it back on top.</p>

## Exploration Tokens

These tokens are flipped together with the room tiles, they will describe a mini-event and must be resolved within the turn itself.

Token	Description
 <b>Fire</b>	Set the board tile on fire. The character takes 1 damage when they step onto a tile with this fire token, except for the first time when this Fire token is flipped up. Any character that remains in the room will take 1 damage at the end of the turn.
 <b>Blockage</b>	The path behind the character has suddenly been sealed off! Place this blockage token on the corridor the character has entered from. Blockages can be removed using the hand welder item.
 <b>Egg</b>	The board tile is infested with Ovomorph(Egg) and is waiting to hatch!. This token remains on the tile it was found on. When the noise level of the tile this token is on reaches level 4 noise level, remove this token and place a xenomorph alien token on that same tile.
 <b>Facehugger</b>	Watch out! The board tile has a facehugger on it! Roll a 1D4 and score a 3 or above to dodge the attack. Otherwise, the character is infected and takes 1 damage at the end of every turn while the token is on the character. Place the facehugger token on the infected character's card.
 <b>Xenomorph</b>	Surprise! There are aliens in the room. Roll a 1D4 to determine the number of aliens that spawns on that board tile. The character cannot make a move action for the rest of this turn.

 <b>Ammo Pack</b>	<p>Upon flipping up this token, the player can restock 1 count to the ammo counter. Ammo count is capped at a maximum of 12 counts.</p>
 <b>Health Pack</b>	<p>Upon flipping up this token, the player can restore 1 health to the character.</p>

## Pre-Game Setup

- Choose 4 characters and place their respective tokens on the Entry Point section of the game board and their character cards at the bottom of the game board. There are 4 red cube tokens to help you track each character's health. The remaining character token should be flipped over to represent blockage.
- Set the ammo counter to 12 and place it at the bottom of the game board.
- Shuffle the board tiles and place the board tiles on the game board.
- Shuffle the event cards and place it at the bottom left of the game board.
- Place the access key card at the Operations Center section of the game board.
- Place the turn token on the 8 at the bottom right of the game board.

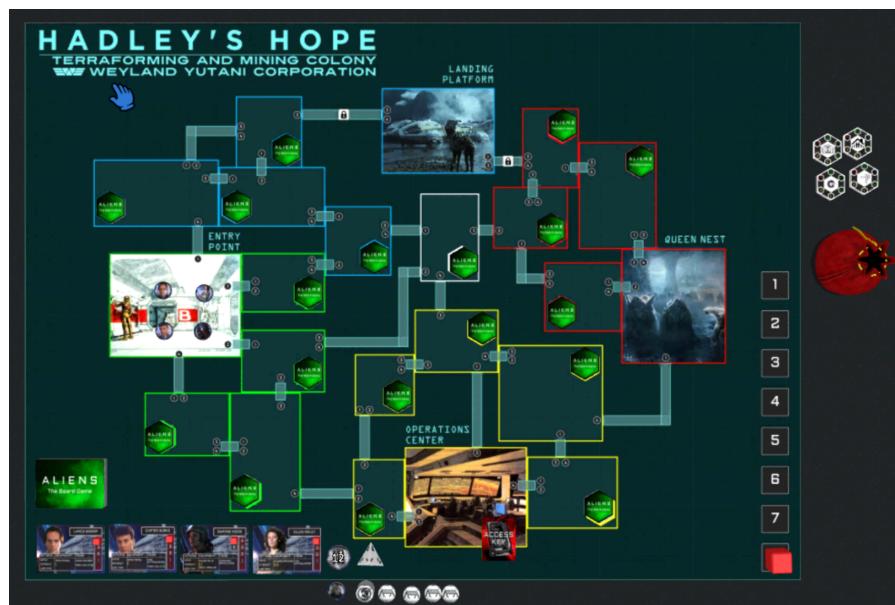


Fig 1. Example Setup

# The Game Round

## Exploration Phase

- Each character can perform up to 2 actions (move, interact, items) in no particular order each turn.
- When a Character moves into a room, flip up that hexagon board tile and take one exploration token for the exploration bag. Resolve the exploration event first. The list of exploration events are listed under the section of “Exploration Tokens”.
- Increase the noise level of the hexagon board tile by 1.
- Players can move on to the combat phase if there are no actions left, or choose to voluntarily move to the combat phase/end phase.

## Combat Phase

- Check for immediate threats. If character(s) and alien(s) are in the same room, use character(s) weapons, reduce ammo accordingly, and remove the aliens from the board. Any remaining aliens will damage the characters based on their number. Increase the tile's noise level by 1.
- A character can escape but risk receiving damage equivalent to  $\frac{1}{2}$  of the amount of aliens inside the room, rounded up. Players can roll a D4 and if scored a result 4, characters don't take the damage. (Ex. 3 aliens / 2 is 2 damage, rounded up)

## End Phase

Resolve the following steps in the order they are listed

- Place one alien token on tiles with level 5 noise and the Queen Nest.
- Roll a D4 to determine the direction for all aliens to roam towards and move twice. Only move aliens that are not in the same room with any characters. It cost one movement to destroy blockages. If alien(s) roams into a room with characters, movement will stop in that tile.
- Character(s) that are face hugged, decrease their health by 1.
- Character(s) that are in a room with a fire token, decrease their health by 1.
- Draw an event card and resolve its effects.
- Any alien with a character in the same tile, resolves the combat phase.
- Move the turn token down by 1.

# Additional Details

## Noise Level

Tiles in our games are hexagonal. The top middle number, which is currently 0, represents the noise level of that tile (Figure 1). When a tile is stepped on by a marine, increase the noise level by 1. Do so by rotating the tile 60 degrees anticlockwise (Figure 2). If the tile is already at noise level 5, it is at its maximum and players do not increase or rotate the tile any further.

At the end of every turn, the player will check if there are any level 5 noise level tiles and spawn 1 alien on the respective tile.

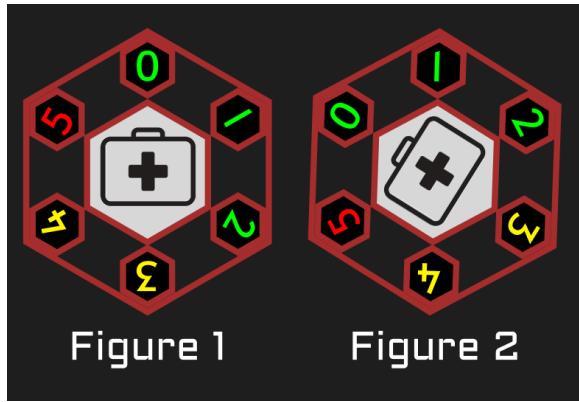


Figure 1

Figure 2

*Note: 60 degrees anticlockwise is -60 degrees in tabletopia*